



5 Tree of the Elements

Every time you exceed the capacity of your energy reserve, gain 3 crystals.

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7 Timer Transmuter

Put one energy from the stock onto the Timer Transmuter for every year that has ended.

At the end of the round, gain 1 crystal for each energy on the Timer Transmuter or discard 1 energy, putting it onto the Timer Transmuter.

fiery-fire.deviantart.com

12 Crystal Monolith

gain 3 crystals then discard all your crystals. For each 10 crystals discarded this way, put one energy token on the Crystal Monolith.

At the end of the game or if the Crystal Monolith leaves your play area, gain 10 crystals for each energy token on the Crystal Monolith.

toronn.deviantart.com

8 Bowl of Sacrifice

decrease your summoning gauge by 1: gain 2 energies or 5 crystals.

theartifexi.deviantart.com

9 Staff of prestidigitation

Take 2 cards from your libraries in hand.

thelateman.deviantart.com

7 Heart of light

Gain a primal energy.

Everytime a card is sacrificed, gain a primal energy.

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10 **Sword of Creation**

At the end of the game, if the size of your summoning gauge is 15 or more, gain 20 crystals.

loztvampir3.deviantart.com

6 **Mischievous Imp**

Discard 1 energy token: each of your opponents discards all his energy tokens of the same type as the energy token you have discarded.
Gain 6 crystals for each player who discarded at least 1 energy token.

cryptid-creations.deviantart.com

0 **Potion of Regeneration**

sacrifice the Potion of Regeneration: re-apply the entrance effect of one of your familiars.

joelhustak.deviantart.com

12 **Water Elemental**

All energies in your opponents' reserves are frozen and may no longer be used to summon cards.

kagaminoir.deviantart.com

8 **Fountain of Jatnar**

Every time you activate a card, you may exchange one energy from your reserve with an energy of your choice.

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7 **Golden Chalice**

Draw a card. Put in play, for free, a card you could pay for.

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8 **Wishing Fountain**

If your season die shows 2 energies of the same type, gain 1 less and gain 1 primal energy token instead.

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8 **Necklace of Harmony**

You may use any energy tokens to summon your cards, provided you pay 1 more energy token.

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7 **Heart of Lariam**

discard 1111 from the Heart of Lariam: increase your summoning gauge by 1.
Every time your summoning gauge increases or decreases, place 1 on the Heart of Lariam.

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-5 Spotter of Lariam

Gain and sacrifice one of your cards.
 ♦ discard : straighten the Spotter of Lariam and pass it to the player on your left.
 ♦ Your summoning gauge is decreased by 1.

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12 Earth Elemental

Each opponent discards 5 crystals for each type of energy tokens in your reserve.

worldsofmagic.deviantart.com

8 Skultula Venenosa

Each player must sacrifice a familiar.
 Gain 1 energy for each familiar sacrificed this way.

meammy.deviantart.com

0 Altar of Power

♦ Gain 10 crystals.
 ♦ Every time a card leaves your play area, gain as many crystals as it has prestige points.

World of Warcraft

-5 Warden of Estoria

♦ Gain and 2 energy tokens.
 ♦ discard : straighten and pass the Warden of Estoria to the player on your left.
 ♦ Your energy reserve is decreased by 1.

naiade.deviantart.com

4 Amulet of Light

Transmute all the energy tokens in your reserve. For each energy transmuted this way, gain a primal energy.

mississippiian.deviantart.com

6 Blade of Corruption

Discard a Power card: gain as many crystals as it has prestige points.

Jason engle

7 Hyacinth the Generous

♦ Each player passes a card with an ongoing effect and/or an activation effect (straightened) to the player on his left.
 ♦ give an energy token to each opponent: gain 5 crystals for each energy given this way.

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12 Secret Grimoire

Adds the following effects to bonuses:
 • Transmute: gain 2 crystals for each different energy type you transmuted this turn.
 • Energy exchange: gain an energy token.
 • Gauge: increase your gauge by 1 more.
 • Draw: look at 3 more cards to choose from.

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