

Unglued

Expansion set for Magic: The Gathering

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Key:

- Rare** cards (R) are shown in bold text.
- Uncommon* cards (U) are shown in italicized text.
- Common cards (C) are shown in normal text.
- Basic Land cards (L) are shown in underlined text.

Each booster pack contains 1 rare, 2 uncommon, 6 common, and 1 basic land card.
 The basic land cards in this set have a black border. All other cards have a silver border on the face of the card.

Land:

		Card Name	Spell Type	Ability
		Forest	Land	Tap for 1 Green mana.
		<u>Island</u>	Land	Tap for 1 Blue mana.
		<u>Mountain</u>	Land	Tap for 1 Red mana.
		<u>Plains</u>	Land	Tap for 1 White mana.
		<u>Swamp</u>	Land	Tap for 1 Black mana.

Tokens:

		Card Name	Spell Type
		<i>Goblin</i>	(Token)
		<i>Pegasus</i>	(Token)
		<i>Sheep</i>	(Token)
		<i>Soldier</i>	(Token)
		<i>Squirrel</i>	(Token)
		<i>Zombie</i>	(Token)

Artifacts:

Card Name	Spell Type	Cost	Ability
Ashnod's Coupon	Artifact	0	Tap, Sacrifice Ashnod's Coupon: Target player gets you target drink. Errata: You pay any costs for the drink.
Blacker Lotus	Artifact	0	Tap: Tear Blacker Lotus into pieces. Add four mana of any one color to your mana pool. Play this ability as a mana source. Remove the pieces from the game afterwards.
Giant Fan	Artifact	4	2, Tap: Move target counter from one card to another. If the second card's rules text refers to any type of counters, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter.
Jack-in-the-Mox	Artifact	0	Tap: Roll a six-sided die for Jack-in-the-Mox. On a 1, sacrifice Jack-in-the-Mox and lose 5 life. Otherwise, Jack-in-the-Mox has one of the following effects. Treat this ability as a mana source. 2 - Add W to your mana pool. 3 - Add U to your mana pool. 4 - Add B to your mana pool. 5 - Add R to your mana pool. 6 - Add G to your mana pool.
Jester's Sombrero	Artifact	2	2, Tap, Sacrifice Jester's Sombrero: Look through target player's sideboard and remove any three of those cards from it for the remainder of the match.
Mirror Mirror	Artifact	7	Mirror Mirror comes into play tapped. 7, Tap, Sacrifice Mirror Mirror: At end of turn, exchange life totals with target player and exchange all cards in play that you control, and all cards in your hand, library, and graveyard, with that player until end of game.
<i>Bronze Calendar</i>	Artifact	4	Your spells cost 1 less to play as long as you speak in a voice other than your normal voice. If you speak in your normal voice, sacrifice Bronze Calendar.
<i>Clay Pigeon</i>	Artifact Creature	3	1/1, Flying. 1, Throw Clay Pigeon into the air at least two feet above your head while seated, Attempt to catch it with one hand: If you catch Clay Pigeon, prevent all damage to you from any one source and return Clay Pigeon to play, tapped. Otherwise sacrifice it.
<i>Spatula of the Ages</i>	Artifact	4	4, Tap, Sacrifice Spatula of the Ages: Put into play from your hand any card from an Unglued supplement.
<i>Urza's Contact Lenses</i>	Artifact	0	Urza's Contact Lenses comes into play tapped and does not untap during its controller's untap phase. All players play with their hands face up. Clap your hands twice: Tap or untap Urza's Contact Lenses.
<i>Urza's Science Fair Project</i>	Artifact Creature	6	4/4. 2: Roll a six-sided die for Urza's Science Fair Project. 1 - It gets -2/-2 until end of turn. 2 - It deals no combat damage this turn. 3 - Attacking does not cause it to tap this turn. 4 - It gains first strike until end of turn. 5 - It gains flying until end of turn. 6 - it gets +2/+2 until end of turn.
Chaos Confetti	Artifact	4	4, Tap: Tear Chaos Confetti into pieces. Throw the pieces onto the playing area from a distance of at least five feet. Destroy each card in play that a piece touches. Remove the pieces from the game afterwards.
Paper Tiger	Artifact Creature	4	4/3. Rock Lobsters cannot attack or block.
Rock Lobster	Artifact Creature	4	4/3. Scissors Lizards cannot attack or block.
Scissors Lizard	Artifact Creature	4	4/3. Paper Tigers cannot attack or block.

Black Spells:

Card Name	Spell Type	Cost	Ability
B.F.M. (Big Furry Monster) <i>Left</i>	Summon The Biggest, Baddest, Nastiest, Scariest Creature You'll Ever See	BBBBBB BBBBBB BBB	99/99. You must play both B.F.M. cards to put B.F.M. into play. If either B.F.M. card leaves play, sacrifice the other. B.F.M. can be blocked only by three or more creatures. <i>[Note: The text for this creature is split across two cards, referred to here as the left and right.]</i>
<i>Right</i>			
Infernal Spawn of Evil	Summon (Demon) Beast	BBB6	7/7, Flying, First Strike. 1B, Reveal Infernal Spawn of Evil from your hand, Say "It's coming!": Infernal Spawn of Evil deals 1 damage to target opponent. Use this ability only during your upkeep and only once each upkeep.
Ow	Enchantment	B	Whenever any creature damages a player, for each Ow card in play, that player says "Ow" once or Ow deals 1 damage to him or her.
<i>Handcuffs</i>	Enchantment	BB3	Target player keeps both hands in contact with each other. If he or she does not, sacrifice Handcuffs and that player sacrifices three cards in play.
<i>Jumbo Imp</i>	Summon Imp	B2	0/0, Flying. When you play Jumbo Imp, roll a six-sided die. Jumbo Imp comes into play with a number of +1/+1 counters on it equal to the die roll. During your upkeep, roll a six-sided die and put on Jumbo Imp a number of +1/+1 counters equal to the die roll. At the end of your turn, roll a six-sided die and remove from Jumbo Imp a number of +1/+1 counters equal to the die roll.
<i>Volrath's Motion Sensor</i>	Enchant Player	B	When Volrath's Motion Sensor comes into play, choose target hand controlled by an opponent. Enchanted player balances Volrath's Motion Sensor on the back of that hand. If Volrath's Motion Sensor falls off the hand, sacrifice Volrath's Motion Sensor and that player loses 3 life.
Deadhead	Summon Zombie	B3	3/3. Put Deadhead into play. Use this ability only if any opponent loses contact with his or her hand of cards and only if Deadhead is in your graveyard.
Double Cross	Sorcery	BB3	Choose another player. Look at that player's hand and choose one of those cards other than a basic land. He or she discards that card. At the beginning of the next game with the player, look at the player's hand and choose one of those cards other than a basic land. He or she discards that card.
Organ Harvest	Sorcery	B	You and your teammates may sacrifice any number of creatures. For each creature sacrificed in this way, add BB to your mana pool.
Poultrygeist	Summon Chicken	B2	1/1, Flying. Whenever a creature is put into any graveyard from play, you may roll a six-sided die. On a 1, sacrifice Poultrygeist. Otherwise, put a +1/+1 counter on Poultrygeist.
Temp of the Damned	Summon Zombie	B2	3/3. When you play Temp of the Damned, roll a six-sided die. Temp of the Damned comes into play with a number of funk counters on it equal to the die roll. During your upkeep, remove a funk counter from Temp of the Damned or sacrifice Temp of the Damned.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Bureaucracy	Enchantment	UU3	Pursuant to subsection 3.1(4) of Richard's Rules of Order, during the upkeep of each participant in this game of the Magic: The Gathering trading card game (hereafter known as "PLAYER"), that PLAYER performs all actions in the sequence of previously added actions (hereafter known as "ACTION QUEUE"), in the order those actions were added, then adds another action to the end of the ACTION QUEUE. All actions must be simple physical or verbal actions that a PLAYER can perform while sitting in a chair, without jeopardizing the health and security of said PLAYER. If any PLAYER does not perform all the prescribed actions in the correct order, sacrifice Bureaucracy and said PLAYER discards his or her complement of cards in hand (hereafter known as "HAND").
Chicken a la King	Summon Chicken	UU1	2/2. Whenever a 6 is rolled on a six-sided die, put a +1/+1 counter on each Chicken in play. (You may roll dice only when a card instructs you to.) Tap a Chicken you control: Roll a six-sided die.
Free-for-All	Enchantment	U3	When Free-for-All comes into play, set aside all creatures in play, face down. During each player's upkeep, that player chooses a creature card at random from those set aside in this way and puts that creature into play under his or her control. If Free-for-All leaves play, but each creature still set aside this way into its owner's graveyard.
Psychic Network	Enchantment	U	Each player reveals the top card of his or her library to all other players by continuously holding it against his or her forehead. This does not allow a player to look at his or her own card. (That card still counts as the top card of your library. Whenever you draw a card, draw that one and replace it with the next card of your library.)
<i>Censorship</i>	Enchantment	U	When Censorship comes into play, choose a [CENSORED] word. Whenever any [CENSORED] player says the chosen [CENSORED] word, Censorship deals 2 [CENSORED] damage to him or her.
<i>Checks and Balances</i>	Enchantment	U2	Whenever any spell is played, counter that spell if each player, other than the caster and his or her teammates, agrees to choose and discard a card. Those players must discard those cards after agreeing. Checks and Balances may be played only in a game with three or more players.
<i>Common Courtesy</i>	Enchantment	UU2	Counter any spell unless its caster asks your permission to play that spell. If you refuse permission, Sacrifice Common Courtesy and counter the spell.
<i>Sorry</i>	Enchantment	UU	Before playing any spell, if a copy of that spell card is in any graveyard, the spell's caster may say "Sorry." If he or she does not, any other player may counter the spell by saying "Sorry" as it is cast. If any player says "Sorry" at any other time, Sorry deals 2 damage to that player.
Clambassadors	Summon Clamfolk	U3	4/4 ; If Clambassadors damages any player, choose an artifact, creature, or land you control. That player gains control of that artifact, creature, or land.
Clam-I-Am	Summon Clamfolk	U2	2/2. Whenever you roll a 3 on a six-sided die, you may reroll that die.
Clam Session	Summon Clamfolk	UU1	2/5. When Clam Session comes into play, choose a word. During your upkeep, sing at least six words of a song, one of which must be the chosen word, or sacrifice Clam Session. You cannot repeat a song.
Denied!	Interrupt	U	Play Denied! only as any opponent casts target spell. Name a card, then look at all cards in that player's hand. If the named card is in the player's hand, counter target spell.
Double Take	Instant	UU3	Choose another player. Draw two cards now and draw an additional two cards at the beginning of the next game with that player.
Fowl Play	Enchant Creature	U2	Enchanted creature loses all abilities and is a 1/1 creature that counts as a Chicken.

Green Spells:

Card Name	Spell Type	Cost	Ability
Cardboard Carapace	Enchant Creature	G5	For each other Cardboard Carapace card you have with you, enchanted creature gets +1/+1. Errata: This does not count any Cardboard Carapace cards in play that you control or in your graveyard, hand, or library.
Incoming!	Sorcery	GGGG4	Each player searches his or her library for any number of artifacts, creatures, enchantments, and lands and puts those cards into play. Each player shuffles his or her library afterwards.
Mine, Mine, Mine!	Enchantment	GG4	When Mine, Mine, Mine! comes into play, each player puts his or her library into his or her hand. Each player skips his or her discard phase and does not lose as a result of being unable to draw a card. Each player cannot play more than one spell each turn. If Mine, Mine, Mine! leaves play, each player shuffles his or her hand and graveyard into his or her library.
Squirrel Farm	Enchantment	G2	G1: Choose a card in your hand. Covering the artist's name, reveal the card to target player. If that player cannot name the artist, reveal the artist's name and put a Squirrel token into play. Treat this token as a 1/1 green creature.
Timmy, Power Gamer	Summon Legend	GG2	1/1. 4: Put a creature into play from your hand.
<i>Flock of Rabid Sheep</i>	Sorcery	GGX	Flip X coins; an opponent calls heads or tails. For each flip you win, put a Rabid Sheep token into play. Treat these tokens as 2/2 green creatures that count as Sheep.
<i>Gerrymandering</i>	Sorcery	G2	Remove all lands from play and shuffle them together. Randomly deal to each player one land card for each land he or she had before. Each player puts those lands into play under his or her control, untapped.
<i>Hungry Hungry Heifer</i>	Summon Cow	G2	3/3. During your upkeep, remove a counter from any card you control or sacrifice Hungry Hungry Heifer.
Double Play	Sorcery	GG3	Choose another player. Search your library for a basic land and put that land into play. At the beginning of the next game with that player, search your library for an additional basic land and put that land into play. In both cases, shuffle your library afterwards.
Elvish Impersonators	Summon Elves	G3	*/**. When you play Elvish Impersonators, roll two six-sided dice one after the other. Elvish Impersonators comes into play with power equal to the first die roll and toughness equal to the second.
Free-Range Chicken	Summon Chicken	G3	3/3. G1: Roll two six-sided dice. If both die rolls are the same, Free-Range Chicken gets +X/+X until end of turn, where X is the number rolled on each die. Otherwise, if the total rolled is equal to any other total you have rolled this turn for Free-Range Chicken, sacrifice it. (For example, if you roll two 3s, Free-Range Chicken gets +3/+3. If you roll a total of 6 for Free-Range Chicken later in that turn, sacrifice it.)
Ghazban Ogress	Summon Ogre	G	2/2. When Ghazban Ogress comes into play, the player who has won the most Magic games that day gains control of it. If more than one player has won the same number of games, you retain control of Ghazban Ogress.
Growth Spurt	Instant	G1	Roll a six-sided die. Target creature gets +X/+X until end of turn, where X is equal to the die roll.
Gus	Summon Gus	G2	2/2. Gus comes into play with one +1/+1 counter on it for each game you have lost to your opponent since you last won a Magic game against him or her.
Team Spirit	Instant	G2	All creatures controlled by target player and his or her teammates get +1/+1 until end of turn.

Red Spells:

Card Name	Spell Type	Cost	Ability
Burning Cinder Fury of Crimson Chaos Fire	Enchantment	R3	Whenever any player taps a card, that player gives control of that card to an opponent at end of turn. If a player does not tap any nonland cards during his or her turn, Burning Cinder Fury of Crimson Chaos Fire deals 3 damage to that player at end of turn.
Jalum Grifter	Summon Legend	RR3	3/5. R1, Tap: Put Jalum Grifter and two lands you control face down in front of target opponent after revealing each card to him or her. Then, rearrange the order of the three cards as often as you wish, keeping them on the table at all times. That opponent then chooses one of those cards. If a land is chosen, destroy target card in play. Otherwise, sacrifice Jalum Grifter.
Landfill	Sorcery	R4	Choose a land type. Remove from play all lands of that type that you control. Drop those cards, one at a time, onto the playing area from a height of at least one foot. Destroy each card in play that is completely covered by those cards. Then return to play, tapped, all lands dropped in this way.
Spark Fiend	Summon Beast	R4	5/6. When Spark Fiend comes into play, roll two six-sided dice. On a total of 2, 3, or 12, sacrifice Spark Fiend. On a total of 7 or 11, do not roll dice for Spark Fiend during any of your following upkeep phases. If you roll any other total, note it. During your upkeep, roll two six-sided dice. On a total of 7, sacrifice Spark Field. If you roll the noted total, do not roll dice for Spark Fiend during any of your following upkeep phases. On any other roll, there is no effect.
Strategy, Schmategy	Sorcery	R1	Roll a six-sided die for Strategy, Schmategy. On a 1, Strategy, Schmategy has no effect. Otherwise, it has one of the following effects. 2 - Destroy all artifacts. 3 - Destroy all lands. 4 - Strategy, Schmategy deals 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.
<i>Goblin Tutor</i>	Instant	R	Roll a six-sided die for Goblin Tutor. On a 1, Goblin Tutor has no effect. Otherwise, search your library for the indicated card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards. 2 - Any Goblin Tutor 3 - Any enchantment 4 - Any artifact 5 - Any creature 6 - Any sorcery, instant, or interrupt
<i>Ricochet</i>	Enchantment	R	Whenever any spell targets a single player, each player rolls a six-sided die. That spell is redirected to the player or players with the lowest die roll. If two or more players tie for the lowest die roll, they reroll until there is no tie.
<i>The Ultimate Nightmare of Wizards of the Coast(R) Customer Service</i>	Sorcery	RRXYZ	The Ultimate Nightmare of Wizards of the Coast(R) Customer Service deals X damage to each of Y target creatures and Z target players.
Chicken Egg	Summon Egg	R1	0/1. During your upkeep, roll a six-sided die. On a 6, sacrifice Chicken Egg and put a Giant Chicken token into play. Treat this token as a 4/4 red creature that counts as a Chicken.
Double Deal	Sorcery	R4	Choose another player. Double Deal deals 3 damage to that player now and deals an additional 3 damage to the player at the beginning of the next game with the player.
Goblin Bookie	Summon Goblin	R	1/1. R, Tap: Reflip any coin or reroll any die.
Goblin Bowling Team	Summon Goblins	R3	1/1. Whenever Goblin Bowling Team damages any creature or player, roll a six-sided die. Goblin Bowling Team deals to that creature or player additional damage equal to the die roll.
Hurloon Wrangler	Summon Minotaur	R2	2/2, Denimwalk (If defending player is wearing any clothing made of denim, this creature is unblockable.)
Krazy Kow	Summon Cow	R3	3/3. During your upkeep, roll a six-sided die. On a 1, sacrifice Krazy Kow and it deals 3 damage to each creature and player.

White Spells:

Card Name	Spell Type	Cost	Ability
The Cheese Stands Alone	Enchantment	WW4	If you control no cards in play other than The Cheese Stands Alone and have no cards in your hand, you win the game.
I'm Rubber, You're Glue	Enchantment	WW	Speak only in rhyming sentences. If you do not, sacrifice I'm Rubber, You're Glue. Say "I'm rubber, you're glue. Everything bounces off me and sticks to you": Target spell or ability, which targets only you, targets another player of your choice instead. (The new target must be legal.)
Look at Me, I'm the DCI	Sorcery	WW5	Ban one card, other than a basic land, for the remainder of the match. (For the remainder of the match, each player removes from the game all copies of that card in play or in any graveyard, hand, library, or sideboard.)
Once More with Feeling	Sorcery	WWW	Remove Once More with Feeling from the game as well as all cards in play and in all graveyards. Each player shuffles his or her hand into her or his library, then draws seven cards. Each player's life total is set to 10. DCI ruling: This card is restricted. (You cannot play with more than one in a deck.)
<i>Charm School</i>	Enchant Player	W2	When Charm School comes into play, choose a color and balance Charm School on your head. Prevent all damage to you of the chosen color. If Charm School falls off your head, sacrifice Charm School.
<i>Get a Life</i>	Instant	W	Target player and each of his or her teammates exchange life totals.
<i>Lexivore</i>	Summon Beast	W3	2/3. If Lexivore damages any player, destroy target card in play, other than Lexivore, with the most lines of text in its text box. (If more than one card has the most lines of text, you choose which of those cards to destroy.)
<i>Miss Demeanor</i>	Summon Lady of Proper Etiquette	W3	3/1, Flying, First Strike. During each other player's turn, compliment that player on his or her game play or sacrifice Miss Demeanor.
Double Dip	Instant	W4	Choose another player. Gain 5 life now and an additional 5 life at the beginning of the next game with that player.
Knight of the Hokey Pokey	Summon Knight	WW	2/2, First Strike. W1, Do the Hokey Pokey (Stand up, wiggle your butt, raise your hands above your head, and shake them wildly as you rotate 360 degrees): Prevent all damage to Knight of the Hokey Pokey from any one source.
Mesa Chicken	Summon Chicken	WW	2/2. Stand up, Flap your arms, Cluck like a chicken: Mesa Chicken gains flying until end of turn.
Prismatic Wardrobe	Sorcery	W	Destroy target card that does not share a color with clothing worn by its controller. You cannot choose an artifact or land card.
Sex Appeal	Instant	W	Prevent up to 3 damage total to any number of creatures and/or players. If there are more players in the room of the opposite sex, prevent up to 3 additional damage total to any number of creatures and/or players.