

**5 Ascension**

Character

**2**

Gadget

#forgettable #to salvage

Gain 2.

Gain 1.

Play a card costing up to 5

Discover

Seek

**1 Fire**

Character

hello

#basic

**1 Water**

Spell

Affinity

Cast: Cycle a card.

Upgrade

Flashback, cycle y, Trading, Trade

saga, delirium, emerge, instant

brittle Discover 3

manaburst

voke (in hand), dash y (in hand), postpone y: 1, ...

Quickcast, Resonance, convokeCast

3/5

**Earth**

**1**

Cast: Gain 2. 2

Cast: Draw cards.

free once multi

4/1

**1 Wind**

Spell

ALL ICONS:

3 2 10 10

2 2 10 10

3 2 2 10 10

5/5

**0 Immer besser**

Spell

Quickcast (You may cast this.)

Cast: Put on a card.

After you put here, draw a card per 1 here.

6/2

**1 Rathaus**

Spell

Cast: Gain 2. At end of turn, an opponent of your choice gains.

7/4

**1 Bumerang**

Spell

If you are the turnplayer, draw 2 cards.

Cast: Gain.

8/4

**1 Meteor Impact**

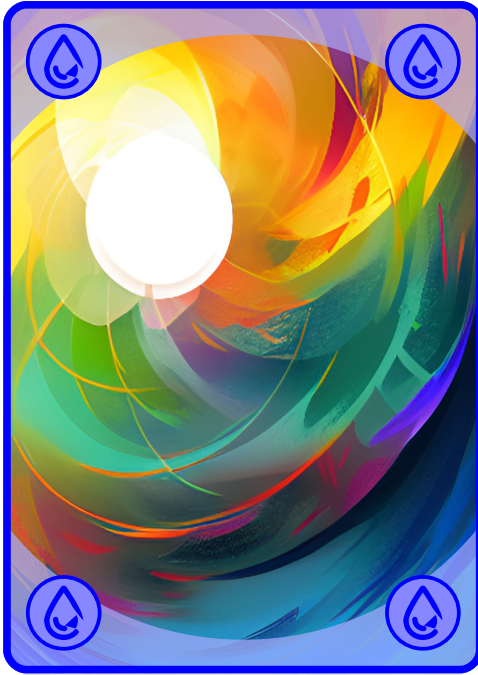
Spell

Draw a card.

Cast: Exec the effects of a card costing up to 2.

Manaburst: Exec the effects twice instead. (Only activate manaburst abilities if is 4+.)

9/4



**1** Rush Recklessly

**1**

Spell



🕒 If you are the turnplayer, trash 2 cards from hand or field.

🌈 **Cast:** Draw **1** + 2 cards.

10/3

**6** Amalgamation

**8**

Spell



⚡ Store all other spells.

∞ This has all abilities of stored cards.

🌈 **Cast:** Exec **8** different cast abilities of this, each with **1**.

11/4

**1** Kapitalinvestition

**2**

Spell



🌈 **Cast:** Draw 2 cards. Play a card costing up to your hand size.

12/3

