

8 **ROCK BALAMANT**  
Kybar's Teeth Dream Creature




**Effect - Hard as Flint:** When Rock Balamant attacks, if you have at least three other creatures with the effect Invulnerability in play, you may choose an opposing magi and discard three energy from the chosen magi.

**Effect - Invulnerability:** Rock Balamant loses on less energy in attacks.

*"Between a Rock and a Hard Place" - Graffiti*  
Illus. by Zastrow

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2 **Yark's Eyrie**  
Kybar's Teeth Relic



**Effect - Impregnable:** Your Creatures with the effect Invulnerability loses an additional one less energy in attacks.

**Effect - Floating Citadel:** As one of your creatures is being attacked, you may discard Yark's Eyrie from play. If you do, the creature being attacked loses an additional three less energy in attacks.

*"That place is built like a fortress. Not even a Flutter Yup could get in if they so desire" - Lasada*  
Illus. by Shreve

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1 **PYGMY BALAMANT**  
Paradwyn Dream Creature - Jungle Stalker



**Effect:** Pygmy Balamant cannot be attacked if you have at least one other Jungle Stalker in play.

**Effect - Large Bite:** Choose an opposing creature. Discard Pygmy Balamant to discard two energy from the chosen creature. If, after this, the chosen creature has 5 energy or less, it is stalked. Whenever a Stalked creature is attacked, discard one energy from the stalked creature before energy is removed.

*"They are small, but they sure pack a strong punch" - Culla*  
Illus. by Holmberg

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4 **Mountain Chill**  
Kybar's Teeth Spell



Choose any two creatures in play. Discard one energy from each of the chosen creatures. Until the beginning of your next turn, the chosen creatures are Frozen. Powers on Frozen cards cost one more to play.

Nar Magi may play Mountain Chill ignoring regional penalties.

*"Look, how pretty... Ouch!" - Qwade*  
Illus. by Holmberg

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12 **AMARA BEAUTY**  
Kybar's Teeth Magi



**ENERGIZE: 6**

**STARTING:** Storm Cloud, Vertigo, Robes of the Ages

Amara may play Arderial Spells ignoring Regional penalties. Amara cannot play creatures and can only be attacked once per turn.

**Power - Amara's Bow X:** Choose an opposing magi. Discard a creature from your hand with a printed starting energy of X to discard X+3 energy from the chosen magi.

*"It's good to see Yark's Eyrie again."*  
Illus. by Holmberg

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X **Frox Berries**  
Paradwyn Relic



When you play Frox Berries, add X Berry counters to it. Discard Frox Berries from play when there are no Berry counters on it. At the beginning of your turn, you may choose up to 4 creatures and discard one Berry counter (rounded up) for each two creatures chosen. The chosen creatures are Stalked. Whenever a Stalked creature is attacked, discard one energy from it before energy is removed.

**Power - Yummy Berry Juice:** Discard any amount of Berry counters to add an equal amount of energy to your magi.

*"Bouncing here and there and everywhere" - Ian*  
Illus. by Holmberg/Nov

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