

INFORMATION



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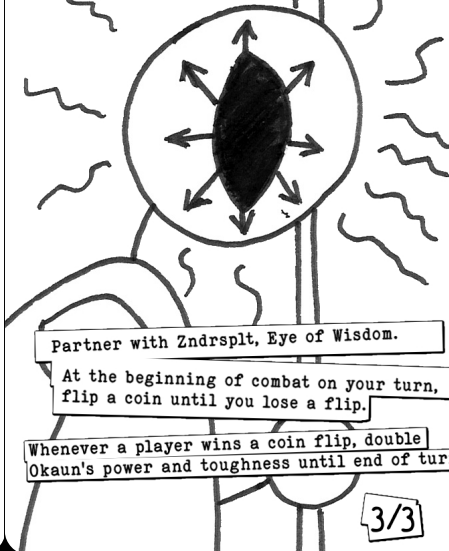
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Artworks:
By skrapsan (me)

Thank you for the download, feel free to contact me with images or for any questions.

Okaun, Eye of Chaos

Legendary Creature — Cyclops Berserker



Partner with Zndrsplt, Eye of Wisdom.

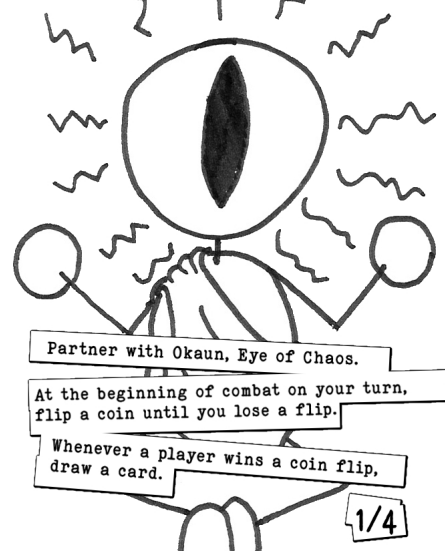
At the beginning of combat on your turn, flip a coin until you lose a flip.

Whenever a player wins a coin flip, double Okaun's power and toughness until end of turn.

3/3

Zndrsplt, Eye of Wisdom

Legendary Creature — Homunculus



Partner with Okaun, Eye of Chaos.

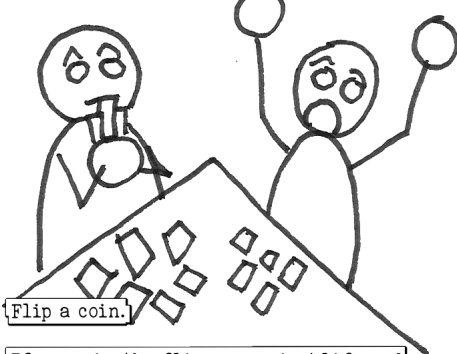
At the beginning of combat on your turn, flip a coin until you lose a flip.

Whenever a player wins a coin flip, draw a card.

1/4

Game of Chaos

Sorcery



Flip a coin.

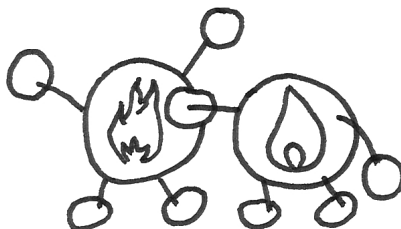
If you win the flip, you gain 1 life and target opponent loses 1 life, and you decide whether to flip again.

If you lose the flip, you lose 1 life and that opponent gains 1 life, and that player decides whether to flip again.

Double the life stakes with each flip.

Mana Clash

Sorcery



You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails.

Repeat this process until both players' coins come up heads on the same flip.

Molten Birth

Sorcery

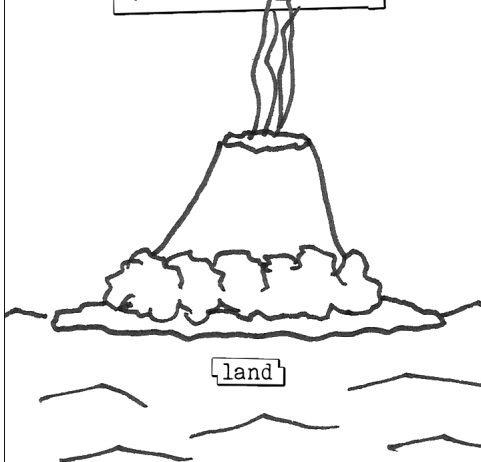


Create two 1/1 red Elemental creature tokens, then flip a coin.

If you win the flip, return Molten Birth to its owner's hand.

Volcanic Island

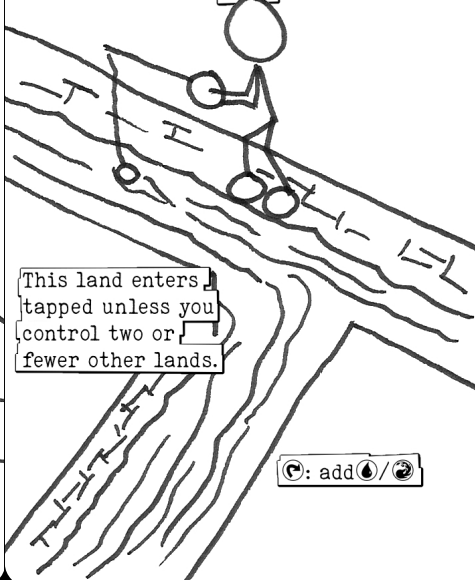
land



©: Add 1/2

Spirebluff Canal

land

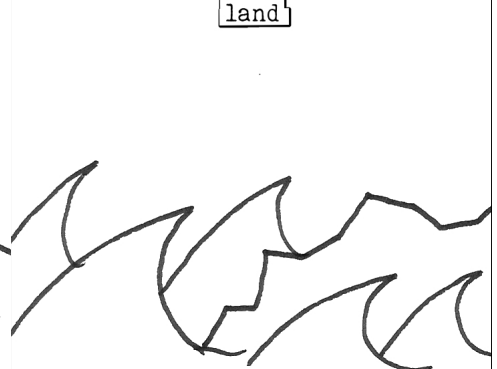


This land enters tapped unless you control two or fewer other lands.

©: add 1/2

Stormcarved Coast

land



This land enters tapped unless you control two or more other lands.

©: Add 1/2

Izzet Boilerworks
land

This land enters tapped.

☞: Add 1/2

When this land enters, return a land you control to its owner's hand.

Mana Drain
instant

Counter target spell.

At the beginning of your next main phase, add an amount of colorless mana equal to that spell's mana value.

Frostboil Snarl
land

As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped.

☞: Add 1/2

Scalding Tarn
land

☞, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

Fiery Islet
land

☞ Pay 1 life: Add 1/2

①☞ Sacrifice this land: Draw a card.

Puppet's Verdict
instant

Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

Fighting Chance
instant

For each blocking creature, flip a coin. If you win the flip, prevent all combat damage that would be dealt by that creature this turn.

cyclonic rift
instant

Return target nonland permanent you don't control to its owner's hand.

overload: 6

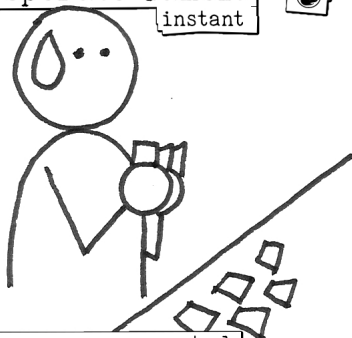
Fierce Guardianship
instant

If you control a commander, you may cast this spell without paying its mana cost.

Counter target noncreature spell.

Desperate Gambit

instant



Choose a source you control and flip a coin.

If you win the flip, the next time that source would deal damage this turn, it deals double that damage instead.

If you lose the flip, the next time it would deal damage this turn, prevent that damage.

Stuffy Doll



Artifact Creature — Construct



Indestructible

As this creature enters, choose a player.

Whenever this creature is dealt damage, it deals that much damage to the chosen player.

☹: This creature deals 1 damage to itself.

0/1

Goblin Bomb

enchantment



At the beginning of your upkeep, you may flip a coin.

If you win the flip, put a fuse counter on this enchantment.

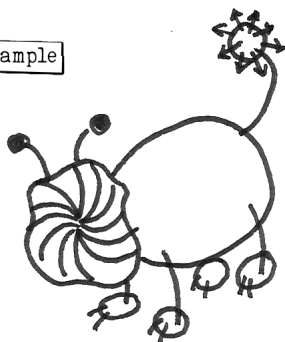
If you lose the flip, remove a fuse counter from this enchantment.

Remove five fuse counters from this enchantment and sacrifice it: It deals 20 damage to target player or planeswalker.

Mutalith Vortex Beast

4 4 2 Mutalith Vortex Beast

Trample



Warp Vortex — When this creature enters, flip a coin for each opponent you have. For each flip you win, draw a card. For each flip you lose, this creature deals 3 damage to that player.

6/6

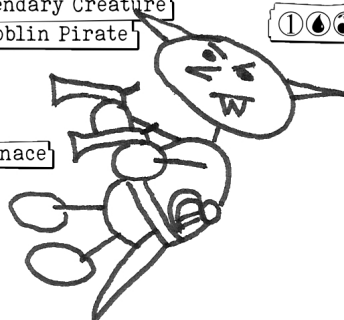
Breeches, the Blastmaker

Legendary Creature

Goblin Pirate



menace



Whenever you cast your second spell each turn, you may sacrifice an artifact. If you do, flip a coin.

- When you win the flip, copy that spell. You may choose new targets for the copy.
- When you lose the flip, Breeches deals damage equal to that spell's mana value to any target.

3/3

Niv-Mizzet, Visionary

Legendary Creature

Dragon Wizard



flying

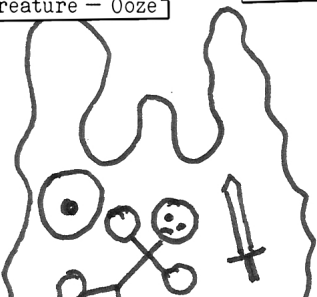
You have no maximum hand size.

Whenever a source you control deals noncombat damage to an opponent, you draw that many cards.

5/5

Chaotic Goo

Creature — Ooze



This creature enters with three +1/+1 counters on it.

At the beginning of your upkeep, you may flip a coin.

If you win the flip, put a +1/+1 counter on this creature.

If you lose the flip, remove a +1/+1 counter from this creature.

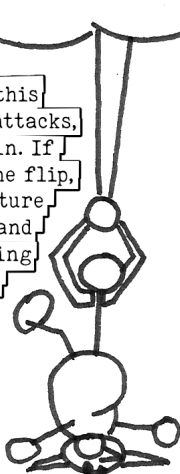
0/0

Skyclaw Thrash

Artifact Creature — Lizard Warrior



Whenever this creature attacks, flip a coin. If you win the flip, this creature gets +1/+1 and gains flying until end of turn.



4/4

Crazed Firecat

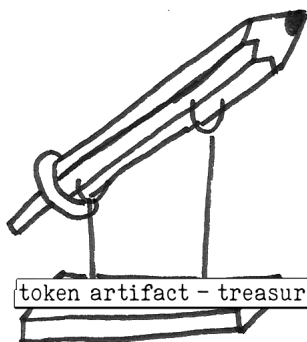
Creature — Elemental Cat



When this creature enters, flip a coin until you lose a flip. Put a +1/+1 counter on this creature for each flip you won.

4/4

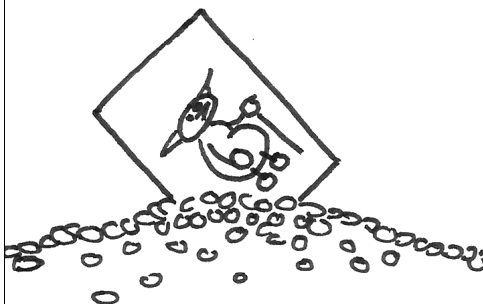
Treasure



token artifact - treasure

☞: Sacrifice this artifact.
Add one mana of any color.

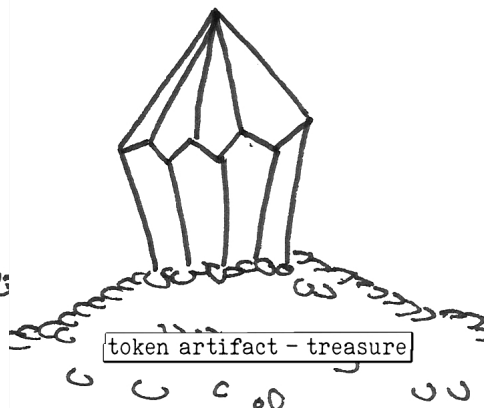
Treasure



token artifact - treasure

☞: Sacrifice this artifact.
Add one mana of any color.

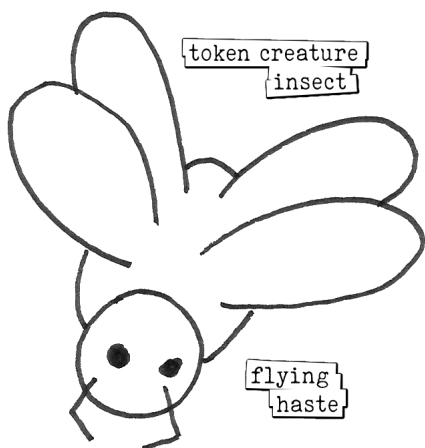
Treasure



token artifact - treasure

☞: Sacrifice this artifact.
Add one mana of any color.

Insect

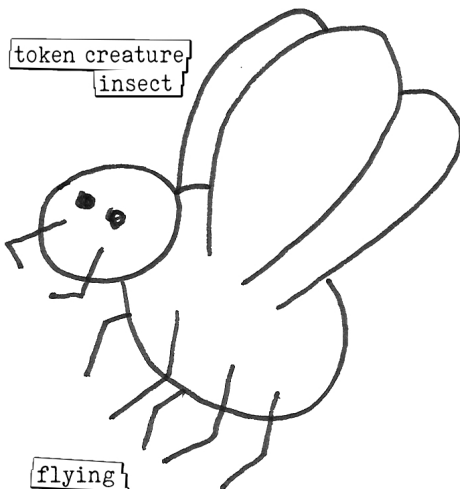


token creature
insect

flying
haste

1/1

Insect



token creature
insect

flying
haste

1/1

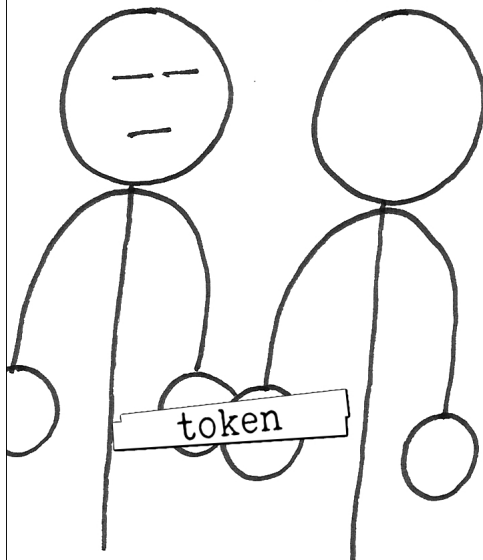
Land Mine



token artifact

☞:sacrifice this artifact: This
artifact deals 2 damage to target
attacking creature with flying.

copy



token

Daretti, Scrap Savant

emblem

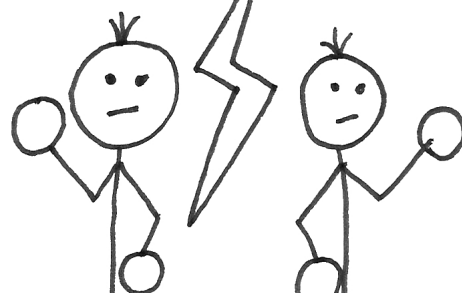


Whenever an artifact is put
into your graveyard from the
battlefield, return that card
to the battlefield at the
beginning of the next end step.

Spark Double

Creature - Illusion

3



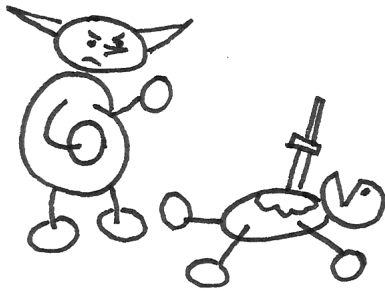
You may have this creature enter as
a copy of a creature or planeswalker
you control, except it enters with
an additional +1/+1 counter on it if
it's a creature, it enters with an
additional loyalty counter on it if
it's a planeswalker, and it isn't
legendary.

0/0

Squee's Revenge

Sorcery

1 1 2

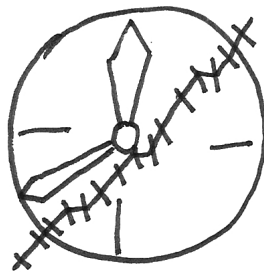


Choose a number.
Flip a coin that many times or until you lose a flip, whichever comes first.
If you win all the flips, draw two cards for each flip.

Stitch in Time

Sorcery

1 1 2



Flip a coin. If you win the flip, take an extra turn after this one.

Vandalblast

sorcery

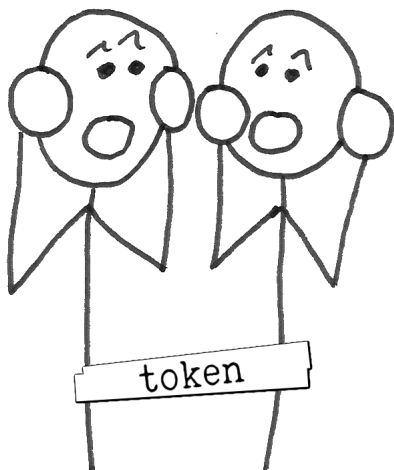
2



Destroy target artifact you don't control.

Overload: 4 2

copy

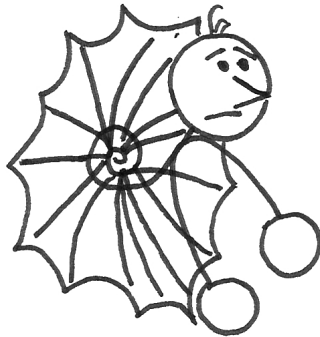


Slip Through Space

sorcery

1

Devoid (This card has no color.)



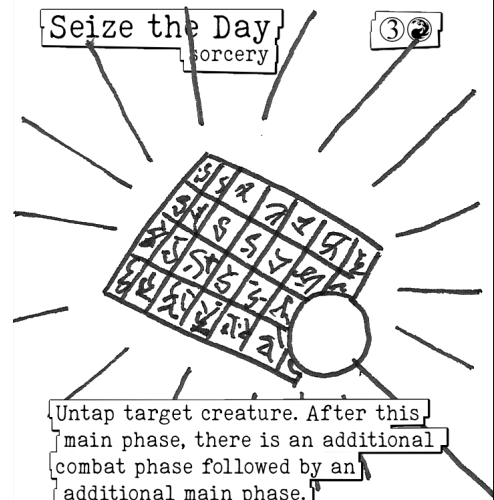
Target creature can't be blocked this turn.

Draw a card.

Seize the Day

sorcery

3 2



Untap target creature. After this main phase, there is an additional combat phase followed by an additional main phase.

Flashback 2 2

(You may cast this card from your graveyard for its flashback cost. Then exile it.)

Reshape

sorcery

X 1 1 1



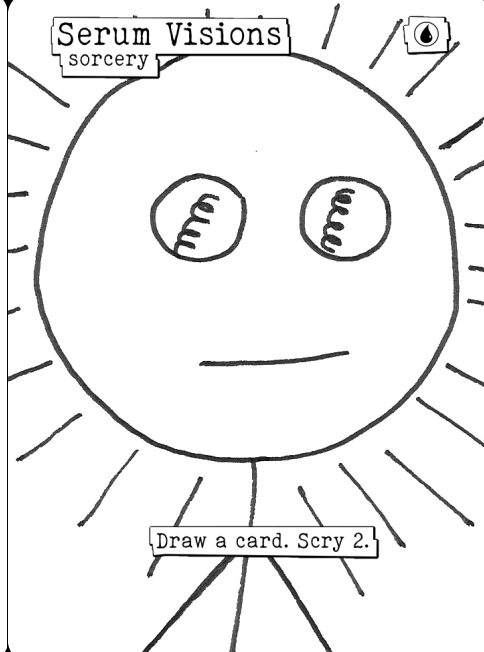
As an additional cost to cast this spell, sacrifice an artifact.

Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.

Serum Visions

sorcery

1



Draw a card. Sery 2.

Fiery Gambit

sorcery

2 2



Flip a coin until you lose a flip or choose to stop flipping. If you lose a flip, Fiery Gambit has no effect.

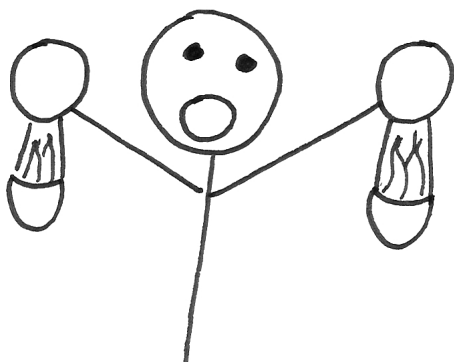
If you win one or more flips, Fiery Gambit deals 3 damage to target creature.

If you win two or more flips, Fiery Gambit deals 6 damage to each opponent.

If you win three or more flips, draw nine cards and untap all lands you control.

Preordain

Sorcery



Scry 2, then draw a card.

Ponder

sorcery



Look at the top three cards of your library, then put them back in any order. You may shuffle.

Draw a card.

Daretti, Scrap Savant

3

(3)



Legendary Planeswalker — Daretti

(+2) Discard up to two cards, then draw that many cards.

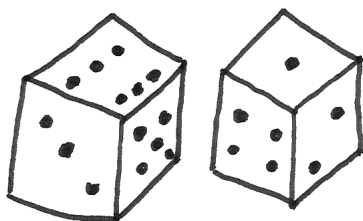
(-2) Sacrifice an artifact. If you do, return target artifact card from your graveyard to the battlefield.

(-10) You get an emblem with "Whenever an artifact is put into your graveyard from the battlefield, return that card to the battlefield at the beginning of the next end step."

Daretti, Scrap Savant can be your commander.

Gamble

sorcery

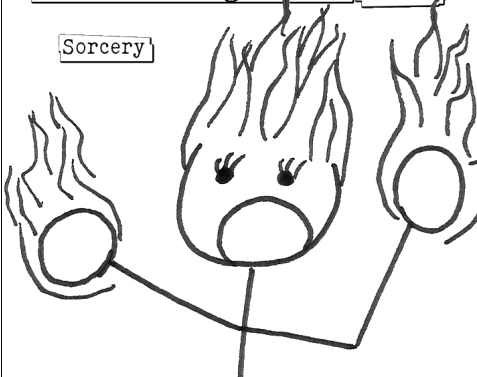


Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

Chandra's Ignition

Sorcery

3



Target creature you control deals damage equal to its power to each other creature and each opponent.

Ral Zarek

Legendary Planeswalker — Ral

2

(2)



(+1) Tap target permanent, then untap another target permanent.

(-2) Ral Zarek deals 3 damage to any target.

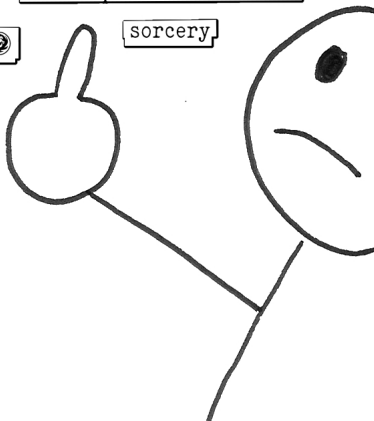
(-7) Flip five coins. Take an extra turn after this one for each coin that comes up heads.

(4)

Blasphemous Act

sorcery

8

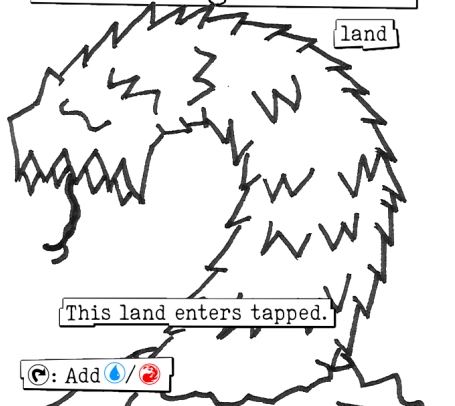


This spell costs 1 less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

Wandering Fumarole

land



This land enters tapped.

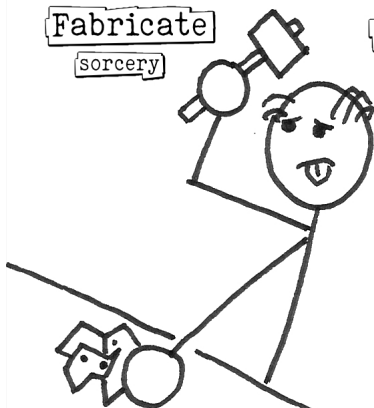
(C): Add

(2): Until end of turn, this land becomes a 1/4 blue and red Elemental creature with "0: Switch this creature's power and toughness until end of turn." It's still a land.

Fabricate

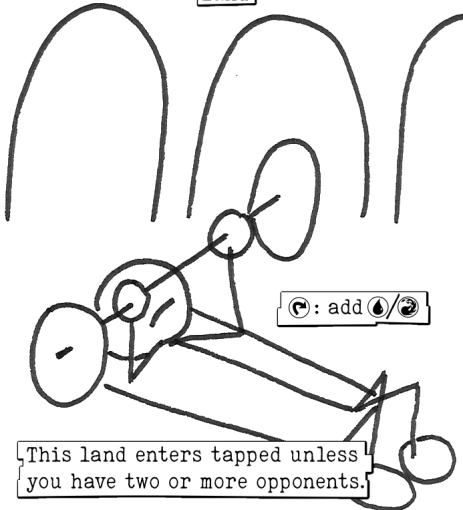
sorcery

2



Search your library for an artifact card, reveal it, put it into your hand, then shuffle.

Training Center
land



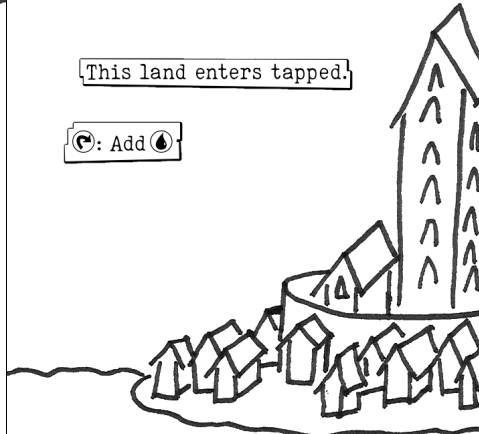
☞: add 1/2

This land enters tapped unless you have two or more opponents.

Tolaria West
land

This land enters tapped.

☞: Add 1



Transmute 1 1 1

Spinnerock Knoll
land

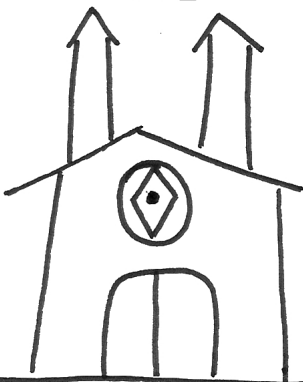
This land enters tapped.

☞: Add 2

Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)

☞☞: You may play the exiled card, without paying its mana cost if an opponent was dealt 7 or more damage this turn.

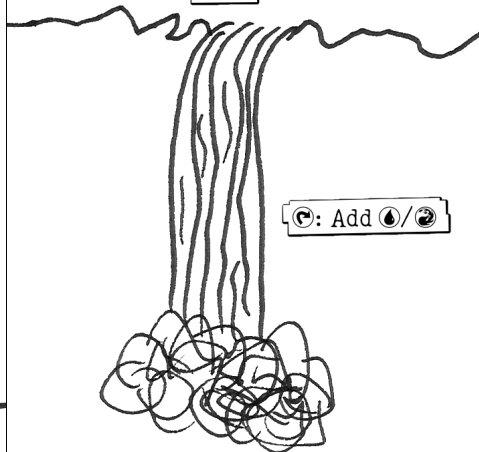
Temple of the False God
land



☞: Add 2

Activate only if you control five or more lands.

Sulfur Falls
land



☞: Add 1/2

This land enters tapped unless you control an Island or a Mountain.

Temple of Epiphany
land

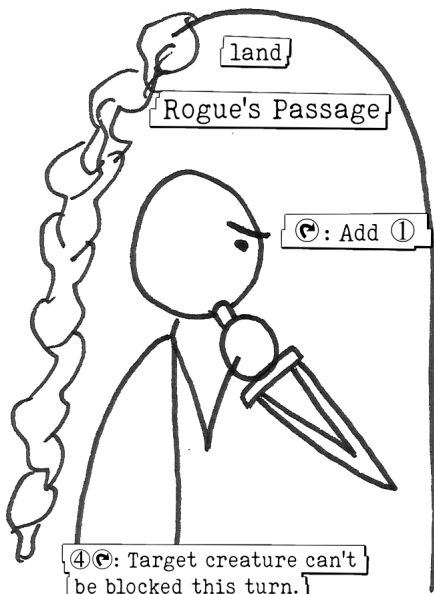


This land enters tapped.

When this land enters, scry 1.

☞: Add 1/2

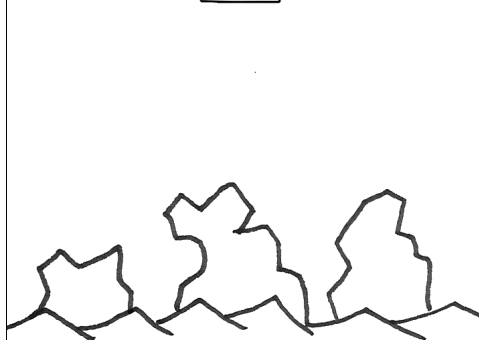
Rogue's Passage
land



☞: Add 1

4☞: Target creature can't be blocked this turn.

Shivan Reef
land

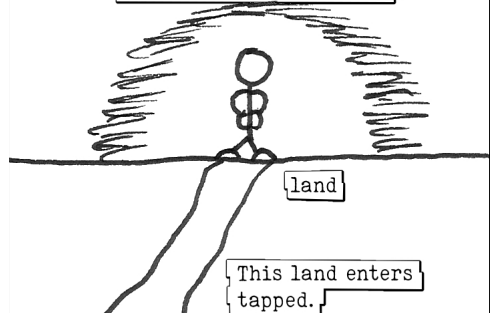


☞: Add 1

☞: Add 1/2

This land deals 1 damage to you.

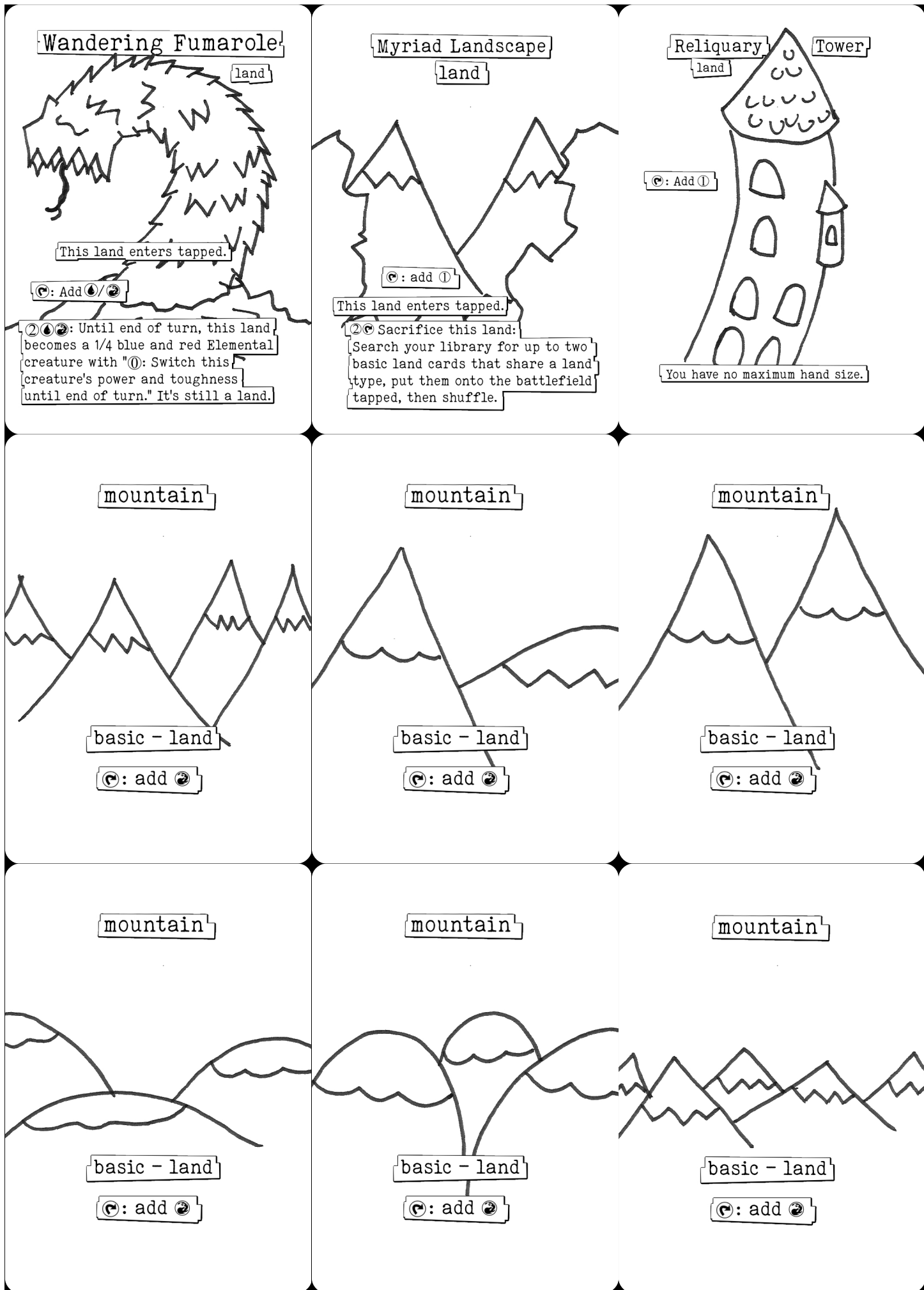
Path of Ancestry
land



land

This land enters tapped.

☞: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1.



Inventors' Fair

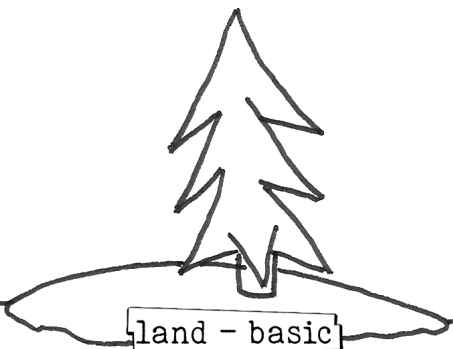
legendary land

☞: add ①

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

④☞ Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

island



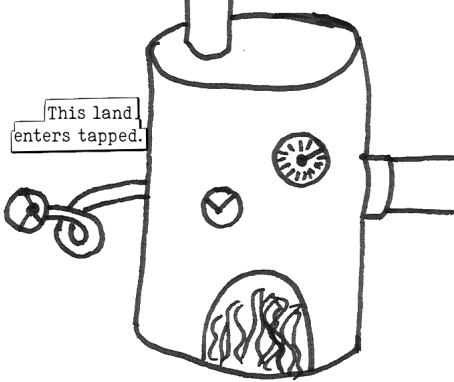
land - basic

☞: add ①

land

izzet boilerworks

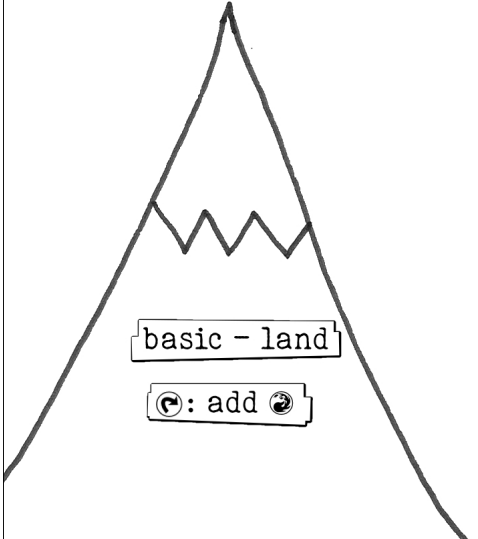
This land enters tapped.



When this land enters, return a land you control to its owner's hand.

☞: add ②

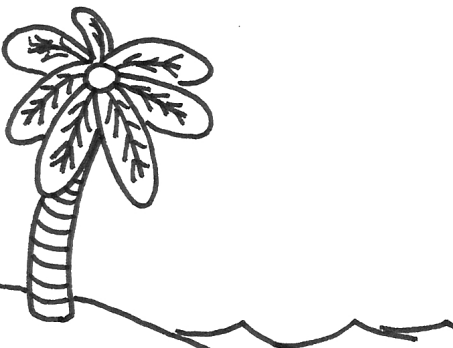
mountain



basic - land

☞: add ②


island



land - basic

☞: add ①


island



land - basic

☞: add ①

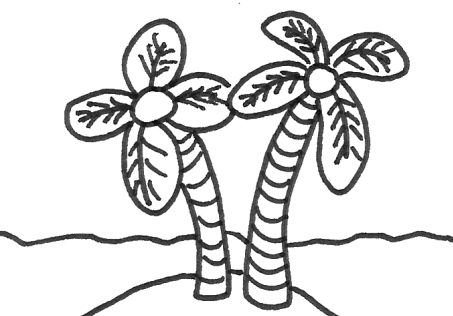
island



land - basic

☞: add ①

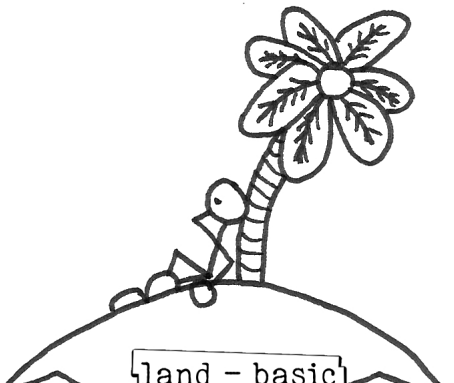
island



land - basic

☞: add ①

island



land - basic

☞: add ①

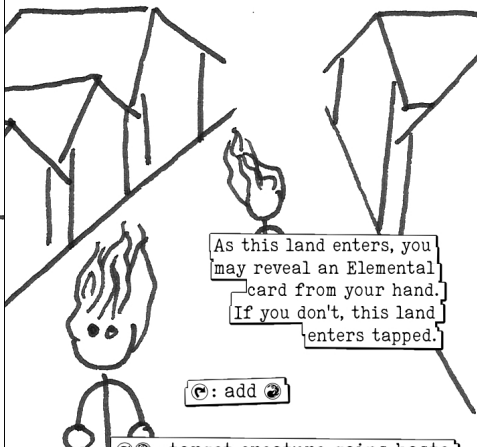
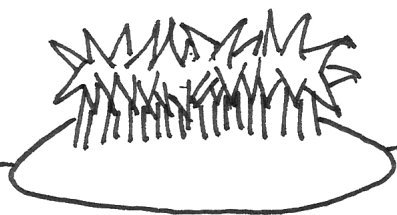
island

Flamekin Village

land

Great Furnace

artifact land



land - basic

⑦: add ①

As this land enters, you may reveal an Elemental card from your hand. If you don't, this land enters tapped.

⑦: add ②

⑦⑦: target creature gains haste until end of turn.

⑦: add ②

exotic orchard

land

desolate lighthouse

land

command

tower

land

⑦: Add one mana of any color that a land an opponent controls could produce.

⑦: add ①

①②③, ⑦: draw a card, then discard a card

⑦: Add one mana of any color in your commander's color identity.

cascade bluffs

land

Academy Ruins

Legendary Land

Temur Battle Rage

instant

①②

⑦: add ①

⑦: add ①

①⑦: add ①②/①③/②②

②⑦: add ①②/①③/②②

①①, ⑦: Put target artifact card from your graveyard on top of your library.

Target creature gains double strike until end of turn.

Ferocious —

That creature also gains trample until end of turn if you control a creature with power 4 or greater.

Buried Ruin

Land



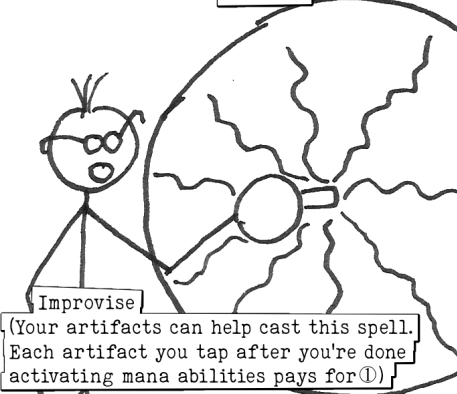
Cost: Add 1

2, C Sacrifice this land: Return target artifact card from your graveyard to your hand.

Whir of Invention

Instant

XXXX



Improvise

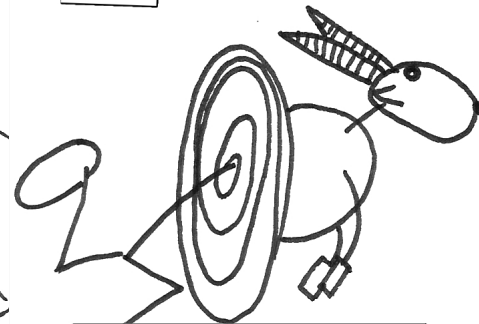
(Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1)

Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.

Chaos Warp

22

Instant



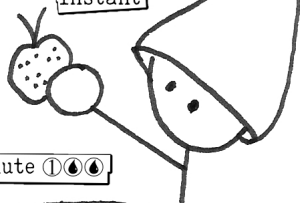
The owner of target permanent shuffles it into their library, then reveals the top card of their library.

If it's a permanent card, they put it onto the battlefield.

Muddle the Mixture

22

Instant



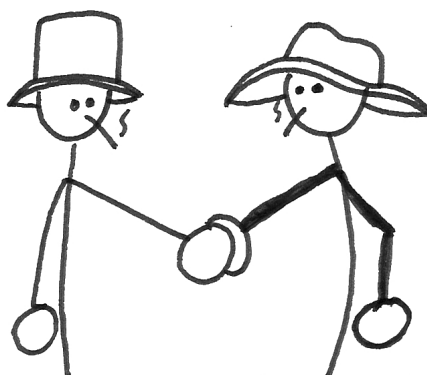
transmute 122

Counter target instant or sorcery spell.

Long-Term Plans

Instant

22

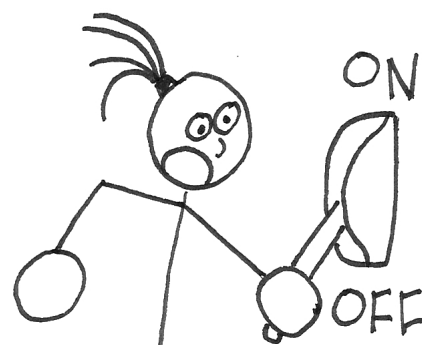


Search your library for a card, then shuffle and put that card third from the top.

Negate

Instant

12

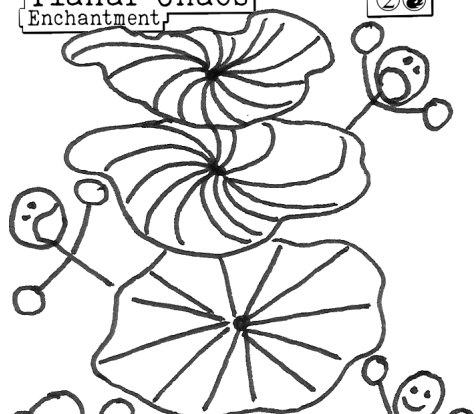


Counter target noncreature spell.

Planar Chaos

Enchantment

22

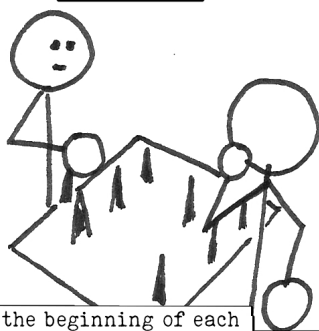


At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice this enchantment. Whenever a player casts a spell, that player flips a coin. If they lose the flip, counter that spell.

Risky Move

Enchantment

3222



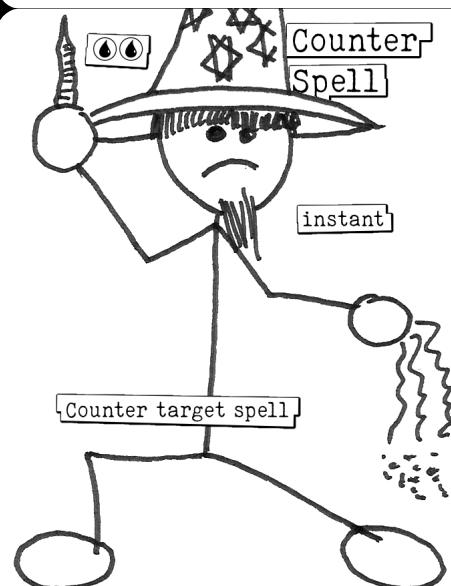
At the beginning of each player's upkeep, that player gains control of this enchantment.

When you gain control of this enchantment from another player, choose a creature you control and an opponent.

Flip a coin. If you lose the flip, that opponent gains control of that creature.

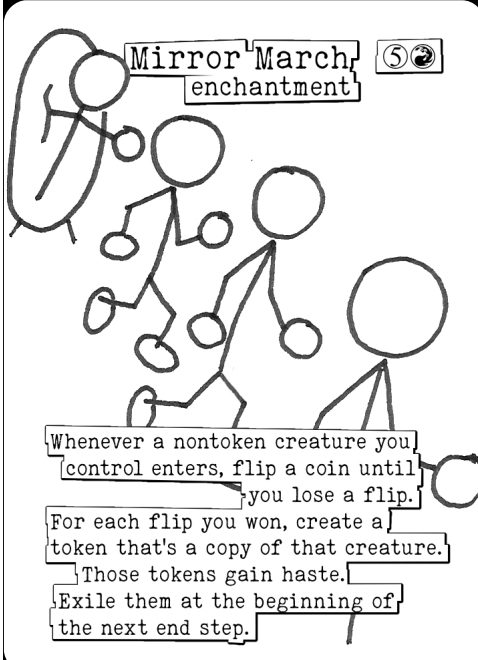
Counter Spell

Instant



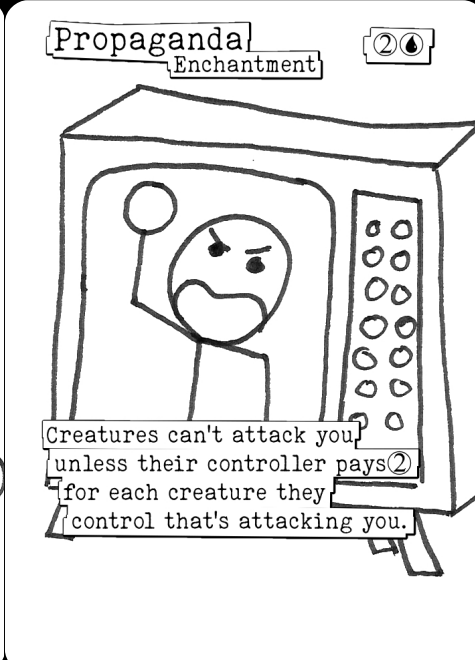
Counter target spell

Mirror March (5/2)
Enchantment



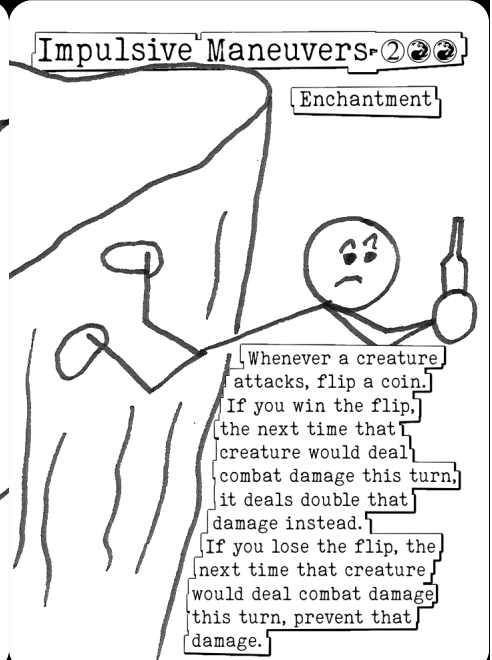
Whenever a nontoken creature you control enters, flip a coin until you lose a flip. For each flip you won, create a token that's a copy of that creature. Those tokens gain haste. Exile them at the beginning of the next end step.

Propaganda (2/4)
Enchantment



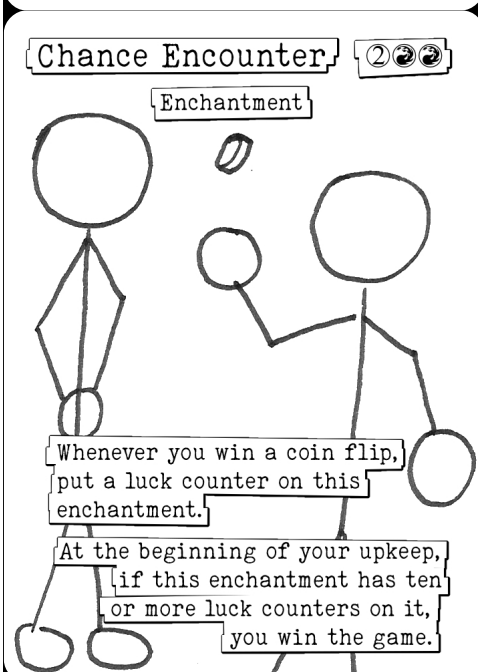
Creatures can't attack you unless their controller pays (2) for each creature they control that's attacking you.

Impulsive Maneuvers (2/2/2)
Enchantment



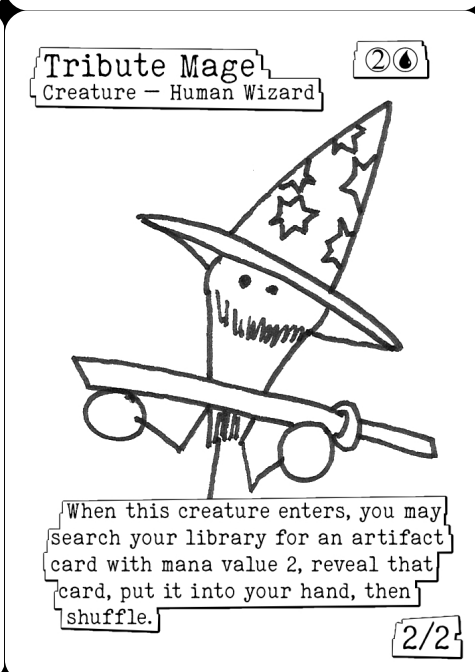
Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage.

Chance Encounter (2/2/2)
Enchantment



Whenever you win a coin flip, put a luck counter on this enchantment. At the beginning of your upkeep, if this enchantment has ten or more luck counters on it, you win the game.

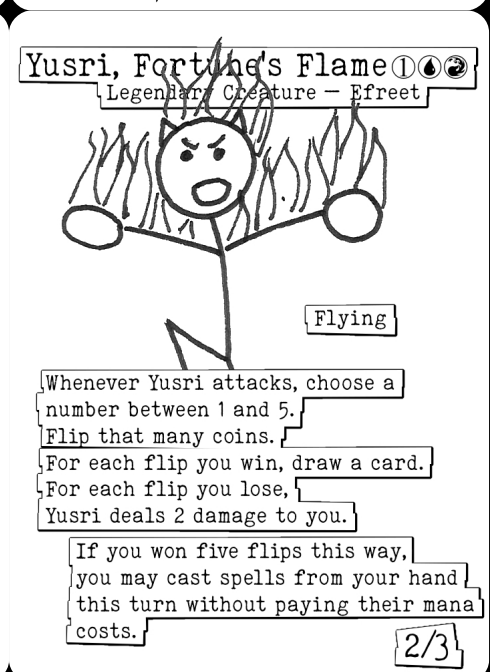
Tribute Mage (2/4)
Creature — Human Wizard



When this creature enters, you may search your library for an artifact card with mana value 2, reveal that card, put it into your hand, then shuffle.

2/2

Yusri, Fortune's Flame (1/4/2)
Legendary Creature — Efreet

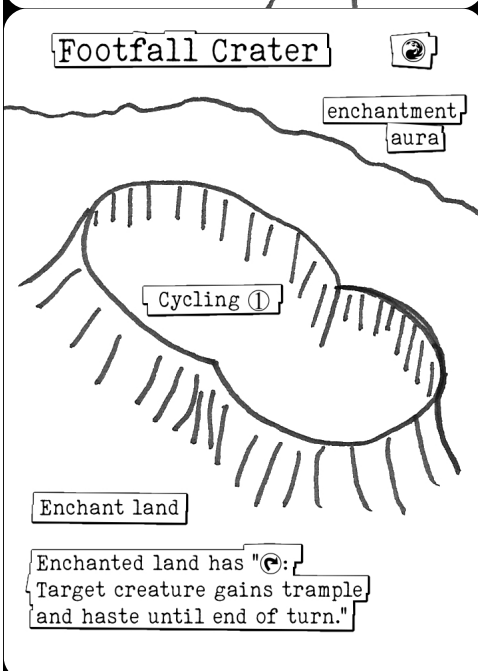


Flying

Whenever Yusri attacks, choose a number between 1 and 5. Flip that many coins. For each flip you win, draw a card. For each flip you lose, Yusri deals 2 damage to you. If you won five flips this way, you may cast spells from your hand this turn without paying their mana costs.

2/3

Footfall Crater (2/2)
Enchantment
aura

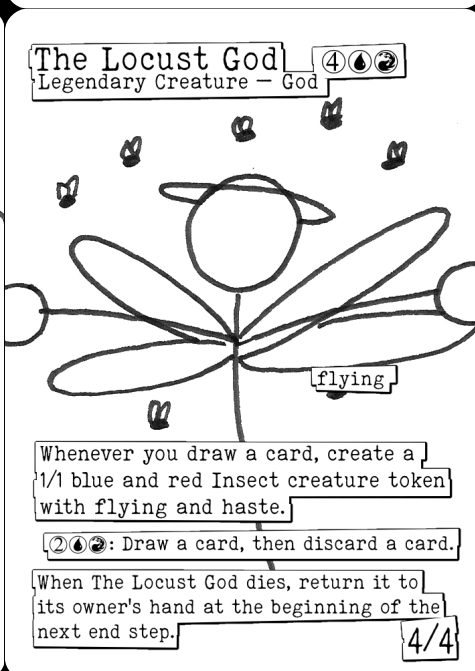


Cycling (1)

Enchant land

Enchanted land has "C": Target creature gains trample and haste until end of turn.

The Locust God (4/4/2)
Legendary Creature — God



flying

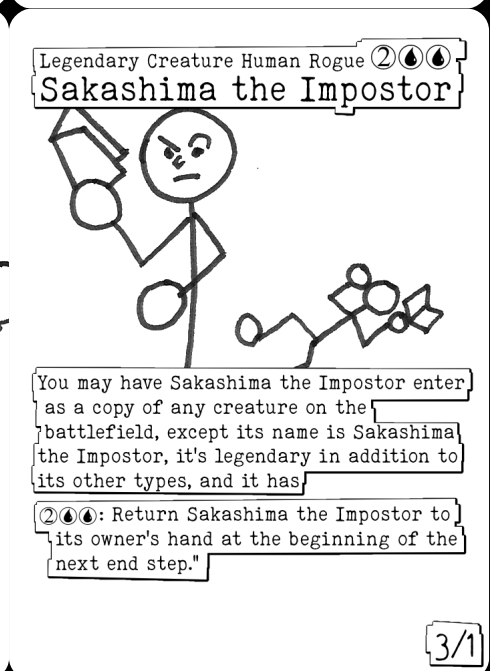
Whenever you draw a card, create a 1/1 blue and red Insect creature token with flying and haste.

(2/4/2): Draw a card, then discard a card.

When The Locust God dies, return it to its owner's hand at the beginning of the next end step.

4/4

Sakashima the Impostor (2/4/4)
Legendary Creature Human Rogue



You may have Sakashima the Impostor enter as a copy of any creature on the battlefield, except its name is Sakashima the Impostor, it's legendary in addition to its other types, and it has

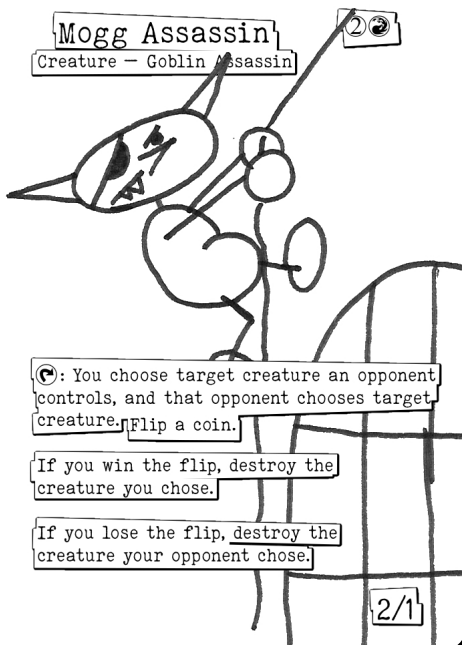
(2/4/4): Return Sakashima the Impostor to its owner's hand at the beginning of the next end step.

3/1

Mogg Assassin

Creature — Goblin Assassin

2/2



①: You choose target creature an opponent controls, and that opponent chooses target creature. Flip a coin.

If you win the flip, destroy the creature you chose.

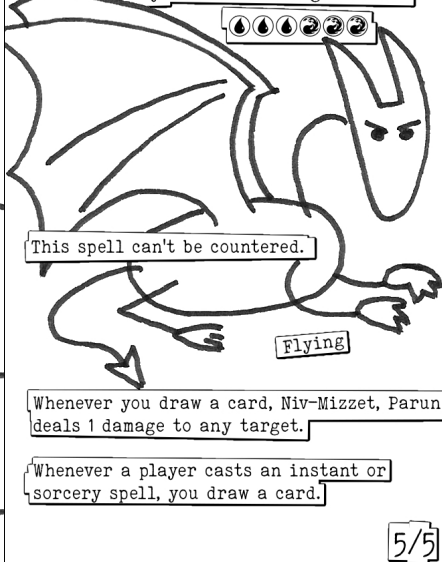
If you lose the flip, destroy the creature your opponent chose.

2/1

Niv-Mizzet, Parun

Legendary Creature — Dragon Wizard

5/5



This spell can't be countered.

Flying

Whenever you draw a card, Niv-Mizzet, Parun deals 1 damage to any target.

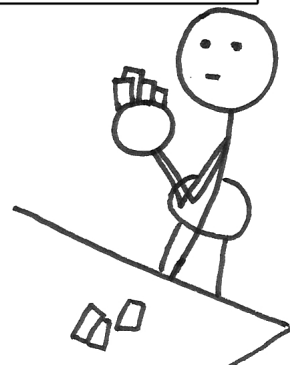
Whenever a player casts an instant or sorcery spell, you draw a card.

5/5

Tavern Scoundrel

Creature — Human Rogue

1/2



Whenever you win a coin flip, create two Treasure tokens.

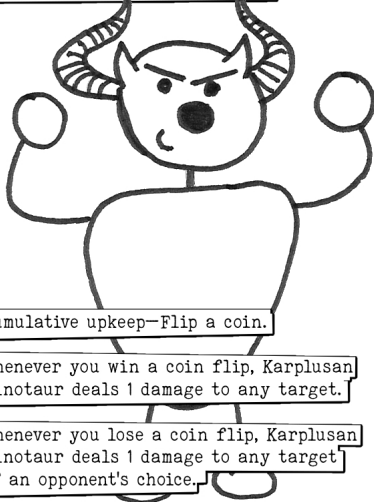
①: Sacrifice another permanent: Flip a coin.

1/3

Karplusan Minotaur

Creature — Minotaur Warrior

2/2



Cumulative upkeep—Flip a coin.

Whenever you win a coin flip, Karplusan Minotaur deals 1 damage to any target.

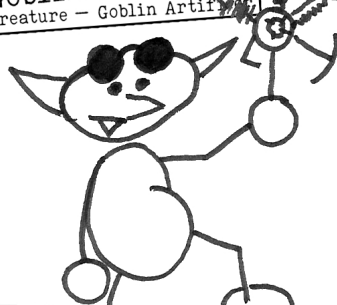
Whenever you lose a coin flip, Karplusan Minotaur deals 1 damage to any target of an opponent's choice.

3/3

Goblin Engineer

Creature — Goblin Artificer

1/2



When Goblin Engineer enters the battlefield, you may search your library for an artifact card, put it into your graveyard, then shuffle.

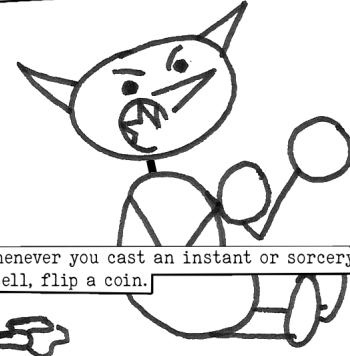
②: Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield.

1/2

Krark, the Thumbless

Creature — Minotaur Warrior

1/2



Whenever you cast an instant or sorcery spell, flip a coin.

If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.

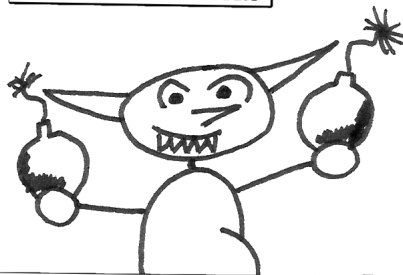
Partner.

2/2

Goblin Kaboomist

Creature — Goblin Warrior

1/2



At the beginning of your upkeep, create a colorless artifact token named Land Mine with

②: Sacrifice this artifact: This artifact deals 2 damage to target attacking creature without flying. Then flip a coin. If you lose the flip, Goblin Kaboomist deals 2 damage to itself.

1/2

Bloodsworn Steward

2/2



Creature — Vampire Knight

Commander creatures you control get +2/+2 and have haste.

4/4

Frenzetic Sliver

1/2



Creature — Sliver

All Slivers have "(0): If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent, and return it to the battlefield under its owner's control at the beginning of the next end step.

If you lose the flip, sacrifice it."

2/2

Goblin Archaeologist

Creature Goblin Artificer

①②

②: Flip a coin.

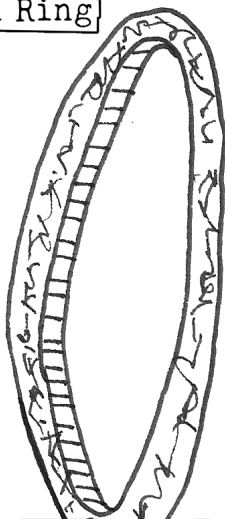
If you win the flip, destroy target artifact and untap Goblin Archaeologist.

If you lose the flip, sacrifice Goblin Archaeologist.

1/2

Sol Ring

①

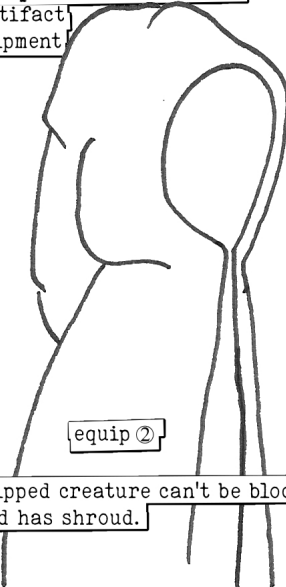


②: add ②

Whispersilk Cloak

②

Artifact
Equipment



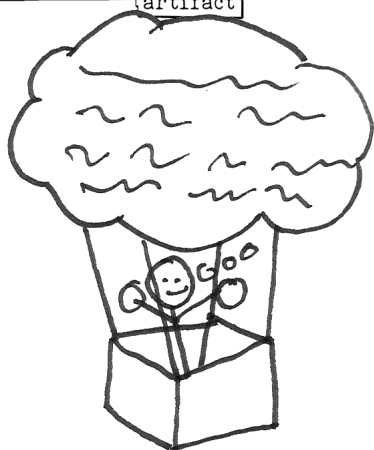
equip ②

Equipped creature can't be blocked and has shroud.

Thought Vessel

artifact

②



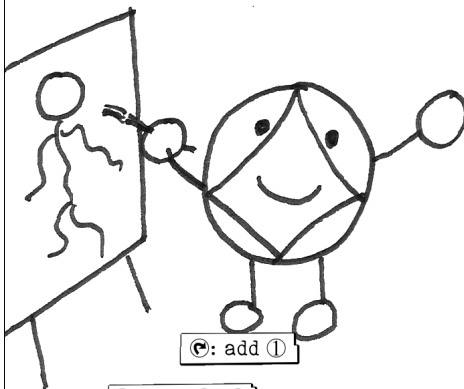
You have no maximum hand size.

②: add ①

Talisman of Creativity

②

artifact



②: add ①

②: add ④/②
This artifact deals 1 damage to you

Sword of Vengeance

③

Artifact
Equipment

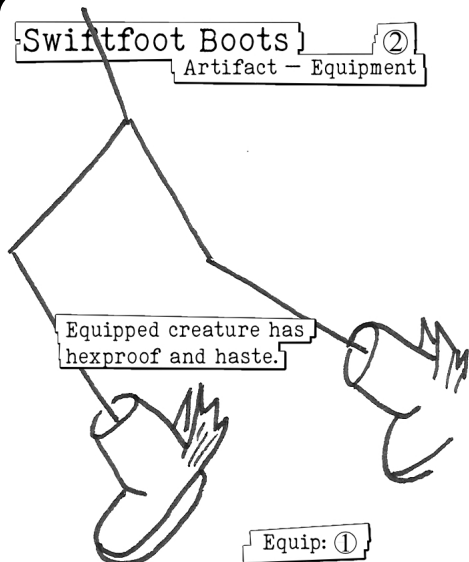
Equip: ③

Equipped creature gets +2/+0 and has first strike, vigilance, trample, and haste.

Swiftfoot Boots

Artifact - Equipment

②



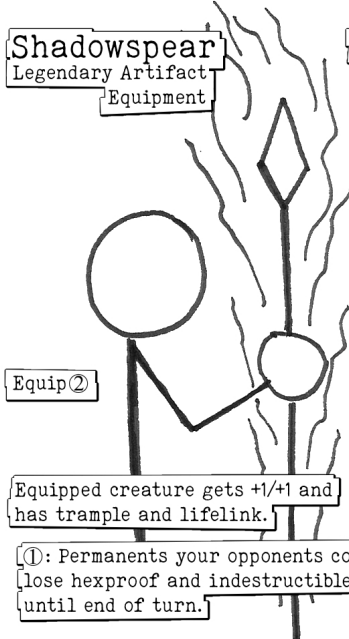
Equipped creature has hexproof and haste.

Equip: ①

Shadowspear

Legendary Artifact
Equipment

①



Equip ②

Equipped creature gets +1/+1 and has trample and lifelink.

①: Permanents your opponents control lose hexproof and indestructible until end of turn.

Mind Stone

②

artifact

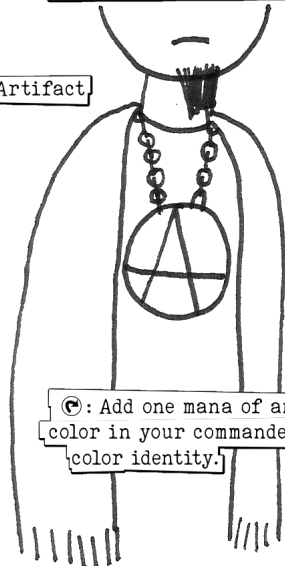
②: add ①

①②: Sacrifice this artifact: Draw a card.

Arcane Signet

Artifact

②

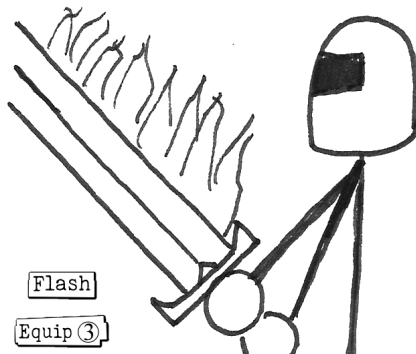


④: Add one mana of any color in your commander's color identity.

Embercleave

④②②

Legendary Artifact — Equipment



Flash

Equip ③

This spell costs ① less to cast for each attacking creature you control.

When Embercleave enters, attach it to target creature you control.

Equipped creature gets +1/+1 and has double strike and trample.

Lightning Greaves

②

Artifact — Equipment



Equip: ①

Equipped creature has haste and shroud.

Krark's Thumb

②

Legendary Artifact



If you would flip a coin, instead flip two coins and ignore one.

Commander's Plate

①

Artifact — Equipment

Equipped creature gets +3/+3 and has protection from each color that's not in your commander's color identity.

Equip ⑤

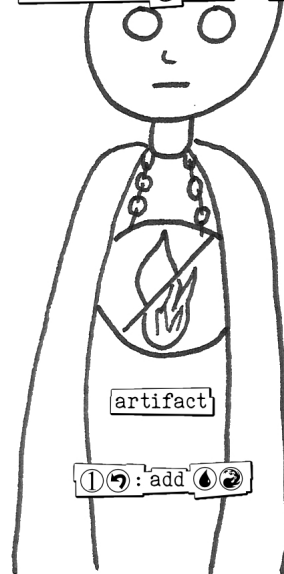
Equip commander ③

Izzet Signet

②

artifact

①: add ②



Crooked Scales

④

artifact



④: Flip a coin.

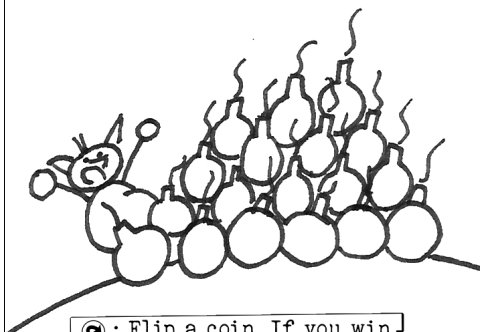
If you win the flip, destroy target creature an opponent controls.

If you lose the flip, destroy target creature you control unless you pay ④ and repeat this process.

Boompile

④

artifact



: Flip a coin. If you win the flip, destroy all nonland permanents.