

Spirit of the Moonlands

Universal Spell

You may play one copy of this card when your Magi is defeated on an opponent's turn. Discard a card from your hand. When you reveal your next Magi, if the Magi is a non-Core Magi and does not share any regions with any of your defeated Magi, permanently increase the Energize rate of the revealed Magi by one.

"Together, all of you are more powerful than me"
Rayje

Illus. by Holmberg

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BLUE FUROK

Universal Dream Creature

Effect - Retrieve Friend: When Blue Furok loses energy in an attack, you may immediately play a creature from your hand with a starting energy equal to the energy lost by the Blue Furok (rounded down). Your magi pays the cost for this creature normally.

Effect - Shy: Non-Universal Magi must pay 1 additional energy to play Blue Furok.

"That stupid blue furl! I can never tell whether there's another creature hiding in there!" - Hrada
Illus. by Holmberg

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Hidden Puzzlebox

Universal Relic - Eliwan Artifact

When you play Hidden Puzzlebox, add X Puzzle Counters to it. Discard Hidden Puzzlebox if it has no counters on it.

Effect - Barrier: When your magi is attacked directly, you may discard any amount of Puzzle Counters to reduce the damage by the same amount.

Power - Crossing: Choose a creature and discard a counter. That creature can attack an opposing magi directly.

"Hmm...I wonder what will happen if I push this." - Tony
Illus. by Holmberg

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Reclaim

Universal Spell

Choose a creature you own, but do not control. X is either the printed starting energy or the current energy of the chosen creature, whichever is less. Gain control of the creature. The creature cannot attack this turn.

"You should have seen the look on Bria's face when I reclaimed my Wasperine" - Yaki to Wence
Illus. by Gillette/Werner

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TONY

Universal Magi

ENERGIZE: 6
STARTING: Blue Furok, Equilibrate

Power - Non-indigenous: 1 Choose one region. Until the start of your next turn, the first Spell, Power or Effect from a card of that region that affects Tony or any of your Creatures in play does nothing.

Effect - Block: The first time each turn Tony is directly attacked, Tony loses 3 less energy in the attack.

"It's tiring pushing these boxes!"
Illus. by Holmberg

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Slumber

Universal Spell

Attach Slumber to your Magi after your play creatures step. As long as Slumber remains attached to your Magi, you cannot play Spells, nor use any Powers on your Magi or Relics. At the beginning of your attack step, you may discard Slumber from play to immediately play a Creature from your hand with X + 3 energy, ignoring all energy costs. A Magi may be affected by only one slumber at a time.

"Warriors need not apply." - Tony
Illus. by Holmberg

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