

Expansion-Set “Spellforce“:

Elemental Clash’s second expansion set contains more Spell-cards than its predecessors. With “Ranged Attack: X”, Creatures get a new, exciting ability. “Salvage” lets you play discarded Spells for free. Furthermore, a wholly new Spell-type is introduced: Equip-Spells (shortly: E-Spells).

Equip-Spells (E-Spells): are played to a suitable Element-Stone-Pile. During the next Standby-Phase, they are attached to a Creature. If there is no Creature in play, or none you want to attach it to, the Equip-Spell is returned to its owner’s hand. You can also attach Equip- Spells to opponent Creatures. If a Creature an Equip-Spell is attached to leaves play, return the Equip-Spell to its owner’s hand.

Ranged Attack: X: Instead of attacking, Creature may deal X damage to any Player or Creature in any Zone (the Zones are Attack-Zone, Defense-Zone and Element-Stone-Zone).A Creature may also perform a Ranged Attack while in the DEF-Zone.

Salvage: If you put a card with "Salvage" from your hand onto your Archive, you may play it for free immediately. A Creature is put either into its owner’s ATK- or DEF-Zone and a Spell is put onto its owner’s Archive. Element-Stones are put into the Element-Stone-Zone.

Creatures:

NAME	El.	Lv.	Type	ATK	DEF	Card text
Rock Thrower	E	I	Troll	0	1	Ranged Attack: 1.
Flowering Wall	E	II	Wall	0	4	Cannot attack. During your End-Phase, put the topmost card from your Archive under your Spellbook. Salvage.
Earth Dragon	E	III	Dragon	X	5	X equals half the number of Venus-Stones you control, rounded up.
Nimble Spirit	A	I	Spirit	1	1	Cannot be target of Spells or Abilities. Salvage.
Lightning Archer	A	II	Soldier	1	3	Ranged Attack: 1.
Lightning Dragon	A	III	Dragon	3	3	Quickattacker. Cannot be blocked. Ranged Attack: 2.
Spark Spirit.	F	I	Spirit	3	1	Quickattacker. Destroy Spark Spirit at the end of your turn. Salvage.
Ember Sorcerer	F	II	Wizard	2	1	Ranged Attack: 2.
Fire Dragon	F	III		4	3	Destroy 1 of your Mars-Stones: “Ranged Attack: 3” until end of turn.
Mystic Kraken	W	I	Kraken	0	1	Destroy-Effect: Draw 1 card.

						Salvage.
Trident Tossler	W	II	Merfolk	2	2	Ranged Attack: 1.
Sea Dragon	W	II	Dragon	3	4	Play-Effect: Look at the top 5 cards of your Spellbook and put them back in any order. You may draw 1 card.

Spells:

Name	El.	Lv.	Type	
Venus' Protection	E	I	↔	A Creature of your choice gets +3 DEF. You may draw 1 card.
Restock	E	I	-	Put the top 3 cards from your Archive under your Spellbook in any order. Salvage.
Stonelore	E	I	-	Search your Spellbook for any one Element-Stone and put it into play immediately. Boon.
De-Spell	E	II	↔	Neutralize target Spell.
Necromancer's Mark	E	II	E	Play-Effect: During your next Standby-Phase, return 1 Creature from your Archive to your ATK- or DEF-Zone with Necromancer's Mark attached to it. Bearer gets -1 ATK.
Venus' Wisdom	E	II	P	Whenever you play an Earth-Spell, draw 1 card.
Rock Skin	E	III	↔	Creatures you control get +3 DEF until end of turn.
Scavenge	E	III	-	Put any three cards from your Archive on top of your Spellbook. Then draw 1 card.
Spellsurge	E	III	P	Whenever a Player plays a Spell, put the topmost card from your Archive under your Spellbook.
Repulse	A	I	↔	Return target Creature to its owner's hand.
Quicken	A	I	-	Target Creature gets "Quickattacker" until end of turn. You may draw 1 card. Salvage.
Zap	A	I	↔	Destroy target Lv. I Creature.
Undo	A	II	-	Return target Creature, target E- or target P-Spell from play to its owner's hand. Boon.
Lightning Bow	A	II	E	Bearer has " Ranged Attack: 1 ".
Jupiter's Wisdom	A	II	P	Whenever you play an Air-Spell, draw 1 card.
Cleansing Wind	A	III	-	Destroy all P-Spells in play.
Astral Charge	A	III	-	All Creatures you control cannot be blocked and get +2 ATK until end of turn.
Greater Sphere of Protection	A	III	P	Creatures, P- and E-Spells you control cannot be target of Spells or Effects.
Burning Fury	F	I	↔	Target Creature gets +2 ATK and -1 DEF until end of turn.
Fiery Bolt	F	I	-	Deal 3 damage to target Creature. Salvage.

Scroll Burning	F	I	-	Target Player puts the top three cards from his or her Spellbook onto his or her Archive. Boon.
Fireball	F	II	↔	Deal 4 damage to target Creature or Player.
Magmahammer	F	II	E	Bearer gets +2 ATK. If Bearer is a non-Fire Creature, it also gets -2 DEF.
Mars' Wisdom	F	II	P	Whenever you play a Fire-Spell, draw 1 card.
Forge	F	III	-	Search your Spellbook for a Neutral E-Spell, show it to your opponent(s) and put it into your hand. Shuffle your Spellbook afterwards.
Flaming Memories	F	III	P	Whenever Boon takes place, deal 2 damage to target Player.
Scattershot	F	III	-	You may divide an amount of damage as you choose among target Creatures and Players equal to the number of Mars-Stones in the Element-Stone-Pile you play this to.
Vision	W	I	↔	Look at the top 3 cards of your Spellbook and put them back in any order. You may draw 1 card. Salvage.
Dampen	W	I	↔	Prevent 3 damage dealt to target Creature or Player.
Frost Bolt	W	I	↔	Deal 1 damage to target Creature. Until the beginning of your next turn it can neither attack, nor block, nor be moved.
Greater Visions	W	II	-	Look at the top 10 cards of your Spellbook and put them back in any order.
Mercury Helmet	W	II	E	Bearer gets +1 DEF. You may draw 1 card whenever Bearer deals damage to a Player.
Mercury's Wisdom	W	II	P	Whenever you play a Water-Spell, draw 1 card.
Frost Nova	W	III	-	Deal 1 damage to all Creatures. Until the beginning of your next turn, they can neither attack, nor block, nor be moved.
Coerced Knowledge	W	III	↔	A player of your choice must draw 3 cards. Boon.
Mercury's Vice	W	III	P	Whenever a Player plays a Spell, neutralize it unless its Controller destroys 1 of his or her Element-Stones.
Club	N	I	E	Bearer gets +1 ATK.
Horrible Mask	N	I	E	Bearer cannot be blocked.
Taunting Mask	N	I	E	All Creatures able to do so must block Bearer.
Shackles	N	II	E	Bearer can neither attack, nor block, nor move.
Greater Battleaxe	N	III	E	Bearer gets +4 ATK.
Greater Armor	N	III	E	Bearer gets + 4 DEF.
Reaper's Scythe	N	II	E	If Bearer deals damage to a Creature, destroy that Creature.
Cloak of Invisibility	N	II	E	Bearer can neither be attacked nor be the

			target of Spells or Effects. If Bearer attacks Cloak of Invisibility loses these Effects until end of turn.
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Element Stones:

Name	Type	Text
Salvager Stone	N	Produces 1 Neutral Energy. Salvage.
Shielding Stone	N	Produces 1 Neutral Energy. Shielding Stone and any other Element Stones in the same Element-Stone-Pile as Shielding Stone cannot be target of Spells or Effects.
Mirror Stone	N	Produces 1 Energy of Elements the other Element-Stones in play could produce.
Gearstone	N	Produces 2 Neutral Energy. Only Neutral E-Spells can be played to the Element-Stone-Pile Gearstone is in.