

Seburo
Steel Gunslinger

4

Hero-Bastion Bastion
Ranged 2 3 Mech Warrior

- Seburo may only wield Items and Mech weapons.
- Seburo does not Exert when skirmishing.

1, Exert: Deal 2 damage to a nearby enemy. Use this only during a skirmish.
 <<1>, Exert: Deal 3 damage to all nearby enemies. Use this only during a skirmish.

2 2 2 11

Camathus
Sword of Ghedia

9

Hero Balashanne
Drain 1 Spirit Knight King

- All non-Balashanne characters near Camathus lose 2 Armor.

[Command] 3, Exert: Nearby target character becomes Frozen (until the end of the next turn it cannot move, attack, and takes double skirmish damage.)
 6, Discard 4 cards: Put a Hero from any graveyard into play near Camathus with 6 damage on it.

3 2 3 18

Ryss Farlanna
Captain of the Guard

7

Hero Senda
Quickstrike Guardian Human Knight

- Ryss gets +1 Attack for each Armor she wields and +1 Armor for each weapon she wields.

5, Sacrifice an attached weapon card: Deal damage equal to its +Attack to a nearby enemy. You may play a gear card that costs 4 or less near Ryss and she wields it for free.

3 3 2 13

Dursai Voss
The Spear of Beleriss

8

Hero Laesha Draconis
Armor 1 Spirit Dragon

- When a character with flying skirmishes Dursai they receive no skirmish bonus.
- If there is only one other character near Dursai, he gains +2 Attack.

[Command] 3: Dursai and a nearby friendly Heroes gain +2 Attack until the end of the turn.

3 3 2 13

Orta
The Hearthkeeper

5

Hero Fadai Empire
Spirit Cleric

- Orta cannot be healed.

1: Orta loses X Health. The next Ward you play this turn cost X less. You may play this ability once per turn.
 [Command] 3: Deal 3 damage to a nearby enemy and heal a nearby Hero for 3 Health.

1 2 2 7

Agnes Sang
The Queen of Hearts

6

Hero Sothoss
Drain 1 Horror Queen

- When Agnes comes into play for the first time each game, search your deck for a Sothoss minion that costs 3 or less and put it into play near Agnes. Then shuffle your deck.

4, Exert, discard a card: Destroy a nearby Gear card and do 3 damage to Agnes.
 [Command] 2, Discard a card: An opponent loses 2 if they control a hero near Agnes.

1 2 1 12

Tiamat
Mother of Beasts

10

Hero Laesha Draconis
Flying Dragon Goddess

- At the start of your turn reveal cards from the top of your deck until you reveal a Minion card. Put that into play near Tiamat and put the rest into your graveyard.
- Whenever a Minion dies near Tiamat, return it to play under your control and Tiamat loses 2 Health.

[Command] 2: A nearby Minion gains Vitality until the end of the turn.

0 3 5 12

Hattori Hanzo
The Emperor's Yojimbo

5

Hero Red Moon
Swift Guardian Human Ninja Samurai

- Hattori Hanzo may be played to any field you influence.
- When Hattori Hanzo comes into play you may draw a card.

If a nearby Hero you control would die, you may set that Hero's Health to 1 and destroy Hattori Hanzo instead.

2 3 2 9

Maldrinne Voss
Knight of the Elements

7

Hero Senda
Armor 1 Human Mage Knight

- If Maldrinne is drafted you may search your deck for an ability that costs 3 or less, reveal it, and wield it for free.
- Weapons Maldrinne wields have +1 Attack.

4, Exert: Search your deck for a Gear card or Ability card that costs 2 or less, reveal it, and put it into your hand. Shuffle your deck.

3 3 3 15

Eshra
Acolyte of Embers

6

Hero **Salek Sar**
Spirit Cleric

⬇: Eshra takes 1 damage and gains +1 Attack until the end of the turn.

[Command] ⬇, Discard a card: Deal 3 damage to all other nearby Heroes and Minions.

[Command] ⬆, Banish Eshra: Discard your hand and draw 5 cards.

3 3 3 9

Delyn Amacus
Paladin of Dawn

5

Hero **Senda**
Armor 1 Guardian Human Paladin

• Friendly minions near Delyn Amacus gain +1 Attack.

[Command] ⬇, Discard a card: Heal all nearby friendly characters for 2 Health.

[Command] ⬆, Exert: Do 4 damage to a nearby enemy and heal Delyn Amacus for 4 Health.

2 3 3 13

Asaer
Hammer of the Empire

7

Hero **Drenne**
Drain 1 Armor 1 Spirit Knight

• Enemy minions near Asaer have -1 Attack.
• If Asaer is wielding Vaeric, whenever an opponent discards a card Asaer deals 2 damage to all nearby enemies.

[Command] ⬆, Discard a card: Target player discards a card.

3 2 4 14

L'Hedranne
Archivist of Dreams

7

Hero **Dayhas**
Drain 3 Horror Mage

• L'Hedranne takes no damage from Ranged sources.
• L'Hedranne may only wield Armor and Ability cards.

[Command] ⬇: Look at target player's hand.
[Command] ⬆, Discard a card: Look at target player's hand, choose a card and banish it.

4 2 0 14

Sachie
Daughter of Dursan

5

Hero **Red Moon**
Swift Human Samurai

• Sachie may be played to any field you influence.

1, Exert, discard a card: Draw a card.
3, Exert, sacrifice a Gear card that Sachie is wielding: Put a Gear card into play that cost less than the sacrificed card's cost and Sachie may wield it for free.
4: Ready Sachie.

7 3 1 12

Artaxia
The Last Pegacorn

4

Hero **Fadai Empire**
Flying Pegacorn

• Nearby friendly characters have +1 Attack.

[Command] ⬇, Discard a card: Heal all nearby friendly characters for 3 Health.

[Command] ⬆, Discard 2 cards: Move Artaxia and a nearby friendly Hero and all attached cards to your Core.

0 3 1 7

Tenebris
Stalker of the Ghediaxx

4

Hero **Balashanne**
Armor 1 Shadow Dragon

• Tenebris may only wield items.
• Tenebris takes no damage from flying Heroes.

3: Tenebris loses 4 Health then gains Cloak until the end of the turn.

[Command] ⬆, Exert: All nearby enemies take 2 damage and have -2 Attack until the end of the turn.

2 3 4 9

Yagyu Jubei
Legendary Swordsman

6

Hero **Red Moon**
Quickstrike Human Samurai

• When defending in a skirmish, Jubei gains +2 Armor.
• When attacking in a skirmish, Jubei gains +2 Attack.

[Command] ⬆, Jubei gains +3 Attack until the end of the turn. Jubei and a nearby Hero deal damage equal to its Attack to each other. If Jubei lives, heal him for +3 Health.

3 2 3 12

Sothoss
Shadow King

20

Master Hero **Sothoss**
Armor 2 Taunt Demon King

• Sothoss costs ⬇ less for each Minion in your graveyard.
• Whenever a nearby minion or Hero dies put a Shadow counter on Sothoss.

[Command] ⬇, Remove 2 Shadow counters: Sothoss permanently gains +1 Attack.
⬆, Remove 12 Shadow counters: Sothoss deals 12 damage to all nearby characters.

0 3 5 24

Senda Plains
Valley of the Old Ones

Field

[Command] ♠ : Heal all friendly characters here for 2 Health.

2

20

Gateway to Fadai
Hearth of the Fae

Field

[Command] ♠, Discard a card and pay ♠ : Choose one –

- Return a minion card from your graveyard to your hand.
- Heal a nearby hero for 3 Health.

1

15

Eastern Hotul
Vale of the Arcane

Field

[Command] ♠, Destroy Hotul Valley: Shuffle your graveyard, deck, and hand together. Draw 6 cards and end your turn.

2

20

Amberheart Sanctuary
Oculus of Dawn

Field

[Command] ♠ : Discard a card : Gain ♠. You may play this ability once per turn.

1

14

Malidrix Temple
Heart of Fire

Field

[Command] ♠, sacrifice a nearby Hero: Deal 2 damage to all nearby characters and gain ♠.

2

17

The Emerald Vale
Sanctuary of the Glade

Field

[Command] ♠ : Return a Ward card from your graveyard to your hand.

2

20

Core
North Crystal

Field - Core

4

30

The Ghedixxx
City of Souls

Field

Whenever a character dies nearby put a Spirit Counter on The Ghedixxx.

[Command] ♠, remove 2 Spirit Counters : Return a Minion card from your graveyard to your hand and deal 1 damage to all nearby minions.

2

16

Dursan
Crown of the World

Field

At the start of your turn, Dursan deals 1 damage to all nearby characters.

[Command] ♠, ♠ : discard a Hero: Destroy up to two nearby Minions.

1

16

Short Sword
A Reliable Blade

2

Gear-Weapon Sword

1 1

+0 +0 +2 +0

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Firebrand
Ambition's Heart

5

Gear-Weapon Sword

3 1

May upgrade from a Short Sword for 2.

Grants "2: Gains +3 Attack until the end of the turn. You may use this once per turn."

+0 +0 +3 +0

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Heartsword
Queen's Defender

8

Gear-Weapon Sword

4 1

May upgrade from a Firebrand for 4.

- Grants "+4 Armor."
- Grants "1: Gains +4 Attack until the end of the turn. You may use this once per turn."
- Sacrifice Heartsword: Heal the Hero who wielded it for 4 Health.

+0 +0 +4 +0

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Basic Bow
Common Artillery

2

Gear-Weapon Bow

1 1

Grants "Ranged 1."

+0 +0 +0 +0

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Icehorn Bow
Frigid Rains

5

Gear-Weapon Bow

2 1

May Upgrade from Basic Bow for 1

Grants "Ranged 2."

Grants "[Command] 4: Deal 2 damage to a nearby character and Exhausts it. It does not ready during it's controller's next Ready step."

+0 +0 +0 +0

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Leather Cuirass
Basic Defense

1

Gear-Armor Armor

1 1

Grants +1 Armor

+0 +0 +0 +0

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Iron Lance
A Dragoon's First

1

Gear-Weapon Lance

2 1

Dragoons who wield this have an additional +2 Attack.

+0 +0 +1 +0

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Brilliant Lance
Purified Redsteel

5

Gear-Weapon Senda Lance
Brilliant

3 1

May upgrade from an Iron Lance if a Brilliant Forge is nearby for 2.

Dragoons and Engineers who wield this have an additional +2 Attack and Quickstrike.

+0 +0 +3 +0

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Fighter's Plate
Forged in Battle

4

Gear-Armor Armor

3 1

May Upgrade from Leather Cuirass for 1.

Grants "Armor 2."

Grants "2: Gains +1 Attack until the end of the turn."

+0 +0 +2 +0

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Osipod
Bound to the Altar



Minion **Balashanne**
Flying Skeleton Horror

Whenever a character dies nearby, heal the Osipod for 1 Health.

0 2 1 5

Dryad
Citizen of the Fadai



Minion **Fadai Empire**
Cloak Dryad Druid

[Command], Exert: Gain 1. You may play this only if Dryad is not at your Core.

Sacrifice Dryad: Gain 3.

0 2 1 3

Stitchling
Born From Pieces



Minion **Sothoss**
Undead Horror

You may Banish a Minion from your graveyard instead of paying Stitchling's cost to play.

0 2 2 4

Kenshi
Red Warrior



Minion **Red Moon**
Human Samurai

Kenshi gains +1 Attack for every other friendly Red Moon Minion nearby.

0 2 1 3

Tetsujin
Bastion's Faithful



Minion **Bastion**
Mech Warrior

When Tetsujin dies you may pay 3. If you do, a nearby Bastion Hero gains 1.

0 2 4 3

Hieracosphinx
Keeper of Destiny



Minion **Espervale**
Flying Sphinx

When Hieracosphinx dies, reveal the top 5 cards of your deck. You may choose an Esper card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

0 2 1 5

Archer of the Glade
Brindle's Guard



Minion **Senda**
Ranged 1 Human Archer

0 2 0 3

Winter Pikeman
Frosted Valor



Minion **Red Moon**
Undead Samurai

If Winter Pikeman would take Ranged damage during a skirmish, it takes 1 less damage instead.

0 2 4 2

Sanguine Mauler
Spawn of the Callaxium



Minion **Sothoss**
Undead Horror

Whenever Sanguine Mauler exerts to Skirmish, it deals 1 damage to a nearby enemy character.

0 2 3 2

Arcane Volley
Skyfall

5

Swift Action Skirmish

Deal 1 damage to all enemies near target Hero you control.

If that Hero wields a Bow, deal 2 damage instead.

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Cross Slash
Twin Claw Style

4

Swift Action Skirmish

A Hero you control deals damage equal to a wielded weapon's +Attack to a nearby target.

If that Hero is a Red Moon it may deal that much damage to an additional nearby enemy.

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Vitality
Nature's Celerity

2

Ward-Hero
Ward-Minion

Fadai Empire

Warded character gains Vitality (the turn this Hero comes into play it may be commanded, may skirmish, may use abilities requiring an Exert, and once per turn you may Ready this character as a Swift Action.)

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Adrenal Glands
Metabolic Booster

1

Ward - Minion

Vexic

Warded Minion gains "⌣: Take 1 Damage: Gain +1 Attack until the end of the turn."

⌣: Return Adrenal Glands from your graveyard to your hand.

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Bramblemane
Cloak of the Forest

1

Ward-Hero

Fadai Empire

- Gains "At the start of each skirmish phase, this deals 1 damage to all nearby enemy characters."
- Gains "+1 Armor."

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Farsight
Ghedia's Gaze

1

Ward - Hero

Balashanne

- Gains "+1 Attack."
- Gains "Sacrifice Farsight: Look at an opponent's hand. Choose a card and they discard it unless they pay ⌣."

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Vile Transformation
One With the Swarm

2

Ward - Minion

Vexic

⌣: Warded Minion gains +1 Attack and takes 1 Damage.

When Warded Minion dies, if you controlled it then you may put a Vexic Minion from your hand into play nearby.

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Arcane Tower
Field Protector

2

Construct

Fortification

Engineering

At the start of each Skirmish phase, Arcane Tower deals 1 damage to a nearby enemy.

⌣: Deal 1 damage to a nearby enemy.

10

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Brilliant Forge
Redsteel Purifier

4

Construct

Fortification

Senda

Engineering

You may play gear cards to the Fortified field if there is an Engineer or Blacksmith nearby.

Gear cards played nearby cost ⌣ less.

5

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Moonpool Teleport
To Elthinia and Beyond



Ability **6** Command
Mage **3** Druid **1**

Move a Hero and all attached cards to any Field.

You may pay **3** additional in order to play this as if it had **Swift**.

Hyperdrive Sprint
Kinetic Burst



Ability **2** **1** Command
Mech

A Mech Hero you control may move an additional time this turn and its first move costs no actions.

You may pay **2** additional in order to play this as if it had **Swift** instead of **Command**.

Devastate
Maledranne's Wrath



Ability **3** **1** Command

Destroy a nearby minion or gear card.

If a Hero wields this it must also Exert in addition paying its cost to play it.

Bladethrow
Fujin's Reach



Ability **2** **1** Command
Samurai

Exert a Hero you control and sacrifice a sword that Hero wields. Deal damage equal to the sacrificed sword's +Attack to a nearby enemy.

Lightning Bolt
Zeus's Wrath



Swift Ability **1** **1** Command
Mage Shaman Summoner

Deal 3 damage to a nearby character.

A character wielding this may use this ability once per turn, and may play it as if it had **Swift** instead of **Command**.

Moonpool Teleport
To Elthinia and Beyond



Ability **3** **1** Command
Mage Druid

Move a Hero and all attached cards to any Field.

You may pay **3** additional in order to play this as if it had **Swift** instead of **Command**.

A character wielding this may use this ability once per turn.

Claw Strike
Quickslash



Swift Action Skirmish

Target character gains +2 Attack until the end of the turn.

If target character is a Vexic it also gains Quickstrike until the end of the turn.

Fortify
Focused Defense



Swift Action

A friendly Hero gains +2 Armor and +2 Attack until the end of the turn.

Dreamchase
Seeking Truth



Swift Action

Discard a card then draw 2 cards.