



Amount: 1

Look at the top two spells of the deck. Put one of them in your hand and put the other on the discard pile. You can do this once every turn.



Amount: 1

Choose two elements of any types from the bank. Put them "used" in slots in the circle. There may be at most 4 elements in the circle at any time. It may replace an element in a taken slot. You may also put just one element in the circle. You can do this once every turn.



Amount: 2

The next player immediately gets his turn. Discard the Candle



Amount: 2

An opponent of your choice holds his spells with the backsides to you. You pick a spell and take it in your hand. Discard the Theft



Amount: 2

Choose a permanent on the table and place it in your zone. You now own that permanent. You may not activate it in this turn. Discard the Mountain.



Amount: 1

Discard a spell from your hand. Choose two elements of any type from the bank. Put them "used" in any slot. You probably want to put it in an empty slot in your zone. You may have 3 elements in your zone at any time. It may also replace an element in a taken slot. You can do this once every turn.







Empty slot

Put an element from a slot in the bank. The slot is now empty.

Amount: 2

Destroy an element in any slot. Discard the Fireball.



Amount: 2

Choose a permanent that is in the zone of any player. Put it on the discard pile face up. Discard the Avalanche. If there are no permanents, just discard the Avalanche



Amount: 2

An opponent of your choice holds his spells with the backsides to you. You pick three spells. You pick one that you take in your hand and you give back the rest. You can do this once every



Amount: 1

Choose an opponent and look at the spells in his hand. Give the spells back afterwards. Discard the Scout.

🚵 Fireball



Amount: 1

Draw a spell and then

discard a spell from your hand

Draw the top spell of the deck. Then discard a spell from your hand. You can do this once every turn.

Permanent

Put an element from the bank in a slot





Choose an element from the bank and put it in a slot. You may choose any element. Every player may have 3 elements in his zone and the circle may have 4 elements. The element may fill an empty slot or it may replace an element in a taken slot. The element comes into play "unused" and may be used in this turn. The element comes into play "used" if the spell says so.



Amount: 1

Choose an element of any type from the bank. Put it "unused" in any slot. You probably want to put it in an empty slot in your zone. You may have 3 elements in your zone at any time. It may also replace an element in a taken slot. You can do this once every turn.





Permanent

Your opponents may not target your innate elements (nor the slots) with their spells as long as you own this permanent



Amount: 2

Choose an element of any type from the bank. Put it "unused" in any slot. You probably want to put it in an empty slot in your zone. You may have 3 elements in your zone at any time. It may also replace an element in a taken slot. Discard the Geyser.



Amount: 3

Choose two elements of any types from the bank. Put one of them "unused" in the circle and the other "used" in the circle. There may be at most 4 elements in the circle at any time. It may replace an element in a taken slot. You may also put just one element in the circle. You can do this once every turn.

Amount: 2

An opponent of your choice holds his spells with the backsides to you. You pick a spell and put it on the discard pile. You can do this once every turn.

Amount: 1

Destroy an element in the circle. You can do this once every turn.



Amount: 2

An opponent of your choice holds his spells with the backsides to you. You pick a spell and take it in your hand. You can do this once every



Amount: 2

Choose an element of any type from the bank. Put it "unused" in a slot in the circle. There may be at most 4 elements in the circle at any time. It may replace an element in a taken slot. You can do this once every turn.



Amount: 2

Pick a spell from your hand and discard it. Then pick a spell from your hand and cast it without paying any elements. You can do this once every turn. Note that you need to open your turn by casting a spell normally from your hand





Amount: 1

Take two fire elements from the bank. Put them "unused" in any two slots. You can do this once every turn.



Amount: 3

You can activate this permanent at the start of one of your future turns, before you do anything. The next player then immediately gets his turn. Put the Rainbow on the discard pile afterwards.



Amount: 1

Move an element from any slot to any other slot. You probably want to move an element from an opponent to one of your empty innate element slots. Discard the Tornado.





Amount: 1

If you own this permanent you may put it in front of another player by paying two fire. If you own this at the end of your turn, you are eliminated immediately. If you own this and skip your turn you are also eliminated. . However you may give this permanent to an opponent before you have to open your turn. Note that destroying this permanent is also an option to get rid of it.

Move an element

Take an element from a slot

and put it in another slot. The

element can be moved to an

empty slot, or it can replace

an element in a taken slot.

The slot the element came

from is empty after moving it.

The element stays as it was

("used" or "unused")

slot

Empty



Amount: 2

Move an element from any slot to a slot in the circle, or move an element from the circle to any slot. Discard the Lightning.



Amount: 1

Permanent

You can activate this permanent at the start of one of your future turns, before you do anything. You discard this permanent and it counts as opening your turn. So you can activate your permanents and cast more spells.



You can use the Joker as an element of any type. Also when opening your turn. Counts as a permanent for targetting. You can use this once every turn.



Amount: 2

Destroy an element in any slot. You can do this once every turn.





Amount: 2

Move an element from any slot to any other slot. You probably want to move an element from an opponent to vour innate elements. Moving the element may result in having four innate elements. The extra slot disappears when any of your innate elements are removed. You can do this once every turn.



Amount: 2

An opponent of your choice holds his spells with the backsides to you. You pick three spells. You pick one that you discard and you give back the rest. You can do this once every turn.



Amount: 1

First destroy one of your own innate elements. Then draw the top two spells of the deck. Then discard a spell from your hand. If you have no innate elements you cannot activate this permanent. You can do this once every turn.



Amount: 3

This spell costs one of each element type plus one element of any type. Draw the top spell of the deck or put an element from the bank in any slot. You probably want to put it in an empty slot in your zone. You can do this once every turn.

Amount: 1

This spell costs five elements of the same type. Put the top two spells from the deck open on the table. Cast one of these spells for free and discard the other one. You are obliged to cast one of the spells, even if it is not in your benefit. You can do this once every turn.



Amount: 1

Destroy up to two elements in the circle. You may also destroy just one element. You can do this once every



Amount: 2

Move an element from any slot to a slot in the circle, or move an element from the circle to any slot. You can do this once every turn.



Amount: 1

This spell costs one of each element type plus one element of any type. Draw the top spell of the deck or put an element from the bank "used" in any slot. You probably want to put it in an empty slot in your zone. You can do this multiple times every turn. You must pay two elements every time and their type does not



hand and destroy one Amount: 2

s from an opponent's

Permanent

An opponent of your choice holds his spells with the backsides to you. You pick five spells. You pick one that you discard and you give back the rest. You can do this once every turn.



Amount: 1

You may do the effect of one of your other permanents. You do not have to pay the activation cost. You may activate the permanent itself also, before or after you target it with the Angel. You can only activate the Angel after you have opened your turn. You can do this once every turn.



Amount: 2

Choose two permanents in the zones of any player. Put them on the discard pile face up. Discard the Knight. You may also destroy one or no permanents