

**Card Ideas:****Creatures:**

NAME	El.	Lv.	ATK	DEF	Card text
Carrion Feeder	E	III	0	2	Remove a Creature card from your DP: This gets +2 ATK until end of turn
Carion Maggot	E	II	0	1	Remove a Creature card from your DP: Put a +1/+1 Counter on Carrion Maggot.
Loam Shaman	E	I	1	1	DE: Put the top 2 cards from your DP under your SB in any order.
Geomancer	E	III	0	X	Cannot attack X equals the number of Venus-Stones you have in play. DE: Shuffle the top X cards from your DP into your SB.
Shrewd Magpie	A	I	1	1	Draw 1 card whenever Shrewd Magpie deals damage to an opponent.
Wise Owl	A	II	1	2	PE: Draw 1 card. DE: Discard 1 card from your hand.
Unicorn	A	II	2	2	Cannot be target of Spells or Effects.
Full-Grown Hydra	W	III	4	2	Can attack up to 4 creatures. Divide the damage among creatures and Players as you wish.
Time Magus	A	III	1	1	PE You get an additional turn after this one. DE: You have to skip your next turn.
Troll Fanatic	F	III	3	3	Quickattacker
Water Elemental	W	III	0	0	Comes into play with a number of +1/+1 counters equal to the number of Venus- Stones on the ES-pile you play it to.
Flickering Ghost	F	II	3	1	Put the top 2 cards from your SB to your DP: Return Flickering Ghost to your hand.
Lightning Archer	A	II	1	3	„Ranged Attack“
Ember Sorcerer	F	II	2	1	„Ranged Attack“
Cumulus	A	II	2	2	Discard 1 card: Cumulus gets +1 ATK and +2 DEF until the end of turn.
Earth Elemental	E	III	3	3	If Earth Elemental would be put to your DP from play, put it on top of your SB.
Air Elemental	A	III	3	1	Quickattacker. If Air Elemental would be put to your DP from play, put it on top of your SB.
Fire Elemental	F	III	4	2	Cannot block. If Air Elemental would be put to your DP from play, put it on top of your SB.
Archdemon	F	III	6	4	At the beginning of your Standby-Phase, put the top 2 cards from your SB onto your DP.

Neptune-Caller	W	III	2	2	Look at the top 3 cards of your SB. Put all Creatures with the Type Merfolk, Kraken or Sea Serpent into your hand. Put the rest of the cards under your SB in any order.
Ghost of the Dead	E	III	3	3	If Ghost of the Dead is destroyed, shuffle it into your SB.
Spellbreaker	A	II	2	2	PE: Destroy a P-Spell of your choice.
Stone Warrior	N	II	1	2	DE: Search your SB for an ES and take it into your hand. Shuffle your SB.
Clay Golem	N	I	1	1	
Iron Golem	N	II	2	2	
Silver Golem	N	III	3	3	
Gold Golem	N	III	4	4	PE: Put any 3 of your ES onto your DP.
Fiery Inquisitor	F	III	1	2	When F. I. Deals damage to a Player, he or she puts a card from his or her hand into his or her DP.
Chaosgorger	F	I	0	1	When C. attacks it gets +1 ATK for each card that has been put onto its controllers DP this turn.
Grim Reaper	E	II	2	2	When Grim Reaper deals damage to a Creature, destroy it.
Illusionist	A	II	1	1	Choose a Player. PE: Return 1 of his or her Creatures to his or her hand DE: Put 1 Creature from his or her hand into his or her DEF-Zone.
Red Dragon	F	III	4	3	Kann nicht Ziel von Feuer-Zaubern oder Effekten von Feuer-Kreaturen werden. Opfere zwei Feuer-ES: „Fernangreifer“ bis zum Ende des Zuges.
Spying Falcon	A	I	1	1	At the beginning of your Standby-Phase, a Player of your choice must reveal one randomly chosen card from his or her hand.
Wall of Bones	E	II	0	1	Cannot attack. Gets +1 DEF for each Creature in your DP.
Mars-Berserker	F	II	2	2	If an opponent controls a Water-Creature: +1 ATK and +1 DEF If you control a Water-Creature: -1 ATK and -1 DEF
Mercury-Zealot	W	II	2	2	If an opponent controls a Fire-Creature: +1 ATK and +1 DEF If you control a Fire-Creature: -1 ATK and -1 DEF
Jupiter-Disciple	A	II	2	2	If an opponent controls an Earth-Creature: +1 ATK and +1 DEF If you control an Earth-Creature: -1 ATK and -1 DEF

Venus-Rager	E	II	2	2	If an opponent controls an Air-Creature: +1 ATK and +1 DEF If you control an Air-Creature: -1 ATK and -1 DEF
Magus of the Elements	W	III	1	3	Once during your Main-Phase you may change the Element of a Creature or ES to another one. This effect ends at the beginning of your next Standby-Phase.
Dragonfly	A	I	1	1	+1 ATK and +1 DEF when an opponent controls 1 or more Venus-Stones.
Shield Maiden	E	I	1	1	The Creature immediately in front of Shield Maiden gets +2 DEF.
Bloodsucker	E	III	1	2	For each point of damage Bloodsucker inflicts on a Player, put the bottom card of your DP under your SB.
Knight of Morale	A	II	2	2	Creatures to the left and to the right of Knight of Moral get +1 ATK and +1 DEF.

### Spells:

Name	El.	St.	Typ	
Time Leap	A	III	-	Put the top 5 cards from your SB onto your DP. You gain an additional turn after this one.
Crumble	E	I	-	A Player of your choice puts a random card from his or her hand onto his or her DP.
Stonelore	E	I	-	Search your SB for an ES and put it into play immediately (DPT)
Shatter	F	III	-	Destroy an ES of your choice
Heatwave	F	II	-	Deal 1 damage to all Creatures.
Mars' Boon	F	I	↔	Put the top 5 cards from your SB onto your DP. Then put the top 3 cards from your DP under your SB in any order.
Venus' Boon	E	I	↔	A Creature of your choice gets +2 DEF. Put up to 4 cards of your choice from your DP under your SB in any order.
Mercury's Boon	W	I	↔	Put any 3 cards from your DP on top of your SB in any order. You may draw 1 card.
Jupiter's Boon	A	I	↔	Eine Kreatur deiner Wahl kann bis zum Ende des Zuges nicht Ziel von Zaubern und Effekten werden. Lege die obersten 3 Karten von deinem AS in beliebiger Reihenfolge unter deinen ZS.
Genius of Hermes	W	III	↔	Draw a number of cards equal to the number of Mercury-Stones in the ES-pile you play this to.
Spellbane	A	I	↔	Destroy a P-Spell of your choice.
Scattershot	F	III	-	You may divide an amount of damage as you choose among Creatures and Players equal to the number of Mars-Stones in the ES-pile you play this to.

Rotten Fumes	E	III	P	PE: A Player of your choice puts 1 card from his or her hand on top of his or her DP. All Creatures get – 1 ATK and – 1 DEF.
Arcane Teachings	A	I	-	Draw 2 cards, then put one card from your hand onto your DP. (DPT): Draw 1 card.
Rummage	W	II	-	Draw 3 cards, then put 2 cards from your hand onto your DP. (DPT)
Fanatical Research	F	III	P	PE: Put the 2 top cards from your SB onto your DP. Draw 1 card at the beginning of your Combat-Phase. Put the 2 top cards from your SB onto your DP: Destroy Fanatical Research.
Burning Thoughts	F	I	P	Put 1 card from your hand onto your DP: Deal 1 damage to any Creature or Player.
Electrostatic Field	A	II	P	Deal 1 damage to each Creature at the Beginning of your Standby-Phase. Destroy Electrostatic Field: Deal 1 damage to any Creature.
Warmongery	F	II	P	Put the top card from your SB onto your DP at the beginning of your Standby-Phase. Creatures you control get +2 ATK.
Frost Bolt	W	II	↔	Deal 1 damage to a creature of your choice. Until the beginning of your next turn it can neither attack, nor blocked or be moved.
Frost Nova	W	III	-	Deal 1 damage to all Creatures. Until the beginning of your next turn, they can neither attack, nor blocked or be moved.
Wind of Change	A	III	-	Put all cards from your hand under your SB in any order. Draw 5 cards.
Burning Missiles	F	III	↔	Divide 3 damage as you chose among Creatures and Players.
Fiery Pact	F	III		PE: Deal 5 damage to a Player of your choice. DE: You get 5 damage.
Benthic Call	W	II	-	Search your SB for any number of Merfolk-, Sea Serpent- and Kraken-Creatures. Shuffle your SB and put the chosen cards on top of it in any order.
Douse	W	II	-	Destroy a Fire-Creature of your choice.
Electrical Shock	A	II	-	Destroy a non-Earth Creature of your choice.
Salvage	W	I	-	Take 3 ES from your DP into your hand.
Stone Canon	N	II	P	Destroy one of your ES: Deal 1 damage to any Creature or Player.
Erratic Knowledge	F	III	P	Each time a DPT takes place, draw 1 card.
Mindblocker	N	II	P	DPT does not take effect.
Anti-Effect Field	N	III	P	PE, DE und LE do not take effect.
Fountain of Health	N	I	P	At the beginning of your turn, put the top card from your SB under your DP.
Coral Reef	W	II	P	Creatures with the type Merfolk, Sea Serpent or Kraken get +1 DEF and cannot be target of

				Spells or Effects.
Banner of the Meek	N	II	P	Creatures without Effects and ATK 2 or less get +1 ATK and +1 DEF.
Banner of Neutrality	N	II	P	Neutral-Creatures get +1 ATK and +1 DEF.
Neptune's Banner	W	II	P	Meervolk, Seeschlangen und Kraken erhalten +1 ATK.
Bloody Tribute	E	I	-	Each Player chooses 1 of his or her Creatures in play and puts them onto their DP. (DPT)
Night of the Living Dead	E	III	P	PE: All Players put all their Creatures from their DP into their DEF-Zones. Their Creature-Type becomes "Undead". LE: Destroy all Creatures.
Building Plan	N	II	-	Search your SB for a Neutral P-Spell and put it into your hand. Shuffle your SB afterwards.
Thoughtstopper	N	II	P	If you had to draw a card, you can choose not to draw it.
Bookmark	W	III	-	Search your SB for any 1 card. Show it to your opponent(s), put it into your hand and shuffle your SB.

### Element Stones:

Name	Type	Text
Stone of Recovery	N	Destroy S. o. R.: Put 1 card from your DP under your SB.

Equipment (for Expansion-Sets: E is played to an ES and is attached to a creature during its controllers next Stanby-Phase. If the Creature leaves play, the E is destroyed)

Magmahammer	N/F?	II	E	Bearer gets +2 ATK. If Bearer is not a Fire-Creature it gets -2 DEF.
Club	N	I	E	Bearer gets +1 ATK.
Cloak of Invisibility	N	II	E	Bearer can neither be attacked nor be target of Spells or Effects. If Bearer attacks C. o. I. loses its Effect until end of turn.
Reaper's Scythe	N	II	E	If Bearer deals damage to a Creature, destroy that Creature.
Horrible Mask	N	II	E	Bearer cannot be blocked.
Taunting Mask	N	II	E	All Creatures that can block Bearer do so.
Burning Curse	F	I	E	Bearer deals 1 damage to its controller at the beginning of his or her Standby-Phase.
Shackles	N	II	E	Bearer can neither attack nor block.