









































<u>Skip to my Lou Reed</u>  <u>Galdr- Arcane</u>          <u>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</u>	<u>Maleficent's Curse</u>  <u>Galdr- Arcane</u>          <u>Cursed character dies if they lose a match.</u>	<u>Gravitational Shift</u>  <u>Galdr- Arcane</u>          <u>All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of o.</u>	<u>Rework Leylines</u>  <u>Galdr- Ch'i</u>          <u>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>
<u>Up the Stakes</u>  <u>Galdr- Arcane</u>          <u>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>	<u>Chromatic Orb</u>  <u>Galdr-Hex- Arcane</u>          <u>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</u>	<u>Flow with the Aether</u>  <u>Galdr-Hex- Ch'i</u>          <u>Cantrips hexed player casts cost 1 less to cast.</u>	<u>Third Eye</u>  <u>Galdr-Hex- Ch'i</u>          <u>Hexed player gets +1 Chamber slot. Hexed player may chamber one card for each charge counter on Third Eye</u>









<u><b>Support Magic</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card	<u><b>Open Chakras</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Expunge target hex	<u><b>Life Control</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Until end of turn, your life total can not change	<u><b>Until Later</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Draw 2 cards, put 1 card from your hand on the bottom of your reserves
<u><b>Sheer Will</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Spells you control can't be voided until the end of turn. Draw a card.	<u><b>Strength of Mind</b></u>  <hr/> Galdr-Hex- <i>Ch'i</i> <hr/>           <hr/> At the begining of your turn, draw a card.	<u><b>Spirit's Strength</b></u>  <hr/> Pro-Can- <i>Ch'i</i> <hr/>           <hr/> Put target card from your hollows on top of your reserves	<u><b>Maximum Efficiency</b></u>  <hr/> Galdr-Hex- <i>Ch'i</i> <hr/>           <hr/> At the end of your turn, draw two cards if you cast exactly 2 spells that turn



<u><b>Look Within</b></u>  <u>Pro-Can- Ch'i</u>         <u>Search your reserves for a hex card, reveal it, and put it into your hand. Shuffle your reserves.</u>	<u><b>Preparation</b></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><b>Hexed Canid</b></u>  <u>Pro-Can- 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><b>Acclimation</b></u>  <u>Galdr-Hex- Ch'i</u>         <u>Whenever a hex enters play targeting you, draw a card.</u>
<u><b>Fifth Year Engravings</b></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><b>Betterment</b></u>  <u>Galdr-Hex- Ch'i</u>         <u>Increase your chamber size by 1 slot</u>	<u><b>Proactive Strike</b></u>  <u>Hol-Can- Ch'i</u>         <u>Draw a card. If you own a hex deal 3 damage to any target</u>	<u><b>First Year Engravings</b></u>  <u>Galdr-Hex- Ch'i</u>         <u>Whenever a hex enters play that you own gain 1 life</u>









<u>Eased Introspection</u>  <u>Galdr-Hex- 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 Conjuratoinns with attack/HP equal to their mana costs. These Hexes attack whenever another hex enters the battlefield under your control</u>	<u>Third Year Engravings</u>  <u>Galdr-Hex- Ch'i</u>           <u>At the begining of your turn add 3 mana, spend this mana only on hex spells.</u>	<u>Fourth Year Engravings</u>  <u>Galdr-Hex- Ch'i</u>           <u>At the end of your turn, create a 1/1 Hex Canid that may attack at the beginning of your turn.</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>	<u>Upswell</u>  <u>Galdr- Deep</u>           <u>Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell</u>	<u>Grasping Tentacles</u>  <u>Galdr-Hex- Deep</u>           <u>Whenever a Mystic would draw a card aside from their end of round draw phase, instead they draw two cards</u>









<u><b>Riptide</b></u>  Galdri- Deep	<u><b>Tidal Flow</b></u>  Pro-Can- Deep	<u><b>Rejection from the Depths</b></u>  Galdri- Deep	<u><b>Blackwater</b></u>  Pro-Can- Deep
Each Mystic draws a card for each charge counter on Riptide. Target Mystic loses life equal to the number of cards in their hand.	Each Mystic draws 3 cards then discards 2	Void target spell cast by a Mystic with four or more cards in hand	Draw 1 card. Deal x damage where x is the number of cards you have drawn this turn.
<u><b>Seeking Whale-Shark</b></u>  Galdri-Conj- Deep	<u><b>Apex Predation</b></u>  Pro-Can- Deep	<u><b>Current Tides</b></u>  Galdri-Hex- Deep	<u><b>Tumultuous Flow</b></u>  Re-Can- Deep
4 attack 2 HP. Whenever a Mystic draws one or more cards Seeking Whale-Shark may attack that Mystic	The Mystic with the most cards in hand draws 1 cards and gains 5 mana	Hex Mystic other than yourself draws a card you draw a card as well. Any Mystic may pay x mana to expunge Current Tides, where x is 3 plus the number of charge counters on Current Tides.	Change the target of target spell to any target.









<u><b>Kraken's Wrath</b></u>  <u>Galdr- Deep</u>          <u>This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets.</u>	<u><b>Gushing Anozoa</b></u>  <u>Galdr-Conj- Deep</u>          <u>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>	<u><b>Aphosis</b></u>  <u>Galdr- Deep</u>          <u>As an additional cost to cast this spell discard a card. Void target cantrip.</u>	<u><b>Ripple Effect</b></u>  <u>Galdr-Hex- Deep</u>          <u>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.</u>
<u><b>Misguiding Waters</b></u>  <u>Re-Can- Deep</u>          <u>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</u>	<u><b>Rumbling Depths</b></u>  <u>Galdr- Deep</u>          <u>Each Mystic draws a card. Deal 6 damage to target Mystic with 5 or more cards in hand.</u>	<u><b>Benthic Tremors</b></u>  <u>Galdr-Hex- Deep</u>          <u>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.</u>	<u><b>Top to Bottom</b></u>  <u>Pro-Can- Deep</u>          <u>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</u>





























<u>Curse of Fifths</u>  <u>Galdr-Curse- Delirium</u>             <u>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</u>	<u>Burden of Atlas</u>  <u>Galdr-Hex- Delirium</u>             <u>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</u>	<u>Ambrosia of Darkness</u>  <u>Galdr-Curse- Delirium</u>             <u>Gain control of target Conjuration</u>	<u>Expand Mind</u>  <u>Galdr-Hex- Divination</u>             <u>Increase your chamber size by 2. Look at target Mystics chambered cards if one or more charge counters are on this card.</u>
<u>Grip of fear</u>  <u>Galdr-Hex- Delirium</u>             <u>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</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>See Through</u>  Pro-Can- Divination           Look at target player's chambered cards, draw a card	<u>Flash of Insight</u>  Pro-Can- Divination           Look at up to two cards in target player's hand, and or their chambered cards, draw a card	<u>Primordial Beast</u>  Pro-Can- Druidic           2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.	<u>Elemental Ants</u>  Galdr-Conj- Druidic           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>Knowledge Puddle</u>  Re-Can- Divination           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>  Re-Can- Divination           Shuffle the cards from your hand into your reserves, draw that many number of cards plus 1	<u>Curse of Nature's Severance</u>  Galdr-Curse- Druidic           Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it.	<u>Way of the World</u>  Pro-Can- Druidic           Each player gains 2 charge counters and takes 2 damage. Draw a card if you own a beast.









<u><b>Elemental Falcon</b></u>  <u>Pro-Can-Conj- Druidic</u>           <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>	<u><b>Protective instinct</b></u>  <u>Re-Can- Druidic</u>           <u>Target beast you control deals damage to target attacking beast</u>	<u><b>Canid</b></u>  <u>Pro-Can-Conj- Druidic</u>           <u>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>	<u><b>Life's Flow</b></u>  <u>Pro-Can- Druidic</u>           <u>Until end of turn gain 1 charge counter whenever a beast attacks. Draw a card</u>
<u><b>Nature's Roar</b></u>  <u>Pro-Can- Druidic</u>           <u>All beasts you own attack</u>	<u><b>Grand Hunt</b></u>  <u>Pro-Can- Druidic</u>           <u>Until end of turn, all hexes are considered beasts with 0 attack and 1 HP. Draw a card.</u>	<u><b>Hidden Strength</b></u>  <u>Hol-Can- Druidic</u>           <u>Target beast you control gets +x attack and +x HP where x is 2 + the number of charge counters on Hidden Strength *This spell can be cast face down from the chamber*</u>	<u><b>Feed</b></u>  <u>Pro-Can- Druidic</u>           <u>Deal 3 damage to any target that was damaged this turn by a beast that you own. Gain 3 life.</u>

<u>Momentum</u>  Galdr- Energy           Deal 1 damage, draw 1 card, put 1 charge counters on 1 chambered card, activate 1 chambered Galdr	<u>Momentum</u>  <u>Abstraction</u> 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	<u>Expedite</u>  Galdr- Energy        Activate target Galdr. Draw a card.	<u>Inervate</u>  Pro-Can- Energy        Put a charge counter on one of your chambered spells with a charge counter on it. You may activate it.
<u>Sudden Quickening</u>  Galdr- Energy        Place 4 charge counters among any number of chambered cards	<u>Energy Liberation</u>  Pro-Can- Energy        Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way	<u>Energy Spoil</u>  Hol-Can- Energy        Target player loses 1 life for each charge counter on their chambered spells	<u>Groundswell</u>  Galdr-Hex- Energy        If you would place a charge counter on a card with no charge counters on it instead place 2

<u><b>Momentary Harmony</b></u>  Pro-Can- <i>Energy</i>	<u><b>Twinnate</b></u>  Pro-Can- <i>Energy</i>	<u><b>Ball of Fire</b></u>  Pro-Can- <i>Fire</i>	<u><b>Blessing of Tyr</b></u>  Galdr-Hex- <i>Fire</i>
<hr/> Until the end of your next turn, any time you put a charge counter on a card you may draw a card.	<hr/> Double the amount of charge counters on target card	<hr/> Deal 2 damage plus 2 damage for each charge counter on this card	<hr/> Damage dealt this round gets doubled. Expunge at end of round
<u><b>Vilidae's Favor</b></u>  Galdr-Hex- <i>Energy</i>	<u><b>Excitable Aethers</b></u>  Hol-Can- <i>Energy</i>	<u><b>Crazed Inferno</b></u>  Galdr- <i>Fire</i>	<u><b>Fireball</b></u>  Galdr- <i>Fire</i>
<hr/> Gain +1 mana at the begining of your turn for each chambered spell you have	<hr/> Deal 4 damage to any target and draw 2 cards. Cast only if two or more other spells were cast this turn.	<hr/> 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.	<hr/> Deal 5 damage









<u><b>Lava Lance</b></u>  Gald- Fire <hr/> Spend x additional mana as as you cast Lava Lance. Deal 6+x damage to any target.	<u><b>Pellet Bursts</b></u>  Gald- Fire <hr/> 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><b>Double Burst</b></u>  Gald- Fire <hr/> Deal 2 damage, draw 2 cards, discard 2 cards	<u><b>Put Down</b></u>  Hol-Can- Fire <hr/> Deal 3 damage to target Mystic. Deal 2 damage to up to one beast that owns
<u><b>Pellet Burst</b></u>  Hol-Can- Fire <hr/> Deal 1 damage. Draw a card.	<u><b>Spitfire</b></u>  Hol-Can- Fire <hr/> Deal 2 damage, Draw a card	<u><b>Wild Hellhound</b></u>  Gald-Conj- Fire <hr/> Whenever any Mystic or beast takes damage Wild Hellhound attacks that target. 2 attack, 1 HP.	<u><b>Incendiary Moment</b></u>  Pro-Can- Fire <hr/> Draw cards equal to the amount of damage you dealt this turn. Discard 2 cards









<u>Channel the Heat</u>  Pro-Can- Fire           <u>Gain charge counters equal to the amount of damage dealt this turn.</u>	<u>Shackled Anger</u>  Pro-Can- Fire           <u>Deal Damage to any target equal to the sum of the mana costs of the hexes that are targeting you. Draw a card.</u>	<u>Fingers of Flame</u>  Pro-Can- Fire           <u>Whenever you place a charge counter on one of your cards deal 1 damage</u>	<u>Overwhelming Heat</u>  Re-Can- Fire           <u>Void target spell with mana cost less than or equal to the total amount of damage dealt this turn.</u>
<u>Energy Burn</u>  Pro-Can- Fire           <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>  Pro-Can- Fire           <u>All players discard 4 cards, take 4 damage, and lose 4 energy counters.</u>	<u>Melting Will</u>  Pro-Can- Fire           <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>  Pro-Can- Fire           <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>Fire Mystic's Thirst</u>  Galdr-Hex- <i>Fire-Energy</i>           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>Break Concentration</u>  Galdr- <i>Ice</i>           Break 2 Chambered cards, discard a card	<u>Brain Thaw</u>  Galdr-Hex- <i>Ice</i>           2 target chambered spells don't activate at the beginnning of their controller's turn.	<u>Diffuse</u>  Pro-Can- <i>Ice</i>           Break a chambered card
<u>Law and Order</u>  Galdr-Hex- <i>Ice</i>           Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword)	<u>Shielding walls</u>  Galdr-Hex- <i>Ice</i>           Hexed player reduces all damage dealt by another player to them by x, where x is the number of charge counters on this card	<u>Stun</u>  Pro-Can- <i>Ice</i>           Deal 2 damage, Freeze target player's chambered cards	<u>Sinoie's Ire</u>  Galdr-Hex- <i>Silver</i>           Hexed Mystic loses the match if they would draw a card and their reserves are empty.



















<u><b>Black Hole Sun</b></u> Galdr- <i>Silver</i> <div>1</div> <div>0</div>          Target Mystic fades their entire reserves.	<u><b>New Moon</b></u> Galdr- <i>Silver</i> <div>2</div>          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	<u><b>Stress of the Black Moon</b></u> Galdr- <i>Silver</i> <div>6</div>          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	<u><b>Unnerve</b></u> Pro-Can- <i>Silver</i> <div>2</div>          Deal 3 damage to target Mystic, they fade 3
<u><b>Geists' Visit</b></u> Galdr- <i>Silver</i> <div>3</div>          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	<u><b>Shadows' Rise</b></u> Galdr-Hex- <i>Silver</i> <div>5</div>          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	<u><b>Night's Dance</b></u> Re-Can- <i>Silver</i> <div>2</div>          Fade x, void target Galdr with mana cost of x	<u><b>Moon's Favor</b></u> Galdr- <i>Silver</i> <div>7</div>          Hexed player wins the game if they would draw a card and their reserves are empty

<u>Night's Unveiling</u>  <u>Galdr- Silver</u>          <u>You may put up to from your hollows into play. Must have at least 2 charge counters.</u>	<u>Jest of Darkness</u>  <u>Re-Can- Silver</u>          <u>Switch target reactive cantrip with target cantrip in that player's hollows</u>	<u>Edge of Darkness</u>  <u>Galdr- Silver</u>          <u>Whenever hexed player loses life, they lose that much life plus 1</u>	<u>Shades Unshackled</u>  <u>Galdr-Conj- Silver</u>          <u>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</u>
<u>Expire</u>  <u>Pro-Can- Silver</u>          <u>Search your library for a card, put the card in your hollows, shuffle your library</u>	<u>Cast Shadows</u>  <u>Galdr- Silver</u>          <u>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</u>	<u>Total Darkness</u>  <u>Galdr-Hex- Silver</u>          <u>Reaction cantrips cannot be cast</u>	<u>Second Sunset</u>  <u>Pro-Can- Silver</u>          <u>Fade 3. Return target Galdr from your hollows to your hand</u>









<u>Death's Parting</u>  <u>Galdr- Silver</u>          <u>Target opponent fades 2, you may cast a hex or Conjuraton from their hollows without paying its mana cost</u>	<u>Antipathetic Angles</u>  <u>Galdr- Silver</u>          <u>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.</u>	<u>Night Reptus</u>  <u>Galdr- Silver</u>          <u>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</u>	<u>Corpse Genesis</u>  <u>Galdr- Silver</u>          <u>Put target conjuration from a hollows into play under your control. You lose life equal to the conjuration's attack value</u>
<u>Nights' Devotion</u>  <u>Galdr- Silver</u>          <u>Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows.</u>	<u>Pained Reunions</u>  <u>Pro-Can- Silver</u>          <u>Each player returns a card from their hollows to their hand. Each opponent loses 4 life</u>	<u>Swallow of Darkness</u>  <u>Re-Can- Silver</u>          <u>Prevent all damage that target spell or attack would deal. Instead fade that many cards</u>	<u>Fraying Reality</u>  <u>Galdr-Hex- Silver</u>          <u>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.</u>

<u>Compulsory removal</u>  Gald- Void <hr/>          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	<u>Counter Magic</u>  Re-Can- Void <hr/>          Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player	<u>Voidspell</u>  Gald- Void <hr/>          Void target spell	<u>Numb</u>  Pro-Can- Void <hr/>          Remove up to 4 charge counters from your opponents cards
<u>Denial</u>  Re-Can- Void <hr/>          Void target cantrip, *This spell can only be Cast face down from the chamber*	<u>Imperfect Negation</u>  Re-Can- Void <hr/>          Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card	<u>Counter Force</u>  Gald-Hex- Void <hr/>          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>  Gald- Void <hr/>          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><b>Remove Meaning</b></u>  Re-Can- Void <hr/>          <hr/> Void all text on tarrget card except any that relates to damage it would deal.	<u><b>Thought Sieve</b></u>  Re-Can- Void <hr/>          <hr/> The next time target player would draw cards this turn, you draw an equal amount of cards instead	<u><b>Extracted Essence</b></u>  Re-Can- Void <hr/>          <hr/> Expunge target Conjuraton.	<u><b>Spell Refraction</b></u>  Re-Can- Void <hr/>          <hr/> Change target of target spell. New target must be valid.
<u><b>Heart's Cowardice</b></u>  Gald- Void <hr/>          <hr/> 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><b>Inverted Pendulum</b></u>  Re-Can- Void <hr/>          <hr/> Opponent fades cards equal to the amount of damage you took this turn. Draw a card.	<u><b>Neural Interruption</b></u>  Gald-hex- Void <hr/>          <hr/> Mystics cannot draw cards.	<u><b>Rule of Six</b></u>  Gald-Hex- Void <hr/>          <hr/> Spells with mana costs of 6 or greater can't be cast









<u>Gen-Z Automaton</u>  <u>Galdr-Conj- Void</u>            <u>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>	<u>Black Out</u>  <u>Galdr- Delirium</u>            <u>End the Round (all chambered spells break, Mystics Refresh, and the next round starts with the amount of mana it would have normally started at)</u>	<u>Mental Decay</u>  <u>Galdr-Conj- Delirium</u>            <u>At the begining of hexed Mystics turn, they discard a card</u>	<u>Misery's Company</u>  <u>Galdr-Hex- Delirium</u>            <u>At the end your turn, each Mystic discards a card</u>
<u>Silhouette</u>  <u>Gladr-Hex- Silver</u>            <u>You are warded</u>	<u>Jeering Simii</u>  <u>Galdr-Conj- Delirium</u>            <u>1/3. Reproachful Simii attacks target player whenever they discard a card. You cannot be attacked as long as you own Reproachful Simii</u>	<u>Meningeal Flies</u>  <u>Galdr-Conj- Delirium</u>            <u>1/1. Meningeal Flies must attack at end of turn if a card was discarded that turn. Whenever Meningeal Flies attack, create a copy of it.</u>	<u>Delusion</u>  <u>Re-Can- Delirium</u>            <u>Void target cast by another Mystic. That Mystic reveals the top card of their reserves and if it shares the same type (galdr or cantrip) casts it without paying its mana cost.</u>



<u><b>Lord of the Flies</b></u>  <u>Galdr-Conj- Delirium</u>          <u>o/1. Lord of the Flies gets +1 attack for each other fly you own. Whenever a fly you own attacks a target, all other flies you own attack that target as well.</u>	<u><b>Crazed Mind</b></u>  <u>Pro-Can- Delirium</u>          <u>Each Mystic discards a card. If you have discarded at least two cards this turn, draw a card.</u>	<u><b>Master of Deduction</b></u>  <u>Galdr-Conj- Divination</u>          <u>For every card in target Mystic's hand or chamber name a card. Then that Mystic reveals all cards in their hand or chamber. For every card you correctly name they lose 3 life.</u>	<u><b>Point of Mind</b></u>  <u>Pro-Can- Divination</u>          <u>Draw a card. If you own looked at a card in another Mystic's hand or chamber this turn, deal 2 damage to any target and draw an additional card.</u>
<u><b>Know Your Enemy</b></u>  <u>Re-Can- Divination</u>          <u>Void target spell. Cast only if you can correctly name two cards in the casters' hand or chamber. They must reveal their hand and chamber to you(if they have only 1 card, name that card correctly. If they have 0 you do not need to name any)</u>	<u><b>Mind Read</b></u>  <u>Galdr-Jinx- Divination</u>          <u>Whenever jinxed Mystic draws a card, they must reveal it to you. Draw a card if one or more charge counters on Mind Read</u>	<u><b>Frozen in Time</b></u>  <u>Pro-Can- Ice-Divination</u>          <u>Look at up to three cards in target Mystics chamber. Freeze 1 of them. If that Mystic already had a frozen card, draw a card.</u>	<u><b>Numbing Crystal</b></u>  <u>Galdr-Jinx- Ice</u>          <u>Target Mystic places two cards at random from their hand face down underneath Numbing Crystal. Return these cards to their hand when Numbing Crystal leaves play.</u>



<u><b>Oblivion</b></u>  <u>Hol-Can- Void</u>          <u>Void all active spells, Destroy all conjunctions, expunge all hexes.</u>	<u><b>Buzz Kill</b></u>  <u>Hol-Can- Delirium</u>          <u>Void target spell, destroy target conjunction, or expunge target hex. Cast only if you own two or more flies.</u>	<u><b>Beasts' Rejection</b></u>  <u>Hol-Can- Druidic</u>          <u>As an additional cost to cast this spell, destroy target conjunction you own. Void target spell.</u>	<u><b>Insight's Rejection</b></u>  <u>Re-Can- Divination</u>          <u>Void target spell. The spells caster reveals the top card of their reserves, and puts it into their hand</u>
<u><b>Depressing Rejection</b></u>  <u>Re-Can- Delirium</u>          <u>Void target spell, if you do, lose life equal to its mana cost. Each Mystic discards a card.</u>	<u><b>Frosty Rejection</b></u>  <u>Re-Can- Ice</u>          <u>Void target spell, if you do, put it into its caster's chamber, frozen. (if the chamber is full put it into its casters hollows)</u>	<u><b>Benthic Rejection</b></u>  <u>Re-Can- Deep</u>          <u>Void target spell. The spells caster draws 2 cards.</u>	<u><b>Train of Thought</b></u>  <u>Galdr- Divination</u>          <u>Name a card, then reveal the top card of your reserves, if it has the same name as the card you named, you may cast it without paying its cost, then repeat this process.</u>

<u><b>Mental Disorder</b></u>  <u>Pro-Can- Divination</u>         <hr/> Target Opponent reveals their hand, choose 1 card and put it on the bottom of their reserves	<u><b>Cerebral Pressure</b></u>  <u>Galdr-Hex- Divination</u>         <hr/> Whenever another Mystic reveals any number of cards to you, they lose that much life.	<u><b>Thought Experiment</b></u>  <u>Pro-Can- Divination</u>         <hr/> Target opponent reveals 3 cards from their hand to you, you may cast 1 card without paying its mana cost. That opponent draws a card.	<u><b>Mind Explosion</b></u>  <u>Galdr-Hex- Divination</u>         <hr/> Whenever a Mystic reveals a card, that card stays revealed until the end of the round. Mystics may reveal a previously unrevealed card from their hand or chamber to cast an unrevealed card from their chamber or hand without paying its mana cost.
<u><b>Excitable Euron</b></u>  <u>Galdr-Conj- Divination</u>         <hr/> 1/3. Can attack at end of turn if a card was revealed to you this turn. Gets +1 attack for every card revealed to you this turn.	<u><b>Progression</b></u>  <u>Galdr- Divination</u>         <hr/> reveal the top 5 cards of your reserves to yourself. Put one into your hand, two on the top of your reserves, and two on the bottom of you reserves in any order.	 <hr/>	 <hr/>