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<u>Maleficent's Curse</u>  Galdr- <i>Arcane</i> Cursed character dies if they lose a match.	<u>Up the Stakes</u>  Galdr- <i>Arcane</i> 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	<u>Rework Leylines</u>  Galdr- <i>Ch'i</i> 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	<u>Flow with the Aether</u>  Galdr-Hex- <i>Ch'i</i> Cantrips hexed player casts cost 1 less to cast.

<u>Seeking Whale-Shark</u>  Galdr-Conj- Deep <hr/> 4 attack 2 HP. Whenever a Mystic draws one or more cards Seeking Whale-Shark may attack that Mystic	<u>Apex Predation</u>  Pro-Can- Deep <hr/> The Mystic with the most cards in hand draws 2 cards and gains 5 mana	<u>Current Tides</u>  Galdr-Conj- Deep <hr/> 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.	<u>Tumultuous Flow</u>  Re-Can- Deep <hr/> Change the target of target spell to any target.
<u>Rejection from the Depths</u>  Re-Can- Deep <hr/> Void target spell cast by a Mystic with four or more cards in hand	<u>Blackwater</u>  Pro-Can- Deep <hr/> Draw 1 card. Deal x damage where x is the number of cards you have drawn this turn.	<u>Kraken's Wrath</u>  Galdr- Deep <hr/> This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets.	<u>Gushing Anozoa</u>  Galdr-Conj- Deep <hr/> 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









<u>Misguiding Waters</u>  Re-Can- Deep	<u>Rumbling Depths</u>  Galdre- Deep	<u>Benthic Tremors</u>  Re-Can- Deep	<u>Top to Bottom</u>  Pro-Can- Deep
<p>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</p>	<p>Each Mystic draws a card. Deal 6 damage to target Mystic with 5 or more cards in hand.</p>	<p>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.</p>	<p>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</p>
<u>Aphosis</u>  Re-Can- Deep	<u>Ripple Effect</u>  Galdre-Hex- Deep	<u>Overflow</u>  Pro-Can- Deep	<u>Deep Blue</u>  Galdre- Deep 
<p>As an additional cost to cast this spell discard a card. Void target cantrip.</p>	<p>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.</p>	<p>Each player draws 2 cards, deal 3 damage to any target</p>	<p>Target Mystic draws their entire reserves.</p>









<u>Overwhelm</u> Gald- Hex- Deep <div>4</div> <hr/> <p>Whenever you draw more than 1 card target Mystic loses 3 life</p>	<u>Oceanic Scouring</u> Pro- Can- Deep <div>3</div> <hr/> <p>Expunge one hex target Mystic owns for every 3 cards in their hand</p>	<u>Revel in the Madness</u> Gald- Hex- Delirium <div>5</div> <hr/> <p>Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times.</p>	<u>Purge</u> Gald- Delirium <div>5</div> <hr/> <p>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 ~.</p>
<u>Dark Deeds</u> Gald- Delirium <div>4</div> <hr/> <p>Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card</p>	<u>Mind Muddle</u> Gald- Delirium <div>6</div> <hr/> <p>Hexed player cannot cast Re-Cantrips.</p>	<u>Curse of Fifths</u> Gald- Curse- Delirium <div>0</div> <hr/> <p>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</p>	<u>Burden of Atlas</u> Gald- Hex- Delirium <div>5</div> <hr/> <p>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</p>









<u>Grip of fear</u>  <u>Galdr-Hex- Delirium</u> <u>At the beginning 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</u>	<u>Mental limiter</u>  <u>Galdr-Hex- Delirium</u> <u>Hexed player's chamber size is reduced by 1</u>	<u>Empathetic Coupling</u>  <u>Galdr-Hex- Divination</u> <u>You can look at hexed player's chambered spells at any time</u>	<u>Precision Strike</u>  <u>Pro-Can- Divination</u> <u>Look at target player's chambered cards. Break 1 target chambered card.</u>
<u>Ambrosia of Darkness</u>  <u>Pro-Can- Delirium</u> <u>Gain control of target Conjunction</u>	<u>Expand Mind</u>  <u>Galdr-Hex- Divination</u> <u>Increase your chamber size by 2, discard two cards</u>	<u>See Through</u>  <u>Pro-Can- Divination</u> <u>Look at target player's chambered cards, draw a card</u>	<u>Flash of Insight</u>  <u>Pro-Can- Divination</u> <u>Look at up to two cards in target player's hand, and or their chambered cards, draw a card</u>









<u>Knowledge Puddle</u>  <u>Re-Can- Divination</u> 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	<u>Plan B</u>  <u>Re-Can- Divination</u> Shuffle the cards from your hand into your reserves, draw that many number of cards plus 1	<u>Curse of Nature's Severance</u>  <u>Re-Can- Druidic</u> Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it.	<u>Way of the World</u>  <u>Pro-Can- Druidic</u> Each player gains 2 charge counters and takes 2 damage. Draw a card if you own a beast.
<u>Primordial Beast</u>  <u>Galdr-Conj- Druidic</u> 2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.	<u>Elemental Ants</u>  <u>Galdr-Conj- Druidic</u> 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.	<u>Elemental Falcon</u>  <u>Pro-Can-Conj- Druidic</u> 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	<u>Protective instinct</u>  <u>Re-Can- Druidic</u> Target beast you control deals damage to target attacking beast









<u>Nature's Roar</u>  Pro-Can- <i>Druidic</i> <hr/> <hr/> All beasts you own attack	<u>Grand Hunt</u>  Pro-Can- <i>Druidic</i> <hr/> <hr/> Until end of turn, all hexes are considered beasts with 0 attack and 1 HP. Draw a card.	<u>Hidden Strength</u>  Pro-Can- <i>Druidic</i> <hr/> <hr/> Target beast you control gets +x attack and +x HP where x is 2 + the number of charge counters on Hidden Strength	<u>Feed</u>  Pro-Can- <i>Druidic</i> <hr/> <hr/> Deal 3 damage to any target that was damaged this turn by a beast that you own. Gain 3 life.
<u>Canid</u>  Galdr-Conj- <i>Druidic</i> <hr/> <hr/> 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.	<u>Life's Flow</u>  Pro-Can- <i>Druidic</i> <hr/> <hr/> Until end of turn gain 1 charge counter whenever a beast attacks. Draw a card	<u>Momentum</u>  Galdr- <i>Energy</i> <hr/> <hr/> Deal 1 damage, draw 1 card, put 1 charge counters on 1 chambered card, activate 1 chambered Galdr	<u>Momentum Abstraction</u>  Galdr- <i>Energy</i> <hr/> <hr/> 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









<u>Vilidae's Favor</u>  <u>Galdr-Hex- Energy</u> <u>Gain +1 mana at the begining of your turn for each chambered spell you have</u>	<u>Excitable Aethers</u>  <u>Hol-Can- Energy</u> <u>Deal 4 damage to any target and draw 2 cards. Cast only if two or more other spells were cast this turn.</u>	<u>Crazed Inferno</u>  <u>Galdr-Hex- Fire</u> <u>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.</u>	<u>Fireball</u>  <u>Galdr- Fire</u> <u>Deal 5 damage</u>
<u>Ball of Fire</u>  <u>Galdr- Fire</u> <u>Deal 2 damage plus 2 damage for each charge counter on this card</u>	<u>Blessing of Tyr</u>  <u>Galdr-Hex- Fire</u> <u>Damage dealt this round gets doubled. Expunge at end of round</u>	<u>Lava Lance</u>  <u>Galdr- Fire</u> <u>Spend x additional mana as as you cast Lava Lance. Deal 6+x damage to any target.</u>	<u>Pellet Bursts</u>  <u>Galdr- Fire</u> <u>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</u>









<u>Pellet Burst</u>  Hol-Can- Fire Deal 1 damage. Draw a card.	<u>Spitfire</u>  Hol-Can- Fire Deal 2 damage, Draw a card	<u>Wild Hellhound</u>  Hol-Can- Fire Whenever any Mystic or beast takes damage Wild Hellhound attacks that target. 2 attack, 1 HP.	<u>Incendiary Moment</u>  Pro-Can- Fire Draw cards equal to the amount of damage you dealt this turn. Discard 2 cards
<u>Double Burst</u>  Gald- Fire Deal 2 damage, draw 2 cards, discard 2 cards	<u>Put Down</u>  Hol-Can- Fire Deal 3 damage to target Mystic. Deal 2 damage to up to one beast that owns	<u>Channel the Heat</u>  Pro-Can- Fire Gain charge counters equal to the amount of damage dealt this turn.	<u>Shackled Anger</u>  Pro-Can- Fire Deal Damage to any target equal to the sum of the mana costs of the hexes that are targeting you. Draw a card.









<u>Energy Burn</u>  <u>Pro-Can- Fire</u> <u>Remove any number of charge counters from your chambered spells, deal 2 damage for each counter removed this way</u>	<u>Emotional Meltdown</u>  <u>Pro-Can- Fire</u> <u>All players discard 4 cards, take 4 damage, and lose 4 energy counters.</u>	<u>Melting Will</u>  <u>Pro-Can- Fire</u> <u>Deal 2 damage to target player. If that player has lost 5 or more life this turn expunge target hex they own.</u>	<u>Crisp</u>  <u>Pro-Can- Fire</u> <u>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.</u>
<u>Fingers of Flame</u>  <u>Galdr-Hex- Fire</u> <u>Whenever you place a charge counter on one of your cards deal 1 damage</u>	<u>Overwhelming Heat</u>  <u>Re-Can- Fire</u> <u>Void target spell with mana cost less than or equal to the total amount of damage dealt this turn.</u>	<u>Fire Mystic's Thirst</u>  <u>Galdr-Hex- Fire-Energy</u> <u>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</u>	<u>Break Concentration</u>  <u>Galdr- Ice</u> <u>Break 2 Chambered cards, discard a card</u>









<u>Nights' Devotion</u>  Gald- Silver	<u>Pained Reunions</u>  Pro-Can- Silver	<u>Swallow of Darkness</u>  Gald- Silver	<u>Fraying Reality</u>  Gald-Hex- Silver
<hr/> <p>Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows.</p>	<hr/> <p>Each player returns a card from their hollows to their hand. Each opponent loses 4 life</p>	<hr/> <p>Prevent all damage that target spell or attack would deal. Instead fade that many cards</p>	<hr/> <p>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 0 mana.</p>
<u>Night Reptus</u>  Gald- Silver	<u>Corpse Genesis</u>  Gald- Silver	<u>Compulsory removal</u>  Gald- Void	<u>Counter Magic</u>  Re-Can- Void
<hr/> <p>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</p>	<hr/> <p>Put target conjuration from a hollows into play under your control. You lose life equal to the conjuration's attack value</p>	<hr/> <p>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</p>	<hr/> <p>Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player</p>

<u>Denial</u>  Re-Can- Void Void target cantrip, *This spell can only be Cast from the chamber*	<u>Imperfect Negation</u>  Re-Can- Void Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card	<u>Counter Force</u>  Re-Can- Void Hexed player may tuck a card to deal 2 damage or prevent 2 damage any time they could cast a reactive cantrip	<u>Negative Image</u>  Galdr- 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.
<u>Voidspell</u>  Re-Can- Void Void target spell	<u>Numb</u>  Pro-Can- Void Remove up to 4 charge counters from your opponents cards	<u>Remove Meaning</u>  Re-Can- Void Void all text on tarrget card except any that relates to damage it would deal.	<u>Thought Sieve</u>  Re-Can- Void The next time target player would draw cards this turn, you draw an equal amount of cards instead

<u>Heart's Cowardice</u>  Galdr- Void 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.	<u>Inverted Pendulum</u>  Re-Can- Void Opponent fades cards equal to the amount of damage you took this turn. Draw a card.	<u>Mental Lapse</u>  Galdr- Void Players cannot draw cards until the end of the round. Expunge at end of the round	<u>Rule of Six</u>  Galdr-Hex- Void Spells with mana costs of 6 or greater can't be cast
<u>Extracted Essence</u>  Pro-Can- Void Expunge target Conjuration.	<u>Spell Refraction</u>  Re-Can- Void Change target of target spell. New target must be valid.	<u>Gen-Z Automaton</u>  Galdr-Conj- Void 1 attack 1 HP. Gen-Z Automaton attacks at the beginning of each turn. If no spells were cast last turn Gen-Z Automaton gets +3 attack until end of turn.	<u>Strength of Mind</u>  Galdr-Hex- Ch'i At the beginning of your turn, draw a card.

<u>Life Control</u>  <u>Hol-Can- Ch'i</u> <u>Until end of turn, your life total can not change</u>	<u>Until Later</u>  <u>Pro-Can- Ch'i</u> <u>Draw 2 cards, put 1 card from your hand on the bottom of your reserves</u>	<u>Mind's Vastness</u>  <u>Hol-Can- Ch'i</u> <u>You have no handsizes, draw a card if two or more charge counters on Mind's Vastness</u>	<u>Rebirth</u>  <u>Gldr- Ch'i</u> <u>Change your life total to your starting life total</u>
<u>Spirit's Strength</u>  <u>Pro-Can- Ch'i</u> <u>Put target card from your hollows on top of your reserves</u>	<u>Maximum Efficiency</u>  <u>Gldr-Hex- Ch'i</u> <u>At the end of your turn, draw two cards if you cast exactly 2 spells that turn</u>	<u>Energy Stores</u>  <u>Gldr-Hex- Ch'i</u> <u>~ retains its charge counters when activated. You may pay 1 mana to put a charge counter on this card. Remove a charge counter to add 1 mana.</u>	<u>Self Mastery</u>  <u>Pro-Can- Ch'i</u> <u>Void target spell. Cast only if you own 1 or more hexes targeting yourself.</u>

<u>Runic Ovisa</u>  <u>Galdr-Conj- Ch'i</u> <u>o attack 4 HP. Runic Ovisa counts as a hex. You are warded.</u>	<u>First Cache</u>  <u>Galdr-Hex- Ch'i</u> <u>Expunge First Cache at any time to add 3 mana. Spend this mana only to cast hex spells.</u>	<u>Look Within</u>  <u>Galdr-Conj- Ch'i</u> <u>Search your reserves for a hex card, reveal it, and put it into your hand. Shuffle your reserves.</u>	<u>Preparation</u>  <u>Pro-Can- Ch'i</u> <u>Look at the top 3 cards of your reserves, put them back in any order</u>
<u>This will Happen</u>  <u>Pro-Can- Ch'i</u> <u>Void target spell that's targeting a spell you own.</u>	<u>A Burning Yearning</u>  <u>Galdr-Hex- Ch'i</u> <u>Whenever you cast a hex spell deal damage to any target equal to the amount of hexes you own.</u>	<u>Fifth Year Engravings</u>  <u>Galdr-Hex- Ch'i</u> <u>Copy this spell for each charge counter on it. You may expunge Fifth Year Engraving to prevent up to 3 damage, deal 1 damage to any target, or draw a card.</u>	<u>Betterment</u>  <u>Galdr-Hex- Ch'i</u> <u>Increase your chamber size by 1 slot</u>

<u>Hexed Canid</u>  <u>Galdr-Conj- Ch'i</u> <u>1 attack, 2 HP. Hexed Canid gets +1 attack for every hex in play. At the end of your turn Hexed Canid attacks the Mystic that owns the least amount of hexes.</u>	<u>Acclimation</u>  <u>Galdr-Hex- Ch'i</u> <u>Whenever a hex enters play targeting you, draw a card.</u>	<u>Eased Introspection</u>  <u>Galdr-Conj- Ch'i</u> <u>Hexed player may cast Galdr-Hexes as Pro-Cans.</u>	<u>Weaponized Schemas</u>  <u>Galdr-Hex- Ch'i</u> <u>Hexes you control become Conjurations with attack/HP equal to their mana costs. These Hexes attack whenever another hex enters the battlefield under your control</u>
<u>Proactive Strike</u>  <u>Hol-Can- Ch'i</u> <u>Draw a card. If you own a hex deal 3 damage to any target</u>	<u>First Year Engravings</u>  <u>Galdr-Hex- Ch'i</u> <u>Whenever a hex enters play that you own gain 1 life</u>	<u>Eighth Year Engravings</u>  <u>Galdr-Hex- Ch'i</u> <u>You may expunge a hex you own to put a hex from your hand into play.</u>	<u>Second Year Engravings</u>  <u>Galdr-Hex- Ch'i</u> <u>Whenever you chamber a card, you may reveal it. If revealed card is a Hex, put a charge counter on it.</u>

<div> <div>Third Year Engravings</div> <div>3</div> </div> <div>Galdr-Hex- <i>Ch'i</i></div>	<div> <div>Fourth Year Engravings</div> <div>4</div> </div> <div>Galdr-Hex- <i>Ch'i</i></div>	<div> <div>Galdr-Hex-</div> <div></div> </div>	<div> <div>-</div> <div></div> </div>
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Galdr-Hex- *Ch'i*

At the beginning of your turn add 3 mana, spend this mana only on hex spells.

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Galdr-Hex- *Ch'i*

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Galdr-Hex-

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