

Expansion-Set “Tribal“:

Elemental Clash’s second expansion set focuses on Creatures – especially on the four main tribes: Trolls (Earth), Spirits (Air), Goblins (Fire) and Merfolk (Water). The set has less Spells but more Creatures as usual.

Creatures:

NAME	El.	Lv.	ATK	DEF	Card text
Troll Underling	E	I	1	1	
Restless Corpse	E	I	1	1	When Restless Corpse was destroyed, put it on top of your SB during your postcombat Main Phase.
Troll Shaman	E	I	0	1	PE: Return a Troll-Card from your DP to your Hand.
Grim Reaper	E	II	2	2	When Grim Reaper deals damage to a Creature, destroy it.
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.
Troll Brute	E	II	3	3	As an additional cost destroy one of your ES when you play Troll Brute.
Troll Champion	E	III	2	2	Other Trolls you control get +1 ATK and +1 DEF.
Venus-Caller	E	III	2	3	Look at the top 3 cards of your SB. Put all Creatures with the Type “Troll” into your hand. Put the rest of the cards under your SB in any order.
Earth Elemental	E	III	3	3	If Earth Elemental would be put to your DP from play, put it on top of your SB.
Shrewd Magpie	A	I	1	1	Draw 1 card whenever Shrewd Magpie deals damage to an opponent.
Spirit Underling	A	I	1	1	
Minion of the Skies.	A	I	1	1	Unblockable.
Spying Falcon	A	I	1	1	At the beginning of your Standby-Phase, a Player of your choice must reveal his or her hand to you.
Birdtamer	A	II	1	2	PE: Search your SB for a Bird-Card, show it to your opponent(s) and put it into your hand. Then shuffle your SB.
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.
Wise Owl	A	II	1	2	PE: Draw 1 card. DE: Discard 1 card from your hand.
Spirit Overlord	A	III	2	2	Other Spirits you control get +1 ATK and

					+1 DEF.
Jupiter-Caller	A	III	2	2	Look at the top 3 cards of your SB. Put all Creatures with the Type "Spirit" into your hand. Put the rest of the cards under your SB in any order.
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.
Goblin Underling	F	I	1	1	
Goblin Coward	F	I	2	1	Can only attack when another Goblin also attacks.
Firemaw	F	I	0	1	Put 1 card from you hand onto your DP: +2 ATK until end of turn.
Nosy Imp	F	II	1	1	PE: Look at a Players hand and choose 1 card. He or she puts that card onto his or her 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.
Flickering Ghost	F	II	3	1	Put the top 2 cards from your SB to your DP: Return Flickering Ghost to your hand.
Goblin Champion	F	III	2	2	Other Goblins you control get +1 ATK and +1 DEF.
Mars-Caller	F	III	3	1	Look at the top 3 cards of your SB. Put all Creatures with the Type "Goblin" into your hand. Put the rest of the cards under your SB in any order.
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.
Merman Underling	W	I	1	1	
Electric Eel	W	I	0	1	PE: Deal 1 damage to a Creature of your choice.
Merman Meddler	W	I	0	2	Destroy Merman Meddler: Neutralize a Creature or Spell of your choice unless its controller destroys one of his or her ES.
Giant Kraken	W	II	3	3	As an additional cost when you play Giant Kraken, put one card from your hand onto your DP. If you don not, destroy Giant Kraken.
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.
Merfolk Visionary	W	II	1	2	PE: Look at the top 3 cards of your SB and put them back in any order.

Merfolk Champion	W	III	2	2	Other Merfolk you control get +1 ATK and +1 DEF.
Mercury-Caller	W	III	2	2	Look at the top 3 cards of your SB. Put all Creatures with the Type "Merfolk" into your hand. Put the rest of the cards under your SB in any order.
Water Elemental	W	III	0	0	Comes into play with a number of +1/+1 counters equal to the number of Mercury-Stones on the ES-pile you play it to. If Water Elemental would be put to your DP from play, put it on top of your SB.
Troll Simulacrum	N	I	1	1	
Spirit Simulacrum	N	I	1	1	
Goblin Simulacrum	N	I	1	1	
Merman Simulacrum	N	I	1	1	

Spells:

Name	El.	St.	Typ	
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.
Trollhide Spell	E	II	P	Trolls you control get +2 DEF.
Geomancy	E	III	-	You may rearrange the order of ES in your ES-piles at any time as you like.
Jupiter's Boon	A	I	↯	A Creature of your choice cannot be target of Spells or Effects until the end of turn. Put any 3 cards from your DP under your SB in any order.
Spirit Charge	A	II	P	Spirits you control have Quickattacker .
Tornado	A	III	-	Put a Creature, a Spell and an ES of your choice on top of their owner's SB in any order.
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.
Goblin Ambush	F	II	↯	All attacking Goblins get +2 ATK until end of turn.
Fiery Pact	F	III	P	PE: Deal 5 damage to a Player of your choice. DE: You get 5 damage.
Mercury's Boon	W	I	↯	Put any 3 cards from your DP under your SB in any order. You may draw 1 card.
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.
Coral Reef	W	III	P	Creatures with the type Merfolk, Sea Serpent or Kraken get +1 DEF and cannot be target of Spells or Effects.
Fountain of Health	N	I	P	At the beginning of your turn, put the top card from your SB under your DP.
Stone Cannon	N	II	P	Destroy one of your ES: Deal 1 damage to any Creature or Player.
Tribal Banner	N	III	P	PE: Choose a Creature-type. Creatures of the chosen type get + 1 ATK and +1 DEF.
Banner of the Meek	N	I	P	Creatures without Effects and ATK and DEF 2 or less get +1 ATK and +1 DEF.

Element Stones:

Name	Type	Text
Troll Stone	N	Destroy Troll Stone: Search your SB for a Troll-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.
Goblin Stone	N	Destroy Goblin Stone: Search your SB for a Goblin-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.
Merfolk Stone	N	Destroy Merfolk Stone: Search your SB for a Merfolk-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.
Spirit Stone	N	Destroy Spirit Stone: Search your SB for a Spirit-card, show it to your opponent(s) and put it on top of your SB. Shuffle your SB afterwards.