

**Defenseless** 



**Instant** 

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."*

Big Al  40/131

**Giant Growth** 



**Instant** 

Target creature gains +2/+2 until end of turn

*"Who needs that damn rat anyway?"*

Big Al  13/131

**The 4 headed Faerie** 



**Creature — Faerie** 

*"If two are better than one, then four is better than two."*

Big Al  81/131 **2/4**

**Thirteen** 



**Creature — Human** 

Thirteen disappears from play after three turns.

*"Listen to the doctor."*

Big Al  18/131 **6/7**

**Kit Kat** 



**Creature — Cat** 

1 regenerate Kit Kat. Kit Kat can only be regenerated twice

*"Perrfecct!"*

Big Al  93/131 **2/2**

**Nubile Platform** 



**Enchantment — table** 

Nubile Platform gives +1/+2 to any Nubile creature until end of turn.

*A strong foundation is very important to a strong structure.*

Big Al  87/131

**Nubile Slitlicker** 



**Creature — slitlicker** 

 3 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.*

Big Al  49/131 **2/3**

**Nubile Slitlicker** 



**Creature — slitlicker** 

 3 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.*

Big Al  31/131 **2/3**

**Nubile Slitlicker** 



**Creature — slitlicker** 

 3 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*

Big Al  75/131 **2/3**

**Nubile Slitlicker** 1 2 2



**Creature — slitlicker**

2 3 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!*

Big AI 2/3

**Nubile Slitlicker** 1 \* \*



**Creature — slitlicker**

\* 3 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.*

Big AI 2/3

**Nubile Goblin** 2



**Creature — goblin Girl**

Big AI 1/1

**Nubile Elf** 2



**Creature — Elf Girl**

*The forests are full of strange woodland creatures.*

Big AI 1/1

**Nubile Vitamins** 2 \*



**Enchantment**

Nubile Vitamins give +1/+1 to all Nubile creatures you control until end of turn.

*You got some ID? I don't care*

Big AI 90/131

**Nubile Feather** 2 2



**Artifact — Equipment**

Equipped creatures gain +1/+0.

2 to equip a creature

*You could knock me over with this feather.*

Big AI 97/131

**Nubile Breast Biter** 1 1 2



**Creature — Babe Girl**

*Chomp, slurp repeat*

Big AI 2/3

**Nubile Education** 2 2 2



**Legendary Creature — Babe Girl**

Upkeep: ♣

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.

Big AI 73/131

**Nubile Lounge** 2 \*



**Instant**

Untap target Nubile card

*Women must know themselves and their world, especially the beaches.*

Big AI 83/131

**Nubile Angels** \*\*\*



**Creature — Angel** ↻

*Flying, Vigilance (Attacking doesn't cause this creature to tap.)*

\*: Nubile Angels gain +1/+1 until end of turn.

*It's a bird, it's a plane, what's a plane?*

Big Al 15/131 3/3

**Venus Flytrap** \*♣



**Instant** ↻

Target creature loses flying until end of turn.

*Something in this hand that can make you forget what is in that hand?*

Big Al 2010 84/131

**Wicked Wild Wall** 3\*\*



**Creature — Wall** ↻

*Defender (This creature can't attack.)*

\* 1 Wicked Wild Wall gains +0/+1 until end of turn.

*You would let little old me stop you?*

Big Al 2010 21/131 1/4

**Almost an Angel** 4\*\*



**Creature — Angel** ↻

Flying, vigilance

Big Al 2010 8/131 4/4

**Lighten the Wallet** ☠☠☠



**Instant** ↻

Target spell cost is doubled.

Big Al 2010 44/131

**4 Old White Guys** \*



**Creature** ↻

*Just because I own 8 tracks doesn't make me old.*

Big Al 2010 7/131 1/1

**Speak Softly** 3



**Artifact** ↻

☞ 2 attacking creatures get -1/+0 until end of turn.

If you control Speak Softly, Big Stick costs 1 less to play.

Big Al 2010 110/131

**Big Stick** 3



**Artifact** ↻

☞ 2 All defending creatures get +0/-1 until end of turn.

If you control Big Stick, Speak Softly costs 1 less to play.

Big Al 2010 100/131

**Speak Softly and Carry a Big Stick** 5



**Artifact** ↻

☞ 4 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.*

Big Al 2010 117/131

**Red Light District** 1



**Land**

☞: Add  to your manna pool.

☞: You may play a slitlicker from your hand without paying its casting cost.

You may only use one ability per tap.

Big Al  
2010 12/131

**Exactly 40** 6



**Sorcery**

You may only play Exactly 40 if you have exactly 40 life.

All other players loose 5 life.

Big Al  
2010 2/131

**Bikini Night** 1



**Instant**

Target player skips attack step this turn.

*Sometimes I forget.*

Big Al  
2010 85/131

**White Mike** 1

\*☠☠ Flip White Mike.

**Creature — Human** 1/1



**Black Mike** 3/3

Black Mike was way better

Big Al  
2010 19/131

**The Brewery**



**Land**

☞: Target opponent's spells cost 1 more to cast this turn. Can only target one opponent per turn.

*Here comes the King...*

Big Al  
2010 116/131

**Lord of the G String** 1



**Creature — Human**

*Girl I know you wanna show da thong.*

2/3

Big Al  
2010 72/131

**Pigeon Poison** 1



**Creature — Bird**

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

Big Al  
2010 32/131

**Angel is a Centerfold** 4



**Creature — Angel**

Flying  
Vigilance

*My blood runs cold  
My memory has just been sold  
My angel is the centerfold  
Angel is the centerfold*

4/4

Big Al  
2010 9/131

**Bullshit Deflector Shields** 1



**Creature — Wall**

Defender (This creature can't attack.), flying

0/4

Big Al  
2010 11/131



**Elixir** 3



**Artifact**

2, ♣ You gain 5 life. Shuffle Elixir and your graveyard into their owner's library.

Big AI  
2010.104/131

**Flying Carpet** 4



**Artifact — Equipment**

Equip 2: Equipped Creature has flying.

Big AI  
2010.106/131

**The Wheel** 2



**Sorcery**

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 AI  
2010.37/131

**The Rack**



**Artifact**

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.

Big AI  
2010.54/131

**This is America**



**Land**

This is America comes into play tapped.

♣: You may create ♣, \*, or ♠ mana.

3: Untap This is America.

Big AI  
2010.121/131

**James Bond** 7



**Legendary Creature — Spy**

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*

Big AI  
2010.58/131

5/5

**Decoy** 1



**Creature — Human**

When assigned as a blocker, Decoy gets +1/+2.

*You are under arrest under RsMO: 567*

Big AI  
2010.25/131

1/2

**Mega-Sex Indian Princess**



**Creature — Babe**

Big AI  
2010.54/131

1/1

**Poker Face**



**Creature — Babe**

*I'll get him hot, show him what I've got*

Big AI  
2010.50/131

1/1

**Headbanger** 



**Creature — Human** 

Sacrifice Headbanger. Place a +1/+1 token on target creature.

*Everyone needs a little boost now and then.*

Big AI 2010 27/31 1/1

**The Green Door** 



**Enchantment — Land** 

Enchanted Land creates 1 in addition to any other mana it creates when tapped.

Big AI 2010 70/31

**Behind the Green Door** 



**Enchantment — Land** 

Choose a basic land type. Enchanted land creates that mana type in addition to any other mana it can produce.

Big AI 2010 60/31

**The Hitchhiker's Towel** 



**Artifact — Equipment** 

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.*

Big AI 2010 07/31

**Victoria's Nox** 



**Artifact — Equipment** 

Equipped creature has flying, first strike, vigilance, lifelink and trample.

Equip 4

Big AI 2010 11 31/31

**Not that Kind of Angel** 



**Legendary Creature — Angel** 

Flying, Vigilance (*Attacking doesn't cause this creature to tap.*)

: Do one point of damage to any angel

Sacrifice: Destroy two target angels.

Big AI 2010 48/31 4/4

**Harold Callahan** 



**Legendary Creature — Inspector** 

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?*

Big AI 2010 82/31 6/6

**Pussycat** 



**Creature — Cat** 

Big AI 2010 72/31 1/2

**Pussycat Doll** 



**Creature — Cat** 

Big AI 2010 70/31 3/2

**Here Kitty** 1

**Enchantment**

Place a +0/+3 token on target creature.

Any cat creature must attack enchanted creature if it is a legal target each turn.

Big AI  
2010 28/131

**The Fool's Money** X

**Instant**

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.*

Big AI  
2010 42/131

**Swing and a Miss** 386

**Instant**

All attacking damage is reduced to zero. All infect damage is negated.

*Strike one!*

Big AI  
2010 68/131

**The Big Red Button** 3

**Instant**

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.

Big AI  
2010 5 87/131

**Run Away!** 2

**Instant**

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.*

Big AI  
2010 35/131

**Jackson the Mind Scraper** 2

**Creature — Zombie**

Jackson the Mind Scraper enters the battlefield with three +1/+1 counters on it.

2, 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.

Big AI  
2010 49/131 0/0

**Wellston Witchdoctor** 2

**Creature — Witch**

2 Wellston Witchdoctor gains +1/+1 until end of turn.

Big AI  
2010 89/131 3/1

**Mildred** 2

**Creature — Witch**

Sacrifice a creature, Mildred does 2 points of damage to target creature. Only one creature may be sacrificed per turn.

Big AI  
2010 46/131 2/1

**Angelica Heart** 2

**Creature — slitlicker**

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

Big AI  
2010 5 27/131 2/3



**Fist Full of Dice** ♣♣♣



**Sorcery** ♣

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.*

Big AI  
2010.26/131

**The Flat Earth Society** ♣



**Instant** ♣

All players take damage equal to the number of creatures they control.

*We'll meet again...*

Big AI  
2010.3/131

**Djinn Anntonec** ♣



**Artifact** ♣

♣ 3 : Put an elixir counter on Djinn Anntonec.

♣, Remove all elixir counters from Djinn Anntonec: You gain 2 life for each elixir counter removed this way.

Big AI  
2010.108/131

**Hot Mommie** ♣♣♣



**Creature — Witch** ♣

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**

Big AI  
2010.5/131

**What's New Pussycat?** ♣♣♣



**Enchantment** ♣

Any cat card you cast, costs one less mana to cast.

*Whoa-Oh!*

Big AI  
2010.95/131

**Polititian** ♣♣♣



**Sorcery** ♣

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.*

Big AI  
2010.88/131

**Jerome Bus** ♣



**Artifact Creature** ♣

*Wir fahr'n fahr'n fahr'n auf der Autobahn*

**0/1**

Big AI  
2010.109/131

**Jerome Air** ♣



**Artifact Creature** ♣

Flying

**0/1**

Big AI  
2010.108/131

**Castle Burt**



**Land** ♣

Castle Burt comes into play tapped.

♣ add \* or ♣ to your mana pool.

Big AI  
2010.117/131

**Ben's Fold**

**Land**

Ben's Fold comes into play tapped.

☞ Add or to your mana pool.

Big Al  
2010 115/131

**Catnip**

**Enchantment**

Enchanted creature has "☞: This creature deals 1 damage to target player."

*That demon weed will get you.*

Big Al  
2010 68/131

**Underage**

**Instant**

Return all 1/1 creatures to their owners hand.

*B4(I4Q) (RU/18) QTpi?*

Big Al  
2010 60/131

**Hereville**

**Land**

Hereville comes into play tapped.

☞: Hereville adds 2 to your mana pool.

Big Al  
2010 4/131

**The Seamstress**

**Creature — Archer**

Reach (*This creature can block creatures with flying.*)

☞: The Seamstress does 1 point of damage to any creature with flying.

3/1

Big Al  
2010 20/131

**Hot Lead**

**Instant**

Hot Lead does 2 damage to target creature.

Kicker (*You may pay an additional as you cast this spell.*) Hot Lead also does 3 damage to target player.

Big Al  
2010 56/131

**Debbi**

**Creature — Archer**

Reach (*This creature can block creatures with flying.*)

☞: Target attacking creature gets -1/0 until end of turn.

*Go Team*

3/1

Big Al  
2010 24/131

**Lillith**

**Creature — Witch**

Infect (*This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.*)

☞ 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

Big Al  
2010 45/131

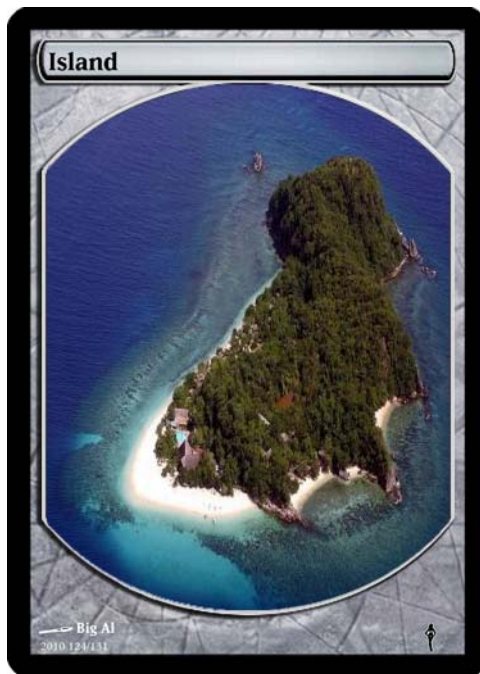
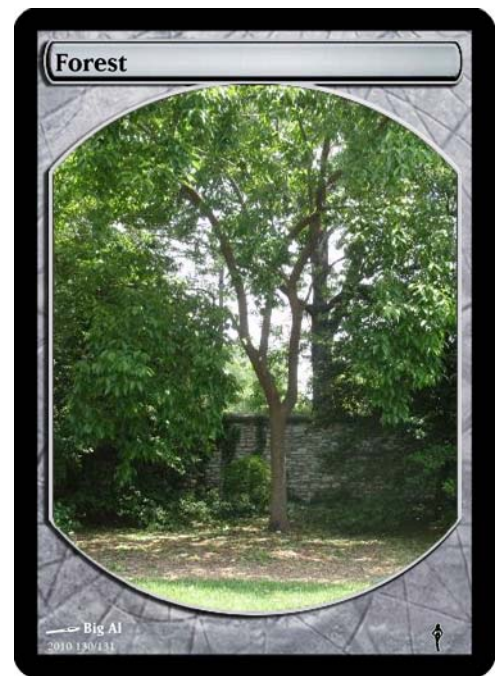
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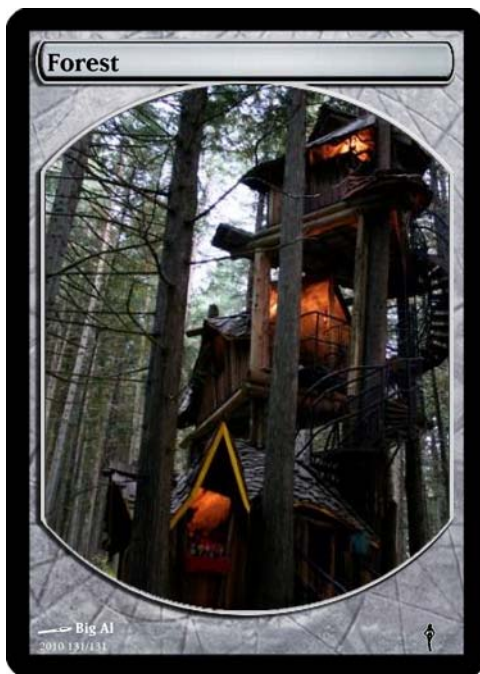
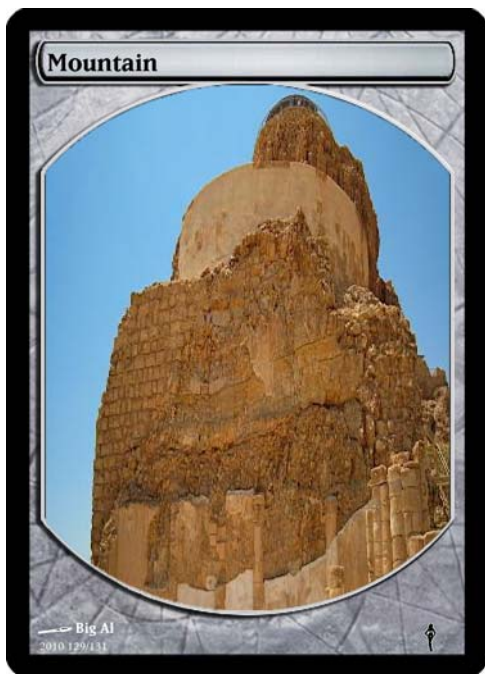
**Instant**

Dispel target artifact or enchantment

Big Al  
2010 33/131







**TimC** 3

**Creature — Human Wizard**

☛ TimC deals 1 damage to target creature or player.

× add × to TimC's toughness.

*"Come up to the lab, and see what is on the slab."*

Big Al  
2010 6/131

1/1

**The Wisdom of Tim** 4

**Enchantment**

Enchanted Creature has "☛ deals 1 damage to target creature or player." and Hexproof.

*"I have the terrible feeling that, because I am wearing a white beard and am sitting in the back of the theatre, you expect me to tell you the truth about something. These are the cheap seats, not Mount Sinai." - Orson Wells*

Big Al  
2010 6/131

**Castle Tim**

**Basic Land — Mountain**

Big Al  
2010 118/131

**Remember Jerome** 0

**Creature — Wall**

flying, defender (*This creature can't attack.*)

3: Remember Jerome gains +2/+1 until end of turn.

2: Remember Jerome loses defender until end of turn.

Big Al  
2010 5/131

0/2

**Cheech** 1

☛ ♣ ♣ Flip Cheech to Chong. Cheech can either attack or flip per tap, not both.

**Creature — Human** 1/1

**Enchantment**

☛☛☛ -1/0 until end of turn. - All attacking creatures take

**Chong**

Big Al  
2010 6/131

**The Secret Stash** 3\*

**Instant**

Heal 3 life to any player.

*You should always have a little something put away for a rainy day.*

Big Al  
2010 17/131

**Staying Power** 3

**Enchantment**

All spells or effects that would end at the end of the turn do not as long as Staying Power is in play.

When Staying Power comes into play, place three counters on it. At the beginning of your upkeep, remove a counter from Staying Power. If Staying Power does not have a counter on it, remove it from play.

*"... lasts more than four hours seek medical attention."*

Big Al  
2010 36/131

**Black Magic Woman** 2

**Creature — Witch**

2: Black Magic Woman gains flying until end of turn.

Big Al  
2010 39/131

1/1

**Boobs** 2

**Enchantment**

Creatures target player controls can't attack or perform activated abilities.

*Upkeep - Exile Boobs during casting player's next upkeep step.*

*They are called boobs, Ed.*

Big Al  
2010 5/131

**Boobs** 2  



**Enchantment** 

Creatures target player controls can't attack or perform activated abilities.

*Upkeep* - Exile Boobs during casting player's next upkeep step.

*You can get a man's attention with a pair of boobs and a butt.*

Big AI  
2019 67/31

**Boobs** 2  



**Enchantment** 

Creatures target player controls can't attack or perform activated abilities.

*Upkeep* - Exile Boobs during casting player's next upkeep step.

*"Plucky found the happy place."*

Big AI  
2010 23/31

**Boobs** 2  



**Enchantment** 

Creatures target player controls can't attack or perform activated abilities.

*Upkeep* - Exile Boobs during casting player's next upkeep step.

*"That time he walked in on her while she was dressing, and afterward couldn't string a sentence together." I get like that sometimes*

Big AI  
2010 10/31

**Error on the Side of Violence** 2  



**Sorcery** 

EotSoV deals 4 damage divided as you choose among one, two, or three target creatures.

*It is always better to error on the side of violence.*

Big AI  
2010 44/33

**Bell** 4 



**Artifact — Equipment** 

Equip 2: Equipped creature has firststrike.

Big AI  
2010 98/31