

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
TYRAN



1 - Tyrant allows you to draw a card.

2 - Tyrant definitely gives to targeted creature. (fightback doubles damage dealt by creature when defending)

3 - Tyrant eradicates a targeted creature, then each opponent may draw a card.

10.HP

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Summoner
LAUVIAH



1 - Lauviah heals all of your creatures and summoners in game.

2 - Lauviah gives 3 Hp to one of your summoners.

3 - Lauviah gives a +1/+1 charge to all your Angel creatures in play. (maximum 3 times)

4 - Lauviah blinds all opposing creatures during this turn, they can no longer defend and Lauviah loses 5 Hp.

5 - Judgement: each time an angel dies during this turn, all opposing summoners take 3 damage points.

7.HP

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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 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 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 0 3

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Creature - Angel - Rank 1
ANGEL OF TRUTH



~ 2: Success = The targeted opponent reveals his hand to you. Choose a card from this hand which will be excluded from the game.

~ This truth is mine. Accept it ~

2 0 1

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Creature - Spirit - Rank 1 -
WHITE FLAME



~ 2: Success = White Flame inflicts 3 pts of damage to the target of your choice (Summoners can be targeted).

- Fail = Tilt the White Flame. It remains inactive for two cycles. (it can neither attack, nor defend, nor activate an action)

2 0 3

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- Creature - Angel - Rank 2 -

VEHUIAH



~ 1: [Eye icon]: Success = Vehuiah can cancel an Imminent summons.

- Fail = Put a -1/-1 charge on another allied creature. If you don't control another creature, deal 1 damage point to your Summoners.

~ I am the last light of truth before limbo. ~

2 3

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- Creature - Angel - Rank 2 -

VEHUIAH



~ 1: [Eye icon]: Success = Vehuiah can cancel an Imminent summons.

- Fail = Put a -1/-1 charge on another allied creature. If you don't control another creature, deal 1 damage point to your Summoners.

~ I am the last light of truth before limbo. ~

2 3

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- Creature - Knight - Rank 2 -

LANCE



~ 1: [Eye icon]: Success = Lance grants a +1/+1 charge to your flying creatures while he is in play.

- Fail = Lance definitely gains a -1/-1 charge.

2 1

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- Creature - ??? - Rank 2 -

ANGELIC MORPHER



~ Angelic morpher becomes a copy of an Angel creature under your control. (Type, title, power, defense and actions, while keeping the type ???).

~ 2 charges [Morpher icon] = Change the form of the Angelic morpher to another of the same type.

* *

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- Creature - ??? - Rank 2 -

ANGELIC MORPHER



~ Angelic morpher becomes a copy of an Angel creature under your control. (Type, title, power, defense and actions, while keeping the type ???).

~ 2 charges [Morpher icon] = Change the form of the Angelic morpher to another of the same type.

* *

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Creature - ??? - Rank 3

PROTEIFORM



~ The Proteiform is a copycat, it can each turn relaunch an action from your creatures, door, incantations and imminents in play or that you have summoned during the turn.

~ There is nothing stranger than the living. ~

1 1 1

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- Creature - Angel - Rank 3

ABARIEL



~ Death spreads its wings only to reap a soul. ~

3 1

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- Creature - Angel - Rank 3

ABARIEL



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- Creature - Angel - Rank 3

ABARIEL



~ Death spreads its wings only to reap a soul. ~

3 1

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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 1 3

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~ Geraud Soulie

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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 1 3

082/306 François von Orelli
~ Geraud Soulie

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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)

1 0 1

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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 1

091/306 François von Orelli
~ Geraud Soulie

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Imminent - Rank 1
ILLUMINATION



~ **3** = During this turn, you can use a skill of an opposing summoner, even if the summoner does not have the required level to activate it.

(This action is Multi-target: You can select other targets for the same cost (or the same one multiple times), when you activate this action)

~ When I saw her eyes, I knew right away that she knew the truth. ~

104/306 François von Orelli

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Imminent - Rank 1
DEVASTATION



~ **3** = All constant cards in play are destroyed.
- Devastation deals 3 damages to all summoners in play.

~ The fury has been unleashed,
the clouds have evaporated and the land is sublimated. ~

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Imminent - Rank 2
DIVINE DANCE



~ The divine dance removes all temporal charges.

~ **Success** = The divine dance definitely gives a +1/+1 charge to all your Angel type creatures.

~ The angels began to make music as soon as they were created, and the purest sounds were discovered with them. ~

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Imminent - Rank 2
MAKE A WISH



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

~ **Success** = 6 charges are added to your

~ Ah! If I were rich...~

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Imminent - Rank 2
ELEVATION



~ Elevation allows you to search your library for 2 Level cards of the rank of your choice.

~ Show them and put them in your hand, then shuffle your library.

~ The laws of nature do not apply to me.
My spirit will rise to the highest heaven.

153/306 François von Orelli

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Imminent - Rank 3
ELECTRIC ORB



~ 3 = The electric orb inflicts 2 damage points to a creature, a door and a summoner.
(Action not cumulative).

~ Who would have thought that such a small orb could conceal so much power!

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Imminent - Rank 3
TREASURE



~ Add 3 charges and 3 to your stock.

~ I have never seen anything so beautiful...

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Imminent - Rank 3
HIGH VOLTAGE



~ High Voltage deals 2 damage points to all creatures and doors in play.

~ 2 = Add 1 damage point to High Voltage.
(Non-cumulative effect).

~ Before he died, I could see his soul coming out of his body.
It was beautiful. ~

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Imminent - Rank 3
HIGH VOLTAGE



~ High Voltage deals 2 damage points to all creatures and doors in play.

~ 2 = Add 1 damage point to High Voltage.
(Non-cumulative effect).

~ Before he died, I could see his soul coming out of his body.
It was beautiful. ~

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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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Incantation - Rank 1-
PARADISE



~ The following effects are permanent as long as this Incantation is in play.

~ 1 : Success = All your creatures gain a +1/+1 charge, or +2/+2 if the success is critical.

- Fail = All creatures in play gain a +1/+1 charge, or +2/+2 if the fail is critical.
(Cumulative effect)

~ My heaven gives me the courage and power to defeat my enemies. ~

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Incantation - Rank 1-
SIGNET RING OF SACRIFICE



~ Place this equipment on one of your summoners.

~ As long as the signet ring is equipped, you can sacrifice one of your creatures during your turn: for each creature sacrificed as well : give 1 Hp to a summoner and add 1 to your stock.

~ Your summoners cannot gain any more Hp than their maximum number.

~ Ruby is my color. ~

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Incantation - Imminent - Rank 1
DENY



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

~ During your turn, Deny allows you to spend a charge to make a targeted card inactive against you. The targeted card no longer affects you this turn.
(The card has no effect on summoners and constant cards under your control.)

~ 3 = Add a charge to this Incantation.

~ Nothing affects me anymore, I am finally serene and fullness accompanies me. ~

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Incantation - Rank 1
PURITY



~ 2 = Return: The targeted constant card returns to its owner's hand.
(You can only activate this action during your turn).

~ In your hands they will be safe, bright and pure. ~

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Incantation - Rank 1
GLOWING PROTECTION

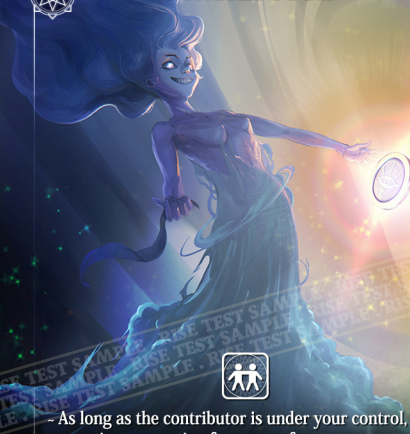


- ~ Place this equipment on one of your summoners.
- ~ The equipped summoner cannot be the target of Imminent invocations.

~ Whaouuuu, it's too beautiful! ~

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Incantation - Rank 1
CONTRIBUTOR



- ~ As long as the contributor is under your control, you can activate an action from one of your constant cards for free during your turn and only once per cycle.
- ~ Contributor makes the cost of the action free, but you can only activate it once through it.


~ Finally a useful power! ~

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Incantation - Rank 1
HOLY GRENADE



- ~ Holy Grenade gives -1/-1 charge to all creatures of type Zombie, Skeleton, Demon and Monster in play.

~  **Success** = During this turn, Holy Grenade gives a +1/+1 charge to all Angel, Cat, Knight, and Unicorn creatures on your battlefield.


~ Hallehujah! ~

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Incantation - Rank 2
LIFE TEMPLE



- ~ at the beginning of each of your turns, your summoners gain 1 Hp.


~  **Success** = The Life temple gives 1 Hp to each of your summoners.

~ I feel serene in the hollow of my tree. ~

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Incantation - Rank 2
TELEKINESIS



~ **3  Success** = Take control of an opponent's constant card. You can use it as you wish as long as it remains under your control.

~ **Fail** = Telekinesis is inactive for 4 turns. (Place a temporal charge on the telekinesis).

~ The sword of destiny is so powerful that only telekinesis can control it. ~

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Incantation - Rank 2
SERENITY



~ **2  = Cancel an Imminent invocation.**





~ In my bubble, nothing affects me. ~

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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 .

- ~ 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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Incantation - Rank 2
FOCUS



- ~ Place this equipment on one of your summoners.
- ~ The equipped summoner can only use one of his skills per turn, but he may activate this skill this turn.

~ Concentration is a proof of power. ~

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Level - Rank 1
LEVEL UP



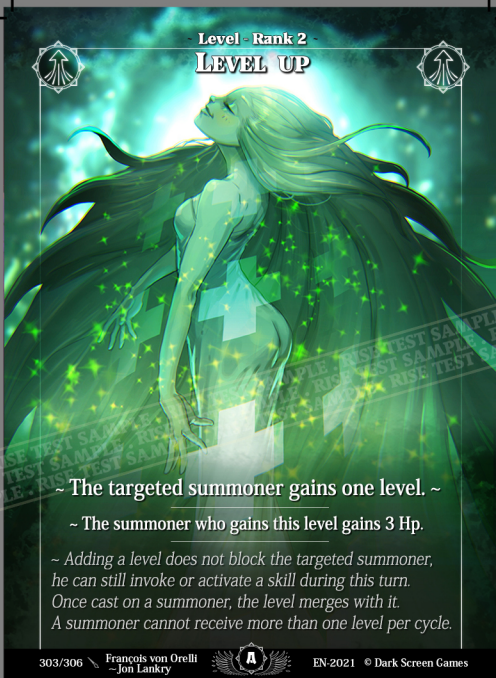
- ~ The targeted summoner gains one level. ~
- ~ This level can be cast after using your summoners.

~ The summoner who gains this level straightens up, he can again invoke or do his abilities.

~ 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 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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~ Jon Lankry

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.

305/306 François von Orelli
~ Jon Lankry

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.

305/306 François von Orelli
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Level - Rank 4
LEVEL UP



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~ Jon Lankry

Level - Rank ∞ -
LEVEL UP

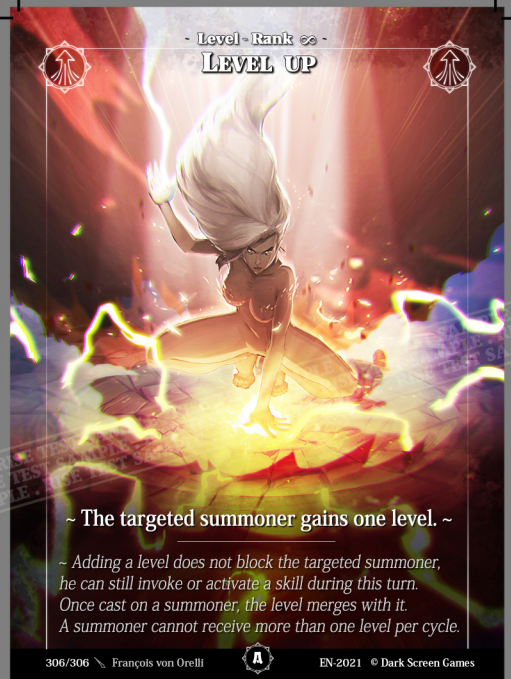


~ The targeted summoner gains one level. ~

~ 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.
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Level - Rank ∞ -
LEVEL UP




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Level - Rank ∞ -
LEVEL UP

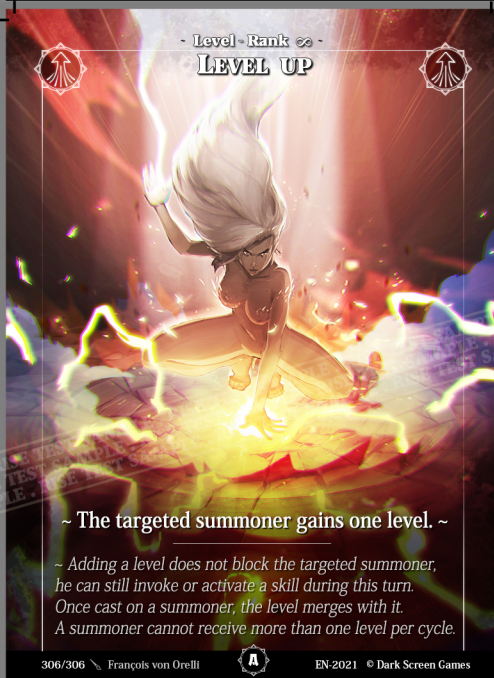


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Level - Rank ∞ -
LEVEL UP

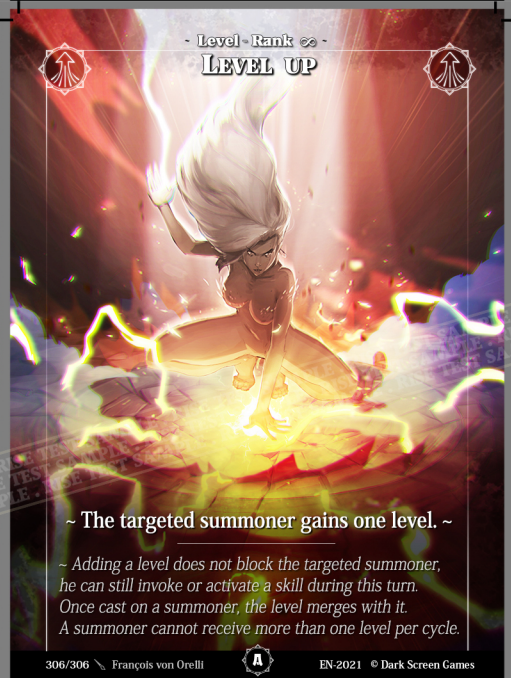


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Once cast on a summoner, the level merges with it.
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Level - Rank ∞ -
LEVEL UP



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Once cast on a summoner, the level merges with it.
A summoner cannot receive more than one level per cycle.

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- Creature - Angel - Rank ∞ -

GUNI



~ Constasy : This creature cannot suffer negative charges -X/-X.

~ As close as possible to the light of truth. ~

0 0 2

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- Creature - Angel - Rank ∞ -

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