

Set mechanics

-Vanishing {Vanishing N. Every Upkeep remove a time counter from this permanent, If you cannot , sacrifice it} (Coming way back from Future Sight)

-Carnage {This Creature does not heal during your end step. Everytime This Creature kills a creature in combat, put a carnage counter on it}

-Dazzle {Dazzle C: All creatures with (Keyword, Color, CMC, Effect, Etc.) get Effect. Triggers all other Dazzle Effects from creatures you control.} (Can be positive/negative)

-Soulbond {You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.} (Coming back from Avacyn Restored)

-Barricade {If this creature has not attacked for your last 2 turns, put a barricade counter on it}

Tribes

-Lirya's Worshippers {WU} [Vanishing]

-Renegad's Children {BR} [Carnage]

-The Circus of Derkesh {UG} [Dazzle]

-The Warriors of the Twin Sun {WR} [Soulbond]

-Timewanderers {BG} [Barricade]

Ex. Cards:



Simple vanilla Vanishing creature (may be OP)



Vanishing used as removal



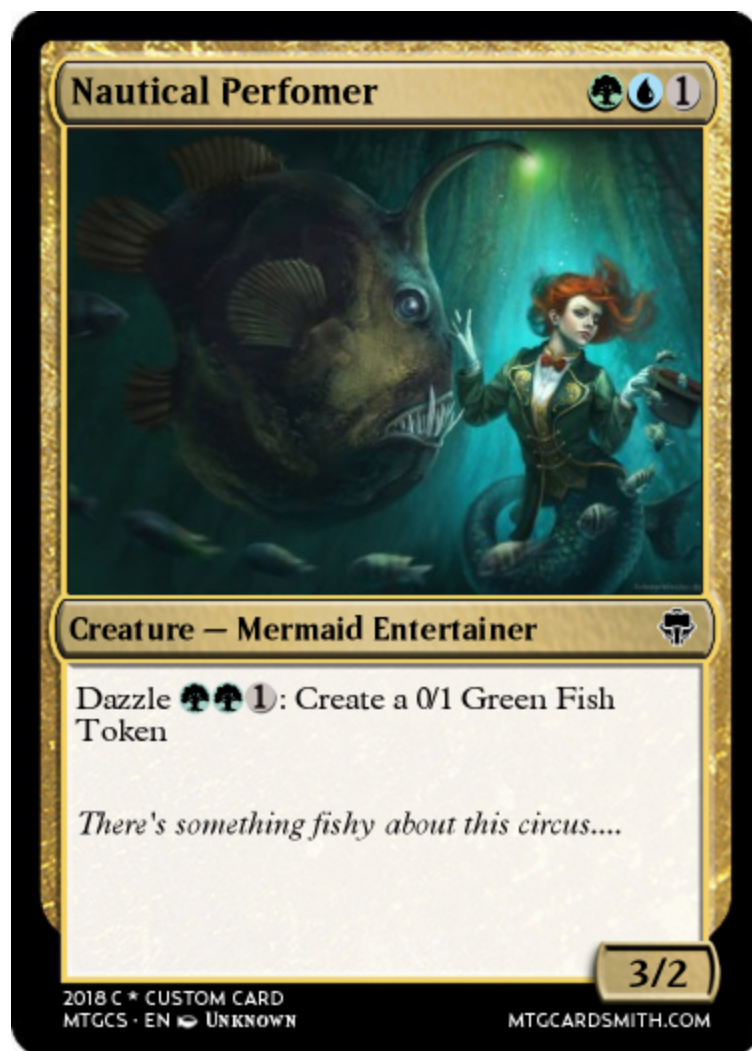
Carnage used offensively



Carnage used defensively (Note: You can have any number of carnage counter activators - I just used two for both)



Vanilla Dazzle Creature



Another Vanilla Dazzle Creature



Extremely vanilla Soulbond creature



Extremely fragile Soulbond



Barricade used negatively



Barricade on a land (This card is trash)

Lore:

-Zefobia

-Past: Before humans or sentient life, there were 5 gods.

-Lirya: Lirya had most of the world to herself and created a perfect life paradise. Everything was orderly, and nothing went wrong she grew accustomed to this lifestyle, and lived like this for at least a millennium. Little to no information is known about her appearance.

-Oserick: Oserick was a fire lion and ruled the north of zefobia. He turned the icy plane into fiery playhouse, and eventually had 3 children with another fire lioness. These three children were:

-Renegad: The strongest of the few, and the oldest.

-Jasnah: The weakest, Second born.

-Amazril: The 2nd Strongest, youngest.

-Renegad became obsessed with power, and murdered his father and mother for the throne. Then his brother and sister came to fight him. He murdered his sister, and his brother and him fought. Renegad won, but with the last breath of his brother, he was chained underneath the tallest mountain in the land. The north fell into the cold once more.

-Aburgneth: Aburgneth is a god gifted with a curse. He would begin as the weakest thing on Zefobia, and gradually gain power every 1,000 years. His significance would not be noted until later.

-Incommodum: The seas of Zefobia stayed unconquered for a millenium. This is due to the god of mischief, Incommodum.

-Incommodum would Trick all who came into the oceans with mirages of paradise islands, sunken treasure, and huge monsters. Than, he would would drown them and batter them with huge waves.

-Visuser: Visuser made life, plants, animals you name it. However, he wasn't very good at it. He formed amalgamations, and they never turned out well. Thus, he decided to have fate and luck do it for him. He created a demi-god known as Ceramuta.

-Ceramuta created life far bigger, stronger, and faster than anyone expected. The life soon grew to big to support the green mana needed to sustain them because of this, Visuser and Ceramuta lost all powers and died, leaving the life to eat each other for sustenance. One of these life forms was humans, capable of advanced thoughts, feelings, and emotions.

-The dawn of man: Humans spread out across the continent of zefobia, and came in contact with the gods. Lirya, Aburgenth, and Incommodum all saw humans as perfect puppets, extra pairs of hands.

-The fall of the gods: Humans asked for the god's powers in return. All of thm granted them these gifts. Even if these humans used there magic for every second they would not deplete the god's mana. Or so they thought. What surprised the gods was that when they reproduced, there children kept the magical abilities. All three gods plummeted into having no abilities, but did not die.

-Lirya created a new realm, one where she could not manipulate the real world. This kept her mana from depleting to fast. However she needed a source of mana. She could talk to those who bared her powers, and showed them how to construct an

artifact. With this artifact, she could kill life, and use it's mana to replenish her own. Anyone who broke anything inside her perfect world would crumble to ash.

-Incommodum blamed the humans for his mana depletion. The would not be allowed to use magic unless they got it themselves, anyone who did was punished. So the worshippers decided to create a show where people would sit down, watch there entertainment and be blinded by the fact that there mana was being robbed.

-Aburgenth did not want to lose any power. With his remaining mana he created two new species: Devils and Imps. Imps would act as mana sinks, anytime black mana was used, some would go to the imps, then to him. Devils would kill anyone who used to much black mana.

-Much later: The people of the north died of rapidly. They all prayed for heat in the middle of a blizzard. Renegad heard them and responded. The people of the north became pyromancers. However they used the power with no restraint and begane a huge heatwave, that would circle around Zefobia. The people would have to stay between a harsh blizzard and a harsh heatwave. Either in freezing cold or steaming heat. With no food left, they were forced to become cannibals. This cannibalism gave them an attunement with black mana.

-They then began to resurrect their dead with their newfound powers. The undead would carry them across the north, with them not using any energy. This created a bizarre culture where they fought until the weakest of the tribe was found, killed them ate all skin and most muscle, and then resurrected them. However, this was not enough food. The north split into many factions, fighting for food and zombies. Their population would only go downward, and word of their existence stopped.

-During this time period one group fled south, and settle in a nice meadow, having never seen grass before. Over time, there power with black mana seised.

-Present Day: The humans have split into five factions, each having roots in each god, but have adopted the powers of another.

-Lirya's Worshippers hold the most amount of land, and the most people. All citizens must abide by strict rule; or die. There warriors undergo the most training and thus are the strongest. All In her territory are judged severely. They constantly move outward and convert all to worship Lirya and to join her army. Among the people wanted to join were circus of derkesh members who grew tired of the circus. Blue mana became a everyday part of Lirya's Crusade of perfection.

[Tribe includes Vanishing creatures/spells, equipment, and counterspells]

-Renegad's children lived and died, about to be wiped out. Only 1,000 souls lived in the north. But one man would change that. His name was Xilaskar, and he was gifted with both red and black mana. He united all the tribes and told them to stop fighting each other. He pointed southward, promising food and good fortune. All followed him.

[Tribe includes carnage creatures, burn, graveyard stuff, with most creatures being Pyromancers and Necromancers]

-The Circus of Derkesh only grew in popularity, and Incommodum would only grow in power. However, many performers grew tired of their servitude to the god, and began a rebellion. The rebellion has been operating for a long time, mostly covertly, however they going to start putting on a show soon.

[Tribe includes dazzle creatures and enchantments with more powerful effects on rebels, all creature types]

-The Warriors of the Twin Sun grew in size, big enough to where Lirya's Worshippers began to convert them. After 4 generations white mana began to integrate itself into their culture. However, one day a man came to their capital city and showed them a book which documented all of Lirya's wrongdoings, her immense selfishness, etc. The villagers would fight against Lirya to free themselves, and succeeded. One tactic in this war was pairing. The warriors would work together as teams of two to take down their opponents. These bonds would later grow into magical bonds.

[Tribe includes soulbond humans, white illusions, and white semi-removal like pacifism]

-The Time Wanderers existence is one clouded in mystery. They do not interact with anyone or anything on the grounds of not wanting to disturb history. Everyone in their tribe trains for a lifestyle, becoming stronger. Many have tried to kill or convert these people, all have failed.

[Tribe includes defensive human creatures and aggressive demons/imps]

Cards:

260 Card Set

-45 Cards Per Tribe (25 Commons, 13 Uncommons, 5 Rares, 2 Mythic Rares)

-35 Colorless Cards (20 Commons, 10 Uncommons, 4 Rares, 1 Mythic Rare)

Lirya's Worshippers:



Renegad's Children



Circus of Derkesh

Warriors of the Twin Sun

Timewanderers