MTG_PCD

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COLLABORATORS

	TITLE : MTG_PCD		
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MTG_PCD

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1.2   Stronghold PreConstructed Decks

```
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              Information

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              Call of the Kor

              Migraine

              The Spikes
```

1.3   Stronghold PreConstructed Decks - Info

                                    StrongholdTM Preconstructed Decks
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Composed of cards from Stronghold and TempestTM, each 60-card
deck contains three rare cards and nine uncommon cards, and
the remaining cards are commons and lands. A guidebook is
included with each deck

   o The
                  Call of the Kor
                  deck introduces the Kor race and
      exploits its damage-redirection abilities. This unique
      white and black deck allows players to keep white Kor
      creatures in play by redirecting damage to other creatures.

   o
                  The Spikes
                  deck introduces new creatures that sling +1/+1
      counters from card to card, giving a player more control over
      the battlefield. As a starting point for more sophisticated
      decks using Spike creatures, this green and red deck is sure
      to be popular around gaming tables.

   o The
                  Migraine
                  deck features an array of fast creatures
      coupled with discard combinations to gain card advantage.
      This mono-black deck is geared toward the more experienced
      player, using a subtle design and potent theme.

   o
                  The Sparkler
                  deck combines buyback direct damage with
      counterspells, bringing a lethal edge to the standard
      control deck. This red and blue deck will be a "sure-fire"
      hit with both veteran and new players alike.

Red card titles are from Stronghold.

1.4   Stronghold - The Sparkler

             The Sparkler

Lands (27)
    14   Island
    13   Mountain

Creatures (3)
    1   Wall of Tears

```
    1  Mogg Fanatic
    1  Wall of Razors
```

Other (30)
```
    1  Mind Games
    1  Whispers of the Muse
    2  Power Sink
    2  Spell Blast
    1  Contempt
    3  Mana Leak
    1  Counterspell
    2  Capsize
    1  Intruder Alarm
    2  Propaganda
    1  Ransack
    1  Reins of Power
    1  Evacuation
    2  Shock
    2  Flowstone Blade
    1  Searing Touch
    1  Shatter
    2  Fanning the Flames
    3  Lightning Blast
```

1.5 Stronghold - Call of the Kor

```
              Call of the Kor
    ---------------
```

Land (24)
```
    13  Plains
    11  Swamp
```

Creatures (23)
```
    3  Nomads en-Kor
    1  Shaman en-Kor
    2  Warrior en-Kor
    1  Soltari Champion
    2  Knight of Dawn
    1  Cloudchaser Eagle
    4  Spirit en-Kor
    2  Lancers en-Kor
    2  Lab Rats
    1  Skeleton Scavengers
    1  Darkling Stalker
    2  Gravedigger
    1  Screeching Harpy
```

Other (13)
```
    1  Flickering Ward
    1  Smite
    1  Disenchant
    1  Temper
```

```
    1   Death Stroke
    2   Enfeeblement
    1   Dark Banishing
    2   Evincar's Justice
    3   Endless Scream
```

1.6   Stronghold - Migraine

```
             Migraine
--------

Lands (24)
    24  Swamp

Creatures (15)
    2   Pit Imp
    4   Dauthi Horror
    1   Rabid Rats
    2   Dauthi Slayer
    4   Foul Imp
    1   Mindwarper
    1   Dauthi Mindripper

Other (21)
    1   Dark Ritual
    2   Mind Peel
    4   Death Stroke
    2   Diabolic Edict
    3   Coercion
    1   Dark Banishing
    3   Megrim
    2   Bottomless Pit
    1   Ensnaring Bridge
    1   Hornet Cannon
    1   Portcullis
```

1.7   Stronghold - The Spikes

```
             The Spikes
----------

Lands (21)
    12  Forest
    9   Mountain

Creatures (25)
    4   Spike Drone
    1   Bayou Dragonfly
```

```
    1   Canopy Spider
    1   Hermit Druid
    4   Skyshroud Elf
    1   Lowland Basilisk
    2   Pincher Beetles
    3   Spike Worker
    1   Tempting Licid
    2   Spike Feeder
    1   Spike Breeder
    2   Spike Soldier
    2   Spike Colony
```

Other(14)
```
    2   Shock
    4   Kindle
    1   Fanning The Flames
    1   Elven Rite
    2   Rampant Growth
    1   Verdant Touch
    1   Tranquility
    2   Heartstone
```