

Grzth Imp 3

Grzth Terrorizer
 : Destroy target non-black, non-artifact creature.
 : Target creature gets -1/-1 until the end of turn.

Grzth Fiend Fear
 2/2
 1/2
 0/2
 3/2

Grzth Eggs Defender
 0/2

Brett Allen (17/45)

If Grzth would become tapped, instead rotate this card 90° clockwise.
 Tapping Grzth can't be used to pay more than one cost per turn. (*Tapping a creature when it's declared as an attacker isn't a cost.*)

Creature — Demon 300

Goro the Planter 3

Goro the Vitalizer
 : All creatures you control get +2/+2 and trample until the end of turn.
 : Target creature gets +1/+1 until the end of turn.

Goro the Nurturer Trample
 2/2
 3/1
 3/0
 3/3

Goro the Fertilizer
 When Goro the Fertilizer is put into a graveyard from play, you may put a +1/+1 counter on target creature.

Brett Allen (31/45)

If Goro would become tapped, instead rotate this card 90° clockwise.
 Tapping Goro can't be used to pay more than one cost per turn. (*Tapping a creature when it's declared as an attacker isn't a cost.*)

Creature — Human Druid 300

Graz the Flame-Wielder 3

Graz the Inferno
 : Deal 2 damage to target creature or player.
 : Deal 1 damage to target creature or player.

Graz the Incinerator First strike
 2/2
 1/1
 0/1
 3/2

Graz the Smoldering
 Graz the Smoldering can't block.

Brett Allen (25/45)

If Graz would become tapped, instead rotate this card 90° clockwise.
 Tapping Graz can't be used to pay more than one cost per turn. (*Tapping a creature when it's declared as an attacker isn't a cost.*)

Creature — Goblin 300

Scholar Gezarro 3

High Wizard Gezarro
 : Untap target creature.
 : Draw three cards.

Scrollmaster Gezarro Flying
 1/2
 1/1
 0/1
 3/1

Gezarro the One-tooth
 You can't play spells.

Brett Allen (12/45)

If Gezarro would become tapped, instead rotate this card 90° clockwise.
 Tapping Gezarro can't be used to pay more than one cost per turn. (*Tapping a creature when it's declared as an attacker isn't a cost.*)

Creature — Human Wizard 300

Footman Gerald 3

General Gerlad
 : Remove target attacking creature from the game.
 : Deal 1 damage to target attacking creature.

Lieutenant Gerald Double strike
 2/2
 1/2
 0/2
 3/2

Peasant Gerald Vigilance

Brett Allen (3/45)

If Gerald would become tapped, instead rotate this card 90° clockwise.
 Tapping Gerald can't be used to pay more than one cost per turn. (*Tapping a creature when it's declared as an attacker isn't a cost.*)

Creature — Human Soldier 300