***Blue White Deck***

Instants:

**-Serpentine Ambush = Frilled Ambuscade**

Till end of move, objective creature becomes a green Eel with base strength and stamina 5/5.

*“Its lethal prowess knows no bounds, for in water and on land, a mythical predator reigns with a feral command.”*

**-Kill Shot = God’s Rage**

Destroy objective attacking creature.

*“Oppose me, and tremble in fear.”*

**-Fading Hope = Soul Dissipation**

Return objective creature to the hand of its owner. If its prana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library).

*“And I sensed my essence dissolve into the ethereal realm.”*

Artifact:

**-Brute Suit = Long Serpent**

Alertness

Recruit 1 (Flip as many creatures as you like, each must at least posses more than 1 in strength: This Vessel turns into a relic creature unitl end of turn.)

*“The ship was a dragon...but it was far larger,*

*and more carefully put together in all her parts.”*

Sorcery:

**-Consuming Tide = Eyes of the Oracle**

Each participant selects a nonland constant they have under control. Return all nonland constants not chosen this way to their owner’s hands. Next you draw a card for each enemy who has more cards in their hand than you.

*“Give a pledge and trouble is at hand.”*

Land:

**-Tranquil Cove = Glacial Froststream**

Isle of Silence joins the battleground tapped.

When Glacial Froststream joins the battleground, you gain 1 life point.

Creatures:

**-Stormrider Spirit = Arcane Mage**

Flare

Flight

*“The wind carries me, the ocean strengthens me.”*

**-Dreamshackle Geist = Gentle Hunter**

Flight

At the start of battle on your turn, select up to one –

* Tap objective creature.
* Objective creature doesn’t untap during it’s holder’s next untap action.

**-Hullbreaker Horror = Wrath of the Deep**

Flare

This incantation can’t be countered.

At any time you cast an incantation, select up to one –

* Return objective incantation you don’t control to the hand of it’s owner.
* Return objective nonland constant to the hand of it’s owner.

**-Wretched Throng = Occult Mollusk**

At the time Occult Mollusk deceases, you may search your library for a card named Occult Mollusk, disclose it, put it into your hand, then mix.

*“People who dwell in the water like fish, but have not given up weaving at the loom.”*

**-Welcoming Vampire = Last Shadow**

Flight

At any time one or more other creatures with strength 2 or less enter the battleground under your control, draw a card. This skill activates only once each turn.

*“The last one you’ll ever see.”*

**-Inspiring Overseer = Eagle Breed**

Flight

When Eagle Breed joins the battleground, you gain 1 life point and draw a card.

*“She is my pride and joy.”*

**-Nebelgast Beguiler = White Hound**

Tap objective creature.

*“Loyal vigilant souls.”*

**-Unholy Officiant = Wild Wolf**

Alertness

Put a +1/+1 counter on Wild Wolf.

*“Loyal vigilant souls.”*

**-Extraction Specialist = Whitewater Wolverine**

Lifeconnection

When Whitewater Wolverine joins the battleground, return objective creature card with prana value 2 or less from your cemetery to the battleground. That creature can’t attack or block for as long as you control Whitewater Wolverine.

**-Backup Agent = Frost Giant**

When Frost Giant joins the battleground, put a +1/+1 counter on objective creature.

*“Why do you disturb my sleep?”*

**-Seven-Tail Mentor = Fenris Brute**

When Fenris Brute joins the battleground or dies, put a +1/+1 counter on objective creature or Vessel you control.

*“If you can escape from these chains, then your renown and your strength will be known to all the worlds.”*

***Red Green Deck***

Enchantment:

**-Glorious Sunrise = Spectral Gate**

At the start of battle on your turn, select one –

* Creatures you control get +1/+1 and gain stamp until until end of turn.
* Objective land gains until end of turn.
* Draw a card if you control a creature with strength 3 or greater.
* You gain 3 life points.

Instants:

**-Witch’s Web = Primal Roar**

Objective creature gets +3/+3 and gains range until end of turn. Untap it.

*“It echoes through a thousand hearts.”*

**-Abrade = Flaming Weapons**

Select one –

* Flaming Weapons deals 3 damage to objective creature.
* Destroy objective relic.

*“I hand over these weapons to you, do not hesitate.”*

**-Burn the Accursed = Burst of Fire**

Burst of Fire deals 5 damage to objective creature and 2 damage to that creature’s owner. If that creature would die this turn, banish it instead.

*“Burn them all…burn them all.”*

Land:

**-Rugged Highlands = Dragon Hoard**

Dragon Hoard joins the battleground tapped.

When Dragon Hoard joins the battleground, you gain 1 life point.

Creatures:

**-High-Rise Sawjack = Woolly Spider**

Attain

Whenever Woolly Spider blocks a creature with flight, Woolly Spider gets +2/+0 until end of turn.

*“These piercing eyes, these hairy legs.”*

**-Thundering Raiju = The Red Terror**

Rush

Whenever Red Terror attacks, put a +1/+1 counter on a objective creature you control. Then Red Terror deals X damage to each enemy, where X is the number of altered creatures you control other than Red Terror.

(Gear, Auras you control, and counters are modifications.)

**-Creepy Puppeteer = Mad King**

Rush

Whenever Mad King attacks, if you attacked with exactly one other creature this battle, you may have that creature’s base strength and stamina become 4/3 until end of turn.

**-Voldaren Stinger = Vile Goblins**

Vile Goblins has first hit as long as it’s attacking.

Vile Goblins gets +2/+0 until end of turn.

*“Disgusting little pests.“*

**-Lambholt Harrier = Nordic Gold Council**

Objective creature can’t block this turn.

*“Unreachable on the mountain, they wield control over things.”*

**-Mounted Dreadknight = Lava Golem**

Stamp

Lava Golem joins the battleground with a +1/+1 counter on it if an enemy lost life this turn.

*"Quivering earth, burning."*

**-Tompiary Stomper = Medium of the Verdant Grove**

Alertness

When Medium of the Verdant Grove joins the battleground, search your library for a basic land, put it onto the battleground tapped, then mix.

Medium of the Verdant Grove can’t attack or block unless you control seven or more lands.

**-Spore Crawler = Mistmarsh Ogre**

When Mistmarsh Ogre dies, draw a card.

*“Cowards, all of them. Hiding in the undergrowth like vermin.”*

**-Ascendent Packleader = Cave Bear**

Cave Bear joins the battleground with a +1/+1 counter on it if you control a constant with prana value 4 or greater.

Whenever you cast an incantation with prana value 4 or greater, put a +1/+1 counter on Cave Bear.

**-Timberland Guide = Abominable Snowman**

When Abominable Snowman joins the battleground, put a +1/+1 counter on objective creature.

*“Long considered extinct, however, a few still roam the area.”*

**-Flourishing Hunter = Huscarl Savage**

When Huscarl Savage joins the battleground, you gain life points equal to the highest stamina among other creatures you control.

*“In a frenzy of violence, indomitable.”*