

**Quit to Get Ahead** 3



**Sorcery**

Target player loses the current subgame. When the supgame resumes it is the beginning of that player's turn. That player draws 2 extra cards during their draw step that turn. *(You may not cast this spell if not in a subgame.)*

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**Chahrazad** 4



**Legendary Creature — Dragon**

Flying

• Chahrazad gets +1/+0 until end of turn.

When Chahrazad enters the battlefield digress with —

- Whenever a player successfully casts a creature spell, they may put a dragon card they own from outside the game into the battlefield. Exile those dragons if they leave the battlefield.
- Chahrazad deals damage equal to its power to non-winning players.

5/5

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**Everspllosion** 4



**Sorcery**

You and target opponent each reveal the top card of your libraries, choose a target permanent controlled by the other player, and toss your revealed cards. Re-toss until both tosses are valid. Destroy any permanents touched by either card, and put the tossed cards in their owners' graveyards. If either target permanent was not destroyed and both players still control at least one permanent, repeat this process.

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**Anachronist** 2



**Creature — Human Rogue**

Anachronist gets +1/+1 if equipped.

When Anachronist deals combat damage to a player, choose target permanent they control and search their library for a card of the same type. If you find one, put it into the battlefield under their control and shuffle the target permanent into its owner's library.

*In three dimensions they are called smugglers.  
In four, anachronists.*

0/2

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**Change of Venue**



**Sorcery**

Digress with —

- A game other than Magic.
- Non-winning players lose half their life, rounded up.

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**Chaos Oreo** 2



**Legendary Artifact — Food**

All foods have “1, ☹, Sacrifice this permanent: Toss this card and destroy any permanents it touches.”

2, ☹, Sacrifice Chaos Oreo: Gain 3 life.

*All shall crumble.*

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**Grifting Megalodon** 2



**Creature — Fish Mercenary**

Hexproof, meta

Whenever you lose a game, put a loss counter on Grifting Megalodon.

Whenever you win a game, remove all loss counters from Grifting Megalodon.

Sacrifice Grifting Megalodon: You win. Activate this ability only if there are 3 or more loss counters on Grifting Megalodon.

4/3

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**Hat-Trick Elemental** 2



**Creature — Elemental**

Haste, trample, meta

Whenever you win a game, put a win counter on Hat-Trick Elemental.

Whenever you lose a game, remove all win counters from Hat-Trick Elemental.

Sacrifice Hat-Trick Elemental: You win. Activate this ability only if there are 3 or more win counters on Hat-Trick Elemental.

4/4

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**Impactful Wish** 3



**Sorcery**

Choose an oversized card you own from outside the game and put it into your hand. That card counts as Chaos Orb. If that card would be put into a graveyard or library, exile it.

*Think big.*

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**MBEAST** 4



**Legendary Creature — Lhurgoyf Beast**

Trample, dredge 3, affinity for beasts and lhurgoyfs  
MBEAST's power and toughness are equal to the number of M's in the names of cards in all graveyards. (Ignoring capitalization)  
When MBEAST enters the battlefield, toss it and shout its name. If the toss is successful, for each permanent it touches, destroy that permanent and its controller mills 2 cards. If no permanents are destroyed, MBEAST deals damage equal to its power to you.

★/★

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**Master of None**



**Enchantment**

If you control 10 permanents with alternate win, lose, or draw conditions, you win.

*Every strategy is a strategy.*

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**Meteoric Rise** 2



**Enchantment**

When you toss a card, choose a target permanent. If the tossed card touches the target, put a dexterity counter on Meteoric Rise.

If Meteoric Rise has 10 or more dexterity counters, you win.

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**Narcoleptic Hellkite** 1



**Creature — Dragon**

Flying

Whenever Narcoleptic Hellkite attacks, toss it and destroy any artifacts or creatures it touches. If any permanents are destroyed this way, remove Narcoleptic Hellkite from combat.

3/3

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**Never-Ending Story** 2



**Enchantment**

Meta

If there are 5 open games, you win.

*Some people started reading it, not knowing what it was.*

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**Oracle of Tropes** 1



**Legendary Creature — Human Wizard**

Meta

Oracle of Tropes's power and toughness are equal to the number of open games.

Instants and sorceries in your graveyards in all open games have "Flashback X", where X is that card's mana cost, including color.

You may play flashback abilities of cards in other open games.

★/★

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**Path More Traveled** 2



**Enchantment**

When Path More Traveled enters the battlefield, put a group of life counters on it for each player, where the number of counters in each group is that player's life total.

Whenever a player gains life or loses life, add or remove that many life counters from the group for that player, respectively.

If the only group with 1 or more life counters is yours, you win.

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**Timekeeper** 2



**Legendary Creature — Human Knight**

Timekeeper gets +1/+1 if equipped.  
Whenever Timekeeper deals combat damage to a player, put it on top of your library. Then each player shuffles their hand and graveyard into their library, and draws seven cards.

*When help is needed, he'll be then.*

0/2

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**Wishing Fisher**



**Creature — Elf Druid**

, : Name a card, then reveal the top card of your library. If the revealed card was not the named card, put it into your graveyard; otherwise, put it into your hand and repeat this process.

*I fish what I wish.*

1/2

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**Xavier, Renegade Angel** 2



**Legendary Creature — Beast Cleric**

Meta  
4 , : Each player sacrifices a permanent, then shuffles up to 3 cards from their graveyard into their library. Digress with 10 life.

*What doth life?*

1/2

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**Gem Bazaar**



**Land**

When Gem Bazaar enters the battlefield, choose a random color.  
: Add one mana of the last color chosen. Then choose a random color.

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