

24 Amulet of Despair

(X is equal to the number of Power cards you have in play)

Choose one: decrease your energy reserve by 1 OR decrease your summoning gauge by 2.

[cryptcrawler.deviantart.com](http://www.deviantart.com/cryptcrawler)

10 Crystal Artifact

Every time you refuse to keep a card drawn thanks to the season die, gain 6 crystals.

[chaoticatmospheres.deviantart.com](http://www.deviantart.com/chaoticatmospheres)

7 Cage of Urm

You may summon at most one card per round and activate at most one card per round.

At the end of the round, gain 2 crystals.

[Nelson Dos Santos](http://www.deviantart.com/Nelson-Dos-Santos)

6 Primal Clepsydra

Every time you gain 6 crystals thanks to your season die, you may, instead, choose to gain 2 primal energies.

<http://www.deviantart.com/art/Vortex-187578100>

4 Heart of the Abyss

Every time an opponent discards or transmutes 1 or more water energies during an action, gain .

[nambroth.deviantart.com](http://www.deviantart.com/nambroth)

9 Sorcerer's Chest

- move one space forward on your bonus track: discard X cards then draw X cards
- OR
- sacrifice a card.

During final scoring, ignore any loss of crystals related to your bonus track.

[ehioe.deviantart.com](http://www.deviantart.com/ehioe)

12 Fire Elemental

Discard all of your fire energies. For each energy you discarded, each opponent discards or sacrifices a card.

[Hearthstone](http://www.deviantart.com/Hearthstone)

12 Light Elemental

All players exchange all of their energies for primal energies.

[vij-8.deviantart.com](http://www.deviantart.com/vij-8)

10 Raes the Spellbreaker

- Place a Deadbolt token on one magical object belonging to each opponent.
- A magical object with a Deadbolt token on it no longer has any effects.

6 Vial of Wealth

If your energy reserve is full:
 ✦ transmute all of your energies of one kind:
 gain 1 extra crystal per energy you transmuted
 thanks to the Vial of Wealth.

joelhustak.deviantart.com

4 Precious Vase of Argos

Every time your season die gives you a single
 energy, gain an additional energy of the colour
 of the next season.

grettir.deviantart.com

18 Grumpy kraken

Each opponent must apply 3 different
 effects of your choice:
 sacrifice a card, discard a card, discard
 2 energies, decrease summoning gauge by 1,
 discard 6 crystals.

flattack.deviantart.com

6 Dragontear

Draw 2 cards: keep one, discard the other one,
 gaining the energies and crystals
 in its summoning cost.

Nelson Dos Santos

5 Lucy Zombie

Each opponent discards 10 crystals.
 When Lucy Zombie is sacrificed, place it
 on top of the draw deck.

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10 Nelfaro's Mausoleum

✦ sacrifice Nelfaro's Mausoleum:
 put Nelfaro's Urn into play.
 ✦ draw a card. Discard it or discard 3 crystals
 to keep it.
 ✦ The summoning cost of each of your cards
 is increased by 3 crystals.

Murph3

-5 Nelfaro's Urn

Before summoning a Power card that costs at
 least 4 energies, you must discard 3 energies.
 If Nelfaro's Urn is sacrificed, discard all of
 your energies and crystals.

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8 Mirror of Medusa

✦ petrify one of your familiars and receive
 3 crystals.
 ✦ A petrified familiar is considered a magical
 object. Its powers are nullified, but you score
 its prestige points during final scoring.

meammy.deviantart.com

6 Alchemist's Set

✦ discard 2 identical energies; put one of them
 on the Alchemist's Set and gain 3 crystals.
 ✦ For each energy on the Alchemist's Set,
 your energy reserve is increased by 1.

yanzi-5.deviantart.com

0 **Potion of Light**

☼, sacrifice the Potion of Light: gain 3 primal energies.

Markus the Barbarian

8 **Ice Prison**

☉ ☌

- Place 2 energies from the stock onto the Ice Prison.
- ☉ At the end of the round, you may discard 1 energy present on the Ice Prison to prevent the season marker from moving.

7 **Well of Regeneration**

☉ ☌

At each year change, gain energies until you have 4 in your reserve.

kaiz0.deviantart.com

7 **Scepter of Power**

☌ ☌

When you draw a card thanks to the season die, draw one additional card, then discard one of the cards you have drawn.

leesmith.deviantart.com

0 **Ishtar's Scepter**

☉ ☌ ☌ ☌

Gain crystals equal to the sum of the prestige points of your 4 cards worth the least prestige points, with the exception of Ishtar's Scepter

kaber13.deviantart.com

-5 **Stele of Devotion**

☌

- ☉, discard 3 crystals: place one card from your hand under the Stele of Devotion. Gain the energies in its summoning cost.
- ☉, discard 5 crystals and sacrifice the Stele of Devotion: take back in hand all the cards under the Stele of Devotion.

bear1037.deviantart.com

12 **Uncontrollable Troll**

☌ ☌

Winter: all players discard 1 card.
 Spring: all players move their sorcerer token one space forward on the bonus track.
 Summer: all players decrease their summoning gauge by 2.
 Autumn: all players discard 3 energy tokens.

http://kanartist.deviantart.com/art/troll-2-1424845

8 **Ulcys the Jealous**

☌ ☌ ☌ ☌ ☌ ☌

Each opponent that has at least 3 identical energies in their reserve decreases their summoning gauge by 1.
 For each opponent that did, increase your summoning gauge by 1.

hibbary.deviantart.com

10 **Ore of Colof**

☌ ☌ ☌ ☌ ☌ ☌

At the end of the round, gain 1 crystal for each opponent that has more crystals than you.

Yu-Gi-Oh