Dormamu's Defeat Galdr- Arcane	Maleficent's Curse Galdr- Arcane	Gravitational Shift Galdr- Arcane	Rework Leylines Galdr- Chi
Skip target player's turn. If this card has two or more charge counters on it remove all charge counters from that players chambered cards	Cursed character dies if they lose a match.	All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of o.	Expunge all hexes on the board, then create a hex that targeting you for each hex destroyed this way. You may choose to not recreate a hex for each charge counter on this card
Up the Stakes  Galdr- Arcane	Chromatic Orb Galdr-Hex- Arcane	Flow with the Aether 4  Galdr-Hex- Chi	Third Eye Galdr-Hex- Chi
Whoever has a higher life total at the end of this round wins the match. Gain life equal to the number of charge counters on this card	Hexed player chooses a magic type, spells cast by that player are that type instead of their original type, deal 2 damage to any target as you cast this spell. Must have two charge counters to cast	Cantrips hexed player casts cost 1 less to cast.	Hexed player gets +1 Chamber slot. Hexed player may chamber one card for each charge counter on Third Eye

Support Magic Pro-Can- Chi	Open Chakras Pro-Can- Chi	Grasping Tentacles Pro-Can- Deep	Riptide Galdr- Deep
Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card	Expunge target hex	Whenever a Mystic would draw a card aside from their end of round draw phase, instead they draw two cards	Each Mystic draws a card for each charge counter on Riptide. Target Mystic loses life equal to the number of cards in their hand.
Sheer Will Pro-Can- Chi	Upswell Galdr- Deep	Tidal Flow Pro-Can- Deep	Seeking Whale-Shark 4 Galdr-Conj- Deep
Spells you control can't be voided until the end of turn. Draw a card.	Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell	Each Mystic draws 4 cards then discards 3	4 attack 2 HP. Whenever a Mystic draws one or more cards Seeking Whale-Shark may attack that Mystic

Apex Predation Pro-Can- Deep	Rejection from the Depths Re-Can- Deep	Tumultuous Flow Pro-Can- Deep	Kraken's Wrath Galdr- Deep
The Mystic with the most cards in hand draws 2 cards and gains 5 mana	Void target spell cast by a Mystic with four or more cards in hand	Change the target of target spell to any target.	This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets.
Blackwater Pro-Can- Deep	Current Tides Galdr-Hex- Deep	Gushing Anozoa Galdr-Conj- Deep	Misguiding Waters Re-Can- Deep
Draw 1 card. Deal x damage where x is the number of cards you have drawn this turn.	Whenever the hexed Mystic draws a card you draw a card as well. Any Mystic may pay x mana to expunge Current Tides, where x is 5 plus the number of charge counters on Current Tides.	2 attack 1 HP. When you cast this spell destroy each non-Deep beast with power less than the number of cards you have drawn this turn. Gushing Anozoa attacks target attacking beast whenever the beast attacks you	Until end of turn, whenever you would lose life from another Mystic you may instead discard a card to prevent that damage. Draw a card

Rumbling Depths Galdr- Deep	Aphosis Re-Can- Deep	Top to Bottom Galdr- Deep  3	Overflow Pro-Can- Deep
Each Mystic draws a card. Deal 6 damage to target Mystic with 5 or more cards in hand.	As an additional cost to cast this spell discard a card. Void target cantrip.	You may discard any number of cards to copy this spell once for each card discarded this way. Draw a card, deal 1 damage to target Mystic	Each player draws 2 cards, deal 3 damage to any target
Ripple Effect Galdr-Hex- Deep	Benthic Tremors Galdr-Hex- Deep	Deep Blue Galdr- Deep  O	Overwhelm Galdr-Hex- Deep
Whenever another Mystic draws a card put a charge counter on one of your chambered spells. When Ripple Effect enters play each Mystic draws a card for each charge counter on it when cast.	You may pay 5-x mana and discard a card to deal 3 damage to any target, where x is the number of charge counters on Benthic Tremors when cast.	Target Mystic draws their entire reserves.	Whenever you draw more than 1 card target Mystic loses 3 life

Oceanic Scouring Pro-Can- Deep	Dark Deeds Galdr- Delirium	Purge Pro-Can- Delirium	Curse of Fifths Galdr-Curse- Delirium
Expunge one hex target Mystic owns for every 3 cards in their hand	Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card	As an additional cost, discard your hand. Deal 2 damage for each card discarded this way. Draw cards equal to the number of charge counters on ~.	Draw 5 cards, gain 5 mana, gain "Curse of Fifths" which limits the amount of mana in your mana pool to 5, and at the begining of each round makes you lose 5 life
Mind Muddle  Galdr- Delirium	Revel in the Madness 5  Galdr- Delirium	Burden of Atlas Galdr-Hex- Delirium	Grip of fear Galdr-Hex- Delirium
Hexed player cannot cast Re-Cantrips.	Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times.	Hexed player must pay an additional mana for each charge counter on their chambered spells. Remove a charge counter from any card for each charge counter on this card	At the begining of the hexed players turn they take 1 damage for every chambered card they have. Break 1 chambered card if this card has one or more charge counters on it

Mental limiter  Galdr-Hex- Delirium	Ambrosia of Darkness4 Pro-Can- Delirium	Precision Strike Galdr-Hex- Divination	See Through Pro-Can- Divination
Hexed player's chamber size is reduced by 1	Gain control of target Conjuration	Look at target player's chambered cards. Break 1 target chambered card.	Look at target player's chambered cards, draw a card
Expand Mind Galdr-Hex- Divination	Empathetic Coupling 4  Galdr-Hex- Divination	Flash of Insight Pro-Can- Divination	Knowledge Puddle Re-Can- Divination
Increase your chamber size by 2, discard two cards	You can look at hexed player's chambered spells at any time	Look at up to two cards in target player's hand, and or their chambered cards, draw a card	As an additional cost to cast this spell reveal any number of cards from your hand, void target Pro-Can unless the caster reveals more cards from their hand than you revealed this way

Plan B Re-Can- Divination	Primordial Beast Galdr-Conj- Druidic	Way of the World Re-Can- Druidic	Elemental Falcon Pro-Can-Conj- Druidic  2
Shuffle the cards from your hand into your reserves, draw that many number of cards plus 1	2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.	Each player gains 2 charge counters and takes 2 damage. Draw a card if you own a beast.	2 damage, 1 HP. When you cast this spell Elemental Falcon may attack. Whenever you cast a cantrip you may return this card to your hand
Elemental Ants Galdr-Conj- Druidic	Curse of Nature's  Severance  Galdr-Curse- Druidic	Protective instinct Re-Can- Druidic	Nature's Roar Pro-Can- Druidic  2
1 damage, 1 HP. When you cast this spell copy it for each charge counter on this card. Whenever a player casts a cantrip Elemental ants can attack that player.	Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it.	Target beast you control deals damage to target attacking beast	All beasts you own attack

Grand Hunt Pro-Can- Druidic	Momentum Galdr- Energy	Energy Liberation Pro-Can- Energy	Expedite Pro-Can- Energy
Until end of turn, all hexes are considered beasts with o attack and 1 HP. Draw a card.	Deal 1 damage, draw 1 card, put 3 charge counters on 1 chambered card, activate 1 chambered Galdr	Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way	Activate target Galdr. Draw a card.
Momentum Abstraction Galdr- Energy	Sudden Quickening 5  Galdr- Energy	Inervate Pro-Can- Energy	Energy Spoil Galdr- Energy
Move all charge counters from another players chambered card to your chambered card. Draw two cards if there are two or more charge counters on this card	Place 4 charge counters on any number of chambered cards	Put a charge counter on one of your chambered spells with a charge counter on it. You may activate it.	Target player loses 1 life for each charge counter on their chambered spells

Groundswell Galdr-Hex- Energy	Momentary Harmony 1 Galdr- Energy	Ball of Fire Galdr-Hex- Fire	Blessing of Tyr Galdr- Fire
If you would place a charge counter on a card with no charge counters on it instead place 2	During your next place counters phase, charge counters don't cost mana. Draw a card if there is one or more charge counters on this card	Deal 2 damage plus 2 damage for each charge counter on this card	Damage dealt this turn gets doubled.
Twinnate Pro-Can- Energy	Vilidae's Favor Galdr-Hex- Energy  5	Crazed Inferno Galdr- Fire	Fireball Galdr- Fire
Double the amount of charge counters on target activated card	Gain +1 mana at the begining of your turn for each chambered spell you have	Deal damage equal to the number of charge counters on this card plus 3 to target opponent. You take damage equal to half the number of charge counters.	Deal 5 damage

Lava Lance Galdr- Fire	Pellet Bursts Galdr- Fire	Double Burst Galdr- Fire	Put Down Re-Can- Fire
Spend x mana as an additional cost to cast ~. Deal x+1 damage to any target.	Deal 1 damage to any target, deal an additional 1 damage to any number of targets for each charge counter on this card, draw a card	Deal 2 damage, draw 2 cards, discard 2 cards	Deal 3 damage to target beast.  Deal 2 damage to that beast's owner
Pellet Burst Pro-Can- Fire	Spitfire Re-Can- Fire	Wild Hellhound Galdr-Conj- Fire	Incendiary Moment  Galdr- Fire
Deal 1 damage. Draw a card.	Deal 2 damage, Draw a card	Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP.	Draw cards equal to the amount of damage you dealt this turn. Discard 4 cards

Hellios's Spear Galdr- Fire	Channel the Heat Pro-Can- Fire	Emotional Meltdown 4	Fingers of Flame Galdr-Hex- Fire
Deal 10 - x damage, where x is the number of charge counters on this card	Gain charge counters equal to the amount of damage dealt this turn.	All players discard 4 cards, take 4 damage, lose 4 energy counters.	Whenever you place a charge counter on one of your cards deal 1 damage
Shackled Anger Pro-Can- Fire	Energy Burn Pro-Can- Fire	Overwhelming Heat 1 Re-Can- Fire	Melting Will Pro-Can- Fire
Target player takes damage equal to the mana cost of all hexes on you.	Remove any number of charge counters from your chambered spells, deal 2 damage for each counter removed this way	Void target spell with mana cost less than or equal to the total amount of damage dealt this turn.	Deal 2 damage to target player. If that player has lost 5 or more life this turn expunge target hex they own.

Crisp Pro-Can- Fire	Fire Mystic's Thirst Galdr-Hex- Fire-Energy	Shielding walls Pro-Can- Ice	Brain Thaw Pro-Can- Ice
Deal 3 damage to any target. If a player is dealt damage this way, they fade x where x is the amount of life they have lost this turn.	Chamber spells face up and activated. Whenever you chamber a firespell this way, add x charge counters to it, where x is the number of charge counters on Fire Mystic's Thirst when cast. Whenever you chamber a non-fire spell, expunge Fire Mystic's	Hexed player reduces all damage dealt by another player to them by x, where x is the number of charge counters on this card	2 target chambered spells don't activate at the beginnning of their controller's turn.
Break Concentration 3	Law and Order Galdr-Hex- Ice	Diffuse Pro-Can- Ice	Stun Pro-Can- Ice
Break 2 Chambered cards, discard a card	Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword)	Break a chambered card	Deal 2 damage, Freeze target player's chambered cards

Sinoie's Ire Galdr-Hex- Silver	Black Hole Galdr- Silver	Shadows' Rise Galdr-Hex- Silver	Stress of the Black  Moon  Galdr-Hex- Silver
Hexed Mystic loses the match if they would draw a card and their reserves are empty.	Target Mystic fades their entire reserves.	Hexed player may pay 1 mana and discard a card from their hand to return a card from the hollows to their hand. Hexed player moves a card from their reserve to the hollows for each charge counter on this card	All of hexed players proactive cantrips can now only be cast as if they are reactive cantrips. Return 1 reactive cantrip from your hollows to your hand if 2 or more charge counters are on this card
New Moon Galdr- Silver	Geists' Visit Galdr- Silver	Unnerve Pro-Can- Silver	Night's Dance Re-Can- Silver
Shuffle up to 6 cards from your hollows into your reserves. If there are three or more charge counters on this card instead put them on top of your reserves in any order	Return up to two target cards from target player's hollows to their hands, they lose life equal to the sum of the two mana costs.  Prevent 2 damage from this card for each charge counter on it	Deal 3 damage to target Mystic, they fade 3	Fade x, void target Galdr with mana cost of x

Moon's Favor  Galdr- Silver	Night's Unveiling Galdr- Silver	Cast Shadows Galdr- Silver  5	Edge of Darkness Galdr-Hex- Silver
Hexed player wins the game if they would draw a card and their reserves are empty	You may put up to two hexes from your hollows into play. Must have at least 2 charge counters.	Create a shadow beast thats a copy of any number of beasts target player owns. Deal 1 damage to beasts for each charge counter on this card	Whenever hexed player loses life, they lose that much life plus 1
Jest of Darkness Re-Can- Silver	Expire Pro-Can- Silver	Shades Unshackled Galdr-Conj- Silver	Total Darkness Galdr-Hex- Silver
Switch target reactive cantrip with target cantrip in that player's hollows	Search your library for a card, put the card in your hollows, shuffle your library	3 attack 1 HP. Whenever you lose life Shades Unshackled may attack. You may chamber Shades Unshackled from your hollows by paying 3 mana and fading 3 cards	Reaction cantrips cannot be cast

Second Sunset Pro-Can- Silver	Death's Parting Galdr- Silver	Pained Reunions Pro-Can- Silver	Night Reptus Galdr- Silver
Fade 3. Return target Galdr from your hollows to your hand	Target opponent fades 2, you may cast a hex or Conjuration from their hollows without paying its mana cost	Each player returns a card from their hollows to their hand. Each opponent loses 4 life	6 attack 4 HP. Night Reptus can attack whenever a Mystics fades 1 or more cards. It can only attack if you have 15 or more cards in your hollows. When you cast this spell fade 1 for each charge counter on Night Reptus
Antipathetic Angles Galdr- Silver	Nights' Devotion Galdr- Silver  5	Corpse Genesis Galdr- Silver	Swallow of Darkness 2 Re-Can- Silver
Fade 2. Target opponent loses life equal to the amount of cards that have been put into your hollows this turn. Draw a card if two or more charge counters.	Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows.	Put target conjuration from a hollows into play under your control. You lose life equal to the conjuration's attack value	Prevent all damage that target spell or attack would deal. Instead fade that many cards

Fraying Reality Galdr-Hex- Silver	Compulsory removal 3	Imperfect Negation  Galdr-Hex- Void	Voidspell Re-Can- Void  3
When you cast this spell hexed Mystic loses 2 mana for each charge counter on Fraying Reality. Hexed player fades 6 whenever they have go down to o mana.	Expunge up to 3 hexes and or curses, deal 3 damage reduced by 1 for each charge counter on this card to each player affected by this card	Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card	Void target spell
Counter Magic Re-Can- Void	Denial Re-Can- Void	Numb Pro-Can- Void	Counter Force Galdr-Hex- Void
Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player	Void target cantrip, *This spell can only be Cast from the chamber*	Remove up to 4 charge counters from your opponents cards	Hexed player may tuck a card to deal 2 damage or prevent 2 damage any time they could cast a reactive cantrip

Negative Image Galdr- Void	Remove Meaning Re-Can- Void	Inverted Pendulum  Galdr- Void	Extracted Essence Pro-Can- Void
Pick target conjuration opponent controls. Create a conjuration with attack equal to that conjuration's HP and HP equal to that conjuration's attack.	Void all text on tarrget card except any that relates to damage it would deal.	Opponent fades cards equal to the amount of damage you took this turn. Draw a card.	Expunge target Conjuration.
Thought Sieve Re-Can- Void	Heart's Cowardice Galdr- Void  3	Spell Refraction Re-Can- Void	Mental Lapse Galdr-Hex- Void  2
The next time target player would draw cards this turn, you draw an equal amount of cards instead	Break up to three chambered cards. those cards get shuffled into the reserves instead of going to the hollows. Gain a charge counter for each charge counter on those cards, if this has 3+ charge counters.	Change target of target spell. New target must be valid.	Players cannot draw cards until the end of the round. Expunge at end of the round

Rule of Six Galdr-Hex- Void	Canid Galdr-Conj- Druidic	Feed Galdr-Hex- Druidic	Gen-Z Automaton Galdr-Conj- Void
Mana refreshes at 6 mana, instead of +1 every round	1 attack, 2 HP. Canid gets +1 attack for every other beast you control. Whenever another beast you control attacks a target Canid can attack that same target.	Deal 3 damage to any target that was damaged this turn by a beast that you own. Gain 3 life.	1 attack 1 HP. Gen-Z Automaton attacks at the begining of each turn. If no spells were cast last turn Gen-Z Automaton gets +3 attack until end of turn.
Life's Flow (2)	Hidden Strength (1)	Excitable Aethers (2)	
Pro-Can- Druidic	Hol-Can- Druidic	Hol-Can- Druidic	-
Until end of turn gain 1 charge counter whenever a beast attacks.  Draw a card	Target beast you control gets +x attack and +x HP where x is 2 + the number of charge counters on Hidden Strength	Deal 4 damage to any target and draw 2 cards. Cast only if two or more other spells were cast this turn.	