

## Ancient Sea Serpent



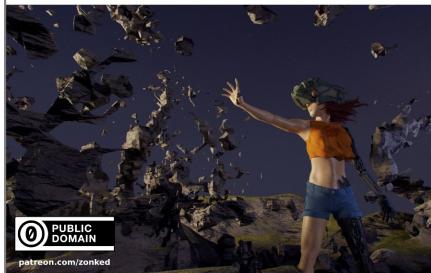
Card design by anonymous author, CC0. Image author and license shown above.

This card has no abilities.

**3** **6** **15**

*The true age of this majestic creature of the sea is unknown, but it is believed to be over 6,000 years.*

## Cybernetic Psychic



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This card has no abilities.

**3** **4** **5**

*She may appear frail, but if her telekinesis doesn't crush your bones, her robotic arm certainly will.*

## Dark Necromancer



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This creature cannot attack or defend.

Activate in response to an opponent's summon. Target this card. Place 1 counter on each target.

Remove 2 counters from this card. Target up to 2 cards in one player's graveyard randomly. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

**0** **3** **7**

*He can't control who exactly he resurrects, but with patience and luck, he can raise a formidable army of the undead.*

## Mammon the Dark Angel



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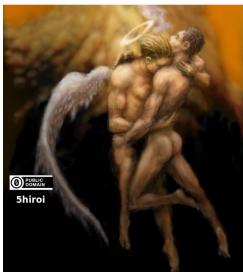
You must sacrifice 1 card in play to summon this creature.

This card has no abilities.

**5** **5** **10**

*This mysterious angel is said to have come straight from the pits of Hell. Few dare to go near her, but those who do often die of unknown causes.*

## Consolation



Card design by anonymous author, CC0. Image author and license shown above.

Activate when another of your cards in play is destroyed. Target up to 1 card in play. Place 2 defense counters on each target; you can remove a defense counter from a card at any time to increase its defense by 5.

**7**

*I swear, I will not allow this tragedy to happen again.*

## Dance of Resurrection



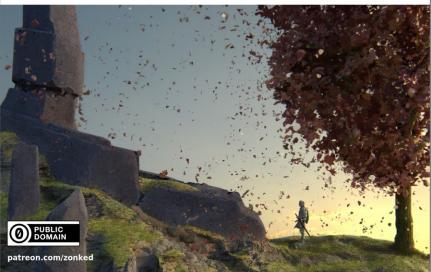
Card design by anonymous author, CC0. Image author and license shown above.

Exhaust 1 of your unexhausted creatures in play. Target up to 1 card in your graveyard. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

**1**

*While exhausting to its participants, this dance seems to be rather effective at resurrecting the dead.*

## Mourning a Loss



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Activate when another of your cards in play is destroyed. Target up to 2 cards in your hand. Reveal all targets, then summon or cast any number of targets that are not in play (paying the usual costs).

**5**

*We will get through this.*

## Sneak Attack



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Exhaust 1 of your unexhausted creatures in play. Target up to 1 card in play. Roll 3 six-sided dice and inflict the result of each die as damage to one target.

**2**

*Even a weak soldier can take down the strongest of foes by waiting for their moment of vulnerability.*

## Branta Canadensis



Daniel D'Auria

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This card has no abilities.

1 2 5

The Canada goose may look innocent at first, but those who get too close know how terrifying this waterfowl truly is.

## Velociraptor



Dragos Andrei

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This card has no abilities.

2 3 5

Contrary to popular perception, Velociraptor was about the size of a German Shepherd and covered in feathers, much like modern birds.

## Spinosaurus



Durbed

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This card has no abilities.

4 7 15

One of the largest theropods in history, most well-known for the large sail on its back. The exact function of this sail or hump is still debated.

## Mecha Stegosaurus



Markus B

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This card has no abilities.

5 8 15

This robot is a detailed reconstruction of the ancient Stegosaurus, with much improved combat capability compared to its ancestor.

## Mating Ritual



Yathin S Krishnappa

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Exhaust 2 of your unexhausted creatures in play. Target up to 2 cards in play. Place 1 exhaustion counter on each target; you can remove an exhaustion counter from a card at any time to exhaust it.

4

Two rival male blue wildebeests fight for dominance in an effort to impress a potential mate.

## Thunderstrike



Dennisveninga

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Sacrifice 1 random card in your hand. Target up to 1 card in play. Destroy all targets.

5

With a prayer and a sacrifice, the gods shall send a bolt of lightning to strike down our enemies.

## Reckless Assault



Babeslull

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Sacrifice 1 card in play chosen by an opponent of your choice. Target up to 2 cards in play. Roll 5 six-sided dice and inflict the result of each die as damage to one target.

1

Recklessly charging forward with no regard for one's own life can be catastrophic for the other party as well.

## Asteroid Impact



Don Davis/NASA

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Sacrifice 3 cards in play chosen by an opponent of your choice. Target up to 6 cards in play selected by an opponent of your choice. Destroy all targets.

6

An asteroid impact can cause great devastation to life on Earth. It is believed that one was largely responsible for the extinction of the dinosaurs.

## Cyborg Witch



nicolas mina

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This card has no abilities.

2    3    5

Rumor has it that her robotic arms have the strength of 20 men, but she continues to favor her mastery of witchcraft in battle.

## Magma Spawn



Ancient Beast (group project) www.AncientBeast.com  
Kettruppa (image) www.Kettruppa.com  
Gabriel Verdon (artwork) www.gabrielverdon.com

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You must pay 10 hitpoints to summon this creature.



This card has no abilities.

6    5    20

This creature is so hot that it inevitably burns its owner when summoned.

## Robo-Octo



Markus Brumfield

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This card has no abilities.

2    4    10

This mechanized octopus strikes fear into its enemies as it crushes them to pieces with its titanium tentacles.

## Reaper of the Forest



poss

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Target this card. Place 1 counter on each target.

Activate in response to an opponent's summon. Remove 1 counter from this card. Target up to 1 card in the current chain. Destroy all targets.

3    7    10

A cloaked man with mysterious and dangerous powers.

## Vow of Vengeance

5hiroi



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Activate when another one of your cards in play is destroyed. Target up to 1 card in play. Place 2 offense counters on each target; you can remove an offense counter from a card at any time to increase its offense by 1.

   7   

You will pay for killing my beloved... in blood.

## City Rampage



Justin Nichol

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Sacrifice 2 random cards in your hand. Target up to 8 cards in play selected by an opponent of your choice. Roll 8 six-sided dice and inflict the result of each die as damage to one target.

   6   

A giant robot or monster is sent in to cause havoc, but this can easily backfire if allies are in the wrong place at the wrong time..

## Bloodborne Transmission

JJ Harrison



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Exhaust 1 of your unexhausted creatures in play chosen by an opponent of your choice. Target up to 2 cards in play. Place 1 weakness counter on each target; you can remove a weakness counter from a card at any time to decrease its offense by 1.

   6   

Mosquitoes are known for transmitting diseases through their bites.

## Takeover Drone



killy one

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Target up to 1 card in play. Switch control of each target in-play creature to a different player of your choice until the end of this turn.

   4   

This strange drone is specialized for the singular purpose of forcing enemy machinery to do what it wants.

## American Robin



PUBLIC DOMAIN  
NASA

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This creature cannot attack.  
This card has no abilities.

1 1 5

Robins lack any meaningful offensive capabilities, but are reasonably able to react to the actions of their peers to stay safe.

## Harpactira



Ryan Hyde  
CC BY

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This card has no abilities.

0 1 5

Like all spiders, tarantulas such as these are often feared. However, as scary as they may appear, they are more or less completely harmless.

## Lynx



CC BY SA  
Bernard Landgraf

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This creature cannot defend.  
This card has no abilities.

2 2 5

These wild cats are mostly solitary hunters, but occasionally hunt in small groups.

## Canis Lupus



Mariofan13  
CC BY SA

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This card has no abilities.

3 5 10

The gray wolf is adapted to hunting large prey in particular. It typically hunts in small groups or pairs, although some gray wolves hunt alone.

## Intimidation



Josh Plueger  
PUBLIC DOMAIN

Card design by anonymous author, CC0. Image author and license shown above.  
Activate in response to an opponent's attack.  
Target up to 2 cards in the current chain. Negate attack of all targets.

► 5 ◀

A simple loud noise can convince many attackers to retreat.

## Dumpster Diving



Edward  
PUBLIC DOMAIN

Card design by anonymous author, CC0. Image author and license shown above.  
Exhaust 1 of your unexhausted creatures in play.  
Target up to 2 cards in your graveyard. Place all targets on top of owner's deck in any order.

► 4 ◀

Scavenging in this way may be gross, but it can lead to the recovery of useful items.

## Stand Your Ground



Kanutas Ruseckas  
PUBLIC DOMAIN

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Activate in response to an opponent's attack.  
Exhaust 1 of your unexhausted creatures in play.  
Target up to 1 card in the current chain. Destroy all targets.

► 2 ◀

Standing your ground can be a risky move, but it can pay off in the right situation and is almost certain to cause some damage.

## Tornado



Justin Hobson  
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Card design by anonymous author, CC0. Image author and license shown above.  
Sacrifice 1 random card in your hand. Target up to 1 resource. Destroy all targets.

► 5 ◀

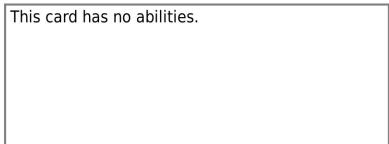
Tornadoes can often cause a great deal of damage to infrastructure.

## Apis Mellifera Scutellata

Jeffrey W. Lotz, Florida Department of Agriculture and Consumer Services, Bugwood.org



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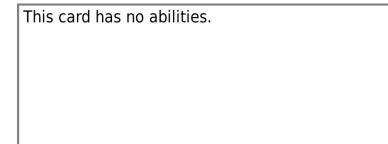
**2** **2** **0**

The africanized honey bee is known for aggressively defending its hive. This has earned them the nickname, "killer bees".

## Panthera Tigris



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**4** **6** **10**

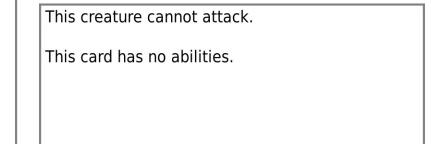
Tigers are the largest cat species, known for the distinct pattern on their backs.

## Syncerus Caffer

Charles J Sharp



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**3** **7** **30**

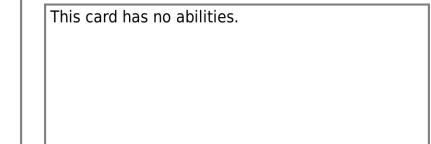
The African buffalo is one of the most successful grazers in Africa, having few predators and being more than capable of defending itself.

## Tyrannosaurus

RJPalmerArt



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**4** **8** **20**

The "king of the dinosaurs", as it is commonly called, was one of the largest predators of its time.

## Multi-Tool

James Case, Philadelphia, Mississippi, U.S.A.



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Activate in response to an opponent's card effect.  
Target up to 1 card in the current chain. Negate activated effect of all targets.



**3**

A good multi-tool can really come in handy when you come across a sticky situation.

## Magic Dice



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You may re-roll up to 3 dice for the rest of this turn (excluding the current chain) up to 2 times each.

**6**

These mysterious dice always seem to give their owner good results, but tests clearly show that they are not weighted.

## Antibiotic

Sage Ross



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Exhaust 3 of your unexhausted creatures in play chosen by an opponent of your choice. Increase your hitpoints by 8.

**4**

The discovery of antibiotics in the 20th century resulted in a revolution in the practice of medicine that saved countless lives.

## Spirit Board



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This creature cannot attack or defend.  
Target this card. Place 1 counter on each target.  
Remove 4 counters from this card. Roll 5 six-sided dice and increase your hitpoints by the result, then roll 5 six-sided dice and increase the hitpoints of one opponent by the result.  
Remove 4 counters from this card. Roll 5 six-sided dice and inflict the result as damage to yourself, then roll 5 six-sided dice and inflict the result as damage to any one player.

**0** **5** **7**

Spirit boards are believed by some to curse their users.