

4 **FESTIVE FUROK**
Nar Dream Creature - Arctic



Effect: When Festive Furok is in play, all opposing relics are frozen. Powers on frozen cards cost one additional energy to play.
Effect - Anti-freeze: Festive Furok can never be frozen.
Effect - Good Cheer: Once per turn, whenever one of your creatures gain energy from a spell, choose one opposing creature. Add one energy to the chosen creature.
 Naroom Magi may play Festive Furok ignoring regional penalties.
"Fa la la la la la la!" - Woot
 Illus. by Gillette

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13 **TRELLIS THE WHITE**
Nar Magi



ENERGIZE: 6
STARTING: Snowed In
Effect - Sub-Zero: Discard one energy from the first creature played each opposing turn.
Effect - Arctic: Whenever you play an Arctic creature, add one energy to Trellis the White.
"We have 17 different words for the colour white!"
 Illus. by Strom/Whyrl

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2 **Spirit Stones**
d'Resh Relic



Power - Stone the Devil: Choose one of your Illusions (or Illusionary creature) and an opposing magi. Discard the chosen creature and Spirit Stones to discard X+2 energy from the chosen magi, or X+4 energy if the chosen magi is Core. X is the printed starting energy or current energy of the chosen creature, whichever is less.
"Never underestimate the power of these stones" - Drajan to Guody
 Illus. by Nov

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1 **Snowflake Crystals**
Nar Relic



Place three Snowflake counters on this card when it is played.
Power - Spinning Blades 1: Choose an opposing Creature or Magi. Remove one Snowflake counter to discard 2 energy from the chosen Creature or Magi.
 Starting: Ust
"Feel the cold ice on your skin!" - Ust
 Illus. by Holmberg

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6 **Snowed In**
Nar Spell



Until the end of your next turn, if you have at least one creature in play, no creature can attack.
"..." - Hajnyn
 Illus. by Holmberg

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5 **Chimera**
d'Resh Spell



Reduce the cost of this spell by 4 if played by a d'Resh Magi. Choose any one non-Illusionary Creature in play. Add energy to the creature's controller equal to half of the chosen creature's current energy, rounded up. The amount added cannot exceed half the chosen creature's printed starting energy, rounded up. As long as the chosen creature remains in play, it is considered an Illusion. It is not considered to be in play when checking to see if its Magi is defeated and cannot choose to attack Magi directly.
"What one considers an illusion could merely be a desert chimera" - Korremar
 Illus. by Holmberg

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