

**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**  
**KEYNG THE GREAT**



~ During one of your turns, your doors can attack.  
(A door can only attack if it is closed. If a door attacks, it will be considered as a creature.)

1 ~ Keyng gives for this turn a +2/+2 charge to one of your doors and makes it Indestructible.  
(Only the sacrifice can override the indestructible)

2 ~ Keyng Duplicates one of your doors.  
(Only one duplication of a constant card is allowed in game)

3

10.HP

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**Summoner**  
**THE UNSLAIN**



1 ~ The unslain cancels or removes a time charge on a targeted Constant card in play.

2 ~ The unslain gives a +1/+1 charge to all your doors (maximum 3 times).

3 ~ The unslain forces each opponent to discard one card. You can play these cards until the end of this turn if they are Imminent type summons.

10.HP

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Doko Roko

**Door - Rank 1 -**  
**ON FIRE**



~ This door can only block ground creatures. ~

~ Opening this door will inflict 2 pts of damage to all opposing creatures.

~ 1: Success = This door inflicts 2 pts of damage to the targeted creature.

~ 3: Success = This door inflicts 1 pt of damage to all creatures in play.

2 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 4

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**Door - Rank 1 -**  
**DECOY DOOR**



~ This door can only block ground creatures. ~

~ This door comes into play open.

~ 2 = The decoy door distracts a targeted attacking creature, that creature will not do any damage and cannot activate its actions this turn.

~ Sunshine and lolipops ! ~

1 1

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**Door - Rank 2 -**  
**WINTER DOOR**



~ This door can block both ground and flying creatures. ~

~ Opening this door freezes all creatures in play for 1 cycle.

~ Success = Opening this door freezes all creatures in play for 1 cycle.  
(A frozen creature tilts and cannot attack, block, or activate its actions, and gains a -1/-1 charge while it is frozen).

0 3

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**Door - Rank 2 -**  
**WINTER DOOR**



~ This door can block both ground and flying creatures. ~

~ Opening this door freezes all creatures in play for 1 cycle.

~ Success = Opening this door freezes all creatures in play for 1 cycle.  
(A frozen creature tilts and cannot attack, block, or activate its actions, and gains a -1/-1 charge while it is frozen).

0 3

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- Door - Rank 2 -  
**DOOR TO HEAVEN**



~ This door can only block flying creatures. ~  
~ Opening this door summons a rank infinite Angel creature.

~ 2: **Success** = As long as it is under your control, the door to heaven gives +1/+1 to all your Angels (cumulative effect).

0 3

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- Door - Rank 2 -  
**DOOR TO HEAVEN**



~ This door can only block flying creatures. ~  
~ Opening this door summons a rank infinite Angel creature.

~ 2: **Success** = As long as it is under your control, the door to heaven gives +1/+1 to all your Angels (cumulative effect).

0 3

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- Door - Rank 2 -  
**EASE DOOR**



~ This door can only block ground creatures. ~  
~ Opening this door definitely gives to one of your creatures.

~ 1: **Success** = One of your summoners gains 2 Hp.

~ 2: **Success** = Select a creature or a door, it definitely gets a +1/+1 charge.

1 3

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- Door - Rank 2 -  
**EASE DOOR**



~ This door can only block ground creatures. ~  
~ Opening this door definitely gives to one of your creatures.

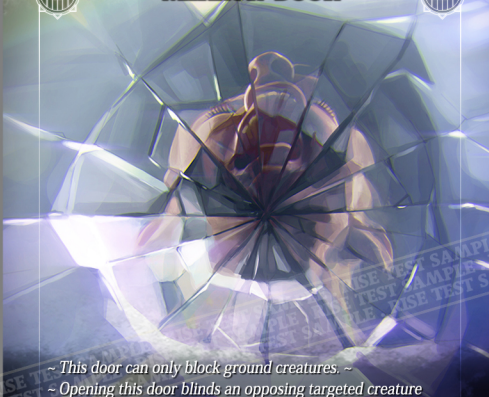
~ 1: **Success** = One of your summoners gains 2 Hp.

~ 2: **Success** = Select a creature or a door, it definitely gets a +1/+1 charge.

1 3

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- Door - Rank 2 -  
**MIRROR DOOR**



~ This door can only block ground creatures. ~  
~ Opening this door blinds an opposing targeted creature for 1 cycle

~ 3 = The mirror door reflects damage from a targeted opposing attacking creature back to itself.

~ 4 = The mirror door returns the damage of an Imminent summons to the summoner who cast it.

0 3

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- Creature - Incantation - Keyper - Rank 1  
**THORN THE KEYMASTER**



~ During your turn, Thorn can :

- Open or close a door.
- Recover a door from your graveyard and put it on your battlefield.

( If one of these actions is performed, tilt Thorn, he cannot attack during this turn).

3 3

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- Creature - ??? - Rank 1  
**POLYMORPH**



~ 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.

\* \*

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- Creature - Keyper - Rank 2  
**KEYNOK**



~ Keynok grants a +1/+1 charge to all your doors as long as he is under your control.

~ If Keynok dies, a door under your control permanently gains a +2/+2 charge.

~ From these constructions will come your redemption ~

1 3

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- Creature - Keyper - Rank 2  
**KEYNOK**



~ Keynok grants a +1/+1 charge to all your doors as long as he is under your control.

~ If Keynok dies, a door under your control permanently gains a +2/+2 charge.

~ From these constructions will come your redemption ~

1 3

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Creature - Keyper - Rank 3 -  
**MALYCIA**



~ The symbol \* equals the number of doors in play.

~ 1: : Success = Malycia can open anything that has a lock.

~ I carry within me the key that opens the darkness. ~ \* 3

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Creature - Keyper - Rank 3 -  
**MALYCIA**



~ The symbol \* equals the number of doors in play.

~ 1: : Success = Malycia can open anything that has a lock.

~ I carry within me the key that opens the darkness. ~ \* 3

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Creature - Keyper - Rank 3 -  
**MALYCIA**



~ The symbol \* equals the number of doors in play.

~ 1: : Success = Malycia can open anything that has a lock.

~ I carry within me the key that opens the darkness. ~ \* 3

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Creature - Keyper - Rank 3 -  
**KEYLAZ**



~ Keylaz can open or close a door during your turn.  
- If it does, tilt it.

~ He had learned everything from his master, Thorn. All he had to do was perfect his fighting skills. At least the locks would no longer hold any secrets for him. ~

1 3

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~ Geraud Soulie

Creature - Keyper - Rank 3 -  
**KEYLAZ**



~ Keylaz can open or close a door during your turn.  
- If it does, tilt it.

~ He had learned everything from his master, Thorn. All he had to do was perfect his fighting skills. At least the locks would no longer hold any secrets for him. ~

1 3

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~ Geraud Soulie

Creature - Imminent - Keyper - Rank 4 -  
**KEYNN**



~ : Success = Keynn destroys the targeted door.

~ 2: : Success = Keynn retrieves a targeted door from your graveyard. The door returns directly to your battlefield.

1 1

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~ Geraud Soulie

Creature - Imminent - Keyper - Rank 4 -  
**KEYNN**



~ : Success = Keynn destroys the targeted door.

~ 2: : Success = Keynn retrieves a targeted door from your graveyard. The door returns directly to your battlefield.

1 1

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~ Geraud Soulie

Imminent - Rank 1 -  
**THE FALL**



~ 3: : Success = Destroy all creatures of a chosen type.  
- Fail = A targeted opponent defines for you the type of creature to destroy.

~ The edge of the precipice still resounds with cries and screams. ~

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Imminent - Rank 1 -  
**LAST HOPE**



~ If one of your summoners is about to succumb to their wounds, sacrifice your entire stock to restore half their health.

(A minimum of 3 is required to activate this effect)

~ No, I wouldn't die this time! But it was a good try! ~

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Imminent - Rank 2  
**CLOSURE**



~ The targeted door permanently loses all its actions.

~ 1 ⚡ = The owner of the Closure can open the targeted door and benefit from the effect caused by its opening.

~ 1 ⚡ = The owner of the Closure can make the targeted door inactive, so it can no longer be opened or closed.

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Imminent - Rank 2  
**REGRESSION**



~ 1 ⚡: Success = The targeted summoner loses one level.

- Fail = Your summoners lose 1 Hp each.

~ This pain is insurmountable! It is so painful to go back. ~

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Imminent - Rank 2  
**OBSCURANTISM**



~ 2 ⚡ = Place a temporal charge on an opposing summoner.

- If after 2 cycles the charge is still present, the targeted summoner loses a skill of your choice. (then the disease disappears).

~ I will submerge you with a dark veil, you will forget your own existence.

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Imminent - Rank 2  
**HECATOMB**



~ 2 ⚡: Success = All opposing creatures die.

- Fail = All creatures in play die.

~ Life, death, it's all the same... ~

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Imminent - Rank 2  
**PACIFISM**



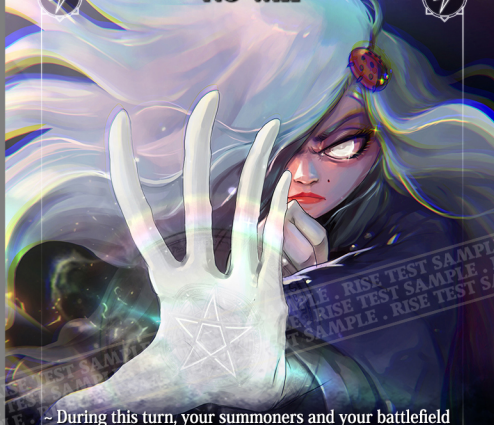
~ Pacifism cancels the targeted opponent's attack phase and he cannot inflict damage to you during his turn.

- Your summoners and those of the targeted opponent gain 2 Hp each.

(Pacifism can only be played during an opponent's turn).  
(Pacifism can only be played if you have not performed any attack or damage during this turn).

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Imminent - Rank 2  
**NO WAY**



~ During this turn, your summoners and your battlefield are protected by all effects or actions of the targeted card.

~ 1 ⚡: Success = The card you targeted is excluded from the game.

~ I'm sure if I don't look, it won't hurt me! ~

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Imminent - Rank 2  
**MUTE**



~ No action can be activated during this turn.

~ I ..... ~

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Imminent - Rank 4  
**HAMMER OF DESTRUCTION**



~ Destroy the targeted door.  
(the destroyed door is put in the cemetery of its owner)

~ I am chaos and destruction, no obstacle can block me.

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Imminent - Rank 4  
**REPAIR HAMMER**



~ Send a targeted door from your graveyard back to your battlefield.

~ With a nail, some wood and this hammer, I'm a champion! ~

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Incantation - Rank 1  
**KEY OF LIGHT**



~ All your doors gain a +1/+1 charge while the key of light is in play under your control.

~ **1** : **Success** = Open or close a door.

~ *I love this key. A real joy to see in the dark!* ~

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Incantation - Rank 1  
**OVERLOAD**



~ Choose an effect among :

~ Give a +1/+1 charge to all your creatures.

~ All opposing creatures gain a -1/-1 charge.  
(The effect disappears if the Overload is destroyed)

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

~ **Fail** = Destroy Overload.

~ *It burns like a young sun and irradiates the land to the edge of the worlds.* ~

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Incantation - Imminent - Rank 1  
**VOID ENERGY**



~ This Incantation comes into play with 3 charges on it.

~ During your turn, the Void Energy allows you to spend a charge to activate one of the skills of one of your summoners if he has the level.

~ **3** : **Success** = Add a charge to this Incantation.

~ *The beauty of the void, the most powerful energy before the Ether.* ~

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Incantation - Rank 1  
**ASSASSINATION**



~ When Assassination comes into play you can kill the targeted creature.

~ **4** : **Success** = Kill the targeted creature.

~ *Give up your existence!* ~

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Incantation - Rank 2  
**ORB OF PAIN**



~ **2** : **Success** = Place a charge of pain on a targeted constant card.  
The charge increases by 1 at the beginning of each turn.

~ **5** : **Success** = 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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Incantation - Rank 2  
**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 **1**.

~ Exclude a Creature card from your hand for 2 **1**.

~ Exclude an Imminent card from your hand for 3 **1**.

~ Exclude an Incantation card from your hand for 4 **1**.

~ Exclude a Door card from your hand for 5 **1**.

~ *You now have a philosopher's stone.* ~

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Incantation - Rank 3  
**UNSWERVING**



~ Place this equipment on a targeted constant card.

~ This equipment makes the equipped constant card indestructible. (The only way to destroy the equipped card is to destroy Unswerving. An indestructible card can always be sacrificed).

~ If the equipped card fails to activate an action, it will be blocked for 2 cycles.

~ *I am a sanctuary.* ~

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Incantation - Rank 3  
**MAGIC SEAL**



~ Place this equipment on a targeted door.

~ As soon as the equipped door is opened, it closes automatically at the beginning of the next turn.

~ *Useful when you have a cat.* ~

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Level - Rank 2  
**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**

~ 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 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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~Jon Lankry EN-2021 © Dark Screen Games

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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~Jon Lankry EN-2021 © Dark Screen Games

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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~Jon Lankry EN-2021 © Dark Screen Games

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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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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