Names Card Type- Magic Type	Skip to my Lou Reed 6 Galdr- Arcane	Chromatic Orb Card Type- Arcane	Gravitational Shift Galdr-Hex- Arcane
Text	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	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	All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of o.
Maleficent's Curse Galdr- Arcane	Up the Stakes Galdr- Arcane	Rework Leylines Galdr- Ch'i	Flow with the Aether 4
Cursed character dies if they lose a match.	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	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	Cantrips hexed player casts cost 1 less to cast.

Third Eye Galdr-Hex- Ch'i	Support Magic Pro-Can- Ch'i	Upswell Galdr-Hex- Deep	Grasping Tentacles Galdr-Hex- Deep
Hexed player gets +1 Chamber slot. Hexed player may chamber one card for each charge counter on Third Eye	Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card	Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell	Whenever a Mystic would draw a card aside from their end of round draw phase, instead they draw two cards
Open Chakras Pro-Can- Ch'i	Sheer Will Pro-Can- Ch'i	Riptide Galdr- Deep	Tidal Flow Pro-Can- Deep
Expunge target hex	Spells you control can't be voided until the end of turn. Draw a card.	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 4 cards then discards 3

Seeking Whale-Shark 4 Galdr-Conj- Deep	Apex Predation Pro-Can- Deep	Current Tides Galdr-Conj- Deep	Tumultuous Flow 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 2 cards and gains 5 mana	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.	Change the target of target spell to any target.
Rejection from the Depths Re-Can- Deep	Blackwater Pro-Can- Deep	Kraken's Wrath Galdr- Deep	Gushing Anozoa Galdr-Conj- Deep
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.	This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets.	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

Misguiding Waters Re-Can- Deep	Rumbling Depths Galdr- Deep 3	Benthic Tremors Re-Can- Deep	Top to Bottom Pro-Can- Deep 3
Until end of turn, whenever you would lose life from another Mystic you may instead discard a card to prevent that damage.	Each Mystic draws a card. Deal 6 damage to target Mystic with 5 or more cards in hand.	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	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
Draw a card Aphosis Re-Can- Deep	Ripple Effect Galdr-Hex- Deep	Tremors when cast. Overflow Pro-Can- Deep	Deep Blue Galdr- Deep
As an additional cost to cast this	Whenever another Mystic draws a	Each player draws 2 cards, deal 3	Target Mystic draws their entire
spell discard a card. Void target cantrip.	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.	damage to any target	reserves.

Overwhelm Galdr-Hex- Deep	Oceanic Scouring Pro-Can- Deep 3	Revel in the Madness 5 Galdr-Hex- Delirium	Purge Galdr- Delirium
Whenever you draw more than 1 card target Mystic loses 3 life	Expunge one hex target Mystic owns for every 3 cards in their hand	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 5
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	Precision Strike Pro-Can- Divination
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 Pro-Can- Delirium	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 2
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. Draw a card if you own a beast.
Primordial Beast Galdr-Conj- Druidic	Elemental Ants Galdr-Conj- Druidic	Elemental Falcon Pro-Can-Conj- Druidic	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

Nature's Roar Pro-Can- Druidic	Grand Hunt Pro-Can- Druidic	Hidden Strength Pro-Can- Druidic	Feed Pro-Can- Druidic
All beasts you own attack	Until end of turn, all hexes are considered beasts with o attack and 1 HP. 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 3 damage to any target that was damaged this turn by a beast that you own. Gain 3 life.
Canid Galdr-Conj- Druidic	Life's Flow Pro-Can- Druidic	Momentum Galdr- Energy	Momentum Abstraction Galdr- Energy
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.	Until end of turn gain 1 charge counter whenever a beast attacks. Draw a card	Deal 1 damage, draw 1 card, put 1 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

Sudden Quickening 2 Galdr- Energy	Energy Liberation Pro-Can- Energy	Energy Spoil Galdr- Energy	Groundswell Galdr-Hex- Energy
Place 4 charge counters among any number of chambered cards	Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way	Target player loses 1 life for each charge counter on their chambered spells	If you would place a charge counter on a card with no charge counters on it instead place 2
Expedite Pro-Can- Energy	Inervate Pro-Can- Energy	Momentary Harmony 1 Pro-Can- Energy	Twinnate Pro-Can- Energy
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.	Until the end of your next turn, any time you put a charge counter on a card you may draw a card.	Double the amount of charge counters on target card

Vilidae's Favor Galdr-Hex- Energy 3	Excitable Aethers Hol-Can- Energy	Crazed Inferno Galdr-Hex- Fire	Fireball Galdr- Fire
Gain +1 mana at the begining of your turn for each chambered spell you have	Deal 4 damage to any target and draw 2 cards. Cast only if two or more other spells were cast this turn.	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
Ball of Fire Galdr- Fire	Blessing of Tyr Galdr-Hex- 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 round gets doubled. Expunge at end of round	Spend x additional mana as as you cast Lava Lance. Deal 6+x 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

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

Energy Burn Pro-Can- Fire	Emotional Meltdown 4 Pro-Can- Fire	Melting Will Pro-Can- Fire	Crisp Pro-Can- Fire
Remove any number of charge counters from your chambered spells, deal 2 damage for each counter removed this way	All players discard 4 cards, take 4 damage, and lose 4 energy counters.	Deal 2 damage to target player. If that player has lost 5 or more life this turn expunge target hex they own.	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.
Fingers of Flame Galdr-Hex- Fire	Overwhelming Heat 1 Re-Can- Fire	Fire Mystic's Thirst Galdr-Hex- Fire-Energy	Break Concentration 3 Galdr- Ice
Whenever you place a charge counter on one of your cards deal 1 damage	Void target spell with mana cost less than or equal to the total amount of damage dealt 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	Break 2 Chambered cards, discard a card

Law and Order Galdr-Hex- Ice	Shielding walls Galdr-Hex- Ice	Stun Galdr-Hex- Ice	Sinoie's Ire Galdr-Hex- Silver
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	Hexed Mystic loses the match if they would draw a card and their reserves are empty.
Brain Thaw Pro-Can- Ice	Diffuse Pro-Can- Ice	Black Hole Galdr- Silver	New Moon Galdr- Silver
2 target chambered spells don't activate at the beginnning of their controller's turn.	Break a chambered card	Target Mystic fades their entire reserves.	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

Geists' Visit Galdr- Silver	Shadows' Rise Galdr-Hex- Silver	Night's Dance Galdr- Silver	Moon's Favor Galdr- Silver
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	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	Fade x, void target Galdr with mana cost of x	Hexed player wins the game if they would draw a card and their reserves are empty
Stress of the Black Moon Galdr-Hex- Silver	Unnerve Pro-Can- Silver	Night's Unveiling Galdr- Silver	Jest of Darkness Re-Can- Silver
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	Deal 3 damage to target Mystic, they fade 3	You may put up to two hexes from your hollows into play. Must have at least 2 charge counters.	Switch target reactive cantrip with target cantrip in that player's hollows

Expire Pro-Can- Silver	Cast Shadows Galdr- Silver 5	Total Darkness Pro-Can- Silver	Second Sunset Pro-Can- Silver
Search your library for a card, put the card in your hollows, shuffle your library	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	Reaction cantrips cannot be cast	Fade 3. Return target Galdr from your hollows to your hand
Edge of Darkness Galdr-Hex- Silver	Shades Unshackled Galdr-Conj- Silver	Death's Parting Galdr- Silver	Antipathetic Angles (1) Galdr- Silver
Whenever hexed player loses life, they lose that much life plus 1	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	Target opponent fades 2, you may cast a hex or Conjuration from their hollows without paying its mana cost	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.

Nights' Devotion Galdr- Silver	Pained Reunions Pro-Can- Silver	Swallow of Darkness 2 Galdr- Silver	Fraying Reality Galdr-Hex- Silver
Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows.	Each player returns a card from their hollows to their hand. Each opponent loses 4 life	Prevent all damage that target spell or attack would deal. Instead fade that many cards	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.
Night Reptus Galdr- Silver	Corpse Genesis Galdr- Silver	Compulsory removal 3 Galdr- Void	Counter Magic Re-Can- Void
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	Put target conjuration from a hollows into play under your control. You lose life equal to the conjuration's attack value	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	Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player

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

Heart's Cowardice Galdr- Void 3	Inverted Pendulum Re-Can- Void	Mental Lapse Galdr- Void	Rule of Six Galdr-Hex- 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.	Opponent fades cards equal to the amount of damage you took this turn. Draw a card.	Players cannot draw cards until the end of the round. Expunge at end of the round	Spells with mana costs of 6 or greater can't be cast
Extracted Essence Pro-Can- Void	Spell Refraction Re-Can- Void	Gen-Z Automaton Galdr-Conj- Void	Strength of Mind Galdr-Hex- Ch'i
Expunge target Conjuration.	Change target of target spell. New target must be valid.	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.	At the begining of your turn, draw a card.

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

Runic Ovisa Galdr-Conj- Ch'i	First Cache Galdr-Hex- Ch'i	Look Within Galdr-Conj- Ch'i	Preparation Pro-Can- Ch'i
o attack 4 HP. Runic Ovisa counts as a hex. You are warded.	Expunge First Cache at any time to add 3 mana. Spend this mana only to cast hex spells.	Search your reserves for a hex card, reveal it, and put it into your hand. Shuffle your reserves.	Look at the top 3 cards of your reserves, put them back in any order
This will Happen Pro-Can- Ch'i	A Burning Yearning 5	Fifth Year Engravings 5 Galdr-Hex- Ch'i	Betterment Galdr-Hex- Ch'i
Void target spell that's targeting a spell you own.	Whenever you cast a hex spell deal damage to any target equal to the amount of hexes you own.	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.	Increase your chamber size by 1 slot

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

Third Year Engravings Galdr-Hex- Ch'i	Fourth Year Engravings Galdr-Hex- Ch'i	Galdr-Hex-	
At the begining of your turn add 3 mana, spend this mana only on hex spells.	At the end of your turn, create a 1/1 Hex Canid that may attack at the beginning of your turn.		