

Anomaly Fumigator 1*

Artifact — Equipment

Implanted (When this Equipment enters, create a 2/2 white and black Human Knight artifact creature token, then attach this to it.)

Whenever equipped creature blocks or becomes blocked by a creature, that creature loses all abilities until end of turn.

Equip Human 1

Equip 3

003/214 U
QUD • EN

Chromeling *

Artifact Creature — Construct

Chromeling enters with a charge counter.

Overcharged (This creature gets +1/+1 for each charge counter on it.)

They are between poles on several axes: halfway between chimp and human, halfway between child and adult.

0/1

004/211 C
QUD • EN

Restore History 3*

Sorcery

Return target historic permanent card from your graveyard to the battlefield (Artifacts, legends, and Sagas are historic.)

027/217 C
QUD • EN

Rusted Chromeling *



Artifact Creature — Construct

Overcharged (This creature gets +1/+1 for each charge counter on it.)

1, 2: Put a charge counter on this creature

Unidentified 2 (You may cast this card face down as a Junk artifact for 2 with "2", Sacrifice this artifact: Exile the top card of your library. You may play it this turn.)

0/1

025/211 U
QUD • EN

Sacred Well of the Stilt 2*

Legendary Artifact

Sacrifice an artifact: Put a number of reputation counters on this artifact equal to the sacrificed artifact's mana value.

- 1, 2: Remove two reputation counters from this artifact: Create a 1/1 white Mutant Cleric creature token.
- 3: Remove six reputation counters from this artifact: Exile target nonland permanent
- 4: Remove fifteen reputation counters from this artifact: Search your library for a card named Shekhiash, Machine-God and put it onto the battlefield, then shuffle.

027/218 R
QUD • EN

Shephine Guardian 4**

Artifact Creature — Angel Construct

Flying, Vigilance

Unidentified * (You may cast this card face down as a Junk artifact for * with "2", Sacrifice this artifact: Exile the top card of your library. You may play it this turn.)

Few are old enough to remember the origin of the Shephine Guardians, and even fewer remember their function.

4/4

030/217 C
QUD • EN THIS IS THE ONLY FLAVOR TEXT I'VE WRITTEN SO FAR

Six-Day Stilt Zealot *

Creature — Mutant Cleric

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

1, Sacrifice an artifact: Return this card from your graveyard to the battlefield tapped

Gears and rondures of all sizes are inked in the margins of their body, and their lips quiver in recitation of the chromaic liturgy.

1/1

029/217 C
QUD • EN

Sparafucile, Arms Artisan 1***



Legendary Creature — Bear Mutant

Junk artifacts you control enter with an additional charge counter.

3, Remove three charge counters from among artifacts you control: Put 3 +1/+1 counters on target creature

3/3

026/211 U
QUD • EN

Water Ritual 1*

Enchantment — Aura

Enchant creature

Enchanted creature can't attack or block.

Antiquity — 2*: Exile enchanted creature. Activate only if four or more historic cards are in your graveyard.

"Your thirst is mine, my water is yours"

041/217 C
QUD • EN

Barathrumite Arconaut 2



Creature — Bear Mutant

Flying

Whenever this creature deals combat damage to a player, create a Junk token.

Their hunched back is sown with tufts of white fur and needle quills. The nose at the end of their bear-snout is dark and wet. Mechanical wings stretch aimlessly across their back

2/2

039/211 C
QUD • EN

Examine 1



Sorcery

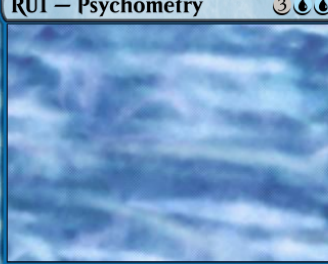
Turn up to one target face-down Junk artifact face up.

Draw a card.

"You identify the strange tubes as a chaingun"

057/211 C
QUD • EN

RU1 — Psychometry 3



Enchantment

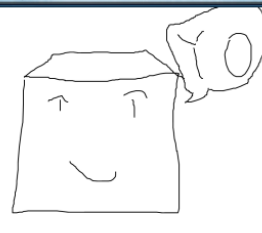
If an artifact card would be put into your graveyard from anywhere, exile it instead.

1: Turn target face-down artifact you control face-up.

2: Sacrifice an artifact: Create a token copy of a card exiled with this enchantment.

061/228 R
QUD • EN

Spray-A-Brain



Artifact

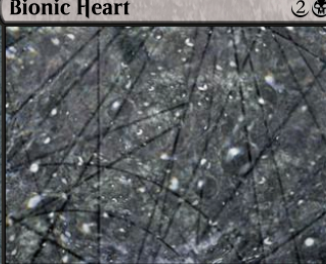
1, 2, Sacrifice Spray-A-Brain: Target artifact becomes a 0/0 creature in addition to its other types and it has "Whenever this creature attacks, scry 1". Put four +1/+1 counters on it. Activate only as a sorcery.

Unidentified 2 (You may cast this card face down as a Junk artifact for 2 with "2", Sacrifice this artifact. Exile the top card of your library. You may play it this turn.)

"What is 'live'? What is 'drink'?"

061/211 C
QUD • EN

Bionic Heart 2



Artifact — Equipment

Implanted (When this Equipment enters, create a 2/2 white and black Human Knight artifact creature token, then attach this to it.)

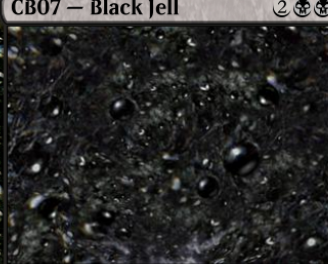
Equipped creature gets +1/+1 and has lifelink

Equip 4

Equip Human 1

075/214 C
QUD • EN

CB07 — Black Jell 2



Creature — Ooze

Wither (This deals damage to creatures in the form of -1/-1 counters.)

"Golgotha is an execrable place in more ways than one, and I would advise you not to visit without a healthy stock of yuckwheat and honey" — Mafeo

2/6

080/225 C
QUD • EN

Black Opal Cathedra 5



Artifact — Equipment

Implanted (When this Equipment enters, create a 2/2 white and black Human Knight artifact creature token, then attach this to it.)

Equipped creature gets +4/+4 and gains flying.

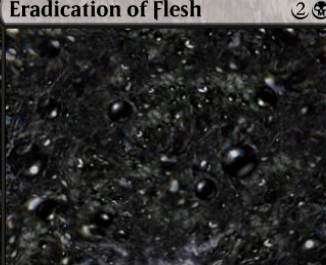
Whenever equipped creature attacks, destroy target permanent

Equip 7

Equip Human 2

075/212 M
QUD • EN

Eradication of Flesh 2



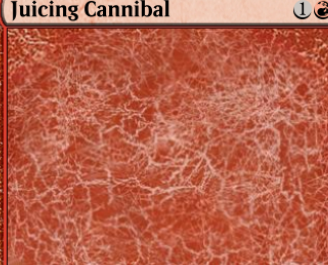
Kindred Instant — Human

Destroy target non-Human creature

"May you bathe in the blood of the reclaimed." — Putus Templar

094/215 C
QUD • EN

Juicing Cannibal 1



Creature — Mutant Berserker

Reach

: This creature deals 3 damage to any target and 3 damage to itself

3/1

126/217 C
QUD • EN



Barathrum, the Wise 



Legendary Creature — Bear Mutant 

2 , Tap X untapped artifacts you control, Sacrifice an artifact: Search your library for an artifact card with mana value X or less and put it onto the battlefield, then shuffle.

2/2

170/211 M
QUD • EN

RZ03 — The Joppa Massacre 

Enchant creature

I Enchanted creature fights target creature you don't control.

II Each creature you don't control deals damage equal to its power to enchanted creature

III Enchanted creature deals damage equal to its power to each creature you don't control

Enchantment — Aura Saga 

180/225 R
QUD • EN

CZ10 — Cyclopean Gibbon 



Creature — Mutant Ape 

Mutate 4  (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

At the beginning of your upkeep, create a token copy of this creature. Sacrifice it at the beginning of the next end step

2/2

183/225 C
QUD • EN

MZ04 — Oboroqoru, Ape God 



Legendary Creature — Ape God 

Mutate 2  (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.)

Double strike, Trample, Haste

This creature can't attack or block unless it has mutated two or more times.

3/3

186/227 M
QUD • EN

Haddas, Mayor of Ezra 



Legendary Creature — Treefolk 

Defender

Antiquity — Once during each of your turns, you may cast a historic spell from your graveyard as long four or more historic cards are in your graveyard. If you do, it gains "if this permanent would leave the battlefield, exile it instead of putting it anywhere else" (Artifacts, legendaries, and Sagas are historic.)

0/6

182/216 M
QUD • EN

Tam, Dromad Merchant 



Legendary Creature — Mutant Camel 

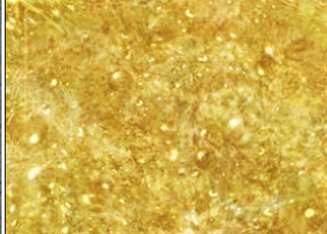
1 , Discard a historic card: Return up to one target historic card from your graveyard to your hand

1 , Sacrifice an artifact: Create a Junk token

1/4

184/217 U
QUD • EN

RZ06 — Banner-Knight Templar 



Artifact Creature — Human Knight 

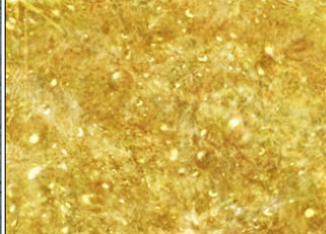
Other Human creatures get +1/+1
Non-Human creatures get -1/-1

Oiled and brushed mail hang across their crooked spine and salient jaw. The color too was sucked out of their irises by their tangled lineage, and their wet rosy lips catch the light and toss it back across a sharp sneer. They're puffed up in emulation of their peerage and the symbol of their sword.

3/3

189/224 R
QUD • EN

Phylactery Squire 



Artifact Creature — Human Soldier 

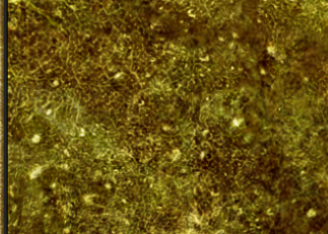
When this creature enters, create Cylherard, Wraith-Knight Templar, a legendary 5/5 colorless Human artifact creature token with indestructible, hexproof, "This creature attacks each turn if able", and "When you control no creatures named Phylactery Squire, sacrifice this creature"

Potential room for flavor text

1/1

180/211 M
QUD • EN

UZ08 — Gyre Wight of Agolgot 



Creature — Mutant Shaman 

Whenever a creature dies, if it had a -1/-1 counter on it, put a -1/-1 counter on target creature.

Nails filth-black flash from out their sleeve in a gesture-poem to say that plague is but transmutation

3/3

197/225 U
QUD • EN

