

CREATURES: Basic-Set

NAME	El.	Lv.	ATK	DEF	Type	Flavour Text	Card text
Boulder Spirit	E	I	1	2	Spirit	It moves through solid rock as a fish moves through water, mining the precious metals and gems of the mountains.	-
Venus-Toad	E	I	0	1	Amphibian	Closely bonded to the earth, toads make ideal Wizard's pets.	Play Effect: Put an Element-Stone from your hand into play.
Bonewarrior	E	II	1	3	Undead	They are said to be the corpses of slain warriors who seek revenge for their untimely deaths.	Boon
Troll Grunt	E	II	2	3	Troll	Trolls may be crude and dumb, but they know how to wield a club.	-
Earth Wall	E	III	1	7	Wall	During the battle, even the earth itself arose to fend off the approaching enemies.	Cannot attack.
Venus-Wurm	E	III	3	4	Wurm		Destroy-Effect: Put the top X cards from your Archive under your Spellbook in any order. X is the current DEF-value of Venus Wurm
Lightning Spirit	A	I	1	1	Spirit	They live and die with the thunderstorm.	Quickattacker
Gremlin	A	I	1	1	Gremlin	They despise magic and try to dispel it wherever they can find it, often getting killed themselves when doing so.	Destroy Gremlin: Destroy target Permanent-Spell.
Windwanderer	A	II	1	1	Fairy	Born by the	Cannot be

						wind, they move through matter like air through the cracks in a door.	blocked. Boon
Ball Lightning	A	II	3	2	Elemental	It vanishes as quickly as it appears.	Quickattacker Return Ball Lightning to your hand at the end of your turn.
Jupiter-Stormmaster	A	III	3	2	Spirit		Play-Effect: Return target Creature to its owner's hand.
Elder of the Skies	A	III	3	3	Spirit	Ethereal beings of the clouds, the Elders do not care about the matters of those living below.	Cannot block or be blocked. Can only be attacked by Air-Creatures
Salamander	F	I	2	1	Amphibian	Made of ember and ash, it burns not only the enemy.	Play-Effect: Put the topmost card from your Spellbook onto your Archive.
Furyspark	F	I	1	1	Devil	A splinter of pure rage incarnate.	Destroy Furyspark: Deal 1 damage to target Creature or Player.
Goblin-Warrior	F	II	3	2	Goblin	Being a warrior-race, Goblins are trained to fight starting in early childhood.	-
Sulphurous Imp	F	II	2	2	Devil		Destroy-Effect: Target player discards 1 card from his or her hand.
Fiery Devil	F	III	4	2	Devil	He likes to torch things, even if he has to torch himself.	Play-Effect: Put the top 2 cards from your Spellbook onto your Archive. Then deal 2 damage to target Creature.
Ogre-Berserker	F	III	5	3	Ogre	He rages against his enemies and	Cannot block.

						rages against the world as he rages against himself.	
Merman	W	I	1	1	Merfolk	A vigorous dweller of the ocean's azure depths.	Boon: Comes into play with a +1 ATK and +1 DEF counter on it.
Octopus	W	I	0	1	Octopus		Destroy Octopus: Prevent all damage that would be dealt by Creatures until the end of turn.
Wave Courier	W	II	1	1	Merfolk	Being both agile and trustworthy, Mermen make the best envoys in the seven seas.	Play-Effect: Draw 1 card.
Hydra Spawn	W	II	2	2	Sea Serpent		Hydra Spawn can attack up to two Creatures and/or Players. You distribute the damage dealt this way.
Mercury-Shatterer	W	III	2	3	Beast		Play-Effect: Return target Element-Stone to its owner's hand.
Sea Serpent	W	III	4	4	Sea Serpent	Whales are the staple diet of the ancient and mighty Sea Serpent.	-

SPELLS: Basic-Set

Name	El.	Lv.	Type	Flavour Text	
Earth Ritual	E	I	↻		Put the top 3 cards from your Archive under your Spellbook in any order. At the beginning of your next Standby-Phase remove Earth Ritual from the game. Boon
Hardening	E	I	↻	The blade was shattered to bits as it hit the all of a sudden rock-hard skin	Target Creature gets +4 DEF until end of turn.

				of the foe.	
Excavate	E	II	-	What was lost is not forgotten.	Take target card from your Archive and put it into your hand.
Elemental Ritual	E	II	-		Search your Spellbook for up to 2 Basic Element Stones and put them into play directly. Shuffle your Spellbook afterwards.
Necromancy	E	III	-	Beware all ye mortals, for the living dead are afoot.	Take target Creature from your Archive and put it into your DEF-Zone.
Soul Surge	E	III	P	Wisdom arises from the murmurs of the past.	If one of your Creatures is destroyed you may draw 1 card.
Stonehide Spell	E	II	P		Creatures you control get +1 DEF.
Gust of Wind	A	I	↔	A sudden gust of wind can save the servant's life.	Put target Creature you control under your Spellbook. Draw 1 card.
Protective Sphere	A	I	P		Your Air-Creatures cannot be target of Spells or Effects.
Whirlwind	A	II	↔		Put target Creature on top of its owner's Spellbook.
Jupiter's Protection	A	II	-	Blessed by Jupiter, not even solid rock could stop the warrior's advance.	Creatures you control cannot be blocked until end of turn.
Storm Blessing	A	II	P	Like ember kindled by air, the blessing of the winds kindled the army's wrath.	Creatures you control have „Quickattacker“.
Lightning Strike	A	III	↔		Remove target Creature from the game.
Windwheel	A	III	P	As the wheel keeps turning and turning, the achievements of the past are one by one undone.	During their Standby-Phases Players have to return one of their Creatures from play to their hand.
Fiery Arrow	F	I	↔	A bolt of blazing fire, fuelled by pure magic.	Deal 2 damage to target Creature or Player.
Mars' Rage	F	I	↔		Target Creature gets +3 ATK until the end of turn.
Flaring Flames	F	II		A magic missile that is sure to hit and burn its target.	Deal 3 damage target Creature or Player. Boon
Ritual of Smoke	F	II			Target Player discards 2 cards from his or her hand.
Warbanner	F	II	P	As the banner was raised, the blood started to boil.	Creatures you control get +1 ATK.

Blood Sacrifice	F	III	↔		Destroy a number of your Creatures: Target Creature gets +3 ATK until end of turn for each Creature destroyed this way.
Spirit of Mars	F	III	P	Empowered by the Spirit of Mars, every blow of the fist, every bite of the jaw and every slice of the blade was twice as hard.	Whenever damage is dealt, double it.
Sweeping Wave	W	I	-	The shamans of the merfolk tribes perfected the arts of meddling in others businesses.	Switch positions of 2 target Element-Stones one player controls. Draw 1 card.
Siren's Call	W	I	↔	The call is irresistible to all who listen.	Move target Creature from the ATK-Zone to the DEF-Zone or vice versa. Draw 1 card.
Shattering Wave	W	II	-		Put target Element-Stone on top of its owner's Spellbook. Boon
Wave of Wisdom	W	II	-	Tidings brought by the whistling ocean breeze and the murmurs of the waves.	Draw 2 cards.
Hydromorph	W	II	↔		Destroy target Creature you control. Reveal cards from the top of your Spellbook until you reveal a Creature. Put the other cards that were revealed under your Spellbook in any order.
Flood	W	III	-	The oceans arise to swallow all that is living.	Destroy all Creatures in play.
Teachings of Hermes	W	III	P		Whenever an opponent plays a Spell you must draw 1 card.

ELEMENT-STONES: Basic-Set

Name	Type	Text
Venus-Stone	E	Produces 1 Earth Energy.
Jupiter-Stone	L	Produces 1 Air Energy.
Mars-Stone	F	Produces 1 Fire Energy.
Mercury-Stone	W	Produces 1 Water Energy.
Powerstone	N(neutr.)	Produces 1 Neutral Energy.
		Creatures on this Element-Stone-Pile come

		into play with a +1 ATK and +1 DEF counter on them.
Hastestone	N	Produces 1 Neutral Energy. Creatures on this Element-Stone-Pile have „Quickattacker“.
Recurring Stone	N	Produces 1 Neutral Energy. Boon
Sparkstone	N	Produces 1 Neutral Energy. Destroy Sparkstone: Deal 1 damage target Creature or Player.