Dormamu's Defeat Galdr- Arcane	Maleficent's Curse Galdr- Arcane	Chromatic Orb 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.	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	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	Curse of Fatigue Galdr-Curse- Arcane	Flow with the Aether 4	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	Cursed player loses the match if he/she would draw a card from empty reserves. Move a number of cards from the top of their reserves to their hollows equal to the number of charge counters on this card	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	Revel in the Madness 5  Pro-Can- Delirium	Purge Galdr- Delirium  5
Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card	Expunge target hex	Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times.	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 ~.
Dark Deeds Galdr- Delirium	Mind Muddle  Galdr- Delirium	Curse of Fifths Galdr-Curse- Delirium	Burden of Atlas Galdr-Hex- Delirium
Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card	Hexed player cannot cast Re- Cantrips.	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	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

Grip of fear Galdr-Hex- Delirium	Mental limiter Galdr-Hex- Delirium	Empathetic Coupling 4  Galdr-Hex- Divination	Pro-Can- Divination  4
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	Hexed player's chamber size is reduced by 1	You can look at hexed player's chambered spells at any time	Look at target player's chambered cards. Break 1 target chambered card.
Ambrosia of Darkness	Expand Mind Galdr-Hex- Divination	See Through Pro-Can- Divination	Flash of Insight Pro-Can- Divination
Gain control of target Conjuration	Increase your chamber size by 2, discard two cards	Look at target player's chambered cards, draw a card	Look at up to two cards in target player's hand, and or their chambered cards, draw a card

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

Momentum Galdr- Energy	Momentum Abstraction Galdr- Energy	Expedite Galdr- Energy	Inervate Pro-Can- Energy
Deal 1 damage, draw 1 card, put 3 charge counters on 1 chambered card, activate 1 chambered Galdr	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	Activate target Galdr. Draw a card.	Put a charge counter on one of your chambered spells with a charge counter on it. You may activate it.
Sudden Quickening 5  Galdr- Energy	Energy Liberation Pro-Can- Energy	Sheer Will Pro-Can- Energy	Energy Spoil Galdr- Energy
Place 4 charge counters on any number of chambered cards	Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way	Spells you control can't be voided until the end of turn. Draw a card.	Target player loses 1 life for each charge counter on their chambered spells

Ball of Fire  Galdr- Fire	Blessing of Tyr Galdr- Fire	Lava Lance Galdr- Fire	Pellet Bursts Galdr- Fire
Deal 2 damage plus 2 damage for each charge counter on this card	Damage dealt this turn gets doubled.	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
Crazed Inferno Galdr- Fire	Fireball Galdr- Fire	Pellet Burst Pro-Can- Fire	Break Concentration 3
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	Deal 1 damage. Draw a card.	Break 2 Chambered cards, discard a card

Law and Order  Galdr-Hex- Ice	Shielding walls Galdr-Hex- Ice	Stun Galdr-Hex- Ice	Compulsory removal 3  Galdr- Negative
Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword)	Hexed player reduces all damage dealt by another player to them by x, where x is the number of charge counters on this card	Deal 2 damage, Freeze target player's chambered cards	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
Brain Thaw Pro-Can- Ice	Diffuse Pro-Can- Ice	Counter Magic Re-Can- Negative	Denial Re-Can- Negative
2 target chambered spells don't activate at the beginnning of their controller's turn.	Break a chambered card	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*

Imperfect Negation Re-Can- Negative	Voidspell Re-Can- Negative	Shadows' Rise Re-Can- Silver	Stress of the Black  Moon  Galdr-Hex- Silver
Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card	Void target spell	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	Fade 3. deal 3 damage	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. You may only cast this spell if you have 15 or more cards in your hollows. When you activate this spell fade 1 for each charge counter
Antipathetic Angles Galdr- Silver	Nights' Devotion Galdr- Silver	Corpse Genesis Galdr- Silver	The Swallow of Darkness 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. *flavor text: It'll scratch, squirm and bite, but once it's settled its loyalty remains*	Prevent all damage that target spell would deal. Instead fade that many cards

Numb Pro-Can- Negative	Counter Force Galdr-Hex- Negative	Thought Sieve Pro-Can- Negative	Heart's Cowardice Galdr- Negative
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	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.
Negative Image Galdr- Negative	Re-Can- Negative 2	Inverted Pendulum Re-Can- Negative	Black Hole Galdr- Negative
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.	Target fades their entire reserves.

Gravitational Shift Galdr-Hex- Arcane	Extracted Essence Pro-Can- Negative	Double Burst Galdr-Hex- Fire	Mental Lapse Galdr-Hex- Negative
All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of o.	Expunge target Conjuration.	Deal 2 damage, draw 2 cards, discard 2 cards	Players cannot draw cards until the end of the round. Expunge at end of the round
Spitfire Re-Can- Fire	Spell Refraction Re-Can- Negative	Put Down Re-Can- Fire	Wild Hellhound Galdr-Conj- Fire
Deal 2 damage, Draw a card	Change target of target spell. New target must be valid.	Deal 3 damage to target beast.  Deal 2 damage to that beast's owner	Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP.

Incendiary Moment  Galdr- Fire	Hellios's Spear Galdr- Fire	Shackled Anger Galdr- Fire	Energy Burn Pro-Can- Fire
Draw cards equal to the amount of damage you dealt this turn. Discard 4 cards	Deal 10 - x damage, where x is the number of charge counters on this card	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
Channel the Heat Pro-Can- Fire	Rule of Six Galdr-Hex- Negative	Emotional Meltdown 4 Pro-Can- Fire	Fingers of flame Galdr-Hex- Fire
Gain charge counters equal to the amount of damage dealt this turn.	Mana refreshes at 6 mana, instead of +1 every round	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

Groundswell Galdr-Hex- Energy	Momentary Harmony 1  Galdr- Energy	Overwhelming Heat  Galdr-Hex- Fire	Melting Will Pro-Can- Fire
During your place counters phase, it costs you no mana to put charge counters on cards that have no charge counters on them. Must have a charge counter to play.	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	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.
Twinnate Pro-Can- Energy	Fire Mystic's Thirst Galdr-Hex- Fire-Energy	Crisp Pro-Can- Fire	Fraying Reality Galdr-Hex- Silver
Double the amount of charge counters on target activated card	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	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.	hexed player fades 6 whenever they have go down to o mana.

Vilidae's Favor  Galdr-Hex- Energy  5	Nature's Roar Pro-Can- Druidic	Riptide Galdr-Hex- Deep	
Gain +1 mana at the begining of your turn for each chambered spell you have	All beasts you own attack	Target Mystic loses life equal to the number of cards in their hand. Each Mystic draws a card for each charge counter on Riptide	
Upswell Galdr- Deep	Surge of Tentacles Galdr- Deep		
Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell	Whenever a Mystic would draw a card, instead they draw two cards		