

Carenath, Bronze Dragon 1 2



Legendary Creature – Dragon

Flying.

☉☉: Put an +1/+1 counter on a dragon of your choice.
(Can only bind with Sean Connell.)

3/3

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Faranth, first Dragonqueen 2 2



Legendary Creature – Dragon

Flying, Vigilance.

(Can only bind with Sorka Hanrahan.)

☉☉: Create a flying 2/2 Dragon token.

4/3

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The First Egg



Legendary Enchantment

If The First Egg is in your opening hand, you may begin the game with it in play.

If Faranth, first Dragonqueen is in play, you may pay 3 life to put The First Egg into play.

Your dragons comes into play with Haste and a +1/+1 counter on it.

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Kitti Ping



Legendary Creature – Human

☉: Create a flying 2/1 Dragon (1. Generation) token.

☉: Sacrifice Kitti Ping: Search your Deck for Faranth, first Dragonqueen and put it into play tapped.

1/1

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Sean Connell



Legendary Creature – Dragonrider

Sean Connell gains +1/+1 for each attacking dragon you control until end of your turn.

☉☉: Search your deck for Sorka Hanrahan and put her into your hand.

☉: Impression *(only with Carenath.)*

2/2

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Sorka Hanrahan



Legendary Creature – Dragonrider

Lifelink, Haste.

☉☉: Search your deck for Sean Connell and put him into your hand.

☉: Impression *(only with Faranth, first Dragonqueen.)*

2/2

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Wild Fire-Lizard Queen



Creature – Fire-Lizard

Flying, Vigilance.

☉☉: Create a flying 1/1 Fire-Lizard token.

2/2

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Shuttle 3



Artifact – Vehicle

Flying, Haste.

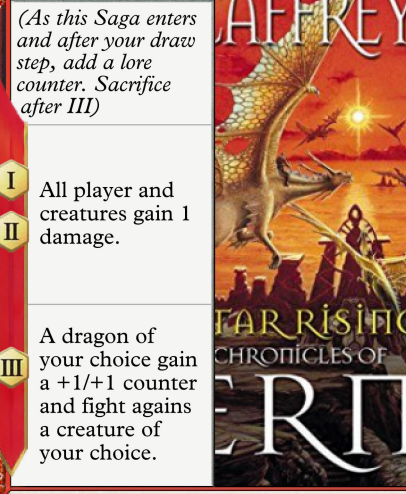
Must be manned each turn. Otherwise sacrifice the Shuttle and create 2 Ware token.

Crew 4 *(Tap any number of creatures you control with total power 4 or greater: This Vehicle becomes an artifact creature until end of turn.)*

5/5

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Red Star Rising 1 2



(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III)

I All player and creatures gain 1 damage.

II

III A dragon of your choice gain a +1/+1 counter and fight against a creature of your choice.

Enchantment – Dragon Saga

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Southern Cross 4



Legendary Artifact – Vehicle, Boat

Haste, First strike.

The Southern Cross gains +X/+X, which X is the amount of creatures tapped for the crew.

Crew X (Tap X legendary creatures you control: The Southern Cross becomes an artifact creature until end of turn.)

4/4

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Sled 0



Artifact – Vehicle

Flying.

1 : Crew 1 (Tap a creature you control with power 1 or greater: The Sled becomes an artifact creature until end of turn.)

2/2

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• EN DAVID GORMAN
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Exodus to the North 3



Legendary Sorcery

All your creatures gain haste, First strike and Trample until end of turn. Then destroy them.

For each of your Dragons, Sleds or Boats you tap, you may prevent a creature for becoming destroyed.

Remove Exodus to the North from the game.

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Zi Ongola 2



Legendary Creature

Can crew a Vehicle complete.

☉: Remove all sleds except one from the game: If at least one sled is removed, the last one becomes a legendary artifact creature with indestructibility.

2/2

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Dolphin Bell of Monaco Bay 3



Legendary Artifact

All your Dolphin gain +1/+1 and Haste.

☉: Exile a Dolphin you control and take an artifact from your graveyard back to your hand.

☉: Sacrifice Dolphin Bell of Monaco Bay: Exile all your Dolphins. At the begin of your next turn put all your Dolphins from exile into play.

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Eruption of Mount Garben X



Sorcery

All player and non-flying creatures gain X damage.

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DRAGON (1. GENERATION)



Flying, First strike

2/1

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The Southern Continent



Legendary Land

If the Southern Continent is in your opening hand, you may begin the game with it in play.

☉: Add one mana of any color.

Sacrifice the Southern Continent and one other of your lands: Search your Deck for a Weyr and a Castle. Put them into play tapped. Then draw a card.

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FIRE-LIZARD



Flying.

Fire-Lizard has all colors and can't have +1/+1 counters.

1/1

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The Northern Continent



Legendary Land



If the Northern Continent is in your opening hand, you may begin the game with it in play.

☉: Add one mana of any color.

Sacrifice the Northern Continent and one other of your lands: Search your Deck for two legendary cards. Put one of them into play tapped and the other into your hand.

Then draw a card.

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• EN BRAM SELS

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