

Expansion-Set “Otherworld”:

In Elemental Clash’s seventh Expansion-Set, we take a glimpse into the Otherworld, where the bonds of reality have no meaning and nothing is as it seems to be. Ethereal beings with “Astral” roam this realm of the Spirits and Ghosts. Furthermore, we see humble Element-Stones all of a sudden transform into mighty Creatures and Spells.

Astral: A Creature with “Astral” can only block and be blocked by Creatures with “Astral”.

Transform: You may play this card face-down as an Element-Stone that produces Neutral Energy. During your Main-Phase, you may flip this card face-up and play it onto a suitable ES-pile.

Creatures:

NAME	EI.	Lv.	ATK	DEF	Card text
Alb Underling	E	I	1	1	
Stone Shaman	E	I	0	1	DE: Search your SB for any 1 Element-Stone and put it into play. Shuffle your SB afterwards.
Troll Mystic	E	II	1	3	Transform.
Alben Ancestor	E	II	3	1	Astral. Salvage
Vampire	E	III	2	2	Astral. For each point of damage Vampire deals to a Player, put the top card from your DP under your SB.
Skeletal Dragon	E	III	3	4	Transform. May block Creatures with “Astral”.
Trinket Bird	A	I	0	1	PE: Return a Neutral E-Spell from your DP to your hand.
Hunting Falcon	A	I	1	1	Gets +1 ATK when attacking alone.
Cloud Elemental	A	II	2	2	Salvage. When Cloud Elemental is destroyed, shuffle it into your SB.
Lightning Sprite	A	II	3	1	Transform. Astral.
Anger Rouser	A	III	3	3	Whenever you flip a Creature-card, it has “Quickattacker”.
Spirit of the Storm	A	III	2	2	Transform. Astral. When Spirit of the Storm is flipped, return target Creature to its owner’s hand.
Spirit of Cowardice	F	I	2	1	Astral. Cannot attack alone.
Spark Spitter	F	I	0	1	Whenever a card is flipped, Sparkspitter deals 1 damage to target Creature or Player.
Reckless Goblin	F	II	3	2	Salvage. DE: Destroy 1 of your ES.

Goblin Mystic	F	II	3	2	Transform. When Goblin Mystic is flipped, put the top 2 cards from your SB onto your DP.
Magma Mauler	F	III	2	3	Whenever a card is flipped, deal 2 damage to target Creature or Player.
Spirit of War	F	III	3	3	Transform. Astral. Purge.
Guardian Kraken	W	I	0	4	Cannot attack.
Sawfish	W	I	1	1	Purge.
Merfolk Mystic	W	II	1	2	Transform. When you flip Merfolk Mystic, draw 1 card.
Merfolk Ancestor	W	II	2	2	Astral. Salvage.
Benthic Guardian	W	III	2	5	Benthic Guardian may block any number of Creatures. Benthic Guardian may also block Creatures with "Astral".
Spirit of the Sea	W	III	2	3	Transform. Astral. When Spirit of the Sea is flipped, return target ES to its owner's hand.
Wall of Reality	N	II	0	4	Cannot attack and may block Creatures with "Astral".
Miraculous Automaton	N	II	1	2	Gets a +1/+1 Counter each time a card is flipped.
Razor Wall	N	II	3	3	Cannot attack.
Astral Wall	N	II	1	6	Cannot attack.

Spells:

Name	El.	Lv.	Type	
Materialize	E	I	↯	Transform. Target Creature loses "Astral" until end of turn. You may draw 1 card.
Barkhide	E	I	↯	Salvage. Target Creature gets +3 DEF until end of turn.
Gather Courage	E	II	↯	+2 ATK / +2 DEF until end of turn.
Scavengers Shard	E	II	E	When Bearer deals damage to a Player, put the top 2 cards from your DP under your SB in any order.
Sphere of Inertia	E	III	P	Cards cannot be flipped.
Transforming Wisdom	E	III	P	Transform. Whenever a card is flipped, take target card from your DP and put it under your SB.
Dematerialize	A	I	↯	Transform. Target Creature gets "Astral" until end of turn.
Astral Strike	A	I	↯	Salvage. Destroy target Creature with "Astral".
Astral Charge	A	II	P	Creatures with "Astral" have "Quickattacker".
Astral Shard	A	II	E	Bearer has "Astral".
Otherworldly Wind	A	III	-	Return target Creature to its owner's hand. If that Creature has "Astral", return another

				target Creature to its owner's hand.
Transforming Thunderstorm	A	III	P	Transform. Whenever a card is flipped, deal 2 damage to every Creature.
Fork	F	-	↯	Divide 2 damage among target Creatures or Players as you choose.
Reckless Rage	F	I	↯	Salvage. Target Creature gets +2 ATK. If it is a non-Fire Creature, it also gets -2 DEF.
Flaming Darts	F	II	-	Transform. Purge. Deal 2 damage to target Creature or Player.
Lava Shard	F	II	E	When Bearer deals damage to a Player, deal 2 damage to target Creature and 2 damage to yourself.
Astral Blaze	F	III	↯	Deal 3 damage to every Creature with "Astral".
Transforming Fury	F	III	P	Transform. Whenever a card is flipped, target Creature gets +2 ATK until end of turn.
Transformer's Wisdom	W	I	↯	You may draw 1 card for every card flipped this turn. Draw 1 card.
Sooth	W	I	↯	Salvage. Prevent up to 3 damage dealt to target Player or target Creature.
Gather Knowledge	W	II	-	Transform. Draw 2 cards, then take 1 card from your hand and put it onto your DP.
Shard of Wisdom	W	II	E	When Bearer deals damage to a Player, you may draw 1 card.
Ritual of Transmutation	W	III	-	Destroy 1 of your Creatures: Search your SB for any 1 Creature-card and put it into your ATK- or DEF-Zone. Shuffle your SB afterwards.
Transforming Trickery	W	III	P	Transform. Whenever a card is flipped, you may draw 1 card.
Amulet of Wisdom	N	I	P	Transform. When this is flipped, draw 1 card.
Amulet of Fire	N	I	P	Transform. When this is flipped, deal 1 damage to target Creature or Player.
Amulet of Haste	N	I	P	Transform. When this is flipped, target Creature gets "Quickattacker" until end of turn.
Amulet of History	N	I	P	Transform. When this is flipped, take 2 cards from your DP and put them under your SB in any order.
Scaled Cloak	N	II	E	Bearer has "Astral" and gets +3 DEF.
Cobra Cloak	N	II	E	Bearer has "Astral" and "Poison: 2".
Berserker's Cloak	N	II	E	Bearer has „Astral“ and gets +2 ATK
Arsonists Cloak	N	II	E	Bearer has "Astral" and "Purge".

Element Stones:

Name	Type	Text
Immortal Stone	N	When Immortal Stone is in your DP, return it to play at the beginning of your next Standby-Phase.
Astral Stone	N	Creatures played to this ES-pile come into play with an Astral Counter. It has "Astral" permanently.
Reality Stone	N	Destroy R. S.: Target Creature loses "Astral" until end of turn.
Transforming Stone	N	Transform.