


1 Ancient's Wisdom
Naroom Spell



Search any opposing discard pile for any one Spell. Play the chosen Spell, ignoring Regional Restrictions. When that Spell leaves play, shuffle it back to its owner's deck.
Only Naroom, Paradwyn and Weave magi may play this Spell.
"Here's something to help you in your travels" - Evu to Wence
Illus. by Holmberg

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2 EEBIT TWINS
Naroom Dream Creature



Effect - Twins : Once per turn, immediately after Eebit Twins is defeated, you may immediately play Eebit Twins from your discard pile paying all costs.
"Awww... how cute. Twins" - Chayla
Illus. by Holmberg

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1 Second Shadow
Paradwyn Spell



Attached Second Shadow to an opposing magi. While Second Shadow is attached, the magi is considered Stalked. As a Stalked magi plays a card, roll a die. On a roll of 6, discard both Second Shadow and the played card.
Only Paradwyn magi and Paradwyn Shadow magi may play this Spell.
"High Adventure that's beyond compare" - Arawan to Iyori
Illus. by Santana

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0 Evu's Bookworm
Naroom Relic



Power - Evu's Plaything ① : Until the end of your turn, Evu's Bookworm changes to a Creature. Add two energy when Evu's Bookworm changes to a Creature. Discard all energy when Evu's Bookworm becomes a Relic.
Power - Chew, chew chew ② : Discard Evu's Bookworm to discard any copy of Tomes of the Great Library from play. This card may discard Tomes of the Great Library.
"Put away your worm!" - Warrada to Evu
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12 WARRADA, SIMULACRUM
Naroom Magi



ENERGIZE: ⑥
STARTING: Forest Wudge, Essence of Naroom, Grow
Effect - Child of the Forest: Warrada, Simulacrum plays Forest creatures for one less energy ignoring regional penalty and restrictions.
Effect - Shift: Warrada can play Core spells as if she was a Naroom Shadow Magi.
"There are many secret dark places in the Forest."
Illus. by Holmberg

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12 ARDONIA GUARD
Paradwyn Magi



ENERGIZE: ⑥
STARTING: Crushing Vines, K'ly, Stalker's Boots
Effect - Bagged and Tagged: Draw one extra card during the Draw step for every Stalked creature you defeated in an attack this turn.
Effect - Changing the Guard: Ardonia, Guard starts with 5 additional energy if your previous magi was Culla.
"We are the Jungle Guard." - Ardonia, Culla and Talsa
Illus. by Santana

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