



Base Set Spoiler



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The listings are:

Name – Card Number – Rarity – Civilization
Card Type – Card Subtype – Cost
Rules Text
Flavor Text
Power – **Mana**

The Spoilers:

Hanusa, Radiance Elemental – S1/S10 – Super Rare – Light

Creature – Angel Command – 7

Double breaker (This creature breaks 2 shields.)

The sky was scorched by Dragons' fire, and the earth gouged by elementals' rays. The battle raged for seven nights and seven days.

9500 – 1

Urth, Purifying Elemental – S2/S10 – Super Rare – Light

Creature – Angel Command – 6

Double breaker (This creature breaks 2 shields.)

At the end of each of your turns, you may untap this creature.

It is said the destruction of the Ancient Empire was caused by the descent of the elementals.

6000 – 1

Aqua Sniper – S3/S10 – Super Rare – Water

Creature – Liquid People – 8

When you put this creature into the battle zone, choose up to 2 other creatures in the battle zone and return them to their owners' hands.

Water surrounds, enfolds, buoys... and attacks.

5000 – 1

King Depthcon – S4/S10 – Super Rare – Water

Creature – Leviathan – 7

Double breaker (This creature breaks 2 shields.)

This creature can't be blocked.

Leviathans are just like storms. All you can do is wait until they pass.

6000 – 1

Deathliger, Lion of Chaos – S5/S10 – Super Rare – Darkness

Creature – Demon Command – 7

Double breaker (This creature breaks 2 shields.)

The world is deafened by the roar of the deathliger.

9000 – 1

Zagaan, Knight of Darkness – S6/S10 – Super Rare – Darkness

Creature – Demon Command – 6

Double breaker (This creature breaks 2 shields.)

"If I were to send him to the field, he would overwhelm the enemy in an instant. Where is the fun in that?"

–Ballom, Master of Death

7000 – 1

Astrocomet Dragon – S7/S10 – Super Rare – Fire

Creature – Armored Dragon – 7

Power attacker +4000 (While attacking, this creature gets +4000 power.)

Double breaker (This creature breaks 2 shields.)

Even the smallest weapon attached to it has enough firepower to lay waste to an entire nation.

6000+ – 1

Scarlet Skyterror – S8/S10 – Super Rare – Fire

Creature – Armored Wyvern – 8

When you put this creature into the battle zone, destroy all creatures that have “blocker.”

The forces of Fire will never relent.

3000 – 1

Deathblade Beetle – S9/S10 – Super Rare – Nature

Creature – Giant Insect – 5

Power attacker +4000 (While attacking, this creature gets +4000 power.)

Double breaker (This creature breaks 2 shields.)

It devours all.

3000+ – 1

Roaring Great-Horn – S10/S10 – Super Rare – Nature

Creature – Horned Beast – 7

Power attacker +2000 (While attacking, this creature gets +2000 power.)

Double breaker (This creature breaks 2 shields.)

8000+ – 1

Chilias, The Oracle – 1/110 – Rare – Light

Creature – Light Bringer – 4

When this card would be destroyed, put it into your hand instead.

The shining towers in the sky exist to protect the oracles.

2500 – 1

Dia Nork, Moonlight Guardian – 2/110 – Rare – Light

Creature – Guardian – 4

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

Flying is the greatest taboo of any race that has encountered the Guardians.

5000 – 1

Emerald Grass – 3/110 – Common – Light

Creature – Starlight Tree – 2

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

3000 – 1

Frei, Vizier of Air – 4/110 – Uncommon – Light

Creature – Initiate – 4

At the end of each of your turns, you may untap this creature.

"Vizier of Air, arise. Your fingers are sacred swords."

–Hanusa, Radiance Elemental

3000 – 1

Gran Gure, Space Guardian – 5/110 – Very Rare – Light

Creature – Guardian – 6

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

Those who defile the Sky Castle are doomed, for they shall know the wrath of the guardians.

9000 – 1

Holy Awe – 6/110 – Rare – Light

Spell – 6

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Tap all your opponent's creatures in the battle zone.

1

Iere, Vizier of Bullets – 7/110 – Common – Light

Creature – Initiate – 3

"Vizier of Bullets, arise. Your will is an arrow that never misses the target."

–Hanusa, Radiance Elemental

1

Iocant, the Oracle – 8/110 – Uncommon – Light

Creature – Light Bringer – 2

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

While you have at least 1 Angel Command in the battle zone, this creature gets +2000 power.

This creature can't attack players.

2000+ – 1

La Ura Giga, Sky Guardian – 9/110 – Common – Light

Creature – Guardian – 1

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

To protect their floating cities, Guardians are gifted with shining wings.

2000 – 1

Lah, Purification Enforcer – 10/110 – Rare – Light

Creature – Berserker – 5

Those who have seen this Enforcer believe that eclipses are omens of disaster.

5500 – 1

Laser Wing – 11/110 – Rare – Light

Spell – 5

Choose up to 2 of your creatures in the battle zone. They can't be blocked this turn.

This is light speed.

1

Lok, Vizier of Hunting – 12/110 – Uncommon – Light

Creature – Initiate – 4

"Vizier of Hunting, arise. Your words are arrows of light."

–Hanusa, Radiance Elemental

4000 – 1

Miele, Vizier of Lightning – 13/110 – Common – Light

Creature – Initiate – 3

When you put this creature into the battle zone, you may choose 1 of your opponent's creatures in the battle zone and tap it.

"Vizier of Lightning, arise. Your eyes are a bow of judgment."

–Hanusa, Radiance Elemental

1000 – 1

Moonlight Flash – 14/110 – Uncommon – Light

Spell – 4

Choose up to 2 of your opponent's creatures in the battle zone and tap them.

Cower before the purity of the Angel Commands!

1

Rayla, Truth Enforcer – 15/110 – Very Rare – Light

Creature – Berserker – 6

When you put this creature into the battle zone, search your deck. You may take a spell from your deck, show that spell to your opponent, and put it into your hand. Then shuffle your deck.

The Enforcers deliver the oracles' words, which bear the power of truth.

3000 – 1

Reusol, the Oracle – 16/110 – Common – Light

Creature – Light Bringer – 2

Soul and light enmeshed in a web of glory.

2000 – 1

Ruby Grass – 17/110 – Uncommon – Light

Creature – Starlight Tree – 3

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

At the end of each of your turns, you may untap this creature.

3000 – 1

Senatine Jade Tree – 18/110 – Common – Light

Creature – Starlight Tree – 3

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

Floating trees in the sky generate beautiful light from poisoned air.

4000 – 1

Solar Ray – 19/110 – Common – Light

Spell – 2

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Choose 1 of your opponent's creatures in the battle zone and tap it.

1

Sonic Wing – 20/110 – Common – Light

Spell – 3

Choose 1 of your creatures in the battle zone. It can't be blocked this turn.

"Can't catch me!"

1

Szubs Kin, Twilight Guardian – 21/110 – Rare – Light

Creature – Guardian – 5

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack players.

Those who dwell in the sky towers eradicate all intruders.

6000 – 1

Toel, Vizier of Hope – 22/110 – Uncommon – Light

Creature – Initiate – 5

At the end of each of your turns, you may untap all of your creatures in the battle zone.

"Vizier of Hope, arise. Your singing voice is a breeze of dawn." –Hanusa, Radiance Elemental

2000 – 1

Aqua Hulus – 23/110 – Common – Water

Creature – Liquid People – 3

When you put this creature into the battle zone, you may draw a card.

Liquid People freely control liquid. For them, water is armor and shield.

2000 – 1

Aqua Knight – 24/110 – Rare – Water

Creature – Liquid People – 5

When this creature would be destroyed, return it to your hand instead.

Like a whirlpool, it never seems to end.

4000 – 1

Aqua Soldier – 25/110 – Uncommon – Water

Creature – Liquid People – 3

When this creature would be destroyed, return it to your hand instead.

"What a spirit for such a skinny little thing."

–Brawler Zyler

1000 – 1

Aqua Vehicle – 26/110 – Common – Water

Creature – Liquid People – 2

The chip implanted in its head lets the Cyber Lords control its brain waves.

1000 – 1

Brain Serum – 27/110 – Uncommon – Water

Spell – 4

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Draw up to 2 cards.

1

Candy Drop – 28/110 – Common – Water

Creature – Cyber Virus – 3

This creature can't be blocked.

No mouth. Big bite.

1000 – 1

Crystal Memory – 29/110 – Rare – Water

Spell – 4

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Search your deck. You may take a card from your deck and put it into your hand. Then shuffle your deck.

1

Faerie Child – 30/110 – Uncommon – Water

Creature – Cyber Virus – 4

This creature can't be blocked.

A school of teeny, tiny points of light. Stopping them all is impossible.

2000 – 1

Hunter Fish – 31/110 – Common – Water

Creature – Fish – 2

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

It lies in wait, hidden in coral reefs, lashing out ferociously when it sense prey.

3000 – 1

Illusionary Merfolk – 32/110 – Uncommon – Water

Creature – Gel Fish – 5

When you put this creature into the battle zone, if you have a Cyber Lord in the battle zone, draw up to 3 cards.

The Cyber Lords' devotion to beauty is so extreme, they even designed a warrior race to have a pleasant appearance.

4000 – 1

King Coral – 33/110 – Uncommon – Water

Creature – Leviathan – 3

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

Leviathans mature slowly, eventually growing to become the largest creatures in the world.

1000 – 1

King Ripped-Hide – 34/110 – Very Rare – Water

Creature – Leviathan – 7

When you put this creature into the battle zone, draw up to 2 cards.

Long ago, the Cyber Lords built a city on his back.

5000 – 1

Marine Flower – 35/110 – Common – Water

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

It blooms in the ocean depths, far from any light.

2000 – 1

Phantom Fish – 36/110 – Common – Water

Creature – Gel Fish – 3

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

4000 – 1

Revolver Fish – 37/110 – Uncommon – Water

Creature – Gel Fish – 4

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

5000 – 1

Saucer-Head Shark – 38/110 – Rare – Water

Creature – Gel Fish – 5

When you put this creature into the battle zone, return each creature in the battle zone that has power 2000 or less to its owner's hand.

"Isn't it cool? The heads can be combined."

–Tropico

3000 – 1

Seamine – 39/110 – Very Rare – Water

Creature – Fish – 6

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

If the last thing in your life you want to see is something beautiful, attack an underwater city.

4000 – 1

rSpiral Gate – 40/110 – Common – Water

Spell – 2

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Choose 1 creature in the battle zone and return it to its owner's hand.

1

Teleportation – 41/110 – Rare – Water

Spell – 5

Choose up to 2 creatures in the battle zone and return them to their owners' hands.

"Start all over from your previous life!"

–Crystal Lancer

1

Tropico – 42/110 – Rare – Water

Creature – Cyber Lord – 5

This creature can't be blocked when you have at least 2 other creatures in the battle zone.

"I will lead you into battle."

3000 – 1

Unicorn Fish – 43/110 – Rare – Water

Creature – Fish – 4

When you put this creature into the battle zone, you may choose 1 creature in the battle zone and return it to its owner's hand.

It attacks anything that enters its territory, even Leviathans.

1000 – 4

Virtual Tripwire – 44/110 – Common – Water

Spell – 3

Choose 1 of your opponent's creatures in the battle zone and tap it.

It will stay until it dies.

1

Black Feather, Shadow of Rage – 45/110 – Common – Darkness

Creature – Ghost – 1

When you put this creature into the battle zone, destroy 1 of your creatures.

3000 – 1

Bloody Squito – 46/110 – Common – Darkness

Creature – Brain Jacker – 2

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

When this creature wins a battle, destroy it.

4000 – 1

Bone Assassin, The Ripper – 47/110 – Common – Darkness

Creature – Living Dead – 4

Slayer (When this creature loses a battle, destroy the other creature.)

Commanders send them to the front line. It's too dangerous to have them close.

2000 – 1

Bone Spider – 48/110 – Uncommon – Darkness

Creature – Living Dead – 3

When this creature wins a battle, destroy it.

They can wait forever, for they know they will not die alone.

5000 – 1

Creeping Plague – 49/110 – Rare – Darkness

Spell – 1

Whenever one of your creatures becomes blocked this turn, it gets "slayer" until the end of the turn.

(When a creature that has "slayer" loses a battle, destroy the other creature.)

Witness the power of the dark!

1

Dark Clown – 50/110 – Rare – Darkness

Creature – Brain Jacker – 4

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

When this creature wins a battle, destroy it.

6000 – 1

Dark Raven, Shadow of Grief – 51/110 – Uncommon – Darkness

Creature – Ghost – 4

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

If you've ever thought there was something hiding in the dark, you're right.

1000 – 1

Dark Reversal – 52/110 – Uncommon – Darkness

Spell – 2

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Return a creature from your graveyard to your hand.

1

Death Smoke – 53/110 – Common – Darkness

Spell – 4

Destroy 1 of your opponent's untapped creatures.

Savor the taste of fear!

1

Ghost Touch – 54/110 – Common – Darkness

Spell – 2

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Your opponent discards a card at random from his hand.

1

Gigaberos – 55/110 – Rare – Darkness

Creature – Chimera – 5

When you put this creature into the battle zone, destroy 2 of your other creatures or destroy this creature.

Double breaker (This creature breaks 2 shields.)

8000 – 1

Gigagiele – 56/110 – Rare – Darkness

Creature – Chimera – 5

Slayer (When this creature loses a battle, destroy the other creature.)

By assembling parts of different magical beasts, the Dark Lords created a nightmare.

3000 – 1

Gigargon – 57/110 – Very Rare – Darkness

Creature – Chimera – 8

When you put this creature in the battle zone, return up to 2 creatures from your graveyard to your hand.

There is no rest in the Dark Realm, even after death.

3000 – 1

Masked Horror, Shadow of Scorn – 58/110 – Uncommon – Darkness

Creature – Ghost – 5

When you put this creature into the battle zone, your opponent discards a card at random from his hand.

Seeking to live forever, they left their bodies behind.

1000 – 1

Night Master, Shadow of Decay – 59/110 – Rare – Darkness

Creature – Ghost – 6

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

Don't turn around. You wouldn't want to see what's behind you.

3000 – 1

Skeleton Soldier, the Defiled – 60/110 – Common – Darkness

Creature – Living Dead – 4

"Rip, Tear, Gnash. They all make the same delightful noises."

3000 – 1

Stinger Worm – 61/110 – Uncommon – Darkness

Creature – Parasite Worm – 3

When you put this creature into the battle zone, destroy 1 of your creatures.

When worms kill a creature, they can still make it move.

5000 – 1

Swamp Worm – 62/110 – Uncommon – Darkness

Creature – Parasite Worm – 7

When you put this creature into the battle zone, your opponent chooses 1 of his creatures and destroys it.

Flesh is its food. Bones are its toothpicks.

2000 – 1

Terror Pit – 63/110 – Rare – Darkness

Spell – 6

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Destroy 1 of your opponent's creatures.

1

Vampire Silphy – 64/110 – Very Rare – Darkness

Creature – Dark Lord – 8

When you put this creature into the battle zone, destroy all creatures that have power 3000 or less.

Dark Lords have no mercy for the weak.

4000 – 1

Wandering Braineater – 65/110 – Common – Darkness

Creature – Living Dead – 2

Blocker (When an opponent's creature attacks, you may tap this creature to stop the attack. Then the two creatures battle.)

This creature can't attack.

Devouring nice, fresh brains is all the know... and all they care about.

2000 – 1

Writhing Bone Ghoul – 66/110 – Common – Darkness

Creature – Living Dead – 2

Seeking power, they gave up their intelligence. What they found was pain.

2000 – 1

Armored Walker Urherion – 67/110 – Uncommon – Fire

Creature – Armorloid – 4

While you have at least 1 Human in the battle zone, this creature gets +2000 power during its attacks.

"The world at peace? I'd rather see the world in pieces."

3000+ – 1

Artisan Picora – 68/110 – Common – Fire

Creature – Machine Eater – 1

When you put this creature into the battle zone, put 1 card from your mana zone into your graveyard.

"Fix it? That's easy. Just hit it."

–Legendary Artisan Picora

2000 – 1

Bolshack Dragon – 69/110 – Very Rare – Fire

Creature – Armored Dragon – 6

While attacking, this creature gets +1000 power for each fire card in your graveyard.

Double breaker (This creature breaks 2 shields.)

The last city that offended it is now a ruin.

6000+ – 1

Brawler Zyler – 70/110 – Common – Fire

Creature – Human – 2

Power attacker +2000 (While attacking, this creature gets +2000 power.)

"I wouldn't, if I were you. You don't want to get hurt."

1000+ – 1

Burning Power – 71/110 – Common – Fire

Spell – 1

One of your creatures gets "power attacker +2000" until the end of the turn. (While attacking, a creature that has "power attacker +2000" gets +2000 power.)

Witness the power of whirling fire!

1

Chaos Strike – 72/110 – Rare – Fire

Spell – 2

Choose 1 of your opponent's untapped creatures in the battle zone. Your creatures can attack it this turn as though it were tapped.

"You won't escape me!"

1

Crimson Hammer – 73/110 – Common – Fire

Spell – 2

Destroy 1 of your opponent's creatures that has power 2000 or less.

There's nothing a Machine Eater enjoys more than a good game of Whack-a-Hulcus.

1

Deadly Fighter Braid Claw – 74/110 – Common – Fire

Creature – Dragonoid – 1

This creature attacks each turn if able.

A Dragonoid's true home is the battlefield.

1000 – 1

Draglide – 75/110 – Rare – Fire

Creature – Armored Wyvern – 5

This creature attacks each turn if able.

Draglides grow with their mounts. Their bond is their weapon.

5000 – 1

rExplosive Fighter Ucarin – 76/110 – Rare – Fire

Creature – Dragonoid – 5

When you put this creature into the battle zone, put 2 cards from your mana zone into your graveyard.

Double breaker (This creature breaks 2 shields.)

Dragonoid fighters never retreat. They believe that a heroic fighter will become a Dragon in his next life.

9000 – 1

Fatal Attacker Horvath – 77/110 – Common – Fire

Creature – Human – 3

While you have at least 1 Armoroid in the battle zone, this creature gets +2000 power during its attacks.

"Any final words?"

2000+ – 1

Fire Sweeper Burning Hellion – 78/110 – Common – Fire

Creature – Dragonoid – 4

Power attacker +2000 (While attacking, this creature gets +2000 power.)

Those who leave battle last are the ones who savor victory the longest.

3000+ – 1

Gatling Skyterror – 79/110 – Very Rare – Fire

Creature – Armored Wyvern – 7

This creature can attack untapped creatures.

Double breaker (This creature breaks 2 shields.)

Part chopper, part chomper.

7000 – 1

Immortal Baron, Vorg – 80/110 – Common – Fire

Creature – Human – 2

"You see? The one who wins is the one who has the bigger weapon."

2000 – 1

Magma Gazer – 81/110 – Rare – Fire

Spell – 3

One of your creatures gets "power attacker +4000" and "double breaker" until the end of the turn. (A creature that has "power attacker +4000" and "double breaker" gets +4000 power while attacking and breaks 2 shields.)

1

Meteosaur – 82/110 – Uncommon – Fire

Creature – Rock Beast – 5

When you put this creature into the battle zone, you may destroy 1 of your opponent's creatures that has power 2000 or less.

2000 – 1

Nomad Hero Gigio – 83/110 – Rare – Fire

Creature – Machine Eater – 5

This creature can attack untapped creatures.

"Time to move on. So many unexplored worlds; so much trash to find!"

–Nomad Hero Gigio

3000 – 1

Onslaught Triceps – 84/110 – Uncommon – Fire

Creature – Dragonoid – 3

When you put this creature into the battle zone, put 1 card from your mana zone into your graveyard.

The first to the front lines are the first to taste victory.

5000 – 1

Rothus, The Traveler – 85/110 – Rare – Fire

Creature – Armorloid – 4

When you put this creature into the battle zone, destroy 1 of your creatures. Then your opponent chooses 1 of his creatures and destroys it.

"I have been to ten thousand dimensions, yet still I search for home."

4000 – 1

Stonesaur – 86/110 – Uncommon – Fire

Creature – Rock Beast – 5

Power attacker +2000 (While attacking, this creature gets +2000 power.)

There is no sanctuary in the Fire Territory. Especially on the featureless, rocky plains.

4000+ – 1

Super Explosive Volcanodon – 87/110 – Uncommon – Fire

Creature – Dragonoid – 4

Power attacker +4000 (While attacking, this creature gets +4000 power.)

After it attacks, the lucky are left with rubble.

2000+ – 1

Tornado Flame – 88/110 – Uncommon – Fire

Spell – 5

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Destroy 1 of your opponent's creatures that has power 4000 or less.

1

Aura Blast – 89/110 – Rare – Nature

Spell – 4

Each of your creatures in the battle zone gets "power attacker +2000" until the end of the turn. (While attacking, a creature that has "power attacker +2000" gets +2000 power.)

Hear the roar of the mighty Earth!

1

Bronze-Arm Tribe – 90/110 – Common – Nature

Creature – Beast Folk – 3

When you put this creature into the battle zone, put the top card of your deck into your mana zone.

They're bringing some friends to the party.

1000 – 1

Burning Mane – 91/110 – Common – Nature

Creature – Beast Folk – 2

It pulled a young tree up by the roots, swinging it over its head as though it were a twig.

2000 – 1

Coiling Vines – 92/110 – Uncommon – Nature

Creature – Tree Folk – 4

When this creature would be destroyed, put it into your mana zone instead.

They eat vegetarians.

3000 – 1

Dimension Gate – 93/110 – Common – Nature

Spell – 3

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Search your deck. You may take a creature from your deck, show that creature to your opponent, and put it into your hand. Then shuffle your deck.

1

Dome Shell – 94/110 – Uncommon – Nature

Creature – Colony Beetle – 4

Power attacker +2000 (While attacking, this creature gets +2000 power.)

Colony Beetles feed on the World Tree to build gigantic nests on their backs.

3000+ – 1

Fear Fang – 95/110 – Common – Nature

Creature – Beast Folk – 3

The Beast Folk are gifted with huge muscles to withstand the tremendous gravity of the World Tree.

3000 – 1

Forest Hornet – 96/110 – Uncommon – Nature

Creature – Giant Insect – 4

With its deadly sting and crushing jaws, it makes the Horned Beasts cower.

4000 – 1

Golden Wing Striker – 97/110 – Common – Nature

Creature – Beast Folk – 3

Power attacker +2000 (While attacking, this creature gets +2000 power.)

Hawk warriors hunt faster than the wind.

2000+ – 1

Mighty Shouter – 98/110 – Common – Nature

Creature – Beast Folk – 3

When this creature would be destroyed, put it into your mana zone instead.

"I am not pink!"

2000 – 1

Natural Snare – 99/110 – Rare – Nature

Spell – 6

Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)

Choose 1 of your opponent's creatures in the battle zone and put it into his mana zone.

1

Pangaea's Song – 100/110 – Uncommon – Nature

Spell – 1

Put 1 of your creatures from the battle zone into your mana zone.

"Here's something better for you to do."

–Fighter Dual Fang

1

Poisonous Dahlia – 101/110 – Uncommon – Nature

Creature – Tree Folk – 4

This creature can't attack players.

"I will never give you up."

–Symbolic meaning of the poisonous dahlia in flower language.

5000 – 1

Poisonous Mushroom – 102/110 – Uncommon – Nature

Creature – Balloon Mushroom – 2

When you put this creature into the battle zone, you may put 1 card from your hand into your mana zone.

You won't find these mushrooms on salads.

1000 – 1

Red-Eye Scorpion – 103/110 – Rare – Nature

Creature – Giant Insect – 5

When this creature would be destroyed, put it into your mana zone instead.

Never start a fire in the depths of a forest. Enraged red-eye scorpions will come after you.

4000 – 1

Stampeding Longhorn – 104/110 – Rare – Nature

Creature – Horned Beast – 5

This creature can't be blocked by any creature that has power 3000 or less.

A stampeding longhorn leaves nothing but dust in its wake.

4000 – 1

Steel Smasher – 105/110 – Common – Nature

Creature – Beast Folk – 2

This creature can't attack players.

"Me big. Me tough. Me smash."

–Iron Hammer, Boar Warrior

3000 – 1

Storm Shell – 106/110 – Rare – Nature

Creature – Colony Beetle – 7

When you put this creature into the battle zone, your opponent chooses 1 of his creatures in the battle zone and puts it into his mana zone.

A Colony Beetle's spawning is a virtual nightmare. It covers the earth with a hail of its bullet-like eggs.

2000 – 1

Thorny Mandra – 107/110 – Very Rare – Nature

Creature – Tree Folk – 5

When you put this creature in the battle zone, you may put 1 creature from your graveyard into your mana zone.

A beautiful flower, an alluring scent... and deadly thorns.

4000 – 1

Tower Shell – 108/110 – Very Rare – Nature

Creature – Colony Beetle – 6

This creature can't be blocked by any creature that has power 4000 or less.

Not many things want to get in its way.

5000 – 1

Tri-horn Shepherd – 109/110 – Rare – Nature

Creature – Horned Beast – 5

Sometimes weeks pass before it realizes it has a gored enemy stuck to its horns.

5000 – 1

Ultimate Force – 110/110 – Common – Nature

Spell – 5

Put the top 2 cards of your deck into your mana zone.

"Great Earth, give me your might!"

–Fighter Dual Fang

1

The End.

Latest Update:

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