

Expansion-Set "Underworld":

Consisting of 60 brand new cards, this expansion-set's theme deals with the evil side of the elements. Furthermore, neutral Creatures and Spells are introduced.

Creatures:

NAME	El.	Lv.	ATK	DEF	Card text
Loam Shaman	E	I	1	1	DE: Put the top 2 cards from your DP under your SB in any order.
Scavenging Zombie	E	I	0	1	Return 1 ES from your DP to your hand.
Carrion Maggot	E	II	1	1	Remove a Creature card from your DP: Put a +1/+1 Counter on Carrion Maggot.
Wall of Bones	E	II	0	1	Cannot attack. Gets +2 DEF for each Creature in your DP.
Ghost of the Dead	E	III	3	3	If Ghost of the Dead is destroyed, shuffle it into your SB.
Carrion Feeder	E	III	0	2	Remove a Creature card from your DP: This gets +2 ATK until end of turn
Dragonfly	A	I	1	1	+1 ATK and +1 DEF when an opponent controls 1 or more Venus-Stones.
Blood-Bat	A	I	0	1	Unblockable. Put two cards from the top of your SB onto you DP: +1 ATK until the end of turn.
Spellbreaker	A	II	2	2	PE: Destroy a P-Spell of your choice.
Cumulus	A	II	2	2	Discard 1 card: Cumulus gets +1 ATK and +2 DEF until the end of turn.
Will-o'-the-Wisp	A	III	6	1	Quickattacker. Cannot block.
Time Magus	A	III	1	1	PE: You get an additional turn after this one. LE: You have to skip your next turn.
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.
Goblin Cadet	F	I	2	1	PE: Put 1 card from your hand onto your DP.
Fanatic Goblin	F	II	2	2	Quickattacker.
Fiery Imp	F	II	1	2	Destroy Fiery Imp: A Player of your Choice puts 1 card from his or her hand onto his or her DP.
Archdemon	F	III	6	4	At the beginning of your Standby-Phase, put the top 2 cards from your SB onto your DP.
Fiery Inquisitor	F	III	1	2	When F. I. Deals damage to a Player, he or she puts 1 card from his or her

					hand into his or her DP.
Merman-Warrior	W	I	1	1	+1 ATK / +2 DEF if you control at least 1 other Merfolk-Creature.
Kraken-Courier	W	I	1	1	PE: Put 1 card from your hand onto your DP. Then draw 1 card.
Merman-Sentinel	W	II	2	3	
Deep-Sea-Serpent	W	II	2	2	Cannot be attacked.
Full-Grown Hydra	W	III	4	2	Can attack up to 4 Creatures and/or Players. Divide the damage among Creatures and Players as you wish.
Leviathan	W	III	3	6	
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.

Spells:

Name	El.	St.	Typ	
Bloody Tribute	E	I	-	Each Player chooses 1 of his or her Creatures in play and puts them onto their DP. (DPT)
Meddle	E	I	↔	Neutralize a Lv. I Spell or Creature.
Unnatural Strength	E	II	↔	One Undead-Creature gets +1 ATK / + 3 DEF until the end of turn.
Banner of the Undead	E	II	P	All Undead-Creatures get +1 ATK.
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.
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.)
Spellbane	A	I	↔	Destroy a P-Spell of your choice.
Electrical Shock	A	II	-	Destroy a non-Earth Creature of your choice.
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 a Creature of your choice.
Wind of Change	A	III	-	Put all cards from your hand onto your DP in any order. Draw 5 cards.
Time Leap	A	III	-	Put the top 5 cards from your SB onto your DP. You gain an additional turn after this one.

Spark	F	-	↔	Put Spark from your hand onto your DP: Deal 1 damage to a Creature or Player
Burning Thoughts	F	I	P	Put 1 card from your hand onto your DP: Deal 1 damage to any Creature or Player.
Fiery Oblivion	F	II	↔	A Player of your choice discards a card at random. (DPT)
Heatwave	F	II	-	Deal 1 damage to all Creatures.
Shatter	F	III	-	Destroy an ES of your choice
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.
Salvage	W	I	-	Take 3 ES from your DP into your hand.
Shatterkick	W	I	↔	Put 1 of your opponent's ES in his DP. Then put 1 of your ES onto your DP.
Forbid	W	II	↔	Neutralize a Spell or Creature of your choice.
Rummage	W	II	-	Draw 3 cards, then put 2 cards from your hand onto your DP. (DPT)
Bookmark	W	III	-	Search your SB for any 1 card. Show it to your opponent(s), put it into your hand and then shuffle your SB.
Tsunami	W	III	-	PE: Put the top 5 cards from your SB onto your DP: Destroy all opponent 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. If there are no cards left in your SB, destroy Thoughtstopper.
Anti-Effect-Field	N	III	P	PE, DE und LE do not take effect.
Mindblocker	N	II	P	DPT does not take effect.

Element Stones:

Name	Type	Text
Stone of Recovery	N	Destroy S. o. R.: Put 1 card from your DP under your SB.
Death Stone	N	A Creature played to this ES-Pile counts as an "Undead" in addition to its other type permanently.
Demonic Stone	N	Counts as 2 ES. At the beginning of your Standby-Phase, put the top card from your SB onto your DP.
Protective Stone	N	Creatures and Spells played to this ES-pile cannot be neutralized.