

**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**  
**YZATE**



- Yzate definitely removes an ability of a targeted opponent's creature.
- Yzate opposes the arrival of the targeted opponent's Creature; she goes to her summoner's graveyard.
- Yzate reveals the top card of a targeted opponent's library. You can either play it or destroy it.
- Yzate can copy and activate a skill from another Summoner under your control, even if that Summoner does not have the required level.

**10.HP**

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**Summoner**  
**HARNYA THE SATYR**



- Harnya gives to one of your creatures this turn.
- Harnya gives to one of your creatures this turn. (Advantage allows to choose the defender during a fight)
- Harnya summons two rank infinite Monster creatures.
- Harnya definitely gives and one to all your creatures.

**10.HP**

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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. ~

**4 0 4**

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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).

**3 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.

**3 1 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.

**2 \* 0 \***

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**Creature - Demon - Rank 1**  
**EL DIABLO**



~ When El Diabolo 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 Diabolo will never be able to attack that opponent again.  
(the coins acquired in this way go into your stock)


**2 6 6**

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Creature - Monster - Rank 2 -

## WOLAM



~ 1: : Success = Wolam gets during this turn.  
 ~ 1: : Success = Wolam gets during this turn.

~ BWHAAAAAAAAAAAAAAAAA. ~

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Creature - Monster - Rank 2 -

## WOLAM



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 ~ 1: : Success = Wolam gets during this turn.

~ BWHAAAAAAAAAAAAAAAAA. ~

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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! ~

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- Creature - ??? - Rank 2 -

## GLOBAL MORPHER



~ Global morpher becomes a copy of a creature under your control. (Type, title, power, defense and actions, while keeping the type ???).  
 ~ 2 charges = Change the form of the Global morpher to another of the same type.

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- Creature - Monster - Rank 3 -

## GRAVE ROBBER



~ 1: : Success = Grave Robber transfers a targeted creature from an opponent's graveyard to yours.  
 ~ These dead will all belong to you, oh! my Master! ~

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- Creature - Monster - Rank 3 -

## GRAVE ROBBER



~ 1: : Success = Grave Robber transfers a targeted creature from an opponent's graveyard to yours.  
 ~ These dead will all belong to you, oh! my Master! ~

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Creature - Monster - Rank 3

## GRAVE DIGGER



~ 1: : Success = The Grave digger excludes a targeted card from an opposing graveyard.  
 ~ 3 = The Grave digger excludes the entirety of an opposing cemetery.  
 ~ What is dead should remain dead! ~

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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. ~

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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)

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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 -  
**RENEWAL PROPHECY**



~ The Renewal prophecy announces that you may discard your hand and draw 6 cards. If you do so, your opponents must do the same.

~ I find myself as I was before, a hand full of hope and promise. ~

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Imminent - Rank 1 -  
**UNDEAD PROPHECY**



~ The Undead prophecy announces that two creatures will come back to life from each graveyard.

( Each player sends 2 creatures from his graveyard to his battlefield, chosen at random by the player to his right. )

~ There are no allies or enemies when the work of War is done, only beings who must pay me a tribute, sometimes repeatedly.

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Imminent - Rank 2 -  
**DESTINY**



~ Sacrifice a number of creatures under your control for a minimum of 4 in defense score:  
- Cancel the entire turn of an opponent of your choice. ( Destiny cannot be summoned during the turn of the opponent you are targeting ).

~ 5 ⚡ = Put this card back on top of your library after use.

~ He weaves a golden thread born of ether and the void. His judgment will come ~

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Imminent - Rank 2 -  
**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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Imminent - Rank 2 -  
**FELICITY**



~ Collect a Targeted Incantation invocation from your graveyard and put it in your hand.

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


~ When the hand passed through the mirror, it brought with it hope.~

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Imminent - Rank 2 -  
**DYNAMITE**



~ 1 : ⚡ : **Success** = Destroy a targeted constant card. ( The constant cards are the doors, creatures and incantations )

( During this turn, dynamite can replace a Bomb equipment when a creature has the  ability ).

~ Tic... Tic... Tic... Booom !~

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Imminent - Rank 3 -  
**ICONS OF DESTINY**

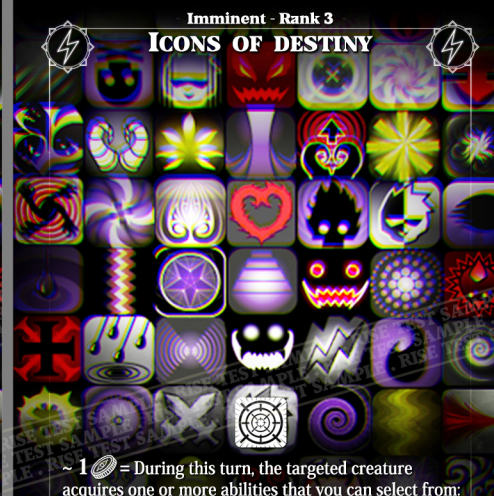


~ 1 ⚡ = During this turn, the targeted creature acquires one or more abilities that you can select from: ( Cumulative effect, pay back this action for each added ability )



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Imminent - Rank 3 -  
**ICONS OF DESTINY**



~ 1 ⚡ = During this turn, the targeted creature acquires one or more abilities that you can select from: ( Cumulative effect, pay back this action for each added ability )



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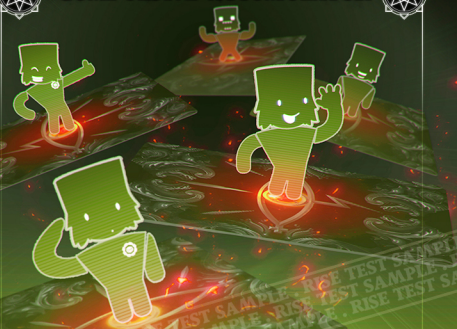


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Incantation - Rank 2

## COMPULSIVE ACCUMULATOR



~ If you control at least 5 creatures of the same type, draw an extra card at the beginning of each cycle.

~ 2 charges = Invoke up to 3 Rank infinite creatures from your hand.

~ The more and the super more are the friends of the ultra more! ~

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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

## 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 twice this turn.

~ Concentration is a proof of power. ~

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Incantation - Rank 2-

## THE PIT



~ The pit generates a Rank infinite Monster creature when it arrives on the battlefield and at the beginning of each cycle.

~ 2 = Generate a Rank infinite Monster creature.

~ At the bottom of the abyss, a voice that calls to me and echoes again and again. ~

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Incantation - Rank 2-

## THE PIT



~ The pit generates a Rank infinite Monster creature when it arrives on the battlefield and at the beginning of each cycle.

~ 2 = Generate a Rank infinite Monster creature.

~ At the bottom of the abyss, a voice that calls to me and echoes again and again. ~

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Incantation - Rank 2

## MONSTER HEART



~ The activation of this action is only possible during your turn.

~ 2 : Success = For each Monster-type creature in play, Monster heart gives 1 Hp to the summoner of your choice.

~ Fail = For each Monster-type creature in play, Monster heart adds 1 to your Stock.

~ Even monsters have a heart. ~

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Incantation - Rank 2-

## BOMB GENERATOR



~ The Bomb Generator generates Rank infinite Bomb Equipment at the beginning of each cycle as long as there is at least one creature in play.

(Equip your bomb on a creature as soon as possible).

~ 2 = Generate a Rank infinite Bomb Equipment.

~ Boom boom boom boom... ~

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Incantation - Rank 3

## LAST TRAINING



~ While this Incantation is in play, all other training cards are inactive.

~ Success = Draw a card.

~ The corporation is wonderful! ~

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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



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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



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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



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Level - Rank ∞  
LEVEL UP



~ The targeted summoner gains one level. ~

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Level - Rank ∞  
LEVEL UP



~ The targeted summoner gains one level. ~

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LEVEL UP



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- Creature - Monster - Rank ∞ -  
**BILIOUS BEAST**



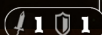
~ **Explosion** : During attack phase, this creature can activate a kamikaze attack and sacrifice itself to destroy a targeted opposing creature.

-( requires to be equipped with an explosive )-

This action only works if the creatures are on the same plane.

~ 3 = Buy an Explosive: infinite rank, then equip it on one of your creatures or an opponent's creature.

~ I will sacrifice everything for you... BOOOM! ~



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- Creature - Monster - Rank ∞ -  
**BILIOUS BEAST**



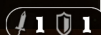
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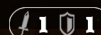
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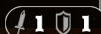
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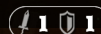
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~ I will sacrifice everything for you... BOOOM! ~



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- Incantation - Rank ∞ -  
**BOMB**



~ Place this equipment on a targeted creature.

~ You can equip a Bomb on a targeted creature. If the creature is still equipped with a Bomb after three cycles, it takes 3 damage points then sacrifice the Bomb.

~ You can equip a bomb on a targeted creature you control that has an ability requiring an explosive that will cause the ability to activate

~ I like it when it explodes! ~



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