

ESCHER CHEM-ALCHEMY

Bad Blood



Stimm — Escher

When a fighter under the effects of this chem suffers one or more Wounds and/or Flesh Wounds, all fighters in base contact with them must make an Initiative check. If this check is failed, they are considered to have taken a hit from a weapon with the Toxin trait.

This stim contains genophaic haem-mimics that modify the subject's haemoglobin. This makes the blood highly toxic to all but the carrier, a single drop is enough to kill if it touches another fighter.

2021 C • CUSTOM CARD
MTGCS • EN • GISTAINE AYILA

MTGCARDSMITH.COM

Blood Rush



Stimm — Escher

Created from a collection of plasmid modified cells, Blood Rush rapidly knits together torn flesh and thereby stops bleeding.

When this stim is administered to a fighter, that fighter may remove a single Flesh Wound or immediately recover from being Seriously Injured.

2021 C • CUSTOM CARD
MTGCS • EN • DYANA WANG

MTGCARDSMITH.COM

Brain Lock



Stimm — Escher

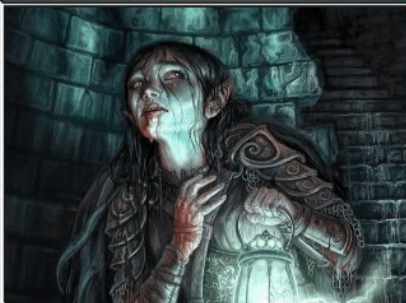
A fighter under the effects of this stim counts as a Psyker for the purposes of disrupting enemy psychic powers.

Psychoactive stimulants fill the fighter's brain, allowing them to disrupt malign energies in the area around them by strength of will.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Dreamland



Stimm — Escher

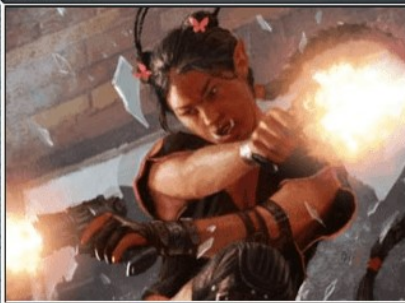
A fighter under the effects of this stim ignores the effects of the Insane condition.

The neural blockers contained in this stim interfere with receptors associated with harmful thoughts that might otherwise affect the fighter.

2021 C • CUSTOM CARD
MTGCS • EN • FELICIANO

MTGCARDSMITH.COM

Hyper



Stimm — Escher

A fighter under the effects of this stim increases their Movement characteristic by 2, and, when they take the Charge (Double) action, they add D6" to their movement rather than D3". This increased level of hyper-activity makes them exceptionally twitchy, and they must reduce all their hit rolls by 1.

Cortical-kinetic impellers energise the motive pathways of the fighter's body, giving them thought-quick movements and blinding reflexes.

2021 C • CUSTOM CARD
MTGCS • EN • MICHAEL KOMARCK

MTGCARDSMITH.COM

Ice Cold



Stimm — Escher

A fighter under the effects of this stim adds 2 to any Cool checks they are required to make.

Created from strains of Kalma and Spur, this stim dulls reality without deadening the senses or making the subject docile.

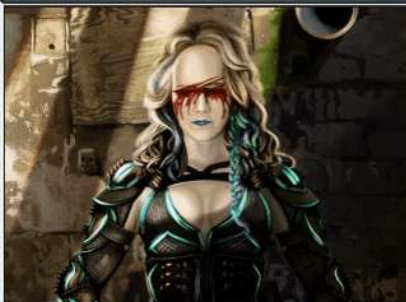
2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Blades* if in doubt.

ESCHER CHEM-ALCHEMY

Jolt



Stimm — Escher

Until the end of the round in which this stim was administered, a fighter under the effects of this stim counts any Serious Injuries they suffer as Flesh Wounds.

A blast of powerful stimulants floods the fighter's body, allowing them to shrug off their injuries and get back into the fight - at least until the chems wear off.

2021 C * CUSTOM CARD
MTGCS · EN · ECHO CHERNIE

MTGCARDSMITH.COM

Night Night



Stimm — Escher

Sometimes the only way to keep death at bay is to have a good sleep. Night Night uses bio-anaesthetics to put the subject into a healing coma.

When a fighter under the effects of this stim goes Out of Action, do not roll for a Lasting Injury. Instead, the fighter counts as having rolled a result of 12-26 Out Cold on the Lasting Injury table. Note that the fighter may still be captured as normal.

2021 C * CUSTOM CARD
MTGCS · EN · G-SOURCE

MTGCARDSMITH.COM

Puke



Stimm — Escher

A fighter under the effects of this stim doubles their Toughness when testing to see if they are affected by weapons with the Toxin or Gas traits.

This stim pumps potent counter-toxins into the fighter's system, the tiny microbes purging any foreign agents introduced into their bloodstream.

2021 C * CUSTOM CARD
MTGCS · EN · STEPHANIE BÖHM

MTGCARDSMITH.COM

Wide-eye



Stimm — Escher

A fighter under the effects of this stim ignores the effects of the Pitch Black rules. In addition, if the fighter is a Sentry in a battle using the Sneak Attack rules then they always count enemy fighters as being 'in the open'.

This chem contains ocular stimulants that expand the subject's pupils and sharpens their mind so they are capable of noticing even the minutest of details.

2021 C * CUSTOM CARD
MTGCS · EN · UNKNOWN

MTGCARDSMITH.COM

Acidic



Gaseous Ammo — Escher

A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied does not benefit from armour or Wargear that would normally increase their Toughness against weapons with the Gas trait. However, Out of Action results on the Injury dice generated by hits from a weapon with the Gas trait with this Gaseous Ammo applied count as Seriously Injured instead.

Caustic compounds within the gas eat away at filters, making mockery of respirators and hazard suits.

2021 C * CUSTOM CARD
MTGCS · EN · THEGRYPH

MTGCARDSMITH.COM

Bane



Gaseous Ammo — Escher

A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied counts their Toughness as 3, regardless of their actual Toughness characteristic. Note that Wargear such as a respirator can still modify the fighter's Toughness against Gas weapons as normal.

Some chemical compounds are designed to specifically attack the weakest points on massive creatures, working their way into eyes, mouths and organs that are protected from conventional weapons.

2021 C * CUSTOM CARD
MTGCS · EN · KUESHAART

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Blades* if in doubt.

ESCHER CHEM-ALCHEMY

Blackout



Gaseous Ammo — Escher

If a fighter suffers a Serious Injury from a weapon with the Gas trait with this Gaseous Ammo applied, they are taken Out of Action, just as if they had rolled an Out of Action result. Fighters taken Out of Action by a weapon with this Gaseous Ammo applied do not need to roll on the Lasting Injury Table. Instead, the fighter counts as having rolled a result of 12-26 Out Cold on the Lasting Injury table.

Blackout contains potent flurane chems.

2021 C • CUSTOM CARD
MTGCS • EN • PEDRO KRÜGER GARCIA

MTGCARDSMITH.COM

Blinding



Gaseous Ammo — Escher

A fighter that suffers a Flesh Wound from a weapon with the Gas trait with this Gaseous Ammo applied becomes subject to the Blind condition until the End phase of the current round.

Bio-adhesives in Blinding gas infiltrate the victim's eyes, restricting blood flow to rob them of their sight. Though these debilitating effects are short lived, they often last long enough for the victim's enemies to finish them off.

2021 C • CUSTOM CARD
MTGCS • EN • SEPTICMELON

MTGCARDSMITH.COM

Expansive



Gaseous Ammo — Escher

This Gaseous Ammo can only be applied to a weapon that has both the Gas and Blast (X") traits. When placing a Blast marker generated by a weapon with the Gas trait and this Gaseous Ammo applied, a fighter may place one more Blast marker than normal. This marker must be placed so that it is touching at least one other Blast marker generated by the weapon.

Helio-molecular stimulation of toxic gases allows Expansive gas to disperse over an extremely large area.

2021 C • CUSTOM CARD
MTGCS • EN • HUGH PINDER

MTGCARDSMITH.COM

Hallucinogen



Gaseous Ammo — Escher

A fighter hit by a weapon with the Gas trait with this Gaseous Ammo applied must make a Willpower check in addition to the Toughness check to resist the effects of being hit by a weapon with the Gas trait. If this Willpower check is failed, the fighter immediately becomes subject to the Insane condition.

Hallucinogen gases contain aggressive psychogenic chems that attack the subject's mind and make them doubt their own senses.

2021 C • CUSTOM CARD
MTGCS • EN • YOHANN SCHIEPACZ

MTGCARDSMITH.COM

Leadon



Gaseous Ammo — Escher

After resolving an attack using a weapon with the Gas trait with this Gaseous Ammo applied, place a 3" Blast marker so that its central hole is within the area of the Flame template or Blast marker placed when making the attack. Any fighters that move through this Blast marker count as being hit by the weapon that made this attack (work out this hit when the fighter ends their current action). This Blast marker remains in play until the End phase of the current round.

2021 C • CUSTOM CARD
MTGCS • EN • ANDY-BUTNARIU

MTGCARDSMITH.COM

Liftin'



Gaseous Ammo — Escher

This Gaseous Ammo can only be applied to a weapon that has both the Gas and Template traits. When making an attack using a weapon with the Gas trait with this Gaseous Ammo applied, the template may be placed up to 6" away from the fighter making the attack. When placing the template, it must be positioned so the narrow end points directly towards the fighter making the attack. The wide end of the template must be the furthest part of the template from the fighter.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Blades* if in doubt.

ESCHER CHEM-ALCHEMY

Pathogenic



Gaseous Ammo — Escher

After a fighter is hit by a weapon with the Gas trait with this Gaseous Ammo applied, place a marker next to them. At the start of that fighter's next activation, roll a D6. On a 3+, immediately remove this marker. On a roll of 1 or 2, the fighter immediately suffers the effect of the Gas trait, just as if they had been hit by the same weapon again.

There are many kinds of microbic chems that induce rapid necrosis in human flesh.

2021 C * CUSTOM CARD
MTGCS · EN · JASMINE BECKET-GRIFFITH

MTGCARDSMITH.COM

Pyrophoric



Gaseous Ammo — Escher

Pyrophoric gases are particularly insidious, clinging to their targets for extended periods of time and remaining self-fuelling in their immolation.

A weapon with the Gas trait with this Gaseous Ammo applied gains the Blaze trait.

2021 C * CUSTOM CARD
MTGCS · EN · STEVE ARGYLE

MTGCARDSMITH.COM

Bleeding



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. At the beginning of each End phase, each of these markers is removed and replaced with a Flesh Wound.

Anticoagulant compounds are laced into the toxin, causing wounds to bleed freely once inflicted.

2021 C * CUSTOM CARD
MTGCS · EN · HOUSTONSHARP

MTGCARDSMITH.COM

Concentrated



Toxic Ammo — Escher

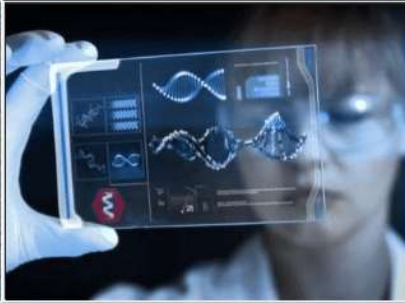
The first time a weapon with the Toxin trait with this Toxic Ammo applied hits an enemy fighter, add 2 to the dice roll to see if it overcomes the fighter's Toughness. Note that this Toxic Ammo only affects this weapon's first successful hit, and any subsequent hits, even during the same action, will be worked out as normal.

Concentrated toxins are short-lived, but deliver a strong dose of poison right into the heart of their victim.

2021 C * CUSTOM CARD
MTGCS · EN · UNKNOWN

MTGCARDSMITH.COM

Debilitating



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. For each marker on their Fighter card, a fighter must subtract 1 from any Characteristic checks they are required to make. At the end of the battle, or if the fighter goes Out of Action, remove these markers from their Fighter card.

Debilitating toxins can cause blindness and paralysis.

2021 C * CUSTOM CARD
MTGCS · EN · UNKNOWN

MTGCARDSMITH.COM

Decaying



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, and is not taken Out of Action, place a marker on their Fighter card. For each marker on their Fighter card, a fighter must subtract 1 from any Save rolls they are required to make. At the end of the battle, or if the fighter goes Out of Action, remove these markers from their Fighter card.

Neurotic acids are used to create toxins that can eat away at armour making victims more vulnerable.

2021 C * CUSTOM CARD
MTGCS · EN · UNKNOWN

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Blades* if in doubt.

ESCHER CHEM-ALCHEMY

Exploding



Toxic Ammo — Escher

If a fighter is taken Out of Action by a weapon with the Toxin trait with this Toxic Ammo applied, before removing them from the battlefield place a 3" Blast marker over that fighter, with the marker's central hole centred on their base. All fighters touched by this Blast marker suffer an immediate hit as if from a weapon with the Gas trait.

The venoms in explosive toxins attack their victims, literally expanding their organs until they explode.

2021 C • CUSTOM CARD
MTGCS • EN • MACARIOUS

MTGCARDSMITH.COM

Maddening



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, for the remainder of the battle all their attacks gain the Reckless trait.

Psycho-conductive chems make Maddening poisons not only potentially deadly but are also capable of driving their victims into a frenzied rage.

2021 C • CUSTOM CARD
MTGCS • EN • AURORE FOLNY

MTGCARDSMITH.COM

Maiming



Toxic Ammo — Escher

If a fighter is taken Out of Action by a weapon with the Toxin trait with this Toxic Ammo applied, the opposing player may roll twice on the Lasting Injuries table and choose which of the two results to apply.

Maiming toxins are filled with nano-caustic chems that tear the victim's body apart from the inside, leaving savage, lasting wounds even if they survive the poison's initial effects.

2021 C • CUSTOM CARD
MTGCS • EN • DANIEL LJUNGGREN

MTGCARDSMITH.COM

Panicking



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, they immediately become Broken, as if they had failed a Nerve test.

Even a single drop of these nerve agents can send uncontrollable flesh quakes through a victim's muscles, sending their heart racing and their mind spiralling into a pit of terror and despair.

2021 C • CUSTOM CARD
MTGCS • EN • LEESHA HANNIGAN

MTGCARDSMITH.COM

Paralysing



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, they must immediately make a Strength check or become Paralysed. A Paralysed fighter counts as being subject to the Webbed condition.

Cortical inhibitors are common medicae chems used to keep patients still during surgeries. When mixed with deadly poisons, they ensure that should the target live through the effects of the toxins they will be going nowhere.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Silencing



Toxic Ammo — Escher

If a fighter is Injured by a weapon with the Toxin trait with this Toxic Ammo applied, for the remainder of the round they cannot issue or be part of Group Activations.

Silencing toxins contain chemicals that target the victim's vocal organs and auditory senses, effectively isolating them from the world around them.

2021 C • CUSTOM CARD
MTGCS • EN • GREGORY TRUSOV

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Blades* if in doubt.

ORLOCK LEGENDARY NAMES

Iron Hard



Legendary Names — Orlock

This fighter counts the first Serious Injury or Out of Action result they suffer during any battle as a Flesh Wound instead.

However, if this fighter is taken Out of Action, their crew will automatically fail the next Bottle test it is required to make.

2020 C • CUSTOM CARD
MTGCS • EN • JUAN NOVELLETO

MTGCARDSMITH.COM

Bullet Dodger



Legendary Names — Orlock

Once per battle, when an enemy fighter makes a ranged attack that targets this fighter, you can force that enemy fighter to re-roll all successful to hit rolls made as part of that ranged attack.

During this fighter's next activation after this ability has been used, they can only make Move (Simple) actions.

2020 C • CUSTOM CARD
MTGCS • EN • SCOTT JOHNSON

MTGCARDSMITH.COM

Badzone Legend



Legendary Names — Orlock

This fighter can make a special 3+ save against any damage sustained as a result of any environmental hazard (i.e. damage not originating from another fighter's attack).

During this fighter's next activation after this ability has been used, they cannot initiate or take part in Group Activations.

2020 C • CUSTOM CARD
MTGCS • EN • SCP FOUNDATION

MTGCARDSMITH.COM

Promethium-proof Killer



Legendary Names — Orlock

This fighter ignores all of the effects of the Blaze trait.

However, this fighter cannot benefit or utilise the Leading by Example special rule.

2020 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Slippery Scummer



Legendary Names — Orlock

If this fighter is ever captured, they can choose to have another fighter from their gang be captured in their place.

If this ability is used, then the gang cannot and will not attempt a Rescue of the substituted fighter.

2020 C • CUSTOM CARD
MTGCS • EN • RICHARD BAGNALL

MTGCARDSMITH.COM

Blade Breaker



Legendary Names — Orlock

When this fighter is hit by an attack made by an enemy fighter using a Melee or Versatile weapon, roll a D6. On a natural 6, the hit becomes a miss and the enemy fighter is Disarmed.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Iron* if in doubt.

ORLOCK LEGENDARY NAMES

Bigman



Legendary Names — Orlock

When this fighter makes a Group Activation, they may include fighters within 6", rather than the usual 3".

However, this fighter must reduce the benefit of any cover they are in by 1.

2020 C • CUSTOM CARD
MTGCS • EN • BRIANFAJARDO

MTGCARDSMITH.COM

Lucky



Legendary Names — Orlock

Once per battle, this fighter can change the result of any one dice they have rolled to a 6 (you may choose after the dice have been rolled).

However, in a battle that uses Reinforcements, this fighter's Fighter card must be placed in the Reinforcement deck.

2021 C • CUSTOM CARD
MTGCS • EN • AKIRAWRONG

MTGCARDSMITH.COM

Impressive Scars



Legendary Names — Orlock

As long as a friendly fighter has a line of sight to this fighter, the distance between that fighter and this fighter does not matter for the purposes of the Leading by Example special rule.

However, this fighter must reduce the number of fighters they can include in a Group Activation by 1.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Too Pretty for Primus



Legendary Names — Orlock

If this fighter is still on the battlefield at the end of a battle, their gang adds 2D6x5 credits to their Stash.

However, if a double is rolled, these credits are added to your opponent's Stash instead.

2021 C • CUSTOM CARD
MTGCS • EN • BLACKASSASSIN999

MTGCARDSMITH.COM

Iron Stare



Legendary Names — Orlock

Enemy fighters wishing to target this fighter with a ranged attack must first pass a Cool check if this fighter has a line of sight to that enemy fighter. In addition, this fighter never counts as the closest fighter for the purposes of Target Priority.

2021 C • CUSTOM CARD
MTGCS • EN • PERUN-IWOREK

MTGCARDSMITH.COM

Rock Steady



Legendary Names — Orlock

As long as this fighting is Standing and Active, or Standing and Engaged, you can roll two D6 for Bottle tests and apply the lowest result.

However, if your gang fails its bottle test, friendly fighters must re-roll a successful Cool check to see if they flee the battlefield.

2021 C • CUSTOM CARD
MTGCS • EN • YUTA

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Iron* if in doubt.

ORLOCK LEGENDARY NAMES

One Punch



Legendary Names — Orlock

When making an unarmed attack this fighter may choose to roll a single Attack dice, irrespective of their Attacks characteristic or any other bonuses. If this attack hits, it is resolved at Strength 8 and Damage 2, and no Save roll can be made (with the exception of Field armour).

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Bullet Lord



Legendary Names — Orlock

Once per battle, rather than rolling the Firepower dice, this fighter can choose the result of the roll to be a 3.

However, after working out the effects of the attack, the fighter's weapon counts as having failed an Ammo check.

2020 C • CUSTOM CARD
MTGCS • EN • EDUARDO SILYA

MTGCARDSMITH.COM

Two-guns



Legendary Names — Orlock

When this fighter uses the Twin Guns Blazing rule, after working out the effect of their attacks, enemy fighters within 6" must make a Nerve test.

However, during any round in which this fighter uses the Twin Gun Blazing rule they cannot make, or participate in, a Group Activation.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Chancer



Legendary Names — Orlock

Whenever this fighter hits an enemy fighter with an Improbable Shot, they gain D3 XP.

When spending XP on skill Advancements, this fighter cannot choose skills, and must always gain a randomly determined new skill instead.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Headshot



Legendary Names — Orlock

If this fighter takes an enemy fighter Out of Action with their first Shoot (Basic) action of the battle, they gain D3 XP.

However, all missed ranged attacks made by this fighter count as Stray Shots.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

One Shot



Legendary Names — Orlock

Once per battle this fighter can choose to automatically hit with a ranged weapon attack, provided the weapon does not have the Rapid Fire or Blast traits. Note that, the fighter must still roll the Firepower dice.

However, if this fighter can take a Shoot (Basic) action during their activation they must do so.

2021 C • CUSTOM CARD
MTGCS • EN • TOIMOAIRISSTUDIO2

MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Iron* if in doubt.

VAN SAAR CYBERTEKNIKA

Cranial Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – This fighter is immune to the Insane condition.

Gamma – As above and this fighter is immune to the Intoxicated condition.

Omega – As above and this fighter cannot become Broken.

2020 C • CUSTOM CARD
MTGCS • EN • CLARK HUGHES

MTGCARDSMITH.COM

Motive Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – This fighter ignores any negative Movement modifiers caused by moving through difficult terrain.

Gamma – As above and this fighter adds 2" to their Movement when moving vertically.

Omega – As above and this fighter may re-roll failed Initiative checks to see if they fall when they go from Standing to Prone within 1/2" of the edge of a level or platform.

2020 C • CUSTOM CARD
MTGCS • EN • MIKE HILL

MTGCARDSMITH.COM

Ocular Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – This fighter is considered to always be equipped with an infra-sight, whose benefits are applied to any ranged weapon they carry.

Gamma – As above and this fighter is considered to always be equipped with a mono-sight, whose benefits are applied to any ranged weapon they carry.

Omega – As above and this fighter is considered to be equipped with photo-goggles.

2020 C • CUSTOM CARD
MTGCS • EN • CARL HOLDEN

MTGCARDSMITH.COM

Sindextrous Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – This fighter ignores the effects of the Disarm trait.

Gamma – As above and this fighter does not suffer a -1 to hit modifier when making close combat attacks if they have to turn to face their opponent before attacking.

Omega – As above and this fighter's attacks cannot be parried.

2020 C • CUSTOM CARD
MTGCS • EN • HIDEHISA MIYAGAWA

MTGCARDSMITH.COM

Torsonic Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – An unarmed attack made by this fighter has a Damage characteristic of 3, rather than 1.

Gamma – As above and this fighter may apply a +2 modifier to their Strength characteristic when resolving hits made with a weapons that has either the Melee or Versatile trait.

Omega – As above and any weapon this fighter is equipped with is considered to have suspensors fitted to it.

2021 C • CUSTOM CARD
MTGCS • EN • UNKNOWN

MTGCARDSMITH.COM

Vascular Cybertekніка



Archaeo-Cybertekніка — Van Saar

Alpha – This fighter may apply a +1 modifier to their Toughness characteristic for the purposes of the number of Flesh Wounds they can take before going Out of Action.

Gamma – As above and this fighter may re-roll any Toughness check they are required to make.

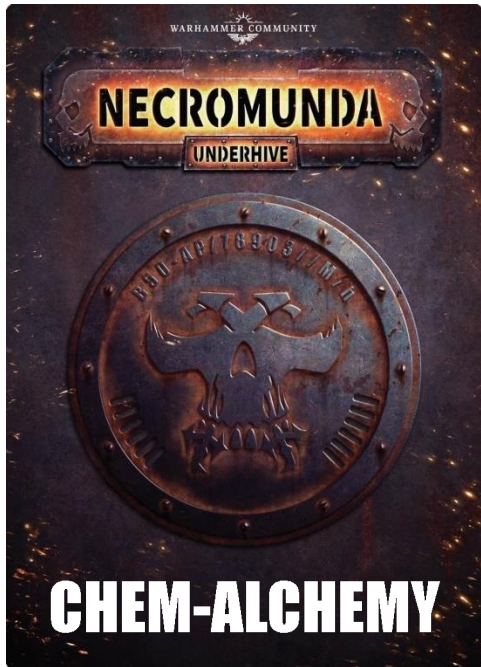
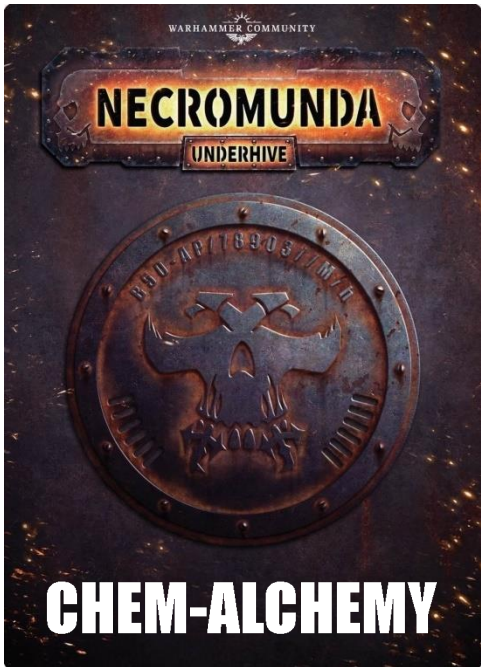
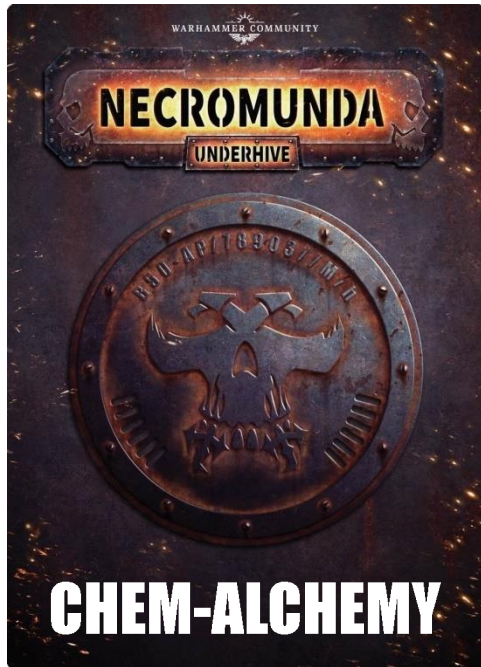
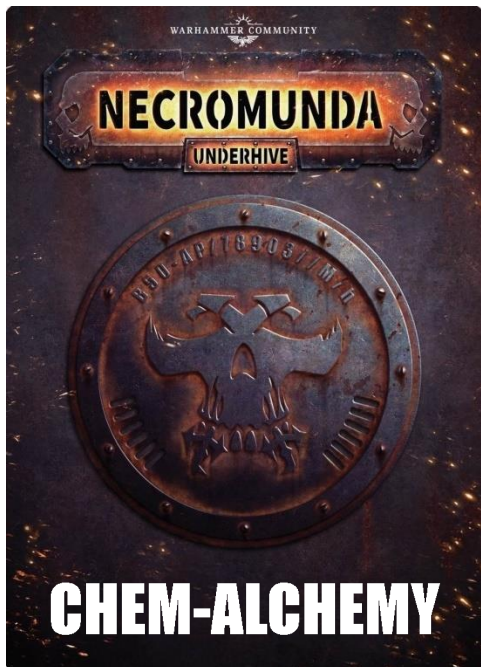
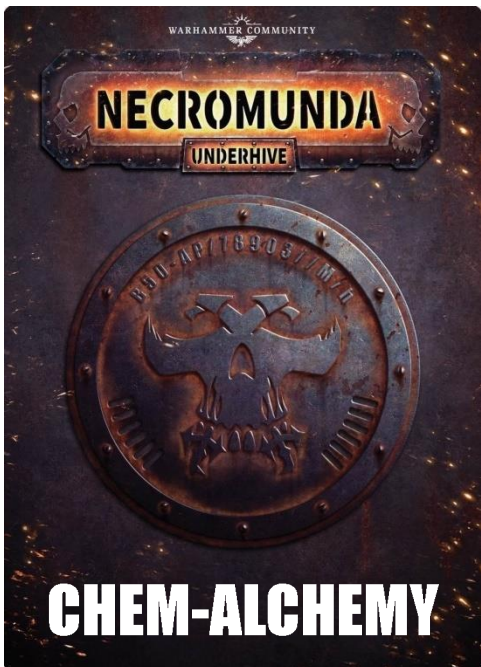
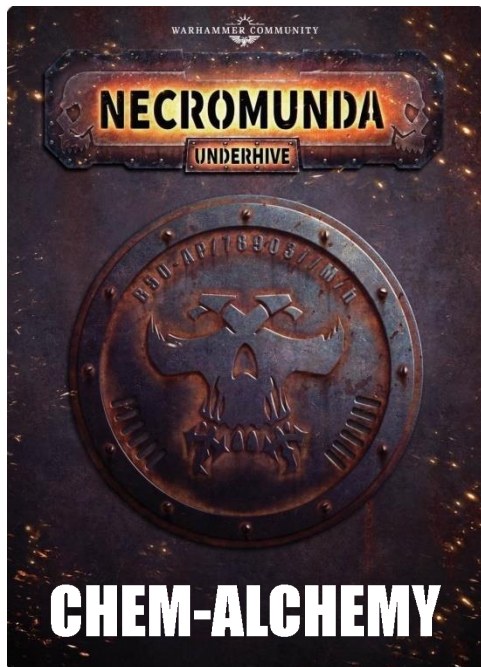
Omega – As above and in the End phase of each round, this fighter may discard a Flesh Wound they have suffered.

2020 C • CUSTOM CARD
MTGCS • EN • DAN DOS SANTOS

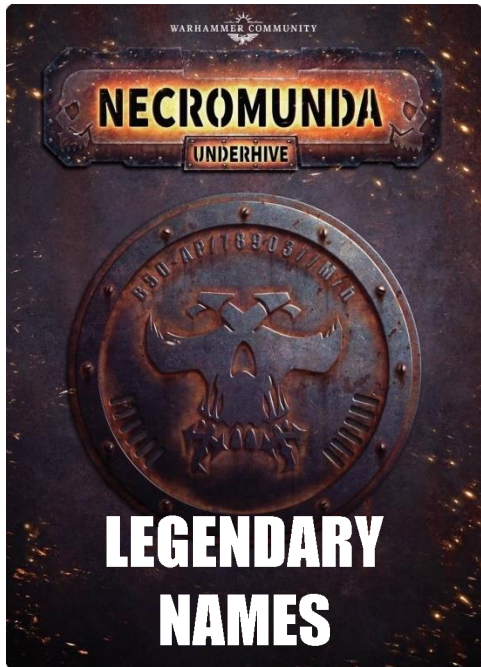
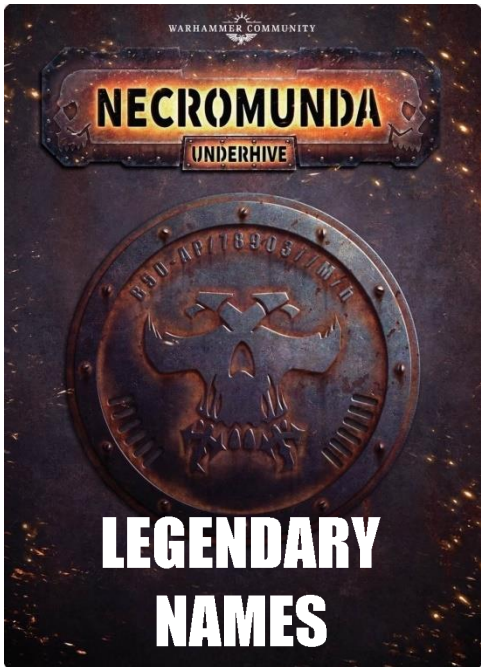
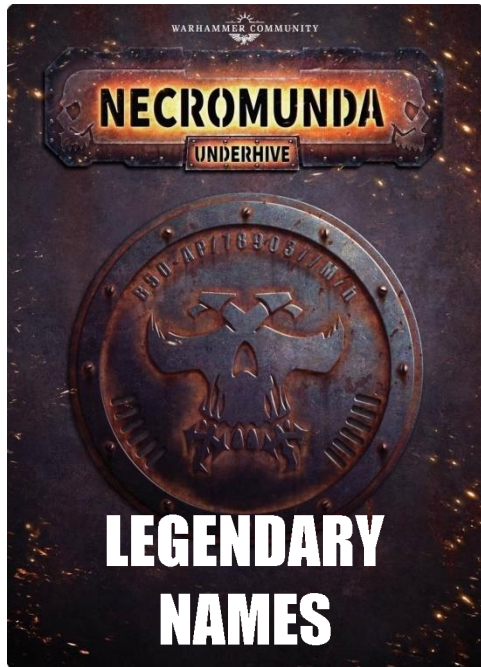
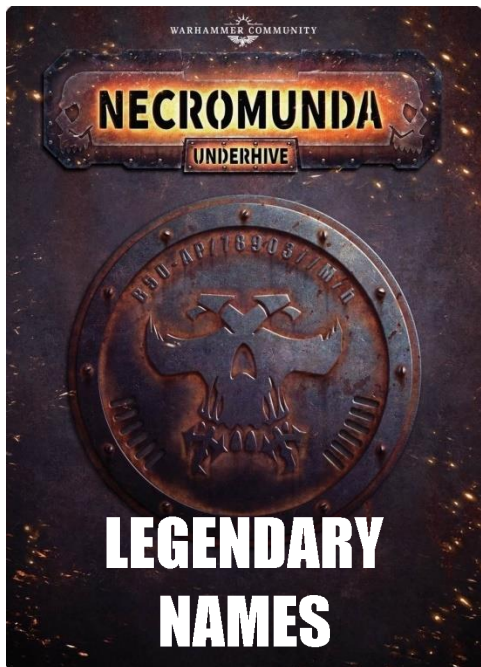
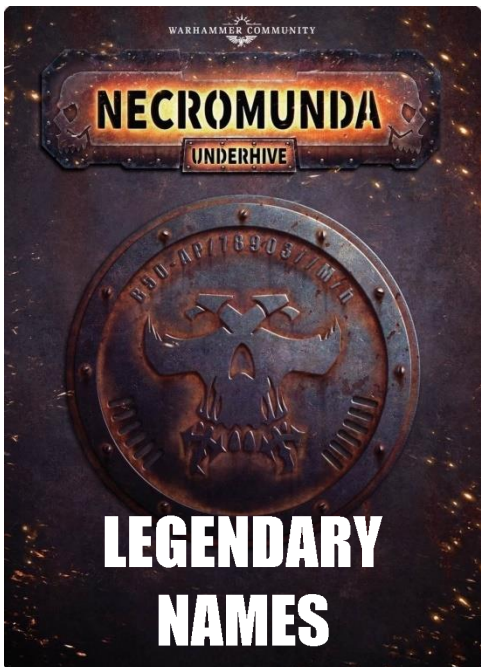
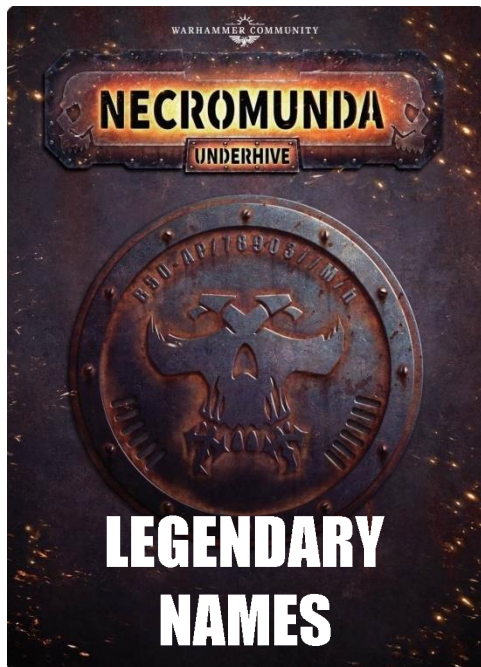
MTGCARDSMITH.COM

Some rules text has been abridged to fit. Check the *House of Artifice* if in doubt.

CARD BACKS



CARD BACKS



CARD BACKS

