

































<u>Dormamu's Defeat</u>  Galdr- Arcane           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>Maleficent's Curse</u>  Galdr- Arcane           Cursed character dies if they lose a match.	<u>Chromatic Orb</u>  Galdr- Arcane           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>Rework Leylines</u>  Galdr- Chi           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>Up the Stakes</u>  Galdr- Arcane           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>Curse of Fatigue</u>  Galdr-Curse- Arcane           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	<u>Flow with the Aether</u>  Galdr-Hex- Chi           Cantrips hexed player casts cost 1 less to cast.	<u>Third Eye</u>  Galdr-Hex- Chi           Hexed player gets +1 Chamber slot. Hexed player may chamber one card for each charge counter on Third Eye









<u><b>Support Magic</b></u> Pro-Can- <i>Chi</i>              Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card	<u><b>Open Chakras</b></u> Pro-Can- <i>Chi</i>              Expunge target hex	<u><b>Revel in the Madness</b></u> Pro-Can- <i>Delirium</i>              Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times.	<u><b>Purge</b></u> Galdr- <i>Delirium</i>              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 ~.
<u><b>Dark Deeds</b></u> Galdr- <i>Delirium</i>              Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card	<u><b>Mind Muddle</b></u> Galdr- <i>Delirium</i>              Hexed player cannot cast Re-Cantrips.	<u><b>Curse of Fifths</b></u> Galdr-Curse- <i>Delirium</i>              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><b>Burden of Atlas</b></u> Galdr-Hex- <i>Delirium</i>              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>Grip of fear</u>  Gldr-Hex- <i>Delirium</i>	<u>Mental limiter</u>  Gldr-Hex- <i>Delirium</i>	<u>Empathetic Coupling</u>  Gldr-Hex- <i>Divination</i>	<u>Precision Strike</u>  Pro-Can- <i>Divination</i>
<p>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</p>	<p>Hexed player's chamber size is reduced by 1</p>	<p>You can look at hexed player's chambered spells at any time</p>	<p>Look at target player's chambered cards. Break 1 target chambered card.</p>
<u>Ambrosia of Darkness</u>  Pro-Can- <i>Delirium</i>	<u>Expand Mind</u>  Gldr-Hex- <i>Divination</i>	<u>See Through</u>  Pro-Can- <i>Divination</i>	<u>Flash of Insight</u>  Pro-Can- <i>Divination</i>
<p>Gain control of target Conjunction</p>	<p>Increase your chamber size by 2, discard two cards</p>	<p>Look at target player's chambered cards, draw a card</p>	<p>Look at up to two cards in target player's hand, and or their chambered cards, draw a card</p>

<u><b>Knowledge Puddle</b></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><b>Plan B</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><b>Curse of Nature's Severance</b></u>  <u>Re-Can- Druidic</u>          Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it.	<u><b>Way of the World</b></u>  <u>Pro-Can- Druidic</u>          Each player gains 2 charge counters and takes 2 damage
<u><b>Primordial Beast</b></u>  <u>Galdr-Conj- Druidic</u>          2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.	<u><b>Elemental Ants</b></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><b>Elemental Falcon</b></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><b>Protective instinct</b></u>  <u>Re-Can- Druidic</u>          Target beast you control deals damage to target attacking beast











<u><b>Ball of Fire</b></u>  <u>Galdr- Fire</u>         <u>Deal 2 damage plus 2 damage for each charge counter on this card</u>	<u><b>Blessing of Tyr</b></u>  <u>Galdr- Fire</u>         <u>Damage dealt this turn gets doubled.</u>	<u><b>Lava Lance</b></u>  <u>Galdr- Fire</u>         <u>Spend x mana as an additional cost to cast ~. Deal x+1 damage to any target.</u>	<u><b>Pellet Bursts</b></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><b>Crazed Inferno</b></u>  <u>Galdr- 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><b>Fireball</b></u>  <u>Galdr- Fire</u>         <u>Deal 5 damage</u>	<u><b>Pellet Burst</b></u>  <u>Pro-Can- Fire</u>         <u>Deal 1 damage. Draw a card.</u>	<u><b>Break Concentration</b></u>  <u>Galdr- Ice</u>         <u>Break 2 Chambered cards, discard a card</u>










<u>Law and Order</u>  <u>Galdr-Hex- Ice</u>          <u>Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword)</u>	<u>Shielding walls</u>  <u>Galdr-Hex- Ice</u>          <u>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>	<u>Stun</u>  <u>Galdr-Hex- Ice</u>          <u>Deal 2 damage, Freeze target player's chambered cards</u>	<u>Compulsory removal</u>  <u>Galdr- Negative</u>          <u>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>
<u>Brain Thaw</u>  <u>Pro-Can- Ice</u>          <u>2 target chambered spells don't activate at the beginnning of their controller's turn.</u>	<u>Diffuse</u>  <u>Pro-Can- Ice</u>          <u>Break a chambered card</u>	<u>Counter Magic</u>  <u>Re-Can- Negative</u>          <u>Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player</u>	<u>Denial</u>  <u>Re-Can- Negative</u>          <u>Void target cantrip, *This spell can only be Cast from the chamber*</u>























<u>Second Sunset</u>  Pro-Can- Silver           Fade 3. Return target Galdre from your hollows to your hand	<u>Death's Parting</u>  Galdre- Silver           Target opponent fades 2, you may cast a hex or Conjuraton from their hollows without paying its mana cost	<u>Pained Reunions</u>  Pro-Can- Silver           Each player returns a card from their hollows to their hand. Each opponent loses 4 life	<u>Night Reptus</u>  Galdre- Silver           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
<u>Antipathetic Angles</u>  Galdre- 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.	<u>Nights' Devotion</u>  Galdre- Silver           Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows.	<u>Corpse Genesis</u>  Galdre- Silver           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*	<u>The Swallow of Darkness</u>  Re-Can- Silver           Prevent all damage that target spell would deal. Instead fade that many cards

<u><b>Numb</b></u>  <u>Pro-Can- Negative</u>           <u>Remove up to 4 charge counters from your opponents cards</u>	<u><b>Counter Force</b></u>  <u>Galdr-Hex- Negative</u>           <u>Hexed player may tuck a card to deal 2 damage or prevent 2 damage any time they could cast a reactive cantrip</u>	<u><b>Thought Sieve</b></u>  <u>Pro-Can- Negative</u>           <u>The next time target player would draw cards this turn, you draw an equal amount of cards instead</u>	<u><b>Heart's Cowardice</b></u>  <u>Galdr- Negative</u>           <u>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>
<u><b>Negative Image</b></u>  <u>Galdr- Negative</u>           <u>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>	<u><b>Remove Meaning</b></u>  <u>Re-Can- Negative</u>           <u>Void all text on tarrget card except any that relates to damage it would deal.</u>	<u><b>Inverted Pendulum</b></u>  <u>Re-Can- Negative</u>           <u>Opponent fades cards equal to the amount of damage you took this turn. Draw a card.</u>	<u><b>Black Hole</b></u>  <u>Galdr- Negative</u>            <u>Target fades their entire reserves.</u>

<u>Gravitational Shift</u>  <u>Galdr-Hex- 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>Extracted Essence</u>  <u>Pro-Can- Negative</u>           <u>Expunge target Conjunction.</u>	<u>Double Burst</u>  <u>Galdr-Hex- Fire</u>           <u>Deal 2 damage, draw 2 cards, discard 2 cards</u>	<u>Mental Lapse</u>  <u>Galdr-Hex- Negative</u>           <u>Players cannot draw cards until the end of the round. Expunge at end of the round</u>
<u>Spitfire</u>  <u>Re-Can- Fire</u>           <u>Deal 2 damage, Draw a card</u>	<u>Spell Refraction</u>  <u>Re-Can- Negative</u>           <u>Change target of target spell. New target must be valid.</u>	<u>Put Down</u>  <u>Re-Can- Fire</u>           <u>Deal 3 damage to target beast. Deal 2 damage to that beast's owner</u>	<u>Wild Hellhound</u>  <u>Galdr-Conj- Fire</u>           <u>Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP.</u>

<u>Incendiary Moment</u>  <u>Galdr- Fire</u>           <u>Draw cards equal to the amount of damage you dealt this turn.</u> <u>Discard 4 cards</u>	<u>Hellios's Spear</u>  <u>Galdr- Fire</u>           <u>Deal 10 - x damage, where x is the number of charge counters on this card</u>	<u>Shackled Anger</u>  <u>Galdr- Fire</u>           <u>Target player takes damage equal to the mana cost of all hexes on you.</u>	<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>Channel the Heat</u>  <u>Pro-Can- Fire</u>           <u>Gain charge counters equal to the amount of damage dealt this turn.</u>	<u>Rule of Six</u>  <u>Galdr-Hex- Negative</u>           <u>Mana refreshes at 6 mana, instead of +1 every round</u>	<u>Emotional Meltdown</u>  <u>Pro-Can- Fire</u>           <u>All players discard 4 cards, take 4 damage, lose 4 energy counters.</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><b>Vilidae's Favor</b></u> Galdr- <del>Hex</del> - <i>Energy</i>           Gain +1 mana at the begining of your turn for each chambered spell you have	<u><b>Nature's Roar</b></u> Pro-Can- <i>Druidic</i>           All beasts you own attack	<u><b>Riptide</b></u> Galdr- <del>Hex</del> - <i>Deep</i>           Target Mystic loses life equal to the number of cards in their hand. Each Mystic draws a card for each charge counter on Riptide	-           
<u><b>Upswell</b></u> Galdr- <i>Deep</i>           Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell	<u><b>Surge of Tentacles</b></u> Galdr- <i>Deep</i>           Whenever a Mystic would draw a card, instead they draw two cards	-           	-           