

 **Chronos** 



If the total cost of all spells you've cast this game is 40 or more.

10 ● *When this is summoned:* Your vim becomes infinite.

Alicia Lamburd Pre-Release

 **Fairy** 



● *During your main phase, [act]:* Return a spell from your graveyard to your spellbook.

Valentina Porto Pre-Release

 **Mag Czasu** 



● *When this becomes ready, [act]:* This wizard's summon gains strength equal to your turn count.

star.qazer Pre-Release

 **Warder** 



● *When this wizard's summon is dealt damage, if this is ready:* The damage dealt is reduced by 2.

Ruthsic Pre-Release

 **Glacial Giant** 



6 *Conduct a summon with any blue wizard.*

TheArgoNinja Pre-Release

 **Glacial Giant** 



6 *Conduct a summon with any blue wizard.*

TheArgoNinja Pre-Release

 **Widmo Czasu** 



*Conduct a summon with **Mag Czasu**.*

4 ● *When this is summoned:* Ready a **Mag Czasu** you control.

star.qazer Pre-Release

 **Clockwork Timebomb** 



Conduct a summon using any blue wizard.

1 ● *When this is defeated:* Gain vim equal to your turn count.

Xeigo Pre-Release

 **Clockwork Timebomb** 



Conduct a summon using any blue wizard.

1 ● When this is defeated: Gain vim equal to your turn count.

Xeingo Pre-Release

 **Ward Warden** 



Conduct a summon with *Warder*.

4 ● When a summon you control is dealt damage: The damage dealt is reduced by 2.

Ruthsic Pre-Release

 **Ward Warden** 



Conduct a summon with *Warder*.

4 ● When a summon you control is dealt damage: The damage dealt is reduced by 2.

Ruthsic Pre-Release

 **Water Golem** 



Conduct a summon with any blue wizard.

2 ● When this battles for the first time in a turn: This takes no battle damage. (This ability works once every turn)

Kafluffle Pre-Release

 **Water Golem** 



Conduct a summon with any blue wizard.

2 ● When this battles for the first time in a turn: This takes no battle damage. (This ability works once every turn)

Kafluffle Pre-Release

 **Pestering Scarab** 



Conduct a summon with any blue wizard.

4 ● During your main phase, if this is in your graveyard, [defeat a summon you control not named **Pestering Scarab**]: Place this on your battlefield in the same spot, ready.

Kafluffle Pre-Release

 **20 Perfect Infusion** 



Double the strength of your summons.

RenanFC Pre-Release

 **2 Burst** 



Deal 1 damage to a summon, or a summon you control gains 2 strength, or gain 3 life.

Gigigurrll Pre-Release

2 Burst

Deal 1 damage to a summon, or a summon you control gains 2 strength, or gain 3 life.

Gigigurll Pre-Release

20 Mass Resurrection

Conduct up to 3 summons from your graveyard.

RenanFC Pre-Release

4 Icy Gift

Enchant a summon.
Summons you control that are not enchanted with an **Icy Gift** take no damage.

Miranda Chapman Pre-Release

? Counter

When an opponent casts a spell: That spell has no ability.
Counter's vim cost is equal to that spell's vim cost plus 1.

Dapwnie Pre-Release

? Counter

When an opponent casts a spell: That spell has no ability.
Counter's vim cost is equal to that spell's vim cost plus 1.

Dapwnie Pre-Release

0 Addition

Gain 1 vim.
You can only cast one **Addition** per turn.
At the start of your ending phase, if this is in your graveyard: You must take 1 damage.

Dapwnie Pre-Release

0 Addition

Gain 1 vim.
You can only cast one **Addition** per turn.
At the start of your ending phase, if this is in your graveyard: You must take 1 damage.

Dapwnie Pre-Release

12 Eon Slash

Deal 3 damage to each of an opponent's summons, then, for each summon this defeated, use the following ability:
A summon you control gains 2 strength, then you gain 3 life, then you gain 4 vim.

RenanFC Pre-Release