

1. Infinity, God of Spells
 - Energy Points: 5
 - Name: Infinity, God of Spells
 - Description: A powerful character card with high energy points and the ability to cast spells.
 - Ability: Pay 2 energy points. Draw two cards from your deck.
 - Objective: Cast a total of 15 spells during the game.
2. Atom, Sentient Droid
 - Energy Points: 3
 - Name: Atom, Sentient Droid
 - Description: A character card with the ability to provide support and aid to Infinity.
 - Ability: Pay 1 energy point. Add 1 energy point to target character card.
 - Objective: Assist Infinity in casting a total of 10 spells during the game.
3. Elder Wizard
 - Energy Points: 4
 - Name: Elder Wizard
 - Description: A character card that can provide strategic advice and powerful spells.
 - Ability: Pay 2 energy points. Return target event card from your discard pile to your hand.
 - Objective: Cast a total of 10 spells during the game.
4. Mystical Dragon
 - Energy Points: 6
 - Name: Mystical Dragon
 - Description: A character card that can breathe fire and provide additional spellcasting abilities.
 - Ability: Pay 3 energy points. Deal 3 damage to target character card.
 - Objective: Deal a total of 15 damage to opponents' character cards during the game.

Item Cards:

5. Arcane Staff
 - Energy Points: 2
 - Name: Arcane Staff
 - Description: An item card that grants additional spellcasting abilities and damage.
 - Effect: Target character card's ability costs 1 less energy point to activate this turn.
6. Crystal Ball
 - Energy Points: 1
 - Name: Crystal Ball
 - Description: An item card that allows the user to see into the future and plan accordingly.
 - Effect: Look at the top three cards of your deck, put them back in any order.
7. Enchanted Amulet
 - Energy Points: 3

- Name: Enchanted Amulet
 - Description: An item card that provides additional protection against spell attacks.
 - Effect: Target character card gains 2 energy points.
8. Tome of Spells
- Energy Points: 4
 - Name: Tome of Spells
 - Description: An item card that provides additional spellcasting abilities and knowledge.
 - Effect: Draw two cards, then discard one card from your hand.

Location Cards:

9. Mystic Forest
- Energy Points: 2
 - Name: Mystic Forest
 - Description: A location card that provides additional energy points and spellcasting abilities.
 - Effect: At the beginning of your turn, gain 1 additional energy point.
10. Enchanted Castle
- Energy Points: 3
 - Name: Enchanted Castle
 - Description: A location card that provides additional protection against spell attacks and strategic advantages.
 - Effect: Your character cards gain 1 additional energy point at the start of your turn.
11. Elemental Plane
- Energy Points: 4
 - Name: Elemental Plane
 - Description: A location card that provides additional control over the elements and powerful spells.
 - Effect: When you play an event card, gain 1 energy point.
12. Crystal Caverns
- Energy Points: 3
 - Name: Crystal Caverns
 - Description: A location card that provides additional energy points and access to rare and powerful crystals.
 - - Effect: At the end of your turn, if you have no cards in your hand, gain 2 energy points.

Event Cards:

13. Fireball
- Energy Points: 4
 - Name: Fireball

- Description: An event card that deals heavy damage to a single target.
- Effect: Deal 5 damage to target character card.

14. Mind Control

- Energy Points: 6
- Name: Mind Control
- Description: An event card that allows the user to take control of an opposing creature for a limited time.
- Effect: Take control of target character card until the end of your next turn.

15. Spell Shield

- Energy Points: 3
- Name: Spell Shield
- Description: An event card that provides temporary protection against spell attacks.
- Effect: Target character card cannot be targeted by event cards until the end of your next turn.

16. Chain Lightning

- Energy Points: 5
- Name: Chain Lightning
- Description: An event card that deals damage to multiple targets in a chain reaction.
- Effect: Deal 3 damage to target character card and 2 damage to each adjacent character card.

17. Summon Elemental

- Energy Points: 6
- Name: Summon Elemental
- Description: An event card that allows the user to summon a powerful elemental to aid in battle.
- Effect: Choose an element (Fire, Water, Earth, or Air). Summon a 4-energy Elemental token with the chosen element.

18. Blink

- Energy Points: 2
- Name: Blink
- Description: An event card that allows the user to teleport to a different location on the battlefield.
- Effect: Move target character card to any unoccupied location on the battlefield.

19. Polymorph

- Energy Points: 5
- Name: Polymorph
- Description: An event card that allows the user to transform an opposing creature into a different form.
- Effect: Transform target character card into a 1-energy Frog token until the end of your next turn.

20. Power Surge

- Energy Points: 4
- Name: Power Surge

- Description: An event card that provides a temporary energy boost and the ability to cast more powerful spells.
- Effect: Gain 3 energy points.

21. Arcane Explosion

- Energy Points: 6
- Name: Arcane Explosion
- Description: An event card that deals damage to all opposing creatures.
- Effect: Deal 2 damage to all opposing character cards.

22. Levitation

- Energy Points: 2
- Name: Levitation
- Description: An event card that allows the user to levitate and avoid ground-based attacks.
- Effect: Target character card cannot be targeted by abilities or event cards that deal damage until the end of your next turn.

23. Time Warp

- Energy Points: 5
- Name: Time Warp
- Description: An event card that slows down time for all opposing creatures, making them more vulnerable to attacks.
- Effect: Opposing character cards have their energy points reduced by 1 until the end of your next turn.

24. Telekinesis

- Energy Points: 3
- Name: Telekinesis
- Description: An event card that allows the user to move objects with their mind.
- Effect: Move target item or location card to a different position on the battlefield.

25. Invisibility

- Energy Points: 4
- Name: Invisibility
- Description: An event card that allows the user to become invisible and avoid detection.
- Effect: Target character card cannot be targeted by abilities or event cards until the end of your next turn.

26. Meteor Storm

- Energy Points: 7
- Name: Meteor Storm
- Description: An event card that rains down meteors to deal heavy damage to all opposing creatures.
- Effect: Deal 4 damage to all opposing character cards.

Charm

Energy Points: 4

Name: Charm

Description: An event card that allows the user to charm an opposing creature into doing their bidding.

Effect: Take control of target character card with 3 or less energy points until the end of your next turn.

Illusion

Energy Points: 3

Name: Illusion

Description: An event card that creates a powerful illusion to confuse and disorient opponents.

Effect: Target character card's controller must discard a card at random.

Teleportation Circle

Energy Points: 4

Name: Teleportation Circle

Description: An event card that allows the user to create a magical circle for quick teleportation.

Effect: Choose a location on the battlefield. Move any number of your character cards to that location.

Mystic Barrier

Energy Points: 5

Name: Mystic Barrier

Description: An event card that creates a powerful barrier to protect against spell attacks.

Effect: Prevent all damage from event cards to your character cards until the end of your next turn.