

Brimst

Set by Reuben Covington and Zeu

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Full Set Spoiler

<http://www.planesculptors.net/set/brimst#cards>

Summary

Brimst is a top down Alchemy Custom Magic expert level set. Combine the power of chimeras, homunculi, fuse cards, secret societies and much more!

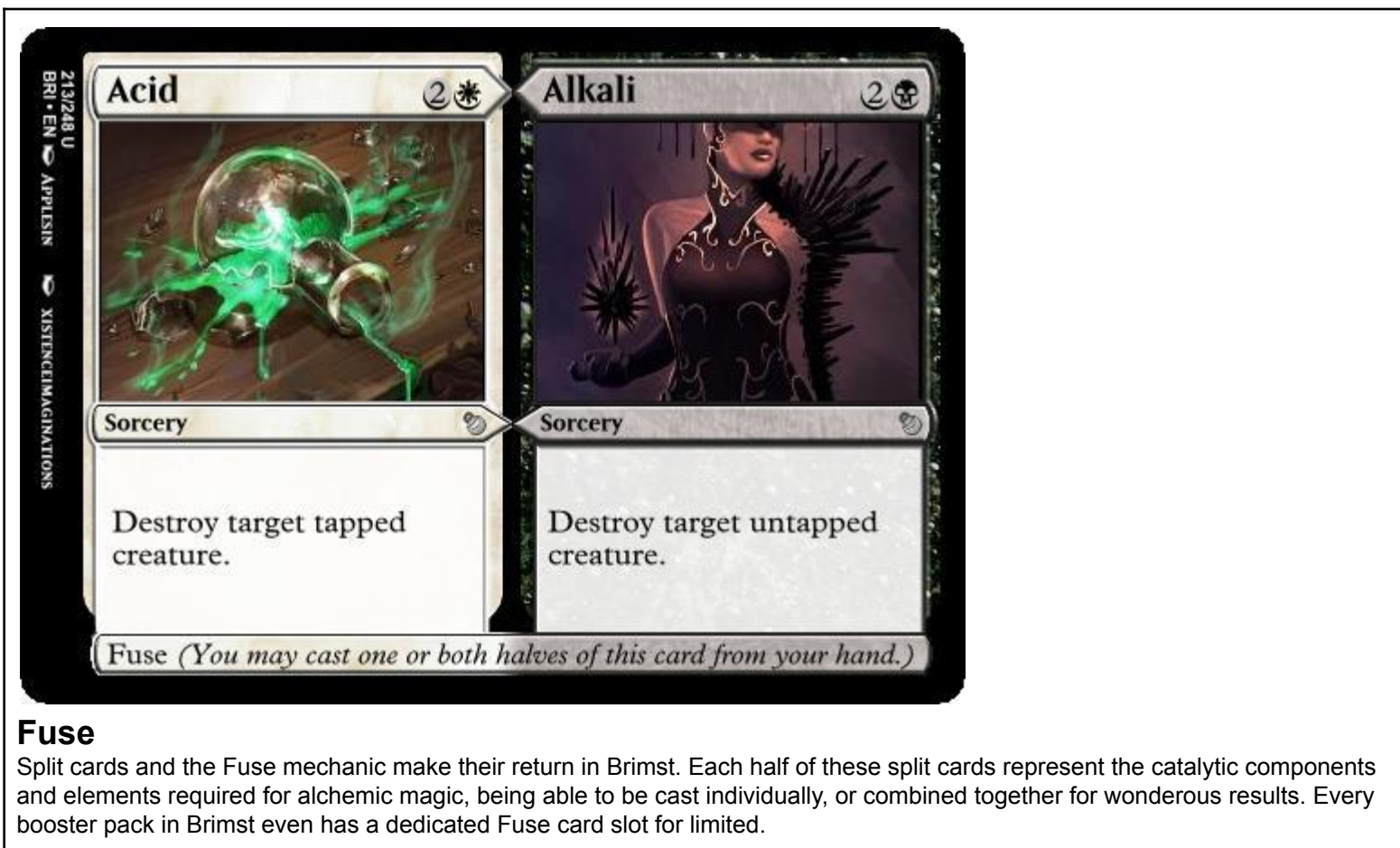
Story/Lore

Brimst is a plane on the precipice of a new era. A plane based loosely on the renaissance and medieval Netherlands. Here alchemists form the most prestigious echelons of society, jealously guarding their magics, and ruthlessly seeking the final goal of their art: Immortality and the Unobtainable Stone.

For hundreds of years the mysteries of Alchemy have led to decadence, the constant need for new ingredients, and the metaphysical rules of equivalent exchange. Now discontent grows in the streets, the pale rot ravages the poor, and the secret society known as The Circle begins a secret conspiracy to change the world.

Mechanics

 <p>Nekos, Vim Hoarder 2</p> <p>Legendary Creature — Zombie Wizard</p> <p>Whenever a creature you don't control dies, create a Vial token. <i>(It's an artifact with "1", Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.)</i></p> <p>Sacrifice two Vials: Nekos, Vim Hoarder gains trample, indestructible, and haste until end of turn.</p> <p>5/3</p> <p>180/248 R BRI • EN SARAH LINDSTRO</p>	 <p>Genetic Reliquary 5</p> <p>Enchantment</p> <p>At the beginning of your end step, you may bifurcate target creature you control. <i>(If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)</i></p> <p><i>Rosmun dreams of a world where no animal need ever go extinct.</i></p> <p>201/248 R BRI • EN RACHEL PARR</p>	 <p>Goldscale Seer 1</p> <p>Creature — Chimera</p> <p>You may look at the top card of your library any time.</p> <p>You may cast mixed spells from the top of your library. <i>(Multicolor cards, split cards, and Chimeras are mixed.)</i></p> <p>2/1</p> <p>051/248 R BRI • EN MILICA CELIROVIC</p>
<p>Vials</p> <p>To discover the mysteries of the alchemic arts, you'll need to brewing up the perfect concoctions and distill the finest ingredients for your rituals.</p> <p>Vials are a new artifact type that allow you to draw cards for a very cheap price, however alchemy is an art of equivalent exchange, thus a sacrifice must be made.</p>	<p>Bifurcate</p> <p>Need an extra pair of hands? Bifurcate is a new Action keyword that can be applied to your creatures to transmute them into two identical token halves. But the soul can only be split so much, so duplicating your tokens won't yield results.</p>	<p>Mixed</p> <p>Brimst is a world of melding and amalgamation. Fused ingredients, combinations of mana, and the enigmatic Chimeras all represent this aspect of alchemic power in this new "Batching" mechanic. From caring about the types of spells you cast, to what is in your graveyard, Mixed cards can be useful in all types of unexpected ways.</p>



Fuse

Split cards and the Fuse mechanic make their return in Brimst. Each half of these split cards represent the catalytic components and elements required for alchemic magic, being able to be cast individually, or combined together for wondrous results. Every booster pack in Brimst even has a dedicated Fuse card slot for limited.

Other Mechanical Themes

Tokens Matters

Academic Tutelage 



Enchantment 

Creature tokens you control get +1/+1.

5 : Create a 2/2 white Wizard creature token.

"What takes me six hours to study takes us only three hours together! At least, I hope that's how that works"
—Noricus, Marus Academy freshman

001/248 U
BRI • EN • ASTOR ALEXANDER

Spellslinger

Anita, Voice of the Commons 3 



Legendary Creature — Human Peasant 

If an effect would create one or more creature tokens under your control, it creates twice that many of those tokens instead.

At the beginning of combat on your turn, if you've cast an instant or sorcery spell this turn, creatures you control get +1/+0 and gain haste until end of turn.

4/4

174/248 R
BRI • EN • SAM CARR

Lifegain Matters

Aureate Owl 



Creature — Elemental Bird 

Flying

Whenever you gain life, you may pay . If you do, draw a card.

"Immaculate in form and in taste."
—Eve, Inner Circle member

1/4

195/248 R
BRI • EN • ALEXANDRA GAUDIUBENDIA

Research Revelation 



Instant 

For each token you control, create a token that's a copy of that permanent.

As Anita fed Sarasa's notebook into the Duplipress, she knew Brimst would never be the same.

020/248 R Story Spotlight 2/5
BRI • EN • FRENONE

Revolutionary Firebrand 



Creature — Human Wizard 

Whenever you cast your first instant or sorcery spell each turn, create a 2/1 red Elemental creature token with haste. Sacrifice it at the beginning of your next end step.

"We all know that the magicians will never willingly give up their secrets!"

1/3

184/248 U
BRI • EN • SANTOS

Inner Circle Inductee 



Creature — Human Wizard 

Whenever you gain life, put a +1/+1 counter on Inner Circle Inductee.

At the beginning of your upkeep, if Inner Circle Inductee has three or more +1/+1 counters on it, you draw a card and you lose 2 life.

2/2

175/248 U
BRI • EN • ARTUR MOSCA

Wizards

Prime Mover 2 ✨

Creature — Human Wizard

Whenever you draw a card, Wizards you control get +1/+1 until end of turn.
When Prime Mover enters the battlefield, draw a card.

“Alchemy truly is the system of the universe.”

2/1

017/248 R
BRI • EN • SAM KANIOS

Marus, The Circle's Center 2 ✨ 1 ♀ 1 ♂

Legendary Creature — Human Wizard

Other Wizards you control get +1/+1.
At the beginning of your upkeep, you may cast a nonland card from your graveyard with mana value less than or equal to the number of creatures you control without paying its mana cost. If that spell would be put into your graveyard this turn, exile it instead.

3/6

178/248 M
BRI • EN • RANDY VARGAS

Chimera Tribal

Chained Amusement 1 ♀

Creature — Chimera

Defender, reach
As long as you control another Chimera, Chained Amusement can attack as though it didn't have defender.

“SHOWSTOPPER: Illegal specimen escapes local circus. 5 Injured.”
—The Daily Brew

3/2

144/248 U
BRI • EN • ALEXANDER MOKHOV

Pride of Gennesaar 1 ♀ 1 ♀

Creature — Chimera

Flying
At the beginning of your end step, put a +1/+1 counter on another target Chimera you control.

“If my theory on a Universal Chimera is correct, any animal species could be repopulated.”
—Rsomun Baks

2/2

181/248 U
BRI • EN • ERIC PROCTOR

Sacrifice Matters

Reactant Rascal 1 ♂ 1 ♀

Creature — Elemental Goblin

When Reactant Rascal enters the battlefield or dies, you may sacrifice another permanent. If you do, Reactant Rascal deals 2 damage to any target.

Some alchemists don't care where they leave their byproducts.

4/1

182/248 U
BRI • EN • BASTIEN IEZ

Surgeon of the Humors 1 ♂ 1 ♀

Creature — Human Warlock

Whenever another creature you control dies, each opponent loses 1 life and you gain 1 life.

2 ♀ ♀, ♀: Bifurcate Surgeon of the Humors. (If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)

2/2

095/248 U
BRI • EN • ANTHONY DEPIETRO

Planeswalkers

Sarasa, Exocosmologist 



Legendary Planeswalker – Sarasa 

- +1** : Draw a card. You may cast a card with mana value 3 or less from your hand without paying its mana cost.
- 4** : Exile target creature you don't control, then return it to the battlefield under your control.
- 8** : You may cast a card you own from outside the game without paying its mana cost.

060/248 M
BRI • EN  REBECCA LARST 

Tierne, Demiurge 



Legendary Planeswalker – Tierne 

- +1** : You may gain 3 life. If you don't, you may play a permanent card from your graveyard this turn.
- 1** : Create a 2/2 black Warlock creature token. It has "C, Sacrifice this creature: You may cast a Tierne card from your graveyard."
- 4** : Create The God of Alchemy, a legendary 8/8 white, black, and green God Avatar creature token.

188/248 M
BRI • EN  FEDERICA CONSTANTINI 

Rosmun Baks, Transmuter 



Legendary Planeswalker – Rosmun 

- +1** : You may sacrifice a land or discard a card. If you do, add  or draw a card.
- 2** : Sacrifice another nonland permanent. Search your library for a nonland permanent card with the same mana value as the sacrificed permanent, put it onto the battlefield, then shuffle your library.
- 4** : Create a 5/4 red and green Chimera creature token with trample and haste.

185/248 M
BRI • EN  HONOVY 

Removal/Board Wipes

Vim Extraction 



Instant 

As an additional cost to cast this spell, sacrifice two permanents, discard two cards, or pay ♠♠ .

Destroy target creature or planeswalker.

Through careful processing, the essence of mortality can be extracted from a dying gasp.

100/248 R
BRI • EN • ANDREW 'EMMIUS' SZYMANSKI

Ensphere 2  



Enchantment 

Flash

When Ensphere enters the battlefield, exile target nonland permanent an opponent controls until Ensphere leaves the battlefield. If that permanent is the source of any activated or triggered abilities, exile those abilities.

009/248 R Story Spotlight 4/5
BRI • EN • UNI MATUMATU

True-Name Hex 1 



Instant 

Choose a creature card name. Until end of turn, creatures your opponents control with the chosen name get $-3/-3$.

One's name is a potent ingredient, branded into the fabric of reality.

097/248 U
BRI • EN • TOM33

Vitriol 2 2 **Phlogiston** 1 2




Sorcery  **Sorcery** 

If a source you control would deal damage this turn, it deals that much damage plus 1 instead.

Phlogiston deals 3 damage to any target.

Fuse (You may cast one or both halves of this card from your hand.)

139/248 R
BRI • EN • CLIMINS K • PETROS STEFANIDIS

Make Vengeance 



Sorcery 

Make Vengeance deals 4 damage to target tapped creature.

The uprising's first targets were the petty bureaucrats who policed the use of magic across the counties.

203/248 C
BRI • EN • THOMAS ELDERMAN

216/248 U

BRI • EN MICHAEL KINSLEY (AI EDITED)

NEIL DILL (EDITED)

Chrome



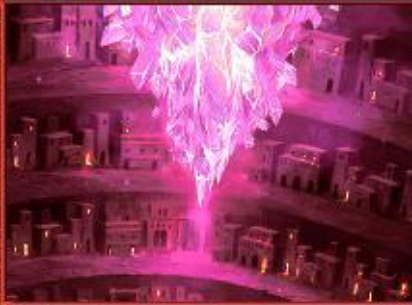
Instant



Target creature gets +0/+2 and gains hexproof until end of turn.

Neon

3



Instant

Neon deals 2 damage to each creature.

Fuse (You may cast one or both halves of this card from your hand.)

Small Creatures (1-3 CMC)

Staunch Naturalist 1



Creature — Bird Bear Warrior

Permanents can't be sacrificed.

"City dwellers profane the world, twisting it to fit their vision. They will never understand the value of accepting things as nature made them."

2/3

166/248 R
BRI • EN • TAMAS PATKOS

Zealous Publisher



Creature — Human Wizard

Whenever you cast or copy an instant or sorcery spell, Zealous Publisher gets +1/+1 until end of turn.

2: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

1/1

136/248 U
BRI • EN • HARRALE LISAI ESSA

Prideful Performer 1



Creature — Cat Bard

As long as Prideful Performer is untapped, noncreature spells cost 1 more to cast.

2: Bifurcate Prideful Performer. Activate only as a sorcery. (If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)

"Who wouldn't want to hear more of me?"

3/1

016/248 R
BRI • EN • FOXYMORON

Laboratory Thief 1



Creature — Human Rogue

Whenever an opponent draws a card, create a Vial token. (It's an artifact with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")

"Knowledge should be free, you say? Well, I've never paid."

2/1

055/248 R
BRI • EN • CRISTIANAC

Soul-Splicer 1



Creature — Human Wizard

Soul-Splicer can't block.

If Soul-Splicer would die and it isn't a token, bifurcate it instead. (If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)

You may cast Soul-Splicer from your graveyard by sacrificing two creatures in addition to its other costs.

3/1

093/248 R
BRI • EN • TONY TOTI

Pride of Gennesaar



Creature — Chimera

Flying

At the beginning of your end step, put a +1/+1 counter on another target Chimera you control.

"If my theory on a Universal Chimera is correct, any animal species could be repopulated."
—Rsomun Baks

2/2

181/248 U
BRI • EN • ERIC PROCTOR

Prime Mover

2*



Creature — Human Wizard

Whenever you draw a card, Wizards you control get +1/+1 until end of turn.
When Prime Mover enters the battlefield, draw a card.

"Alchemy truly is the system of the universe."

2/1

017/248 R
BRI • EN • SAM KANIOS

Unscrupulous Mentor

1**



Creature — Human Wizard

When Unscrupulous Caretaker enters the battlefield, you may bifurcate target creature you control with mana value 2 or less. (If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)

His teaching methods are divisive.

3/2

031/248 U
BRI • EN • DMITRIY BELOZEROV

Perfected Hunter

1



Creature — Chimera

Whenever you cast a mixed spell, Perfected Hunter gets +X/+X until end of turn, where X is that spell's mana value. (Multicolor cards, split cards, and Chimeras are mixed.)

The Essence of Forms roars in its veins.

2/2

159/248 R
BRI • EN • MIHAI RADU

Warrior of Freed Knowledge

1*



Creature — Human Warrior

Whenever you cast an instant or sorcery spell, Warrior of Freed Knowledge gains double strike until end of turn.

"My sword, and my mind—Both I owe to the common folk."

2/2

032/248 U
BRI • EN • STEPHEN STARK

Universal Grandshroom

1



Creature — Fungus

Universal Grandshroom enters the battlefield with a +1/+1 counter on it.

When Universal Grandshroom dies, you may put X +1/+1 counters on target creature, where X is the number of +1/+1 counters on Universal Grandshroom plus 1. That creature becomes a copy of Universal Grandshroom.

0/0

210/248 R
BRI • EN • SIMONE MÄNDL (CITY) ANDREW MCINTOSH (MUSHROOMS)

Revolutionary Firebrand

1*



Creature — Human Wizard

Whenever you cast your first instant or sorcery spell each turn, create a 2/1 red Elemental creature token with haste. Sacrifice it at the beginning of your next end step.

"We all know that the magicians will never willingly give up their secrets!"

1/3

164/248 U
BRI • EN • SANTOS

Goldscale Seer

1



Creature — Chimera



You may look at the top card of your library any time.

You may cast mixed spells from the top of your library. (Multicolor cards, split cards, and Chimeras are mixed.)

2/1

051/248 R
BRI • EN • MILICA CELIROVIC

Vial Courier

1



Creature — Human Scout



Haste

Whenever Vial Courier attacks, create a Vial token. (It's an artifact with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")

2/2

134/248 U
BRI • EN • ALEXANDRA SCHASTILIVAYA

Vim Processor

1



Creature — Human Rogue



When Vim Processor dies, each opponent loses 2 life and you gain 2 life.

6: Bifurcate Vim Processor. Activate only as a sorcery. (If it isn't a token, sacrifice it. If you do, create two tapped tokens that are copies of it except each is a Homunculus.)

1/1

101/248 C
BRI • EN • BOTOS VIX

Medium Creatures (4-5 CMC)

Nekos, Vim Hoarder 2

Legendary Creature — Zombie Wizard

Whenever a creature you don't control dies, create a Vial token. (*It's an artifact with "1", Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.*)

Sacrifice two Vials: Nekos, Vim Hoarder gains trample, indestructible, and haste until end of turn.

180/248 R
BRI • EN SARAH LINDSTRO

5/3

Stonemute Gargoyle 3

Artifact Creature — Gargoyle

Flying

When Stonemute Gargoyle enters the battlefield or dies, exile up to one target nonland permanent. Its controller creates a 2/2 white Gargoyle artifact creature token with flying.

027/248 R
BRI • EN CILLOE WALSH

4/4

Valc, Sulfyre Founder 2

Legendary Creature — Dragon Wizard

Flying

You may have other creatures you control enter the battlefield as 3/3 red Dragons with flying and no other abilities.

4: Dragons you control get +2/+0 until end of turn.

191/248 R
BRI • EN IIELDER ALMEIDA

4/4

Nested Abomination 3

Creature — Chimera

When Nested Abomination dies, choose one —

- Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.
- You may put a creature card from your hand onto the battlefield.

155/248 R
BRI • EN HAN KIM

4/2

Marus, The Circle's Center 2

Legendary Creature — Human Wizard

Other Wizards you control get +1/+1.

At the beginning of your upkeep, you may cast a nonland card from your graveyard with mana value less than or equal to the number of creatures you control without paying its mana cost. If that spell would be put into your graveyard this turn, exile it instead.

178/248 M
BRI • EN RANDY VARGAS

3/6

Unyielding Fusion 2

Creature — Chimera

Whenever you cast a mixed spell, you may pay . If you do, copy that spell. You may choose new targets for the copy. Permanent spells copied this way gain haste and "At the beginning of your end step, sacrifice this." (*Multicolor cards, split cards, and Chimeras are mixed. A copy of a permanent spell becomes a token.*)

132/248 R
BRI • EN FRY WONG

4/4

Anita, Voice of the Commons 3



Legendary Creature — Human Peasant

If an effect would create one or more creature tokens under your control, it creates twice that many of those tokens instead.

At the beginning of combat on your turn, if you've cast an instant or sorcery spell this turn, creatures you control get +1/+0 and gain haste until end of turn.

174/248 R
BRI • EN SAM CARR

4/4

Guardian Golem 5



Artifact Creature — Golem

As Guardian Golem enters the battlefield, choose another creature you control.

If damage would be dealt to the chosen creature, that damage is dealt to Guardian Golem instead.

The chosen creature assigns combat damage equal to Guardian Golem's power rather than its own power.

229/248 R
BRI • EN JOSH HERNANZ

5/6

Malitecture 2



Creature — Demon Incarnation

Flying

If a player would draw a card, instead exile that card face down and return each other card exiled this way to their owner's hand.

Torturous suspense, by cruel design.

081/248 R
BRI • EN DAVEY BAKER

4/4

Large Creatures (6+ CMC)

<p>Stormwind Experiment 4</p>  <p>Creature — Chimera</p> <p>Flash Flying</p> <p>When Stormwind Experiment enters the battlefield, choose one —</p> <ul style="list-style-type: none"> • Counter target spell. • Return up to one target nonland permanent to its owner's hand. <p>063/248 R BRI • EN YUWEI LI</p> <p>5/4</p>	<p>Obliter-Eye 4</p>  <p>Creature — Beholder Homunculus</p> <p>Flying</p> <p>Whenever Obliter-Eye deals combat damage to a player, repeat the following process 6 times. That player loses 2 life unless that player sacrifices a permanent or discards a card.</p> <p>063/248 M BRI • EN REGINALDO PEREIRA</p> <p>6/6</p>	<p>Catalyst of Creation 6</p>  <p>Legendary Creature — Frog</p> <p>Trample</p> <p>You may cast the first mixed spell you cast each turn without paying its mana cost. <i>(Multicolor cards, split cards, and Chimeras are mixed.)</i></p> <p>143/248 M BRI • EN MATIAS URRUTIA</p> <p>8/8</p>
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Other Spells

<p>Brew Diffusal 1</p>  <p>Instant</p> <p>Counter target spell. Create a Vial token. <i>(It's an artifact with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")</i></p> <p><i>Distilled from mana to gas to liquid.</i></p> <p>040/248 U BRI • EN MARZENA NEREIDA</p>	<table border="1"> <tr> <td data-bbox="568 1228 1047 1606"> <p>Iron *</p>  <p>Instant</p> <p>Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.</p> </td> <td data-bbox="1063 1228 1575 1606"> <p>Carbon 1 **</p>  <p>Instant</p> <p>Until end of turn, whenever a creature deals damage to you, destroy that creature.</p> </td> </tr> <tr> <td colspan="2" data-bbox="568 1617 1575 1879"> <p>Fuse <i>(You may cast one or both halves of this card from your hand.)</i></p> </td> </tr> </table> <p>033/248 R BRI • EN SHEPPI TSRODRIGUEZ IOZLE BOZA</p>		<p>Iron *</p>  <p>Instant</p> <p>Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.</p>	<p>Carbon 1 **</p>  <p>Instant</p> <p>Until end of turn, whenever a creature deals damage to you, destroy that creature.</p>	<p>Fuse <i>(You may cast one or both halves of this card from your hand.)</i></p>	
<p>Iron *</p>  <p>Instant</p> <p>Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.</p>	<p>Carbon 1 **</p>  <p>Instant</p> <p>Until end of turn, whenever a creature deals damage to you, destroy that creature.</p>					
<p>Fuse <i>(You may cast one or both halves of this card from your hand.)</i></p>						

Timely Tutor 1

Instant

Search your library for a creature card with mana value 3, reveal it, put it into your hand, then shuffle your library.

Alchemy can't be rushed, nor stalled, it comes together precisely when it needs to.

168/248 R
BRI • EN • ILYA BONDARENKO

Flint 2

Sorcery

Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Steel 1

Sorcery

Steel deals damage to target creature equal to the number of basic land types among lands you control.

Fuse (You may cast one or both halves of this card from your hand.)

217/248 U
BRI • EN • JOSHUA DENI PRAKOSO
CHRISTIAN QUINOT

Tierne's Vivication 2

Enchantment

You may play lands and cast planeswalkers from your graveyard.

Deep within the Orgvoud Forest, the warlock's devotion feeds a god that will truly make alchemy the foundational law of Brimst.

190/248 R
BRI • EN • LEANNE ALLEN

Aluminum

Instant

Counter target triggered ability.

Mercury 1

Instant

Destroy target creature that entered the battlefield this turn.

Fuse (You may cast one or both halves of this card from your hand.)

214/248 U
BRI • EN • OXANSTUDIO
ALDOR

Synergy/Build Around

Lepho, Monarch of Forms 1 1 1 1 1



Legendary Creature — Chimera

Flying

You may choose an additional mode on spells and abilities you control. You can't choose the same mode more than once this way. *(Modes are generally indicated after "Choose One.")*

4/5

177/248 M
BRI • EN • GORDON CHRISTIAN

Recombine



Instant

Search your library and/or graveyard for two split cards and exile them. If you exiled two cards this way, choose a half from each card. Copy the chosen halves as if they were fused and you may cast the copy. Shuffle your library. *(You must still pay their combined mana costs to cast the copy.)*

058/248 R
BRI • EN • VALENTINA REMENAR

Cruel Brainologist 2



Creature — Goblin Wizard

Whenever one or more creatures an opponent controls are dealt damage, you gain control of one of those creatures until end of turn. Untap it. It gains haste until end of turn. *(If it was dealt lethal damage, it dies before this ability resolves.)*

2/3

116/248 R
BRI • EN • CHRIS FERREZIAN

The Sarasa Capsule 3



Legendary Artifact

Whenever a planeswalker enters or leaves the battlefield under your control, draw a card.

At it's heart lay The Paradise Gem, the proof of other worlds stolen from Rakoa.

233/248 R
BRI • EN • REBECCA LARST

Volatile Epiphany 2



Enchantment

At the beginning of your draw step, you may discard a card. If you do, create two Vial tokens. *(They're artifacts with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")*

Sacrifice an artifact: Volatile Epiphany deals 1 damage to each opponent.

An eruption of ideas that never stopped.

135/248 R
BRI • EN • MATEUSZ DABROWSKI

Catalyst Phoenix 1



Creature — Phoenix

Flying

When Catalyst Phoenix dies, create a 1/1 black Bird creature token with flying.

At the beginning of your end step, if you sacrificed a Vial and a Bird this turn, return Catalyst Phoenix from your graveyard to the battlefield.

3/2

113/248 R
BRI • EN • MANOELA COSTA

Hazardous Appraisal

1



Enchantment

Whenever you cast a spell, you lose 2 life and create a Vial token. *(It's an artifact with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")*

Activated abilities of Vials you control cost 1 less to activate.

077/248 R
BRI • EN MARTIN DE DIEGO

Knrlrgx, The First Eye

3



Legendary Creature – Homunculus

Flying

Whenever a Homunculus you control becomes untapped, draw a card and put a +1/+1 counter on it.

Watching through its brethren, it tries to understand those that made it.

1/7

176/248 R
BRI • EN FRANK MENDES

The Unattainable Stone



Legendary Artifact

This spell cant be cast.

☞ : Add three mana of any one color.

237/248 M
BRI • EN INCANTATA ART

Lands

Disheveled Study



Land

Disheveled Study enters the battlefield tapped unless a permanent left the battlefield this turn.

☞: Add ♠ or ♣.

241/248 U
BRI • EN • ALEKSANDER ROSTOV

Concoction Refinery



Land

☞: Add ♦.

3, ☞: Create a Vial token. *(It's an artifact with "1, Sacrifice this artifact and another permanent: Draw a card. Activate only as a sorcery.")*

240/248 R
BRI • EN • MICHAEL THIGPEN

Oobleck Geysers



Land

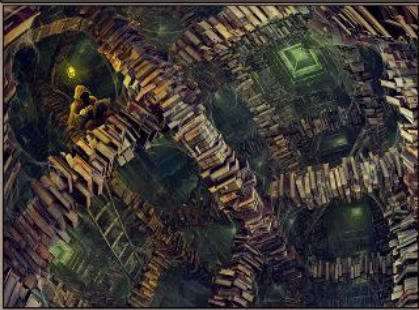
☞: Add ♦.

3: Put a +1/+1 counter on Oobleck Geysers. You may have it become a 0/0 green Ooze creature with trample until end of turn. It's still a land.

There's a reason most alchemists don't collect their own slime.

244/248 R
BRI • EN • HENRY PETERS

Tomescape Depths



Land

☞, Sacrifice Tomescape Depths: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Unbeknownst to many, all libraries on Brimst connect to a vast realm.

247/248 C
BRI • EN • QUENTIN GILION

Cluttered Apothecary



Land

☞: Add ♦.

☞: Add one mana of any color. Spend this mana only to cast a split card.

"It's one thing to have everything you need, and another thing to have it organized."

239/248 C
BRI • EN • YERONIKA FIRSOVA

Unregistered Enclave



Land

☞: Add ♦.

When Unregistered Enclave is put into a graveyard from the battlefield, create a 2/2 white Wizard creature token.

Questions are met with hostile glances.

248/248 U
BRI • EN • ALEX SPEED

Sideboard Cards

Tome of Bloody Names 2



Artifact

As Tome of Bloody Names enters the battlefield, choose a card name.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

Creatures with the chosen name get -1/-1.

236/248 R
BRI • EN • DOMINIK MAYER

Tidy Up 2



Sorcery

Destroy all artifacts and enchantments with mana value 3 or less.

"Let's clean a little, shall we?"

029/248 U
BRI • EN • ANNA GLADKOVSKA

Biochemistry X



Sorcery

Destroy all noncreature, nonland permanents with mana value X or less.
Create a X/X green Ooze creature token.

*"Of all the fields, it certainly smells the worst."
—Farod, battlebrew alchemist*

142/248 R
BRI • EN • ARTHUR GIMALDINOV

Alchemic Disaster 1



Instant

Each opponent sacrifices a nontoken artifact and a token artifact.

Twelve years of experience told him to never smuggle sulphur, but the client's draconic talons convinced him to make an exception.

105/248 C
BRI • EN • KLAUS PILLON

Siphon Vitality 1



Instant

As an additional cost to cast this spell, sacrifice a creature.

You gain 6 life and draw a card.

*"Hair, bone, flesh, skin. These elements of the body may hold the key to the stone."
—Eve, Inner Circle member*

208/248 C
BRI • EN • ALDOK

Object Lesson 1



Instant

Destroy target artifact, enchantment or token.

*"So fragile, this world they've created. I shall show you the true alchemy."
—Tierne, to her congregation*

013/248 C
BRI • EN • ERIC GEUSZ