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| Dormamu's Defeat  ***6***  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 | Maleficent's Curse  ***9***  Galdr- *Arcane*    Cursed character dies if they lose a match.  ***3*** | Gravitational Shift  ***7***  Galdr- *Arcane*    All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of 0. | Rework Leylines  ***4***  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 |
| Up the Stakes  ***8***  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 | Chromatic Orb  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 | Flow with the Aether  ***4***  Galdr-Hex- *Chi*    Cantrips hexed player casts cost 1 less to cast. | Third Eye  ***4***  Galdr-Hex- *Chi*    Hexed player gets +1 Chamber slot. Hexed player may chamber one card for each charge counter on Third Eye |

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| Support Magic  ***3***  Pro-Can- *Chi*    Gain 1 health, add 1 charge counter to a chambered spell, draw 1 card | Open Chakras  ***3***  Pro-Can- *Chi*    Expunge target hex  ***2*** | Grasping Tentacles  ***3***  Pro-Can- *Deep*    Whenever a Mystic would draw a card aside from their end of round draw phase, instead they draw two cards | Riptide  ***2***  Galdr- *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. |
| Sheer Will  ***1***  Pro-Can- *Chi*    Spells you control can't be voided until the end of turn. Draw a card. | Upswell  Galdr- *Deep*    Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell | Tidal Flow  ***2***  Pro-Can- *Deep*    Each Mystic draws 4 cards then discards 3 | Seeking Whale-Shark  ***4***  Galdr-Conj- *Deep*    4 attack 2 HP. Whenever a Mystic draws one or more cards Seeking Whale-Shark may attack that Mystic |

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| Apex Predation  ***4***  Pro-Can- *Deep*    The Mystic with the most cards in hand draws 2 cards and gains 5 mana | Rejection from the Depths  ***3***  Re-Can- *Deep*    Void target spell cast by a Mystic with four or more cards in hand  ***1*** | Tumultuous Flow  ***3***  Pro-Can- *Deep*    Change the target of target spell to any target. | Kraken's Wrath  ***8***  Galdr- *Deep*    This spell costs 1 mana less for each card you have drawn this turn. Deal 8 damage to up to 8 targets. |
| Blackwater  ***2***  Pro-Can- *Deep*    Draw 1 card. Deal x damage where x is the number of cards you have drawn this turn. | Current Tides  Galdr-Hex- *Deep*    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. | Gushing Anozoa  ***3***  Galdr-Conj- *Deep*    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  ***2***  Re-Can- *Deep*    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 |

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| Rumbling Depths  ***3***  Galdr- *Deep*    Each Mystic draws a card. Deal 6 damage to target Mystic with 5 or more cards in hand. | Aphosis  ***1***  Re-Can- *Deep*    As an additional cost to cast this spell discard a card. Void target cantrip.  ***4*** | Top to Bottom  ***3***  Galdr- *Deep*    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 | Overflow  ***2***  Pro-Can- *Deep*    Each player draws 2 cards, deal 3 damage to any target |
| Ripple Effect  ***3***  Galdr-Hex- *Deep*    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. | Benthic Tremors  Galdr-Hex- *Deep*    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. | Deep Blue  ***10***  Galdr- *Deep*    Target Mystic draws their entire reserves. | Overwhelm  ***4***  Galdr-Hex- *Deep*    Whenever you draw more than 1 card target Mystic loses 3 life |

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| Oceanic Scouring  ***3***  Pro-Can- *Deep*    Expunge one hex target Mystic owns for every 3 cards in their hand | Dark Deeds  ***4***  Galdr- *Delirium*    Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card  ***5*** | Purge  ***5***  Pro-Can- *Delirium*    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 ~. | Curse of Fifths  ***0***  Galdr-Curse- *Delirium*    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 |
| Mind Muddle  ***6***  Galdr- *Delirium*    Hexed player cannot cast Re-Cantrips. | Revel in the Madness  Galdr- *Delirium*    Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times. | Burden of Atlas  ***5***  Galdr-Hex- *Delirium*    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  ***3***  Galdr-Hex- *Delirium*    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 |

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| Mental limiter  ***4***  Galdr-Hex- *Delirium*    Hexed player's chamber size is reduced by 1 | Ambrosia of Darkness  ***4***  Pro-Can- *Delirium*    Gain control of target Conjuration  ***4*** | Precision Strike  ***4***  Galdr-Hex- *Divination*    Look at target player's chambered cards. Break 1 target chambered card. | See Through  ***1***  Pro-Can- *Divination*    Look at target player's chambered cards, draw a card |
| Expand Mind  ***4***  Galdr-Hex- *Divination*    Increase your chamber size by 2, discard two cards | Empathetic Coupling  Galdr-Hex- *Divination*    You can look at hexed player's chambered spells at any time | Flash of Insight  ***0***  Pro-Can- *Divination*    Look at up to two cards in target player's hand, and or their chambered cards, draw a card | Knowledge Puddle  ***1***  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 |

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| Plan B  ***1***  Re-Can- *Divination*    Shuffle the cards from your hand into your reserves, draw that many number of cards plus 1 | Primordial Beast  ***4***  Galdr-Conj- *Druidic*    2 damage, 2 HP. Whenever you cast a druidic spell primordial beast attacks.  ***5*** | Way of the World  ***2***  Re-Can- *Druidic*    Each player gains 2 charge counters and takes 2 damage. Draw a card if you own a beast. | Elemental Falcon  ***2***  Pro-Can-Conj- *Druidic*    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 |
| Elemental Ants  ***3***  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. | Curse of Nature's Severance  Galdr-Curse- *Druidic*    Affected player cannot cast conjuration spells. This spell must be cast with 3 charge counters on it. | Protective instinct  ***2***  Re-Can- *Druidic*    Target beast you control deals damage to target attacking beast | Nature's Roar  ***2***  Pro-Can- *Druidic*    All beasts you own attack |

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| Grand Hunt  ***1***  Pro-Can- *Druidic*    Until end of turn, all hexes are considered beasts with 0 attack and 1 HP. Draw a card. | Momentum  ***4***  Galdr- *Energy*    Deal 1 damage, draw 1 card, put 3 charge counters on 1 chambered card, activate 1 chambered Galdr  ***5*** | Energy Liberation  ***0***  Pro-Can- *Energy*    Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way | Expedite  ***2***  Pro-Can- *Energy*    Activate target Galdr. Draw a card. |
| Momentum Abstraction  ***5***  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 | Sudden Quickening  Galdr- *Energy*    Place 4 charge counters on any number of chambered cards | Inervate  ***2***  Pro-Can- *Energy*    Put a charge counter on one of your chambered spells with a charge counter on it. You may activate it. | Energy Spoil  ***4***  Galdr- *Energy*    Target player loses 1 life for each charge counter on their chambered spells |

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| Groundswell  ***4***  Galdr-Hex- *Energy*    If you would place a charge counter on a card with no charge counters on it instead place 2 | Momentary Harmony  ***1***  Galdr- *Energy*    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  ***5*** | Ball of Fire  ***2***  Galdr-Hex- *Fire*    Deal 2 damage plus 2 damage for each charge counter on this card | Blessing of Tyr  ***2***  Galdr- *Fire*    Damage dealt this turn gets doubled. |
| Twinnate  ***2***  Pro-Can- *Energy*    Double the amount of charge counters on target activated card | Vilidae's Favor  Galdr-Hex- *Energy*    Gain +1 mana at the begining of your turn for each chambered spell you have | Crazed Inferno  ***3***  Galdr- *Fire*    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. | Fireball  ***3***  Galdr- *Fire*    Deal 5 damage |

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| Lava Lance  ***6***  Galdr- *Fire*    Spend x mana as an additional cost to cast ~. Deal x+1 damage to any target. | Pellet Bursts  ***2***  Galdr- *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  ***2*** | Double Burst  ***1***  Galdr- *Fire*    Deal 2 damage, draw 2 cards, discard 2 cards | Put Down  ***2***  Re-Can- *Fire*    Deal 3 damage to target beast. Deal 2 damage to that beast's owner |
| Pellet Burst  ***1***  Pro-Can- *Fire*    Deal 1 damage. Draw a card. | Spitfire  Re-Can- *Fire*    Deal 2 damage, Draw a card | Wild Hellhound  ***2***  Galdr-Conj- *Fire*    Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP. | Incendiary Moment  ***3***  Galdr- *Fire*    Draw cards equal to the amount of damage you dealt this turn. Discard 4 cards |

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| Hellios's Spear  ***8***  Galdr- *Fire*    Deal 10 - x damage, where x is the number of charge counters on this card | Channel the Heat  ***2***  Pro-Can- *Fire*    Gain charge counters equal to the amount of damage dealt this turn.  ***4*** | Emotional Meltdown  ***4***  Galdr- *Fire*    All players discard 4 cards, take 4 damage, lose 4 energy counters. | Fingers of Flame  ***3***  Galdr-Hex- *Fire*    Whenever you place a charge counter on one of your cards deal 1 damage |
| Shackled Anger  ***3***  Pro-Can- *Fire*    Target player takes damage equal to the mana cost of all hexes on you. | Energy Burn  Pro-Can- *Fire*    Remove any number of charge counters from your chambered spells, deal 2 damage for each counter removed this way | Overwhelming Heat  ***1***  Re-Can- *Fire*    Void target spell with mana cost less than or equal to the total amount of damage dealt this turn. | Melting Will  ***1***  Pro-Can- *Fire*    Deal 2 damage to target player. If that player has lost 5 or more life this turn expunge target hex they own. |

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| Crisp  ***3***  Pro-Can- *Fire*    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. | Fire Mystic's Thirst  ***2***  Galdr-Hex- *Fire-Energy*    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 Thirst  ***3*** | Shielding walls  ***5***  Pro-Can- *Ice*    Hexed player reduces all damage dealt by another player to them by x, where x is the number of charge counters on this card | Brain Thaw  ***4***  Pro-Can- *Ice*    2 target chambered spells don't activate at the beginnning of their controller's turn. |
| Break Concentration  ***3***  Galdr- *Ice*    Break 2 Chambered cards, discard a card | Law and Order  Galdr-Hex- *Ice*    Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword) | Diffuse  ***2***  Pro-Can- *Ice*    Break a chambered card | Stun  ***3***  Pro-Can- *Ice*    Deal 2 damage, Freeze target player's chambered cards |

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| Sinoie's Ire  ***4***  Galdr-Hex- *Silver*    Hexed Mystic loses the match if they would draw a card and their reserves are empty. | Black Hole  ***10***  Galdr- *Silver*    Target Mystic fades their entire reserves.  ***3*** | Shadows' Rise  ***5***  Galdr-Hex- *Silver*    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 | Stress of the Black Moon  ***6***  Galdr-Hex- *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 |
| New Moon  ***2***  Galdr- *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 | Geists' Visit  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 | Unnerve  ***2***  Pro-Can- *Silver*    Deal 3 damage to target Mystic, they fade 3 | Night's Dance  ***2***  Re-Can- *Silver*    Fade x, void target Galdr with mana cost of x |

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| Moon's Favor  ***7***  Galdr- *Silver*    Hexed player wins the game if they would draw a card and their reserves are empty | Night's Unveiling  ***6***  Galdr- *Silver*    You may put up to two hexes from your hollows into play. Must have at least 2 charge counters.  ***1*** | Cast Shadows  ***5***  Galdr- *Silver*    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 | Edge of Darkness  ***3***  Galdr-Hex- *Silver*    Whenever hexed player loses life, they lose that much life plus 1 |
| Jest of Darkness  ***1***  Re-Can- *Silver*    Switch target reactive cantrip with target cantrip in that player's hollows | Expire  Pro-Can- *Silver*    Search your library for a card, put the card in your hollows, shuffle your library | Shades Unshackled  ***4***  Galdr-Conj- *Silver*    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 | Total Darkness  ***2***  Galdr-Hex- *Silver*    Reaction cantrips cannot be cast |

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| Second Sunset  ***2***  Pro-Can- *Silver*    Fade 3. Return target Galdr from your hollows to your hand | Death's Parting  ***4***  Galdr- *Silver*    Target opponent fades 2, you may cast a hex or Conjuration from their hollows without paying its mana cost  ***5*** | Pained Reunions  ***1***  Pro-Can- *Silver*    Each player returns a card from their hollows to their hand. Each opponent loses 4 life | Night Reptus  ***3***  Galdr- *Silver*    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 |
| Antipathetic Angles  ***1***  Galdr- *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. | Nights' Devotion  Galdr- *Silver*    Fade 1 for each charge counter. Each player loses 10 - x life, where x is the number of cards in their hollows. | Corpse Genesis  ***1***  Galdr- *Silver*    Put target conjuration from a hollows into play under your control. You lose life equal to the conjuration's attack value | Swallow of Darkness  ***2***  Re-Can- *Silver*    Prevent all damage that target spell or attack would deal. Instead fade that many cards |

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| Fraying Reality  ***2***  Galdr-Hex- *Silver*    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. | Compulsory removal  ***3***  Galdr- *Void*    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  ***2*** | Imperfect Negation  ***0***  Galdr-Hex- *Void*    Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card | Voidspell  ***3***  Re-Can- *Void*    Void target spell |
| Counter Magic  ***2***  Re-Can- *Void*    Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player | Denial  Re-Can- *Void*    Void target cantrip, \*This spell can only be Cast from the chamber\* | Numb  ***2***  Pro-Can- *Void*    Remove up to 4 charge counters from your opponents cards | Counter Force  ***6***  Galdr-Hex- *Void*    Hexed player may tuck a card to deal 2 damage or prevent 2 damage any time they could cast a reactive cantrip |

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| Negative Image  ***2***  Galdr- *Void*    Pick target conjuration opponent controls. Create a conjuration with attack equal to that conjuration's HP and HP equal to that conjuration's attack. | Remove Meaning  ***2***  Re-Can- *Void*    Void all text on tarrget card except any that relates to damage it would deal.  ***3*** | Inverted Pendulum  ***2***  Galdr- *Void*    Opponent fades cards equal to the amount of damage you took this turn. Draw a card. | Extracted Essence  ***2***  Pro-Can- *Void*    Expunge target Conjuration. |
| Thought Sieve  ***4***  Re-Can- *Void*    The next time target player would draw cards this turn, you draw an equal amount of cards instead | Heart's Cowardice  Galdr- *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. | Spell Refraction  ***3***  Re-Can- *Void*    Change target of target spell. New target must be valid. | Mental Lapse  ***2***  Galdr-Hex- *Void*    Players cannot draw cards until the end of the round. Expunge at end of the round |

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| Rule of Six  ***6***  Galdr-Hex- *Void*    Mana refreshes at 6 mana, instead of +1 every round | Canid  ***2***  Galdr-Conj- *Druidic*    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.  ***1*** | Feed  ***2***  Galdr-Hex- *Druidic*    Deal 3 damage to any target that was damaged this turn by a beast that you own. Gain 3 life. | Gen-Z Automaton  ***2***  Galdr-Conj- *Void*    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. |
| Life's Flow  ***2***  Pro-Can- *Druidic*    Until end of turn gain 1 charge counter whenever a beast attacks. Draw a card | Hidden Strength  Hol-Can- *Druidic*    Target beast you control gets +x attack and +x HP where x is 2 + the number of charge counters on Hidden Strength | Excitable Aethers  ***2***  Hol-Can- *Druidic*    Deal 4 damage to any target and draw 2 cards. Cast only if two or more other spells were cast this turn. | - |