

Ancient Sea Serpent



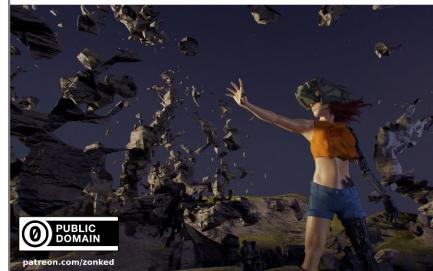
Card design by anonymous author, CC0. Image author and license shown above.

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.

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

NECROMANCY: 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



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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.

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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.

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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
 CC BY SA

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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



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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.

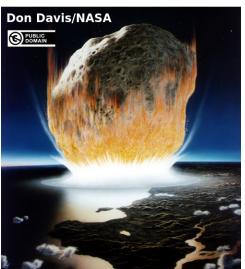
▶

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

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

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
Kettruppe (image) www.Kettruppe.de
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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MEDITATION: Target this card. Place 1 counter on each target.

SOUL HARVEST: 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
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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

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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

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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

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

5

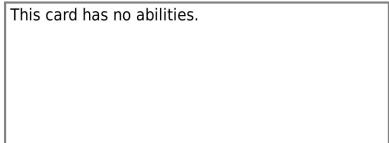
Tornadoes can often cause a great deal of damage to infrastructure.

Apis Mellifera Scutellata

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



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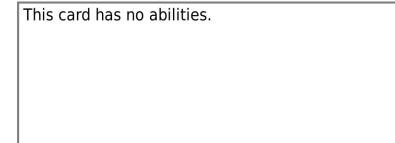
2 **2** **0**

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**

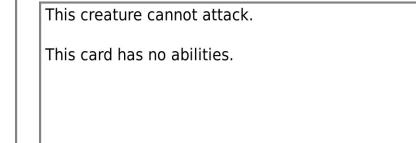
Tigers are the largest cat species, known for the distinct pattern on their backs.

Syncerus Caffer

Charles J Sharp



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3 **7** **30**

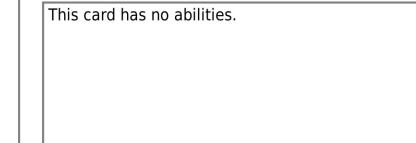
The African buffalo is one of the most successful grazers in Africa, having few predators and being more than capable of defending itself.

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.
NEXT LETTER: Target this card. Place 1 counter on each target.
HEAL: 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.
PAIN: 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.