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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.  ***4*** | Chromatic Orb  ***3***  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 | 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 | Curse of Fatigue  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 | 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  ***6*** | Revel in the Madness  ***5***  Pro-Can- *Delirium*    Take 3 damage, target opponent discards a card or breaks a card in their chamber. Repeat this process any number of times. | Purge  ***5***  Galdr- *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 ~. |
| Dark Deeds  ***4***  Galdr- *Delirium*    Each Player discards 3 cards, and takes damage equal to the number of charge counters on this card | Mind Muddle  Galdr- *Delirium*    Hexed player cannot cast Re-Cantrips. | 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 | 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 |

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

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

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| Momentum  ***4***  Galdr- *Energy*    Deal 1 damage, draw 1 card, put 3 charge counters on 1 chambered card, activate 1 chambered Galdr | 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  ***0*** | Expedite  ***2***  Galdr- *Energy*    Activate target Galdr. Draw a card. | 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. |
| Sudden Quickening  ***5***  Galdr- *Energy*    Place 4 charge counters on any number of chambered cards | Energy Liberation  Pro-Can- *Energy*    Remove any number of charge counters from your chambered spells, add 1 mana for each counter removed this way | Sheer Will  ***1***  Pro-Can- *Energy*    Spells you control can't be voided until the end of turn. Draw a card. | Energy Spoil  ***4***  Galdr- *Energy*    Target player loses 1 life for each charge counter on their chambered spells |

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| Ball of Fire  ***3***  Galdr- *Fire*    Deal 2 damage plus 2 damage for each charge counter on this card | Blessing of Tyr  ***4***  Galdr- *Fire*    Damage dealt this turn gets doubled.  ***3*** | 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 |
| 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  Galdr- *Fire*    Deal 5 damage | Pellet Burst  ***1***  Pro-Can- *Fire*    Deal 1 damage. Draw a card. | Break Concentration  ***3***  Galdr- *Ice*    Break 2 Chambered cards, discard a card |

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| Law and Order  ***3***  Galdr-Hex- *Ice*    Hexed can't cast spells with a higher mana cost than the base mana for their turn (reword) | Shielding walls  ***5***  Galdr-Hex- *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  ***2*** | Stun  ***3***  Galdr-Hex- *Ice*    Deal 2 damage, Freeze target player's chambered cards | Compulsory removal  ***3***  Galdr- *Negative*    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  ***4***  Pro-Can- *Ice*    2 target chambered spells don't activate at the beginnning of their controller's turn. | Diffuse  Pro-Can- *Ice*    Break a chambered card | Counter Magic  ***2***  Re-Can- *Negative*    Reduce another player's spell that is damaging you by two damage, deal 2 damage to that player | Denial  ***2***  Re-Can- *Negative*    Void target cantrip, \*This spell can only be Cast from the chamber\* |

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| Imperfect Negation  ***0***  Re-Can- *Negative*    Void target spell unless the spell's caster discards cards equal to the number of charge counters on this card | Voidspell  ***3***  Re-Can- *Negative*    Void target spell  ***3*** | Shadows' Rise  ***5***  Re-Can- *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*    Fade 3. deal 3 damage | 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. 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  ***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. \*flavor text: It'll scratch, squirm and bite, but once it's settled its loyalty remains\* | The Swallow of Darkness  ***2***  Re-Can- *Silver*    Prevent all damage that target spell would deal. Instead fade that many cards |

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| Numb  ***2***  Pro-Can- *Negative*    Remove up to 4 charge counters from your opponents cards | Counter Force  ***6***  Galdr-Hex- *Negative*    Hexed player may tuck a card to deal 2 damage or prevent 2 damage any time they could cast a reactive cantrip  ***2*** | Thought Sieve  ***4***  Pro-Can- *Negative*    The next time target player would draw cards this turn, you draw an equal amount of cards instead | Heart's Cowardice  ***3***  Galdr- *Negative*    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  ***2***  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. | Remove Meaning  Re-Can- *Negative*    Void all text on tarrget card except any that relates to damage it would deal. | Inverted Pendulum  ***2***  Re-Can- *Negative*    Opponent fades cards equal to the amount of damage you took this turn. Draw a card. | Black Hole  ***10***  Galdr- *Negative*    Target fades their entire reserves. |

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| Gravitational Shift  ***7***  Galdr-Hex- *Arcane*    All spells now cost 7-x where x is the spells original mana cost, with a minimum cost of 0. | Extracted Essence  ***2***  Pro-Can- *Negative*    Expunge target Conjuration.  ***3*** | Double Burst  ***1***  Galdr-Hex- *Fire*    Deal 2 damage, draw 2 cards, discard 2 cards | Mental Lapse  ***2***  Galdr-Hex- *Negative*    Players cannot draw cards until the end of the round. Expunge at end of the round |
| Spitfire  ***2***  Re-Can- *Fire*    Deal 2 damage, Draw a card | Spell Refraction  Re-Can- *Negative*    Change target of target spell. New target must be valid. | Put Down  ***2***  Re-Can- *Fire*    Deal 3 damage to target beast. Deal 2 damage to that beast's owner | Wild Hellhound  ***2***  Galdr-Conj- *Fire*    Whenever any player takes damage, ~ attacks that player. 2 attack, 1 HP. |

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| Incendiary Moment  ***3***  Galdr- *Fire*    Draw cards equal to the amount of damage you dealt this turn. Discard 4 cards | Hellios's Spear  ***8***  Galdr- *Fire*    Deal 10 - x damage, where x is the number of charge counters on this card  ***6*** | Shackled Anger  ***3***  Galdr- *Fire*    Target player takes damage equal to the mana cost of all hexes on you. | Energy Burn  ***4***  Pro-Can- *Fire*    Remove any number of charge counters from your chambered spells, deal 2 damage for each counter removed this way |
| Channel the Heat  ***2***  Pro-Can- *Fire*    Gain charge counters equal to the amount of damage dealt this turn. | Rule of Six  Galdr-Hex- *Negative*    Mana refreshes at 6 mana, instead of +1 every round | Emotional Meltdown  ***4***  Pro-Can- *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 |

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| Groundswell  ***4***  Galdr-Hex- *Energy*    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. | 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  ***2*** | Overwhelming Heat  ***3***  Galdr-Hex- *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. |
| Twinnate  ***2***  Pro-Can- *Energy*    Double the amount of charge counters on target activated card | Fire Mystic's Thirst  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 | 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. | Fraying Reality  ***3***  Galdr-Hex- *Silver*    hexed player fades 6 whenever they have go down to 0 mana. |

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| Vilidae's Favor  ***5***  Galdr-Hex- *Energy*    Gain +1 mana at the begining of your turn for each chambered spell you have | Nature's Roar  ***2***  Pro-Can- *Druidic*    All beasts you own attack  ***3*** | Riptide  ***2***  Galdr-Hex- *Deep*    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  ***2***  Galdr- *Deep*    Each Mystic draws 2 cards. Draw a card for each charge counter on Upswell | Surge of Tentacles  Galdr- *Deep*    Whenever a Mystic would draw a card, instead they draw two cards | - | - |