**v 1.1**  - Updates are in RED

**Colors**: Blue, Black

**Main Theme**: Mill

**Sub Theme**: Ramp Mill, Card Draw, Do stuff at a cost

**Rule Focus**: Chanel, Tzeencth

**Keywords**:

**Custom Keywords** –

* **Channel**: Whenever an opponent puts any number of cards from there library into their graveyard, you may have target player put an addition number of cards from their library into their graveyard.

Fluff: This faction has tons of "Psykers" that are masters at manipulating the warp in a controlled manor. Because of this and the nature of BLUE in mtg I wanted to capture the fact that when you have these masters of the warp on the field they can collaborate and get deadly. This is the goal ability of the deck to get as many channel sources up to allow a speedy mill effect.

* **Tzeentch**: If this permanent where to enter the battlefield and a permanent with the ability nurgle, khonre, or slaanesh is already in play, place this card into your graveyard instead, unless you control 7 or more lands. During your turn, you may sacrifice this creature, if you do, draw a card.

Fluff: Tzeetch is the master of schemes intelligence and change (Not mutation change... events change). To represent a combination of the mark of Tzeentch, the flavor of the faction, and the BLUE BLACK theme of mtg. To theme that the factions of all the chaos god don't play well unless a huge war breaks out, I have the 7 land or more rule. These keywords can't play with the other unless the "BATTLEFIELD"(LANDS) is big/dire enough. This will allot EDH games, and end games for smaller formats the ability to use multiple faction but make early and smaller formats have a hard time incorporating the chaos factions that are distinctly separate.

Then the flavor of change on a global/worldly note is the rule to allow this creature to sacrifice itself and let a player draw a card. This will allow rapid strategy to change which is true to Tzeentch and also stays true to BLUE BLACK. The balance, in my mind is that you must give to get.

* Capture - (type): This card become a copy of target (type) card, it has all abilities and types of target (type) card and counts as if you cast this copy from your hand.

Fluff This is to emulate the theme of Tzeentch bending magic to his will. Using the magic of others to change his own minions. I want this to show his mastery over all spells. but not break the game. I think capture will be a blue staple for this 40k series in the future.

**Common Keywords** –

* **Flying**

I choose flying because a lot of the demons of Tzeentch have the disc of tzeentch (a flying artifact) or have wings. This is also to help with the balance of the 40k MTG future many faction have flying things in them an I don't want to have this faction overwhelmed by this fact. That said not everything is getting this rule only the right creatures and artifacts.

* **Equip**

I have equip in here for the equipment and relics in the fluff**.** 40k i known for all the gear and though I don't have many for tzeentch (not becasue they are short or anything they aren't) I just don't want to overload this series with gear.

**Cards by Type - Sub: (Bold is Legendary, Italics is token)**

**Creatures**

* Thousand Sons Sorcerer - Astartes Psyker
* Thousand Sons - Astartes
* Cultist of Tzeentch - Human
* *Tzeentch Familiar* - Demon Psyker
* Flamers of Tzeentch - Demon
* Pink Horrors - Demon Horror
* *Blue Horrors* - Demon Horror
* **Xirat’p and P’tarix - Demon Horror**
* **Lords of Change - Demon Psyker**
* Screamers of Tzeentch - Demon
* **The Changeling - Demon Horror Psyker**

**Artifacts**

* Burning Chariots - Transport
* Disc of Tzeentch - Equipment
* **Grimoire of True Names - Relic**
* **Staff of tomorrow - Equipment Relic**

**Instants**

* Spell Siphon
* Bolt of Change
* Aura Emulation
* Flickering Fire

**Sorcery**

* Infernal Gateway
* Warp Flame
* Infernal Gateway

**Enchantment**

* Tzeentch’s Firestorm
* Doubly Blessed - Arua
* **Locus of Transmogrification**

**Planeswalker**

* **Ahriman**
* **Kairos Fateweaver**

**Land**

* **Ground of Change**
* **The Impossible Fortress**

**Card Drafts**

**Title: Thousand Sons Sorcerer**

**Art link**: <https://www.frontlinegaming.org/2018/02/06/review-of-codex-thousand-sons/>

**Cost**: 1 U U

**Type**: Creature - Astartes Psyker

**Rarity**: uncommon

**Rules**:

**Tzeentch**, **channel** *(Whenever an opponent puts any number of cards from there library into their graveyard, you may have target player put an addition number of cards from their library into their graveyard.)*

When Thousand Sons Sorcerer enters the battlefield target player puts the top 2 cards of their library into their graveyard.

**Stats**: 2/2

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**Title: Thousand Sons**

**Art link**: <https://www.pinterest.com/pin/617837642603473771/>

**Cost**: 1 U

**Type**: Creature - Astartes

**Rarity**: common

**Rules**:

**Tzeentch** *(If this permanent where to enter the battlefield and a permanent with the ability nurgle, khonre, or slaanesh is already in play, place this card into your graveyard instead, unless you control 7 or more lands. During your turn, you may sacrifice this creature, if you do, draw a card.)*

**Tap** – Discard a card or sacrifice a creature you control, target player puts the top X cards of their library into their graveyard where X is equal to this creatures power.

**Stats**: 2/2

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**Title: Cultist Of Tzeentch**

**Art link**

**Cost**: U

**Type**: Creature - Human

**Rarity**: common

**Rules**:

**Channel, tzeentch** *(If this permanent where to enter the battlefield and a permanent with the ability nurgle, khonre, or slaanesh is already in play, place this card into your graveyard instead, unless you control 7 or more lands. During your turn, you may sacrifice this creature, if you do, draw a card.)*

**Stats**: 1/1

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**Title: Flamer of Tzeentch**

**Art link**: <https://ageofsigmar.lexicanum.com/wiki/Flamer_of_Tzeentch>

**Cost**: 2 U B

**Type**: Creature - Demon

**Rarity**: uncommon

**Rules**:

**Tzeentch**

Whenever Flamer of Tzeentch attacks you may have target opponent take the top five cards of their library and put them into their graveyard, if you do, that player may draw 2 cards, if that player draws two cards you draw 2 cards.

**Stats**: 3/1

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**Title: Pink Horrors**

**Art link**: <https://warhammer40k.fandom.com/wiki/Horror_of_Tzeentch>

**Cost**: U B

**Type**: Creature - Demon Horror

**Rarity**: common

**Rules**:

**Tzeentch**

When Pink Horrors is put into your graveyard create two 1/1 blue black Blue Horrors tokens with tzeentch.

**Stats**: 2/1

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**Title: *Blue Horrors*** *(BLUE BLACK TOKEN)*

**Art link**: <https://warhammer40k.fandom.com/wiki/Horror_of_Tzeentch>

**Cost**: Token

**Type**: Creature - Demon Horror

**Rarity**: common

**Rules**:

**Tzeentch**

**Stats**: 1/1

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**Title: Xirat’p and P’tarix**

**Art link**: <https://www.pinterest.com/pin/336151559681010789/>

**Cost**: 1 U B

**Type**: Legendary Creature - Demon Horror

**Rarity**: Rare

**Rules**:

**Chanel**, **flying**

**Tzeentch**

**U**: Scry 1

**B**: Draw a card, you lose 1 life.

If you use both abilities in the same turn, do not draw a card during your next draw step.

**Stats**: 1/2

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**Title: Lords of Change**

**Art link**: <https://www.pinterest.com/pin/564146290802771175/>

**Cost**: 1 U U B B

**Type**: Legendary Creature - Demon Psyker

**Rarity**: Rare

**Rules**:

**Channel**, **flying**

When Lords of Change enters the battlefield draw a card if that card is a permanent put it onto the battlefield, otherwise put that card into your hand.

When Lords of Change leaves the battlefield, each player may scry X, then each player puts the top X cards of their library into their graveyard, then draws X cards, where X is the number of creatures you control with channel.

Stats: 5/5

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**Title: Screamers of Tzeentch**

**Art link**:

**Cost**: 2 U/B

**Type**: Creature - Demon

**Rarity**: common

**Rules**:

**Flying**, **tzeentch**

Whenever Screamer of Tzeentch deals damage to a player, that player puts X cards from their library into their graveyard, where X is equal to the number of creatures tapped on the battlefield. If, when, Screamer of Tzeentch attacks, and X is less than 9, sacrifice Screamer of Tzeentch.

**Stats**: 3/1

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**Title: The Changeling**

**Art link**: <https://wh40k.lexicanum.com/wiki/File:ChangelingArt.jpg>

**Cost**: U U B

**Type**: Legendary Creature - Demon Horror Shapeshifter

**Rarity**: uncommon

**Rules**:

**Tzeentch**

When The Changeling enters the battlefield, exile target creature an opponent controls until The Changeling leaves the battlefield. *(This creature returns under its owners’ control)*

The Changeling has all abilities of target exiled creature until The Changeling leaves the battlefield.

**Stats**: 1/3

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**Title: Burning Chariots**

**Art link**: <https://warhammerfantasy.fandom.com/wiki/Burning_Chariots_of_Tzeentch>

**Cost**: 3

**Type**: Artifact - Transport

**Rarity**: uncommon

**Rules**:

Burning Chariots enters the battlefield tapped.

**Tap**: You and all opponents may play a permanent from you hand without paying its mana cost. If that card is a creature that player puts the top X cards of their library into their graveyard, where X is that creatures converted mana cost, if that card is anything other than a creature, that player puts the top 9 cards of their library into their graveyard instead.

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**Title: Disc of Tzeentch**

**Art link**:

**Cost**: 1

**Type**: Artifact - Equipment

**Rarity**: common

**Rules**:

Equipped creature has flying.

Whenever equipped creature deals damage to a player that player takes the top 2 cards of their library and puts it into their graveyard.

**Equip** 2:

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**Title: Staff of Tomorrow**

**Art link**: …

**Cost**: 3 U U U

**Type**: Legendary Artifact - Equipment Relic

**Rarity**: Mythic

**Rules**:

At the beginning of each opponent’s upkeep step, each opponent puts the top card of their library into their graveyard.

When this creature attacks target blocking creature can't untap during its next upkeep step.

When equipped creature attacks you may decide which creatures block this turn and how those creatures block, if you do, return Staff of Tomorrow to its owners’ hand.

**Equip**: 0

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**Title: Grimoire of True Names**

**Art link**: …

**Cost**: 2 **B B**

**Type**: Legendary Artifact - Relic

**Rarity**: Mythic

**Rules**:

All creatures are demon in addition to their other types.

**Tap**: Destroy all demon creatures, you lose 1 life for each creature destroyed in this way. Target random opponent gains control of Grimoire of True Names at the end of your turn.

**Tap:** You lose 7 life, name a demon creature permanent, you gain control of all permanents with that name on the battlefield.

**Pay X life**: Target creature gets a +1/+1 counter equal to the number of life spent for X, then exile Grimoire Of True names.

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**Title: Spell Siphon**

Art link: <https://wall.alphacoders.com/tags.php?tid=99262>

Cost: 2 U/B

Type: Instant

Rarity: common

Rules:

Counter target spell, if that spell was a creature untap target Island.

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**Title: Bolt of Change**

**Art link**: <https://hdwallpaperim.com/ahzek-ahriman-warhammer-40-000-space-marines-chaos-space-marines/>

**Cost**: 1 U U

**Type**: Instant

**Rarity**: common

**Rules**:

Bolt of Change deals 1 damage to each creature you control, target player puts the top X cards into their graveyard, where X is the number of creatures destroyed by damage from Bolt of Change.

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**Title: Aura Emulation**

**Art link:**

**Cost**: U U

**Type**: Instant

**Rarity**: common

**Rules**:

Capture - Aura *(This card become a copy of target aura card, it has all abilities and types of target aura card and counts as if you cast this copy from your hand)*

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**Title: Flickering Fire**

**Art link:**

**Cost**: U

**Type**: Instant

**Rarity**: common

**Rules**:

Choose target creature that has equipment, exile all equipment attached to this creature, then return all equipment exiled this way to the battlefield and equip it to the same creature.

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**Title: Infernal Gateway**

**Art link:**

**Cost**: 2 U B

**Type**: Sorcery

**Rarity**: Rare

**Rules**:

Starting with the player to the left of the player who cast Infernal Gateway, continuing clockwise, each player completely resolves the following: Choose a creature that has the most converted mana cost and the creature that has the least converted mana cost from your hand, separately place them face down. Target opponent chooses one of the face down creatures, you cast that creature without paying its mana cost, then place the other creature into its owner's graveyard.

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**Title: Warp Flame**

**Art link:**

**Cost**: 1 U B

**Type**: Sorcery

**Rarity**: common

**Rules**:

Discard X cards from your hand, target opponent may choose to put X card from the top of thier library into their graveyard or return a creature with converted mana cost equal to X to their hand.

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**Title: Tzeentch's Firestorm**

**Art link:**

**Cost**: U

**Type**: Enchantment

**Rarity**: common

**Rules**:

At the beginning of each players upkeep that player may scry 1, then puts the top card of their library into their graveyard.

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**Title: Doubly Blessed**

**Art link:**

**Cost**: B

**Type**: Enchantment - Aura

**Rarity**: common

**Rules**:

Enchanted creature has, "When this creature attacks you may pay life equal to this creatures toughness, if you do, this creature has double strike until end of turn."

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**Title: Grounds of Change**

**Art link**

**Cost**: Land

**Type**: Land

**Rarity**: Mythic

**Rules**:

Grounds of Change enters the battlefield tapped.

**Tap**: Add U to your mana pool.

**Tap**: Each player returns all lands they control to their owners’ hand. If at least seven lands were returned to a player’s hand this turn, each player may discard 7 cards and draw 7 cards

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**Title: The Impossible Fortress**

**Art link**:

**Cost**: Land

**Type**: Land

**Rarity**: Mythic

**Rules**:

Tap: Add U to your mana pool.

X: Exile X target lands you control from the battlefield, then return those lands to the battlefield under your control, where X is the amount of mana spent to activate this ability, then exile The Impossible Fortress.