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FIRAGON

Cald Dream Creature

**Effect:** As you play Firagon, reduce its cost by two if your Magi is Cald. Firagon is not considered to be in play when checking to see if your Magi is defeated, and it cannot attack.

**Power - Flame Giver:** Choose an opposing magi and one creature. Move 2 energy from the chosen magi to the chosen creature.

*"He was the first of the Dream Creatures" - Barak*

Illus. by Szankovics

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GARSTEV

Cald Magi

**ENERGIZE:** ②

**STARTING:** Beam of Light, Lava Aq, Crushing Heat.

**Effect - Sentry:** No Creatures may attack Garstev directly while he has creatures in play.

**Power - Guard:** Choose a Creature. Discard 1 energy from the chosen creature. Until the beginning of your next turn, the chosen creature loses no energy when attacked.

*"We have no idea who he is or where he's from."*

*- Grega*

Illus. by Szankovics

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DESERT AEGRIS

d'Resh Dream Creature

**Effect - Sneaky:** If Desert Aegris is an Illusion, it can attack magi directly.

**Effect - Night Thief:** Whenever Desert Aegris attacks a Magi, choose one of that Magi's relics or a spell attached to that Magi. You may discard Desert Aegris from play before energy is removed to discard the chosen relic or spell from play.

*"Who knows what dreams the desert will bring tonight?" - Dey*

Illus. by Gillette/Goodman

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Candlestick

Cald Relic

**Effect - Higher Power:** As an opposing spell disards one or more of your creatures while it still has energy, you may discard this relic and 3 energy from your magi. If you do, that spell does not affect your creatures.

*"I will light a candle to remember what Naroom has lost." - Tryn, Flame-Saver*

Illus. by Szankovics

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Smoke Trap

Cald Spell

Choose a Creature with no Spells attached and attach Smoke Trap to the chosen Creature. That Creature cannot attack while Smoke Trap is attached and loses 1 energy at the beginning of each of your turns. Discard this card when your Magi is attacked.

*"Paradans aren't the only stalkers around." - Ven*

Illus. by Goodman/Holmberg

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GUODY

d'Resh Magi

**ENERGIZE:** ②

**STARTING:** Sand Hyren, Sand Strands, Sand Cape

**Effect - Sandsculpter:** Each of your card with the word "Sand" in the name costs 2 less to play, to a minimum of 1. This effect is not cumulative with any other cost reduction.

**Effect - Goody Goody:** At the beginning of your turn, add 1 energy to all your Illusions and Illusionary creatures.

*"Sometimes imaginary sand sculptures look much better than the real thing."*

Illus. by Zastrow

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