

Ether



~ When an invocation of infinite rank is destroyed, it crystallizes in the ether and makes you gain a charge.

~ Use 3 charges at any time to draw a card or add 1 to your stock.

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Stock



~ You gain 1 at the beginning of your turn and you draw two cards

~ You gain 2 at the beginning of your turn, if you decide to draw only one card or not to draw at all.

~ You start the game with 1 in your stock, the coins can be used at any time if an action allows it. Coins can be accumulated without limit.

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Summoner
AZELL



1 ~ Azell definitely gives ④ to one of your creatures.

2 ~ Azell definitely gives ③ to one of your creatures.

3 ~ Azell will fetch a Creature type card of your choice from your library for you, show that card and put it in your hand, then shuffle your library.

10.HP

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Summoner
OLLAF & OLLIA



1 ~ Ollaf steals 1 from a targeted opponent and gives it to you. Ollaf and Ollia lose 1 Hp.

2 ~ Ollaf & Ollia give you 1 each, 2 are therefore added to your stock.

3 ~ Ollia allows you to reactivate an action on one of your Constant cards. This action is free.

10.HP

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Jon Lankry

Door - Rank 1 -
PORTAL



~ This door can't block ~

~ This door comes into play open, closing it makes it inactive.

~ 1: Success = One of your attacking creatures passes through the portal to directly hit a targeted opponent summoner (only works if the door is open).

0 0 3

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Door - Rank 1
GOLD MINE



~ This door can't block ~

~ This door comes into play open, closing it makes it inactive.

~ To get the gold in this mine, you must put creatures in it. Each creature put in will produce 1 each cycle.

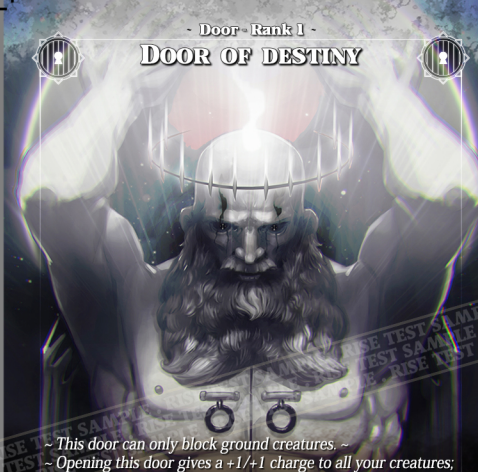
~ Creatures in the mine cannot attack, defend or activate their actions and will die with the mine if it is destroyed.

~ Closing the mine will return the creatures in it to the battlefield.

0 0 2

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Door - Rank 1 -
DOOR OF DESTINY



~ This door can only block ground creatures. ~

~ Opening this door gives a +1/+1 charge to all your creatures; this bonus is active as long as the door is open.

~ 10 = If one of your summoners dies, the door of destiny forces the opponent who killed that summoner to sacrifice one of his summoners.

~ Fate is only an illusion of time and space. Now you will navigate between the two worlds to uncover these truths. ~

0 0 4

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Creature - Incantation - Divinity - Rank 1
LIBRARY MASTER



~ Once the Library Master has been summoned, the players turn over their library. They now draw cards face up. (The top of the deck is always considered the bottom of the library)

~ 1 = Select a library and destroy the visible card on top, it is excluded from the game.

~ The Library Master can only defend.

0 0 5

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Creature - ??? - Rank 1
POLYMORPH



2

~ As soon as it arrives in the game, the Polymorph takes the form of a targeted in-game creature, and becomes an exact copy of it. (Type, title, power, defense and actions, while keeping the type ???).

~ 2 charges = The Polymorph changes form again: target a new creature and the Polymorph becomes its exact copy.

0 * 0 *

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Creature - Demon - Rank 1

EL DIABLO



~ When El Diablo attacks an opponent, he offers him a deal: Either the opponent lets the attack happen; or he can pay 6 which will be added to your stock, in return for which El Diablo will never be able to attack that opponent again.
(the coins acquired in this way go into your stock)

6 2

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Creature - Robot - Rank 2

BOUNTY HUNTER



~ 1: Success = Put a 3 bounty on a targeted enemy creature.
(When this creature dies, add the amount of its reward to your Stock).

~ Nothing sexier than a gun and a mission! ~

2 3

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Creature - Robot - Rank 2

BOUNTY HUNTER



~ 1: Success = Put a 3 bounty on a targeted enemy creature.
(When this creature dies, add the amount of its reward to your Stock).

~ Nothing sexier than a gun and a mission! ~

2 3

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Creature - Demon - Rank 2

GOLD EATER



~ The * symbol represents the amount of in your inventory.
~ The gold eater removes one from your stock each time he attacks or defends
(remove the after the combat phase).

~ GOLD! Oh, yes GOLD! I want all your GOLD! ~

* 2 *

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Creature - Demon - Rank 2

GOLD EATER



~ The * symbol represents the amount of in your inventory.
~ The gold eater removes one from your stock each time he attacks or defends
(remove the after the combat phase).

~ GOLD! Oh, yes GOLD! I want all your GOLD! ~

* 2 *

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Creature - Imminent - Demon - Rank 3

RAVENOUS IMP



~ If the Ravenous Imp comes into contact with a summoner, the targeted opponent removes 1 from their stock.
~ Then add 1 to your stock.

~ Is this all you have in your pockets? ~

2 1

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Creature - Imminent - Demon - Rank 3

RAVENOUS IMP



~ If the Ravenous Imp comes into contact with a summoner, the targeted opponent removes 1 from their stock.
~ Then add 1 to your stock.

~ Is this all you have in your pockets? ~

2 1

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Creature - Imminent - Demon - Rank 3

RAVENOUS IMP



~ If the Ravenous Imp comes into contact with a summoner, the targeted opponent removes 1 from their stock.
~ Then add 1 to your stock.

~ Is this all you have in your pockets? ~

2 1

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Creature - Monster - Rank 4

MIMIC



~ The Mimic adds 1 to your Stock when it comes into play, and then at the beginning of each cycle.

~ 1: Success = The Mimic is released from its chains and gains a +2/+2 charge as well as .
(Bleeding: if a creature is hit by a creature that has bleeding, it gains a permanent -1/-1 charge after the combat phase)

0 1

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Creature - Monster - Rank 4 -

MIMIC



~ The Mimic adds 1 to your Stock when it comes into play, and then at the beginning of each cycle.

~ **1 : Success** = The Mimic is released from its chains and gains a +2/+2 charge as well as .

(Bleeding: if a creature is hit by a creature that has bleeding, it gains a permanent -1/-1 charge after the combat phase)

4 0 1

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Imminent - Rank 1

GROWTH PROPHECY



~ The Growth prophecy announces that your doors and creatures become so large that they can stand up to the heavens. Your creatures and gates on the battlefield definitely gain .

~ I never really understood why a mushroom would make you grow. ~

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Imminent - Rank 2

SLIME SLUG



~ A huge slime came and engulfed a card: ~

~ The targeted constant card is excluded from play and one of your summoners loses 2 Hp.

~ Yugh! I still have a lot of it! ... ~

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MAKE A WISH



~ **1 : Success** = 6 are added to your stock.

~ **1 : Success** = 6 charges are added to your .

~ Ah! If I were rich...~

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SORCERY



~ Retrieve a targeted Imminent invocation from your graveyard and put it in your hand.

~ **2 = Play** this card directly from your hand.

~ A sudden flash, a deafening noise...
I have never seen anything so beautiful.

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TREASURE



~ Add 3 charges and 3 to your stock.

~ I have never seen anything so beautiful...~

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TREASURE



~ Add 3 charges and 3 to your stock.

~ I have never seen anything so beautiful...~

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DIE AND RETRY



~ Invoke this card only when a creature dies.

~ Targeted creature that just died returns to play on its summoner's battlefield.

~ Your next action will automatically be considered a critical Fail.

~ Join the Corporation and you can return forever! ~

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REVERSO



~ **1 = Straighten** the targeted creature.

~ **1 = Return** to your hand an excluded card that you controlled before it was excluded.

~ It is not sand, but tiny particles of time that I play with. ~

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Imminent - Rank 4
LAST SMILE



~ 1 : : **Success** = Randomly select a card from your graveyard. If that card is a creature, it returns to your battlefield.

- If not, put that card into your hand.

~ Death smiles on you...
It is time for you to enjoy it before contemplating the Ether.~

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Imminent - Rank 4
MONEY BATTLE



~ Select a constant card.
Let the auction begin!

~ The one who offers the highest sum wins the auction:
he pays the amount he has offered and then:
- he decides what will happen to the targeted card:
destruction, exclusion or change of owner.

~ Why money still dominates this world...

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Incantation - Rank 1
GOLDEN CLOVER



~ When the golden clover comes into play, 2 are added to your stock.

~ As long as the Golden Clover is under your control, add an extra 1 to your stock at the beginning of your turn.

~ He was shining brightly. It was everything I wanted.
My golden clover. ~

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Incantation - Rank 1
DESTRUCTOR



~ When the Destroyer arrives on the battlefield, you can destroy targeted constant card under each opponent's control.

~ 1 : : **Success** = Destroy a targeted constant card.

- **Fail** = All constant cards in play are destroyed, including the Destroyer.

~ Even if you see it, it is already too late! Repent! ~

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Incantation - Rank 1
GREED



~ The targeted opponent can only activate actions with a maximum cost of 1 .

~ Sacrifice one of your creatures at the beginning of each cycle, otherwise Greed is excluded from the game.

- If all 7 sins are in play under your control, you win the game.

~ I wouldn't give anything, it's probably the only way to get it all. ~

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Incantation - Rank 1
FREE COIN



~ All actions that have a cost of 1 are now free as long as this card is under your control.

~ When this card comes into play, your graveyard is excluded and your summoners lose 3 Hp.

~ But where are the arcade cabinet? ~

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Incantation - Rank 1
AMETHYST SIGNET RING



~ Place this equipment on one of your summoners.

~ As long as this signet ring is equipped, Angel type creatures do double damage to you.

~ 2 = During your turn, you can deal 1 damage point to any opposing non-demon creature.

~ I have always loved gems. Who could have detected so much power in them? ~

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Incantation - Rank 1
GRIM DANCE



~ Grim dance gives +1/+1 to all creatures of type Zombie, Skeleton, Demon and Monster on your battlefield.

~ Every 2 cycles, send a randomly chosen creature from your graveyard to your battlefield.

~ Just Dance ! ~

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Incantation - Rank 2
SADO



~ Add 1 to your stock each time an action activated by one of your opponents ends in a Fail.


~ If Sado and Maso are under your control, their respective effects are doubled.

~ I delight in your pain. ~

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Incantation - Rank 2





MASO

- ~ One of your summoners gains 1 Hp each time the activation of an action , under your control fails.
- ~ If Sado and Maso are under your control, their respective effects are doubled.
- ~ Hurt me ! ~

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Incantation - Rank 2



COLOSSAL ELECTRIC BLAST

- ~ The colossal electric explosion can destroy any targeted constant card.
- ~ 2  = In 3 turns, the targeted card will be destroyed.
- ~ 3  = In 2 turns, the targeted card will be destroyed.
- ~ 4  = Next turn, the targeted card will be destroyed.
- ~ 5  = The targeted card is destroyed instantly.
(The charges placed in this way are temporal).
- ~ SHEBAM! POW! BLOP! WIZZ! Be careful, it's not a toy! ~

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
Incantation - Rank 2

ORB OF PAIN

- ~ 2  = Place a charge of pain on a targeted constant card. The charge increases by 1 at the beginning of each turn.
- ~ 5  = Remove all pain charges from the targeted constant card. A targeted summoner takes as many damage points as the charge removed.
(The charges placed in this way are temporal).
- ~ I am the true face of suffering. ~






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WEIGHT OF SOUL

- ~ During your turn you can spend 1  to give 1 Hp to the summoner of your choice.
- ~ This justice is only fair to me. ~


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ALCHEMIST

- ~ As long as this Incantation is under your control, you may exclude your cards from your hand at any time for a retribution in the form of .
- ~ Exclude a Creature card from your hand for 2 .
- ~ Exclude an Imminent card from your hand for 3 .
- ~ Exclude an Incantation card from your hand for 4 .
- ~ Exclude a Door card from your hand for 5 .
- ~ You now have a philosopher's stone. ~




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PIRACY

- ~ When this Incantation comes into play, choose another Incantation.
- ~ Piracy becomes a copy of the targeted Incantation.
- ~ At the beginning of your turn, perform a .
- ~ **Success** = Piracy keeps its form.
- ~ **Fail** = Piracy must change form to that of another Incantation in play, otherwise you must destroy the Piracy.
- ~ I swear it's a real card! ~


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MONEY TRAINING

- ~ The activation costs of your actions are reduced by 1 .
(Money training cannot make an action activation free, if the activation cost is 1 coin, it remains 1 coin).
- ~ : **Success** = During your turn, the activation costs of an opponent's actions cost an additional 1 .
- ~ The Corporation will take care of your finances from now on. ~

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GOLDEN FORK

- ~ Place this equipment on a targeted creature.
- ~ Whenever the equipped creature hits during a combat phase, the owner of The Golden Fork adds 1  to its Stock.
- ~ It's so beautiful, so shiny! ~

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LEVEL UP

- ~ The targeted summoner gains one level. ~
- ~ The summoner who gains this level gains 3 Hp.
- ~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank 3
LEVEL UP

~ The targeted summoner gains one level. ~
~ The summoner who gains this level draws a card for you.
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank 3
LEVEL UP

~ The targeted summoner gains one level. ~
~ The summoner who gains this level draws a card for you.
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank 3
LEVEL UP

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~ The summoner who gains this level draws a card for you.
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Level - Rank 4
LEVEL UP

~ The targeted summoner gains one level. ~
~ The summoner who gains this level adds 1 to your Stock.
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank 4
LEVEL UP

~ The targeted summoner gains one level. ~
~ The summoner who gains this level adds 1 to your Stock.
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank 4
LEVEL UP

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Level - Rank 4
LEVEL UP

~ The targeted summoner gains one level. ~
~ The summoner who gains this level adds 1 to your Stock.
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank ∞
LEVEL UP

~ The targeted summoner gains one level. ~
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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Level - Rank ∞
LEVEL UP

~ The targeted summoner gains one level. ~
~ Adding a level does not block the targeted summoner, he can still invoke or activate a skill during this turn. Once cast on a summoner, the level merges with it. A summoner cannot receive more than one level per cycle.

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