

6
SAVANNAH HYREN
Weave Dream Creature - Alternate Weave Hyren



Effect - Weave: Whenever Savannah Hyren attacks or is attacked, before energy is removed, you may move 2 energy between Savannah Hyren and any other Weave Creature in play.

Effect - Master Weaver: Once per turn, whenever one of your other creature uses the effect Weave, you may move an additional energy.

"Beware of what's hiding under the grasses." - Barak

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13
WAWEK
Weave Magi



ENERGIZE: 1

STARTING: Gift of the Weave, Weave Homestead, Weave Hyren

Effect - Seeds of Truth: At the beginning of your turn, choose a non-Hyren Weave Creature or a Weave Relic in your Discard Pile. Increase Wawek's energize by the card's energy cost (X equals zero) until the end of your turn. Shuffle the chosen card back into the owner's deck.

"I choose to fight my cousin, Yayek, with Truth!"

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5
AQUATIC WARLUM
Orothe Dream Creature



Power - Shell Game 1: Choose a deck. Reveal cards from the top card of the chosen deck until you reveal a Creature. You may discard Aquatic Warlum to play the revealed Creature reducing its cost by 3 and ignoring regional restrictions. Shuffle all unplayed revealed cards back into the deck.

"Arosa isn't the only one who can play the Shell Game" - O'qua

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3
Weave Homestead
Weave Relic



Effect - Home Advantage: If all your cards in play are Weave, increase the energize of your Magi by one.

Effect - Native Power: If all your cards in play are Weave, reduce the cost to play any Weave relic by one to a minimum of one.

"Welcome to my humble homestead." - Zaya

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3
Weave Path
Weave Spell



Reduce the cost of this spell by 2 to a minimum of 1 if your Magi is Weave. Play a Weave Creature from your discard pile paying all costs. Creatures played this way cannot use powers this turn.

"The Weave has a mind of its own." - Gia

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11
O'QUA TRACKER
Orothe Magi



ENERGIZE: 5

STARTING: Algae Band, Aquatic Warlum

Power - Tracker 1: Choose a deck. Reveal cards from the top card of the chosen deck until you reveal a Creature. Play the revealed Creature with four energy ignoring regional restrictions. Creatures played this way may not attack this turn. Shuffle all other revealed cards back into the deck.

Effect - Tracked Down: Whenever you attack and defeat an opposing creature, add one energy to O'qua, Tracker.

"Safe on land? I don't think so"

Illus. by Holmberg

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