

Insect Swarm



— ENCHANTMENT — AURA —

2

Enchanted CREATURE has
-1/-1.

— CREATURE —

0

HASTE. STUBBORN.

1 / 0

Druid of the Claw



— ENCHANTMENT — AURA —

3

Enchanted CREATURE has
+1/+1.

— CREATURE —

2

3 / 2

Druid of the Glade



— SPELL — INSTANT —

0

You RECOVER 2 life.

— CREATURE —

2

2 / 3

Murder of Crows



— INSTANT —

4

Destroy target CREATURE.

— CREATURE —

2

Flying.

2 / 1

Tranquility



— SPELL — SORCERY —

0

EXHAUST all mana crystals.
Place this card as an
EXHAUSTED mana crystal.

— ENCHANTMENT —

3

Grizzled Oak



— SPELL — INSTANT —

2

Target CREATURE has +3/+2
until end of turn.

— CREATURE — TREEFOLK BEAR —

5

TRAMPLE. When Grizzled
Oak deals combat damage to
a player, draw a card

5 / 4

Blood Neophyte



— SPELL — INSTANT —

0

Lose 2 life, then draw 2 cards.

— CREATURE — VAMPIRE —

2

Lifelink

1 / 3

Crystal Cultist



— SPELL — INSTANT —

1

Lose 1 life, then gain 2 mana.

— CREATURE —

2

When Crystal Cultist would be put into the graveyard, flip it into an EXHAUSTED mana crystal instead.

0 / 2

Night Horror



— INSTANT — SPELL —

3

Target CREATURE has FLYING until end of turn.

— CREATURE —

3

FLYING.

3 / 2

Mind Worm



— SPELL — SORCERY —

3

Target player discards a card from their hand.

— CREATURE —

2

When Mind Worm deals damage to a player, that player must discard a card.

1 / 1

Sacrificial Altar



— SPELL — SORCERY —

2

Both players sacrifice a creature if able.

— ENCHANTMENT —

3

EXHAUST: Destroy one mana crystal you control, then return target card from the graveyard to your hand.

Tarxalan



— SPELL — SORCERY —

3

Target player loses 2 life. If an opponent lost life this way, you gain 2 life, otherwise destroy target creature with power 2 or less.

— CREATURE — LICH —

5

FLYING. When Tarxalan enters the battlefield you may pay 2 life, then return target card from the graveyard to your hand.

3 / 3

<div>Offensive Automaton</div> <div></div> <div>ENCHANTMENT – EQUIPMENT — 3</div> <div>Equipped CREATURE has +2/+0</div> <div>CREATURE – AUTOMATA — 1</div> <div>HASTE. STUBBORN.</div> <div>2 / 0</div>	<div>Defensive Automaton</div> <div></div> <div>ENCHANTMENT – EQUIPMENT — 3</div> <div>Equipped CREATURE has +0/+1 and VIGILANCE.</div> <div>CREATURE – AUTOMATA — 2</div> <div>VIGILANCE.</div> <div>0 / 2</div>	<div>Apprentice Gearsmith</div> <div></div> <div>SPELL – SORCERY — 2</div> <div>Look at the top 3 cards of the library, then put one into your hand, one into the graveyard, and one on top of the library.</div> <div>CREATURE – GEARSMITH — 0</div> <div>Return target AUTOMATA from the graveyard to your hand.</div> <div>1 / 1</div>
<div>Witch Hunter</div> <div></div> <div>SPELL – INSTANT — 2</div> <div>COUNTER target SPELL</div> <div>CREATURE – GEARSMITH — 2</div> <div>VIGILANCE.</div> <div>2 / 2</div>	<div>Warden of the Faith</div> <div></div> <div>SPELL – INSTANT — 2</div> <div>Target CREATURE suffers 2 damage.</div> <div>CREATURE – GEARSMITH — 3</div> <div>Return target GEARSMITH card from the graveyard to your hand</div> <div>1 / 2</div>	<div>High Priest of the Free Towns</div> <div></div> <div>SPELL – SORCERY — 0</div> <div>All players draw cards until they have 3 cards in hand. All players discard cards until they have 3 cards in hand.</div> <div>CREATURE – GEARSMITH — 4</div> <div>Other GEARSMITHS have +1/+1 for each AUTOMATA in play.</div> <div>1 / 3</div>