

## Full Spoiler List for MTG Sexy Set by Big Al

**Card Name** casting cost Type : rarity: *Text Spoiler text*

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**Backson** 2 Instant :common: Counter target spell *Christopher has gone to school and will be backson.*

**Exactly 40** 6 Sorcery :rare: You may only play Exactly 40 if you have exactly 40 life. All other players loose 5 life.

**The Flat Earth Society** 6 Instant :rare: All players take damage equal to the number of creatures they control. *We'll meet again...*

**Hereville** Land :common: Hereville comes into play tapped. T: Hereville adds 2 to your mana pool.

**4 Old White Guys** W Creature :common: *Just because I own 8 tracks doesn't make me old.* 1/1

**Almost an Angel** 4WW Creature — Angel :uncommon: Flying, vigilance 4/4

**Angel is a Centerfold** 4WW Creature — Angel :rare: Flying Vigilance *My blood runs cold My memory has just been sold My angel is the centerfold Angel is the centerfold* 4/4

**Bullshit Deflector Shields** 1W Creature — Wall :common: Defender (*This creature can't attack.*), flying 0/4

**Fog** W Instant :common: Prevent all combat damage that would be dealt this turn.

**Giant Growth** WW Instant :common: Target creature gains +2/+2 until end of turn *"Who needs that damn rat anyway?"*

**Medic** XWWW Sorcery :uncommon: Remove one half X poison counters from target player.

**Nubile Angels** WWWW Creature — Angel :rare: Flying, Vigilance (*Attacking doesn't cause this creature to tap.*) W: Nubile Angels gain +1/+1 until end of turn. *It's a bird, it's a plane, what's a plane?* 3/3

**Nubile Slitlicker** 1WW Creature — slitlicker :uncommon: W3 Invert Nubile Slitlicker and stack on a second Slitlicker. Combined card is a 6/9 Slitlicker until end of turn. Each Slitlicker can only be combined once a turn. *More than a mouthful is not wasted on these girls.* 2/3

**Thirteen** 3WWW Creature — Human :uncommon: Thirteen disappears from play after three turns. *"Listen to the doctor."* 6/7

**White Mike** 1W Creature — Human :common: WBB Flip White Mike. 1/1 —Flip— **Black Mike** Black Mike was way better 3/3

**Wicked Samurai Skateboarders** W Creature — Soldier :common: 1/1

**Wicked Wild Wall** 3WW Creature — Wall :common: Defender (*This creature can't attack.*) W1 Wicked Wild Wall gains +0/+1 until end of turn. *You would let little old me stop you?* 1/4

**-gate** 1UU Creature — Wall :common: U: -gate gets +1/0 until end of turn. -gate has defender (*This creature can't attack.*) *The original is still the best* 0/5

**Debbi** 2U Creature — Archer :common: Reach (*This creature can block creatures with flying.*) T: Target attacking creature gets -1/0 until end of turn. *Go Team* 3/1

**Decoy** 1U Creature — Human :common: When assigned as a blocker, Decoy gets +1/+2. *You are under arrest under RsMO: 567* 1/2

**Fist Full of Dice** UUU Sorcery :common: Chose a target creature or player. Roll a 6 sided die, target creature or player takes that much damage. You must chose the target before rolling the die. *That's how I roll.*

**Headbanger** 1U Creature — Human :common: Sacrifice Headbanger. Place a +1/+1 token on target creature. *Everyone needs a little boost now and then.* 1/1

**Here Kitty** 1U Enchantment :common: Place a +0/+3 token on target creature. Any cat creature must attack enchanted creature if it is a legal target each turn.

**Hey Ninteen** 1UU Creature — Babe :uncommon: All other babes you control get +1/+1. *The Cuervo Gold The fine Colombian Make tonight a wonderful thing* 2/2

**Leia the Slave Girl** 2U Creature — Babe :common: *Just another reason Star Wars is a great movie.* 1/3

**Nubile Slitlicker** 1UU Creature — slitlicker :uncommon: U3 Invert Nubile Slitlicker and stack on a second Slitlicker. Combined card is a 6/9 Slitlicker until end of turn. Each Slitlicker can only be combined once a turn. *Good to the last drop.* 2/3

**Pigeon Poison** 1UU Creature — Bird :uncommon: Flying Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*) 1/1

**Poof!** 1U Instant :common: Dispel target artifact or enchantment

**The Rack** U Artifact :common: At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is 3 minus the number of cards in his or her hand.

**Run Away!** UU Instant :common: Target creature cannot block until end of turn. Kicker 3 (*You may pay an additional 3 as you cast this spell.*) (*You may pay an additional 3 as you cast this spell.*) Two target creatures cannot block until end of turn. *To the dragon you are just something crunchy that goes well with catchup.*

**The Wheel** 2U Sorcery :rare: Roll a six-sided die. Consult the table below: 1 Nothing else happens. You have successfully cast a blue spell. 2 Destroy all artifacts. 3 Destroy all lands. 4 Deal 3 damage to each creature and player. 5 Each player discards his or her hand and draws seven cards. 6 Roll the die two more times

**Big Al's Books** 1B Instant :common: Big Al's books does 2 points of damage to target creature or player.

**Defensless** BB Instant :common: Target defending creature has 0/-1 until end of turn. *"Melissa can't come to the phone right now, she is all tied up at the moment."*

**The Fool's Money** XBB Instant :common: Tap Y target lands, where Y is one half of X rounded down. *The question is not when the fool lost his money, but how he got it in the first place.*

**Jackson the Mind Scraper** 2BB Creature — Zombie :common: Jackson the Mind Scraper enters the battlefield with three +1/+1 counters on it. 2B, Remove a +1/+1 counter from Jackson the Mind Scraper. Target player discards a card. Activate this ability only any time you could cast a sorcery. 0/0

**Lighten the Wallet** BBB Instant :common: Target spell cost is doubled.

**Lillith** BBB Creature — Witch :common: Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*) B Regenerate (*The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.*) 2/2

**Mildred** BB Creature — Witch :common: Sacrifice a creature, Mildred does 2 points of damage to target creature. Only one creature may be sacrificed per turn. 2/1

**Mourn Porn** 3B Creature — Zombie :uncommon: Swampwalk 3/3

**Not that Kind of Angel** 4BB Legendary Creature — Angel :mythic: Flying, Vigilance (*Attacking doesn't cause this creature to tap.*) T: Do one point of damage to any angel Sacrifice: Destroy two target angels. 4/4

**Nubile Slitlicker** 1BB Creature — slitlicker :uncommon: B3 Invert Nubile Slitlicker and stack on a second Slitlicker. Combined card is a 6/9 Slitlicker until end of turn. Each Slitlicker can only be combined once a turn. *Yummy to the tummy. That is what Pooh says.* 2/3

**Poker Face** B Creature — Babe :common: *I'll get him hot, show him what I've got* 1/1

**Poof!** 1B Instant :common: Dispel target artifact or enchantment

**Angelica Heart** 2RR Creature — slitlicker :rare: When Angelica Heart enters the battlefield, each opponent loses life equal to the number of Slitlickers you control. You gain life equal to the life lost this way 2/3

**The Big Red Button** 3RR Instant :uncommon: The Big Red Button does 5 damage to target creature Kicker 4 (*You may pay an additional 4 as you cast this spell.*) The Big Red Button does 5 damage to target creature and 4 damage to creature's controller.

**Cuffed** 1R Enchantment :common: Enchant creature

Enchanted creature can't attack or block. *I'll just sit over here and watch.*

**Hot Lead** RR Instant :common: Hot Lead does 2 damage to target creature. Kicker 4 (*You may pay an additional 4 as you cast this spell.*) Hot Lead also does 3 damage to target player.

**Hot Mommie** 2RR Creature — Witch :uncommon: Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*) At the beginning of your upkeep, you get one poison counter. 3/4

**James Bond** 7RR Legendary Creature — Spy :mythic: Flying, first strike, lifelink, 1: Regenerate (*The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.*) *James Bond will return* 5/5

**Mega-Sex Indian Princess** R Creature — Babe :common: 1/1

**Nubile Goblin** R Creature — goblin Girl :common: 1/1

**Nubile Slitlicker** 1RR Creature — slitlicker :uncommon: R3 Invert Nubile Slitlicker and stack on a second Slitlicker. Combined card is a 6/9 Slitlicker until end of turn. Each Slitlicker can only be combined once a turn. *Refreshing!* 2/3

**Orcs Gone Wild** 1R Instant :common: All creatures you control receive +1/+1 All Orcs you control receive +2/+1 *What an orc wouldn't do for a t-shirt.*

**Swing and a Miss** R Instant :common: All attacking damage is reduced to zero. All infect damage is negated. *Strike one!*

**Gone** RR Instant :uncommon: Return target card to owner's hand. / **Forgotten** 1RR Instant :uncommon: Return target card to top of owner's library. **Behind the Green Door** 2GG Enchantment — Land :uncommon: Choose a basic land type. Enchanted land creates that mana type in addition to any other mana it can produce. **Catnip** 1GG Enchantment :common: Enchanted creature has "T: This creature deals 1 damage to target player." That demon weed will get you. **The Green Door** GG Enchantment — Land :common: Enchanted Land creates 1 in addition to any other mana it creates when tapped. **Heff** 3GG Legendary Creature :rare: T: You may play a babe, girl or slitlicker card from your hand without paying its casting cost. G: Regenerate (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.) Entertainment for men 1/4 **Lord of the G String** 1GG Creature — Human :common: Girl I know you wanna show da thong. 2/3 **Nubile Education** GGG Legendary Creature — Babe Girl :common: Upkeep: G For each turn you pay upkeep, place a +1/+1 counter on Nubile Education. Nubile Education cannot have more than 5 +1/+1 counters. If you fail to pay the upkeep, discard Nubile Education. 1/2 **Nubile Elf** G Creature — Elf Girl :common: The forests are full of strange woodland creatures. 1/1 **Nubile Slitlicker** 1GG Creature — slitlicker :uncommon: G3 Invert Nubile Slitlicker and stack on a second Slitlicker. Combined card is a 6/9 Slitlicker until end of turn. Each Slitlicker can only be combined once a turn. Mmm, mmm, good 2/3 **Pixie Lust** GG Creature — Faerie :common: Flying For a good time call Tinkerbell, 564-6275 1/1 **Pussycat** 1G Creature — Cat :common: 1/2 **Pussycat Doll** 2GG Creature — Cat :common: 3/2 **The Seamstress** 2G Creature — Archer :common: Reach (This creature can block creatures with flying.) T: The Seamstress does 1 point of damage to any creature with flying. 3/1 **Underage** GG Instant :common: Return all 1/1 creatures to their owners hand. B4(I4Q) (RU/18) QTpi? **The 4 headed Faerie** 2BR Creature — Faerie :common: "If two are better than one, then four is better than two. 2/4 **Harold Callahan** BBBBRRRR Legendary Creature — Inspector :mythic: Vigilance (Attacking doesn't cause this creature to tap.), Firststrike "Did he fire six shots or only five?" Well, to tell you the truth, in all this excitement I kind of lost track myself.... you've got to ask yourself one question: Do I feel lucky? Well, do ya, punk? 6/6 **Nubile Lounge** GW Instant :common: Untap target Nubile card Women must know themselves and their world, especially the beaches. **Venus Flytrap** GW Instant :common: Target creature loses flying until end of turn. Something in this hand that can make you forget what is in that hand? **Bikini Night** 1UR Instant :common: Target player skips attack step this turn. Sometimes I forget. **Nubile Breast Biter** 1UR Creature — Babe Girl :common: Chomp, slurp repeat 2/3 **Nubile Platform** 1UR Enchantment — table :uncommon: Nubile Platform gives +1/+2 to any Nubile creature until end of turn. A strong foundation is very important to a strong structure. **Polititian** 3UR Sorcery :rare: Each player discards a card. You gain life equal to the converted mana cost of those cards. Corrie Trice (D) County Commissioner Macomb County, MI. **Wellston Witchdoctor** 1BG Creature — Witch :common: 2 Wellston Witchdoctor gains +1/+1 until end of turn. 3/1 **Nubile Vitamins** RW Enchantment :common: Nubile Vitamins give +1/+1 to all Nubile creatures you control until end of turn. You got some ID? I don't care **Buckaroo Banzai** GGGGUUU Legendary Creature — Hero :common: Trample adventurer neurosurgeon rock musician race car driver super hero 5/7 **The Boss** 3UBR Legendary Creature — Human :mythic: The Boss has power and toughness equal to the number of lands you control Vote early, vote often. \*/\* **Kit Kat** RGW Creature — Cat :uncommon: 1 regenerate Kit Kat. Kit Kat can only

be regenerated twice “Perrfecct!” 2/2 **Ninja Librarian** U/BU/B1 Creature — Human Ninja :common: T 3 Draw a card at random from your library. Place this card in your hand. Collecting intelligence through human sources and by other appropriate means. 2/2 **What’s New Pussycat?** G/WG/W Enchantment :common: Any cat card you cast, costs one less mana to cast. Whoa-Oh! **Fifteen Ten** U/R Creature :common: Fifteen Ten can only be effected by spells or effects from players other than its owner. “Is anyone in charge here?” Didn’t think so. 0/1 **Nubile Feather** B/GB/G Artifact — Equipment :common: Equipped creatures gain +1/+0. 2 to equip a creature You could knock me over with this feather. **The Bell** 4 Artifact — Equipment :rare: Equip 4: Equipped creature has firststrike. **Big Stick** 3 Artifact :common: T2 All defending creatures get +0/-1 until end of turn. If you control Big Stick, Speak Softly costs 1 less to play. **Book** 4 Artifact — Equipment :uncommon: Equip 2: Equipped creature has infect. **Candle** 4 Artifact — Equipment :common: Equip 2: Equipped creature has deathtouch. The candle that burns twice as bright burns half as long. **Djinn Anntonec** 3 Artifact :uncommon: T3: Put an elixir counter on Djinn Anntonec. T, Remove all elixir counters from Djinn Anntonec: You gain 2 life for each elixir counter removed this way. **Elixir** 3 Artifact :uncommon: 2, T You gain 5 life. Shuffle Elixir and your graveyard into their owner’s library. **Even Steven** 3 Artifact Creature — Soldier :uncommon: T: All attacking creatures become 2/2 creatures. They lose all special abilities. They retain any plus or minus counters and their color. If you use this ability, sacrifice Even Steven at the end of your turn. 2/2 **Flying Carpet** 4 Artifact — Equipment :common: Equip 2: Equipped Creature has flying. **The Hitchhicker’s Towel** 4 Artifact — Equipment :rare: Equipped creature has +0/+1, deathtouch and lifelink. Equip 3 Any man who can hitch the length and breadth of the galaxy, rough it, slum it, struggle against terrible odds, win through, and still knows where his towel is, is clearly a man to be reckoned with. **Jerome Air** 0 Artifact Creature :common: Flying 0/1 **Jerome Bus** 0 Artifact Creature :common: Wir fahr’n fahr’n fahr’n auf der Autobahn 0/1 **Speak Softly** 3 Artifact :common: T2 attacking creatures get -1/+0 until end of turn. If you control Speak Softly, Big Stick costs 1 less to play. **Speak Softly and Carry a Big Stick** 5 Artifact :uncommon: T4 All attacking creatures get +1/+0 until end of turn. All defending creatures get +0/-1 until end of turn. Tell them Teddy sent you. **Trojan** 5 Artifact Creature — Wall :rare: Defender (This creature can’t attack.) 2: Trojan gets +0/+1 until end of turn. Protection you trust 0/3 **Victoria’s Nox** 5 Artifact — Equipment :common: Equipped creature has flying, first strike, vigilance, lifelink and trample. Equip 4 **Victoria’s Secret** 4 Artifact — Equipment :common: Equipped creature has +0/+3 Equip 3 Victoria doesn’t have many secrets left in that. **Ben’s Fold** Land :common: Ben’s Fold comes into play tapped. T Add R or U to your mana pool. **The Brewery** Land :rare: T: Target opponent’s spells cost 1 more to cast this turn. Can only target one opponent per turn. Here comes the King... **Castle Burt** Land :common: Castle Burt comes into play tapped. T add W or G to your mana pool. **Rainbow Bridge** Land :rare: Rainbow Bridge comes into play tapped. T: Add 1 to your mana pool 1T: Add one mana of a color in play by any player to your mana pool. **Red Light District** Land :rare: T: Add R to your manna pool. T: You may play a slitlicker from your hand without paying its casting cost. You may only use one ability per tap. **This is America** Land :common: This is America comes into play tapped. T: You may create R, W, or U manna. 3: Untap This is America. **Plains** Basic Land — Plains :common: **Plains** Basic Land — Plains :common: **Island** Basic Land — Island :common: **Island** Basic Land — Island :common: **Swamp** Basic Land — Swamp :common: **Swamp** Basic Land — Swamp :common: **Mountain** Basic Land — Mountain :common: **Mountain** Basic Land — Mountain :common: **Forest** Basic Land — Forest :common: **Forest** Basic Land — Forest :common:

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