

































<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>Gravitational Shift</u>  Galdr- Arcane All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of o.	<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>Chromatic Orb</u>  Galdr-Hex- 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>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>Apex Predation</u>  Pro-Can- Deep <hr/> <hr/> The Mystic with the most cards in hand draws 2 cards and gains 5 mana	<u>Rejection from the Depths</u>  Re-Can- Deep <hr/> <hr/> Void target spell cast by a Mystic with four or more cards in hand	<u>Tumultuous Flow</u>  Pro-Can- Deep <hr/> <hr/> Change the target of target spell to any target.	<u>Kraken's Wrath</u>  Galdr- Deep <hr/> <hr/> This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets.
<u>Blackwater</u>  Pro-Can- Deep <hr/> <hr/> Draw 1 card. Deal x damage where x is the number of cards you have drawn this turn.	<u>Current Tides</u>  Galdr-Hex- Deep <hr/> <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>Gushing Anozoa</u>  Galdr-Conj- Deep <hr/> <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 <hr/> <hr/> 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>Plan B</u> Re-Can- <i>Divination</i> Shuffle the cards from your hand into your reserves, draw that many number of cards plus 1	<u>Primordial Beast</u> Galdre-Conj- <i>Druidic</i> 2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.	<u>Way of the World</u> Re-Can- <i>Druidic</i> Each player gains 2 charge counters and takes 2 damage. Draw a card if you own a beast.	<u>Elemental Falcon</u> Pro-Can-Conj- <i>Druidic</i> 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>Elemental Ants</u> Galdre-Conj- <i>Druidic</i> 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>Curse of Nature's Severance</u> Galdre-Curse- <i>Druidic</i> Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it.	<u>Protective instinct</u> Re-Can- <i>Druidic</i> Target beast you control deals damage to target attacking beast	<u>Nature's Roar</u> Pro-Can- <i>Druidic</i> 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>Momentum</u>  Gald- <i>Energy</i> <hr/> <hr/> Deal 1 damage, draw 1 card, put 3 charge counters on 1 chambered card, activate 1 chambered Gald-	<u>Energy Liberation</u>  Pro-Can- <i>Energy</i> <hr/> <hr/> Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way	<u>Expedite</u>  Pro-Can- <i>Energy</i> <hr/> <hr/> Activate target Gald-. Draw a card.
<u>Momentum</u>  <u>Abstraction</u> Gald- <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>Sudden Quickening</u>  Gald- <i>Energy</i> <hr/> <hr/> Place 4 charge counters on any number of chambered cards	<u>Inervate</u>  Pro-Can- <i>Energy</i> <hr/> <hr/> Put a charge counter on one of your chambered spells with a charge counter on it. You may activate it.	<u>Energy Spoil</u>  Gald- <i>Energy</i> <hr/> <hr/> Target player loses 1 life for each charge counter on their chambered spells









<u>Lava Lance</u> Gald- Fire Spend x mana as an additional cost to cast ~. Deal x+1 damage to any target.	<u>Pellet Bursts</u> Gald- Fire 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>Double Burst</u> Gald- Fire Deal 2 damage, draw 2 cards, discard 2 cards	<u>Put Down</u> Re-Can- Fire Deal 3 damage to target beast. Deal 2 damage to that beast's owner
<u>Pellet Burst</u> Pro-Can- Fire Deal 1 damage. Draw a card.	<u>Spitfire</u> Re-Can- Fire Deal 2 damage, Draw a card	<u>Wild Hellhound</u> Gald-Conj- Fire Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP.	<u>Incendiary Moment</u> Gald- Fire Draw cards equal to the amount of damage you dealt this turn. Discard 4 cards









<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>Channel the Heat</u>  <u>Pro-Can- Fire</u> <u>Gain charge counters equal to the amount of damage dealt this turn.</u>	<u>Emotional Meltdown</u>  <u>Galdr- 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>Shackled Anger</u>  <u>Pro-Can- 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>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>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>  Pro-Can- Fire	<u>Fire Mystic's Thirst</u>  Galdre-Hex- Fire-Energy	<u>Shielding walls</u>  Pro-Can- Ice	<u>Brain Thaw</u>  Pro-Can- Ice
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.	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	Hexed player reduces all damage dealt by another player to them by x, where x is the number of charge counters on this card	2 target chambered spells don't activate at the beginnning of their controller's turn.
<u>Break Concentration</u>  Galdre- Ice	<u>Law and Order</u>  Galdre-Hex- Ice	<u>Diffuse</u>  Pro-Can- Ice	<u>Stun</u>  Pro-Can- Ice
Break 2 Chambered cards, discard a card	Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword)	Break a chambered card	Deal 2 damage, Freeze target player's chambered cards

<u>Sinoie's Ire</u> Galdr-Hex- Silver <div>4</div> <hr/> Hexed Mystic loses the match if they would draw a card and their reserves are empty.	<u>Black Hole</u> Galdr- Silver <div>1</div> <div>0</div> <hr/> Target Mystic fades their entire reserves.	<u>Shadows' Rise</u> Galdr-Hex- Silver <div>5</div> <hr/> 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>Stress of the Black Moon</u> Galdr-Hex- Silver <div>6</div> <hr/> 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>New Moon</u> Galdr- Silver <div>2</div> <hr/> 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>Geists' Visit</u> Galdr- Silver <div>3</div> <hr/> 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>Unnerve</u> Pro-Can- Silver <div>2</div> <hr/> Deal 3 damage to target Mystic, they fade 3	<u>Night's Dance</u> Re-Can- Silver <div>2</div> <hr/> Fade x, void target Galdr with mana cost of x

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

<u>Fraying Reality</u>  <u>Galdr-Hex- Silver</u> <hr/> 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.	<u>Compulsory removal</u>  <u>Galdr- Void</u> <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>Imperfect Negation</u>  <u>Galdr-Hex- Void</u> <hr/> Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card	<u>Voidspell</u>  <u>Re-Can- Void</u> <hr/> Void target spell
<u>Counter Magic</u>  <u>Re-Can- Void</u> <hr/> Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player	<u>Denial</u>  <u>Re-Can- Void</u> <hr/> Void target cantrip, *This spell can only be Cast from the chamber*	<u>Numb</u>  <u>Pro-Can- Void</u> <hr/> Remove up to 4 charge counters from your opponents cards	<u>Counter Force</u>  <u>Galdr-Hex- Void</u> <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>  <u>Galdr- Void</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>Remove Meaning</u>  <u>Re-Can- Void</u> <u>Void all text on tarrget card except any that relates to damage it would deal.</u>	<u>Inverted Pendulum</u>  <u>Galdr- Void</u> <u>Opponent fades cards equal to the amount of damage you took this turn. Draw a card.</u>	<u>Extracted Essence</u>  <u>Pro-Can- Void</u> <u>Expunge target Conjuration.</u>
<u>Thought Sieve</u>  <u>Re-Can- Void</u> <u>The next time target player would draw cards this turn, you draw an equal amount of cards instead</u>	<u>Heart's Cowardice</u>  <u>Galdr- Void</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>Spell Refraction</u>  <u>Re-Can- Void</u> <u>Change target of target spell. New target must be valid.</u>	<u>Mental Lapse</u>  <u>Galdr-Hex- Void</u> <u>Players cannot draw cards until the end of the round. Expunge at end of the round</u>

