

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Amberheart Sanctuary
Oculus of Dawn

Field

14

[Command] 1, Discard a card : Gain 3. You may play this ability once per turn.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

The Emerald Vale
Sanctuary of the Glade

Field

20

[Command] 2 : Return a Fadai Empire card from your graveyard to your hand.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Heart of Fadai
Hearth of the Fae

Field

15

[Command] : Discard a card and pay 2 : Choose one –

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

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Core
South Core

Field - Core

30

[Command] 2, Discard a card : Search your library for a Gear card, reveal it, and put it into your hand. Use this ability only if there is a Hero nearby.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

The Ghedi
City of Souls

Field

16

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

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

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Dursan
Crown of the World

Field

16

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

[Command] 5, discard a Hero: Destroy up to two nearby Minions.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Core
North Core

Field - Core

30

[Command] 2, Discard a card : Search your library for a Gear card, reveal it, and put it into your hand. Use this ability only if there is a Hero nearby.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vesha
Desert Courier

Courier

Innervate

2

Tabellari

You may play Gear cards directly onto Vesha without paying a Wield cost. Items that a Courier wields do not grant any stat adjustments.

Nearby Heroes may wield Gear cards that Vesha carries by paying the Gear card's wield cost. This counts as a normal Action for the Hero.

6 2 0 5

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Iskrid Blades
Icefang

Gear-Weapon

Sword

7

4 2

May upgrade from 2x Short Sword for 2.

Whenever geared Hero deals skirmish damage you may discard a card. If you do then all characters that were dealt damage this way become exhausted and do not ready during their controller's Ready Step.

+0 +0 +4 +5

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Basic Bow

Common Artillery



Gear-Weapon **2** Bow

1 **1**

Grants Ranged 1.

+0 **+0** **+0** **+0**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Icehorn Bow

Frigid Rains



Gear-Weapon **5** 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**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Iron Lance

A Dragoon's First



Gear-Weapon **1** Lance

2 **1**

Dragoons who wield this have an additional +1 Attack.

+0 **+0** **+1** **+0**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vesha

Desert Courier



Courier **2** Tabellari

Innervate

You may play Gear cards directly onto Vesha without paying a Wield cost. Items that a Courier wields do not grant any stat adjustments.

Nearby Heroes may wield Gear cards that Vesha carries by paying the Gear card's wield cost. This counts as a normal Action for the Hero.

6 **2** **0** **5**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Firebrand

Ambition's Heart



Gear-Weapon **5** Sword

3 **1**

May upgrade from a Short Sword for 2.

Gains Quickstrike when skirmishing with an Undead or Spirit opponent.

+0 **+0** **+3** **+0**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Teelek Tem

The Pixie Queen's Blade



Gear-Weapon **7** Sword

4 **1**

Only Fin Fadai Heroes may wield Teelek Tem.

Heroes wielding Teelek Tem deal +3 skirmish damage to Exerted enemies.

4 : discard a card : Exert a nearby enemy.

+0 **+1** **+2** **+5**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Sanguine Mauler

Spawn of the Callaxium



Minion **1** Sothoss

Undead Horror

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

0 **2** **3** **2**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Arcane Tower

Field Protector



Construct **2** Engineering

Fortification

At the start of each Skirmish phase, Arcane Tower deals 3 damage to a nearby enemy.

2 : Deal 1 damage to a nearby enemy.

9

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vexic Egg

Hiveborn



Minion **3** Vexic Swarm

Armor 2 Vexic Egg

Vexic Egg cannot move.

[Command] 2, Sacrifice Vexic Egg : Draw a card.

When Vexic egg dies, reveal cards from your deck until you reveal a non-Egg Vexic Minion, put that card into play nearby and the rest into your graveyard.

0 **1** **0** **3**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Sharnak

The Young Prince



Hero - Vexic **7** Vexic Swarm
Taunt Vexic Prince

You may choose not ready Sharnak during your Ready Step.

[Command] **2**, Exert Sharnak: Deal 3 damage to a nearby enemy and exert it. It does not ready during its controller's Ready Step as long as Sharnak remains exerted.

[Command] **5**, Discard a card: Deal 3 damage to a nearby exerted enemy and draw a card.

0 **3** **5** **14**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Shassik

Princess of the Swarm



Hero **8** Vexic Swarm
Guardian Vexic Princess

[Command] **1**, Discard a card: Look at the top 3 cards of your library. Reveal all Vexic cards, put them into your hand and the rest into your graveyard.

Nearby Vexic Egg [Command] cost **0** to play.

2, Sacrifice a Vexic permanent: Gain +4 Attack until the end of the turn.

0 **3** **4** **18**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Bishamonten

Two Under Heaven



Hero **9** Red Moon
Taunt Spirit Samurai
Quickstrike

2: Gain +1 Attack until the end of the turn.

[Command] **2**, Destroy a wielded Weapon card, Exert: Deal damage equal to that weapon's Attack to two nearby targets.

[Command] **7**, Banish Bishamonten and 2 wielded Weapons: Destroy a nearby hero.

3 **3** **3** **15**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Sothoss

Shadow King



Master Hero **20** Sothoss
Armor 2 Taunt Demon King

Sothoss costs **1** less for every opposing Hero death this game.

Whenever a nearby minion or Hero dies put a Shadow counter on Sothoss.

[Command] **2**, Remove 2 Shadow counters: Sothoss permanently gains +1 Attack.

12, Remove 12 Shadow counters: Sothoss deals 12 damage to all nearby characters.

0 **3** **5** **24**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Denjin

Lightning Blade



Hero **7** Bastion
Armor 1 Mech Warrior

1: Deal 3 damage to a target enemy character in any field. That target has -2 Actions on its next turn.

1: Gain +2 Attack until the end of turn.

7: Gain **1**.

1 **4** **3** **11**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Hattori Hanzo

The Emperor's Yojimbo



Hero **5** Red Moon
Swift Guardian Human Ninja Samurai

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** **10**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Feena Fadai

Daughter of the Glade



Hero **3** Fadai Empire
Swift Flying Faerie Princess

- Hemera's Blessing: Feena takes no more than 1 damage during any skirmish.
- Feena may be played to any field you influence.
- 4**: Move Feena to any Field you influence.

[Command] **2**: Target Hero near Feena Fadai has -2 Armor until the end of the turn.

1 **4** **2** **5**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Daisa

Autumnson



Hero **10** Fadai Empire
Elemental Druid

Daisa may only wield Abilities.

3: Discard a card then draw a card.

[Command] **1**: Banish a Minion in your graveyard, Daisa gains +2 Attack until the end of the turn and heals 2 damage.

[Command] **3**, Exert: Return a banished Minion that costs 3 or less into play near Daisa.

1 **2** **4** **22**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Sachie

Daughter of Dursan



Hero **6** Red Moon
Swift Human Samurai

1, Discard a card, Exert: Draw a card.

3, Sacrifice a Gear card that Sachie is wielding, Exert: 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**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Eshra

Acolyte of Embers



Hero **6** **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 nearby Heroes and Minions.

[Command] ♣: Sacrifice Eshra: Deal damage equal to her remaining Health to all nearby Heroes and Minions.

3 3 3 10

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Castor Drenne

Paladin of Embers



Hero **8** **Salek Sar, Drenne**
Spirit Paladin

Armor 1

[Command] ♣: Discard a card: Deal 4 damage to all nearby Heroes and Minions.

[Command] ♣: Deal 5 damage to Castor Drenne: Destroy target Minion.

♣: Deal 5 damage to Castor Drenne: Search your deck for a Salek Sar card, reveal it, and put it into your hand. It costs 3 less to play this turn.

3 2 4 14

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Raijin

Thunderblade



Hero-Bastion **5** **Bastion**
Armor 2 **Mech Warrior**

♣: Deal 2 damage to all nearby enemies. Those damaged this way cannot move next turn.

[Command] ♣: Gain +2 Attack until the end of turn.

[Command] ♣: Gain ♣.

1 4 3 15

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Jin Hadai

Sunkeeper



Hero **4** **Fadai Empire**
Strider Cleric

[Command] ♣: Heal target hero for 5 Health.

♣: Heal all friendly characters near Jin for 1 Health.

♣: Jin Hadai gains +1 Attack and +1 Armor until the end of the turn.

♣: Heal all nearby characters to full Health.

3 2 0 11

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Camathus

Sword of Ghedia



Hero **7** **Balashanne**
Spirit Knight King

Drain 1

Non-Balashanne characters near Camathus lose 2 Armor.

[Command] ♣: Exert: Nearby target character becomes **Frozen**.

♣: Discard 4 cards: Put a Hero from a graveyard into play near Camathus, it enters with 6 damage on it.

3 2 2 18

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Libros

Old Adjutant



Hero **5** **Bastion**
Mech Scholar

[Command] ♣: Draw 3 cards. Then discard 2 cards unless you discard a Bastion card. You may play this once a turn.

[Command] ♣: Until the start of your next turn Libros cannot be skirmished against by Minions.

[Command] ♣: Gain ♣.

1 2 3 15

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Tessia Lane

Lady of the Ifrit



Hero **8** **Espervale**
Human Mage

Whenever an Esper dies near Tessia heal her for 2 Health and she gains +2 Attack until the end of the turn.

[Command] ♣: Discard a card: A nearby Esper gains +4 Attack until the end of the turn.

[Command] ♣: Sacrifice a nearby Esper: Deal damage equal to that Esper's remaining Health to all nearby enemies.

3 3 2 13

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Fenix

Born From the Ashes



Hero **5** **Espervale**
Esper Phoenix

When Fenix enters a Field, it deals 1 damage to all other characters. If it entered from a graveyard, it deals 3 damage instead.

When Fenix dies, it goes to your graveyard instead of your hand.

♣: Return Fenix into play near a friendly Summoner.

0 2 1 5

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Kyusenji

The Fleshcarver



Hero **6** **Espervale**
Esper Horror

When Kyusenji becomes Exerted, it takes 3 damage.

♣: Exert Kyusenji. Any player may play this ability.

[Command] ♣: Exert a nearby enemy and deal 3 damage to it. As long as Kyusenji is ready it cannot ready during its controller's Ready Step.

0 2 3 9

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Moonpool Teleport

To Elthinia and Beyond



Ability **Command**

Mage
Druid

3 6 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**.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Cross Slash

Twin Claw Style



Swift Action **Skirmish**

4

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.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Arcane Volley

Skyfall



Swift Action **Skirmish**

5

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

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

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Mist-Edge Katana

The Calm Storm



Gear-Weapon **Sword**

3 5 1

May upgrade from Wakizashi for 2.

Red Moon Heroes that wield this gain an additional +2 Attack.

+0 +0 +2 +0

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Wakizashi

Faithful Edge



Gear-Weapon **Sword**

2 2 1

+0 +0 +2 +0

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Claw Strike

Quickslash



Swift Action **Skirmish**

2

Target Minion gains +3 Attack until the end of the turn.

If Target Minion is a Vexic it also gains Quickstrike until the end of the turn.

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Fuujin's Wrath

Thousand Gales



Gear-Weapon **Sword**

4 8 2

May upgrade from Mist-Edge Katana for 4.

At the start of each skirmish you may discard any number of cards. If you do deal 2 Damage to that many nearby characters.

Draw an extra card at the start of your turn.

+0 +1 +4 +0

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Short Sword

A Reliable Blade



Gear-Weapon **Sword**

1 2 1

+0 +0 +2 +0

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Iskrid Blades

Icefang



Gear-Weapon **Sword**

4 7 2

May upgrade from 2x Short Sword for 2.

Whenever geared Hero deals skirmish damage you may discard a card. If you do then all characters that were dealt damage this way become exhausted and do not ready during their controller's Ready Step.

+0 +0 +4 +5

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Winter Pikeman

Frosted Valor

Minion **2** Red Moon
Undead Knight

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

0 **2** **4** **2**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Kenshi

Red Warrior

Minion **2** Red Moon
Human Samurai

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

0 **2** **1** **3**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vexic Egg

Fiveborn

Minion - Vexic **3** Vexic Swarm
Armor 2 Vexic Egg

Vexic Egg cannot move.

[Command] **2**, Sacrifice Vexic Egg: Draw a card.

When Vexic egg dies, reveal cards from your deck until you reveal a non-Egg Vexic Minion, put that card into play nearby and the rest into your graveyard.

0 **1** **0** **3**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vexic Drone

Daughter of the Swarm

Minion - Vexic **1** Vexic Swarm
Armor 1 Vexic Spawn

[Command], Sacrifice Vexic Drone: Heal a nearby Vexic for 3 Health.

When Vexic Drone dies, add **2**.

0 **1** **1** **2**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vexic Stalker

Dagger of the Swarm

Minion - Vexic **3** Vexic Swarm
Swift Vexic Spawn

If Vexic Stalker is ready it cannot be skirmished against.

[Command], **3**, Sacrifice Vexic Stalker: Destroy a nearby Minion that costs 4 or less.

0 **2** **5** **2**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Vexic Soldier

Sword of the Swarm

Minion - Vexic **2** Vexic Swarm
Vexic Spawn

When Vexic Soldier dies it deals 1 damage to all nearby enemy characters.

4, Sacrifice Vexic Soldier: A nearby Vexic Minion gains +3 Attack until the end of the turn.

0 **2** **3** **4**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Archer of the Glade

Brindle's Guard

Minion **1** Fadai Empire
Ranged 2 Human Archer

0 **2** **0** **3**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Hieracosphinx

Keeper of Destiny

Minion **3** 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**

©2017 Cobalt Plasma Games, LLC. All rights reserved.

Tetsujin

Bastion's Faithful

Minion **3** Bastion
Mech Warrior

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

0 **2** **4** **3**