

CREATURES: Expansion-Set Underworld

NAME	EI.	Lv.	ATK	DEF	Type	Flavour Text	Card text
Loam Shaman	E	I	1	1	Troll	<i>Mother Earth told the Trolls many secrets.</i>	Destroy-Effect: Put the top 2 cards from your Archive under your Spellbook in any order.
Scavenging Zombie	E	I	0	1	Undead	<i>Groveling mindlessly on the ground, they sometimes find something very precious.</i>	Play-Effect: Return target Element-Stone from your Archive to your hand.
Carrion Maggot	E	II	1	1	Insect		Remove a Creature card from your Archive from the game: Put a +1 ATK and +1 DEF counter on Carrion Maggot.
Wall of Bones	E	II	0	2	Wall		Cannot attack. Gets +2 DEF for each Creature card in your Archive.
Carrion Feeder	E	III	2	3	Undead		Remove a Creature card from your Archive from the game: Carrion Feeder gets +2 ATK until end of turn.
Ghost of the Dead	E	III	3	3	Spirit	<i>That which is already dead cannot be killed.</i>	If Ghost of the Dead is destroyed, put it on top of your Spellbook.
Blood Bat	A	I	1	1	Bat		Cannot be blocked. Remove a card from your Spellbook from the game: Blood Bat gets +1 ATK until end of turn. Do this only twice per turn.
Dragonfly	A	I	1	1	Beast		+1 ATK and +1 DEF if an opponent controls at least one Venus-Stone.
Spellbreaker	A	II	2	2	Wizard	<i>Most wizards are wise in casting spells - Some are</i>	Play-Effect: Destroy target Permanent-Spell.

						<i>specialized in dispelling them.</i>	
Cumulus	A	II	2	2	Elemental	<i>Not unlike their inanimate cloud-cousins, they tend to grow and grow until they unleash a thunderstorm.</i>	Discard 1 card from your hand: Cumulus gets +1 ATK and +2 DEF until end of turn.
Time Magus	A	III	1	1	Wizard	<i>Those who meddle with the very fabric of space and time are prone to get killed in the process.</i>	Play-Effect: You get an additional turn after this one. Leave-Effect: Skip your next turn.
Will-o'-the-Wisp	A	III	6	1	Elemental	<i>Basically a living thunderstorm.</i>	Quickattacker Cannot block.
Goblin Cadet	F	I	2	1	Goblin	<i>Goblins are not particularly well known for their discipline. Still some joined the army...</i>	Play-Effect: Discard 1 card from your hand.
Chaosgorger	F	I	0	1	Beast		Chaosgorger gets +1 ATK until end of turn for each card that has been put into its controller's Archive this turn.
Fanatic Goblin	F	II	2	2	Goblin	<i>Fuelled by a fanatic rage, the little Goblin is a formidable fighter that strikes swiftly.</i>	Quickattacker
Fiery Imp	F	II	2	1	Devil		Destroy Fiery Imp: Target Player discards one card from his or her hand.
Archdemon	F	III	6	4	Demon	<i>He promises power at the price of your soul.</i>	At the beginning of your Standby-Phase put the top 2 cards from your Spellbook into your Archive.
Fiery Inquisitor	F	III	1	2	Wizard	<i>He likes nothing better than the smell of incinerated</i>	When Fiery Inquisitor attacks a Player, the attacked Player discards a

						<i>scrolls.</i>	card from his or her hand at random.
Merman Warrior	W	I	1	1	Merfolk	<i>A fierce fighter from the ocean's depths.</i>	+1 ATK and +2 DEF if you control at least one other Merfolk Creature.
Kraken Courier	W	I	1	1	Octopus	<i>Some tidings it brings - some it takes away.</i>	Play-Effect: Discard 1 card from your hand, then draw 1 card.
Merman Sentinel	W	II	2	3	Merfolk	<i>Only the sturdiest Mermen are elected to serve as guards at King Neptune's court.</i>	
Deep-Sea Serpent	W	II	2	2	Sea Serpent	<i>An elusive dweller of the deep whose very existence is a matter of ancient myths and old men's tales.</i>	Cannot be attacked.
Full-Grown Hydra	W	III	4	3	Sea Serpent	<i>As they age, Hydras grow more and more tentacles.</i>	Full-Grown Hydra can attack up to four Creatures and/or Players. You distribute the damage dealt this way.
Leviathan	W	III	3	5	Sea Serpent	<i>Canst thou draw out leviathan with an hook? or his tongue with a cord which thou lettest down? Canst thou put an hook into his nose? or bore his jaw through with a thorn?</i> <i>Book of Job, 41: 1-2</i>	-
Clay Golem	N	I	1	1	Golem	<i>Memnon's first project in the attempt of creating artificial</i>	

						<i>life. Made out of mud, the man-machine crumbled a day after it was made.</i>	
Stone Golem	N	II	2	2	Golem	<i>A crafty sculptor, Memmnon's second attempt lasted longer than his first. Made out of sturdy limestone, the new man-machine moved sluggishly, but proved quite long-lived.</i>	
Iron Golem	N	III	3	3	Golem	<i>Nearing perfection, Memmnon's third man-machine was both robust and agile. Although the fresh ocean breeze whistling through the wizard's laboratory made it rust quite quickly.</i>	
Gold Golem	N	III	4	4	Golem	<i>As Memmnon had finished his masterpiece he realized something: Power always comes at a price.</i>	Play-Effect: Destroy any three of your Element-Stones.
The Scarecrow King (PROMO)	E	III	2	4	Undead	I have always been, and I shall be again. Bow to me, or fury to see.	Unique (A Spellbook may contain only one copy of a certain card with "Unique". If there is already one in play, further copies of that card cannot be played.) Play-Effect: Remove target Creature you control from the game. Destroy-Effect: Take control of target Creature an opponent controls and place it into your ATK-Zone. You control that Creature until it leaves play.

SPELLS: Expansion-Set Underworld

Name	El.	Lv.	Type	Flavour Text	
Bloody Tribute	E	I	-	<i>A tribute paid in blood and bones.</i>	Each Player chooses one of his or her Creatures. These Creatures are destroyed. Boon
Meddle	E	I	↔	<i>"Not so fast..." - Xyric the Power Hungry</i>	Neutralize target Level I Spell or Creature. (You can neutralize a Spell or Creature the moment it is played from his or her owner's hand. It goes directly to its owner's Archive instead of to the playing field.)
Unnatural Strength	E	II	↔	<i>"He may be a mindless servant, but his power has to be reckoned with." - Quanticor the Necromancer</i>	Target Undead Creature gets +3 ATK and +3 DEF until end of turn.
Banner of the Undead	E	II	P	<i>The legions of the damned were infuriated by the sight of the banner.</i>	All Undead Creatures get +1 ATK and +1 DEF.
Night of the Living Dead	E	III	P		Play-Effect: Every Player puts as many Creatures as possible from their Archives into their DEF-Zone. They come into play with a Zombie Counter. A Creature with a Zombie Counter counts as Undead in addition to its other types. Leave-Effect: Destroy all Creatures with a Zombie Counter on them.
Rotten Fumes	E	III	P		Play-Effect: Target Player discards 1 card from his or her hand. All Creatures get - 1 ATK and - 1 DEF.
Spellbane	A	I	↔	<i>As for every poison there is an antidote, for each Spell there is one to undo it.</i>	Destroy target Permanent-Spell.
Arcane Teachings	A	I	-	<i>It teaches you secrets from beyond.</i>	Draw 2 cards, then discard 1 card from your hand. Boon: Draw 1 card.
Electrical Shock	A	II	↔	<i>The Goblin fell down dead while the Trolls stood staring in disbelief.</i>	Destroy target non-Earth Creature. Boon
Electrostatic Field	A	II	P		Deal 1 damage to every Creature at the beginning of your Standby-Phase.

					Destroy Electrostatic Field: Deal 2 damage to target Creature.
Time Leap	A	II		<i>Double the length of your day.</i>	Put the top 5 cards from your Spellbook onto your Archive: You get an additional turn after this one.
Wind of Change	A	III		<i>What is now is forgotten. What will be is embraced.</i>	Discard all cards from your hand. Then draw 5 cards.
Spark	F	-	⚡	<i>A spark of searing fire - hurl at foe of your choice.</i>	Discard Spark from your hand: Deal 1 damage to target Creature or Player. Boon.
Burning Thoughts	F	I	P		Discard 1 card from your hand: Deal 1 damage to target Creature or Player. If the discarded card was a Fire card, deal 2 damage instead.
Fiery Oblivion	F	II			Target Player discards a card from his or her hand at random. Boon
Heatwave	F	II		<i>"I like mine well done..." - Kallas the Irate</i>	Deal 3 damage to each Creature.
Fanatical Research	F	III	P		Play-Effect: Put the top card from your Spellbook onto your Archive. Draw 1 card at the beginning of your Main-Phase. Put the top card from your Spellbook onto your Archive: Destroy Fanatical Research.
Shatter	F	III	-	<i>The wizard's dreams were shattered by the hammers and fists of the evil hordes.</i>	Destroy target Element-Stone.
Wave of Foresight	W	I	⚡	<i>The merfolk shamans were blessed by King Neptune with the gift of future sight.</i>	Look at the top 5 cards of your Spellbook and put them back in any order.
Shatterkick	W	I	⚡		Each Player chooses one of his or her Element-Stones. They are put into their owner's Archives.
Rummage	W	II	-		Draw 3 cards, then put two cards from your hand on top of your Spellbook in any order. Boon
Forbid	W	II	⚡	<i>"I don't think so!" - Xyric the Power</i>	Neutralize target Spell or Creature. (You can neutralize a Spell or

				<i>Hungry</i>	Creature the moment it is played from his or her owner's hand. It goes directly to its owner's Archive instead of to the playing field.)
Bookmark	W	III	-	<i>It gives you all you ever dreamed of.</i>	Search your Spellbook for any 1 card and put it into your hand. Shuffle your Spellbook afterwards.
Tsunami	W	III	-	<i>Whole armies are swept away by the brute force of nature.</i>	Put the top 5 cards from your Spellbook into your Archive: Destroy all opponent Creatures.
Building Plan	N	II	-	<i>"Hmm, let's see. Step 13: This belongs here and that goes there. On to step 14..." - Thorbald, Dwarven Tinkerer</i>	Search your Spellbook for a Neutral Creature or a Neutral Permanent-Spell, show it to your opponents and put it into your hand. Shuffle your Spellbook afterwards.
Mindblocker	N	II	P	<i>It puts an end to bad surprises.</i>	Boon does not take effect.
Anti-Effect Field	N	III	P	<i>It does away with pesky magic.</i>	Play-Effect, Destroy-Effect and Leave-Effect do not take effect.
Fog Engine	N	III	P	<i>Obscured by magical mists, the wizards could carry out their intricate plans unhindered.</i>	Creatures, Permanent-Spells and Element-Stones in play cannot be target of Spells or Effects.

ELEMENT-STONES: Expansion-Set Underworld

Name	Type	Text
Protective Stone	N(neutr.)	Produces 1 Neutral Energy. Creatures and Spells played to this Element-Stone-Pile cannot be neutralized nor be target of Spells or Effects while they are on this Element-Stone-Pile.
Death Stone	N	Produces 1 Neutral Energy. Creatures played to this Element-Stone-Pile get a Zombie Counter. Creatures with a Zombie Counter on them count as Undead in addition to their other types.
Demonic Stone	N	Produces 2 Neutral Energy. At the beginning of your Standby-Phase, put the topmost card from your Spellbook onto your Archive.
Stone of Forgetfulness	N	Produces 1 Neutral Energy. Destroy Stone of Forgetfulness: Remove all cards in target Player's Archive from the game.

Magmastone	F, E	Produces 1 Fire or 1 Earth Energy.
Steamstone	F, W	Produces 1 Fire or 1 Water Energy.
Peakstone	E, A	Produces 1 Earth or 1 Air Energy.
Miststone	W, A	Produces 1 Air or 1 Water Energy.
Islandstone	W, E	Produces 1 Earth or 1 Water Energy.
Plasmastone	F, A	Produces 1 Air or 1 Fire Energy.