

Description

During your draw phase, before you draw, scry 2.



#1 Relevant Cards

/Combos



- Effect happens before you draw, so essentially you get to choose between 2 cards.
- Combo with Teewheel.
- Combo with Queetz.

Description



During your opponent's end phase, heal(2).

- Great defensive tool.
- Only bosses have more than 10 power, except 'Dark Hunter'.
- Material for Yeel, top-tier defense.
- Material for Zaia, strongest boss in the game.

#2 Relevant Cards

/Combos



Description



During your opponents battle phase, all adjacent characters gain armor(2).

#3 Relevant Cards

/Combos



- Adjacent is any ally that is next to Comiter, including himself.
- Great defensive tool, only bosses can overcome, except Dark Hunter.
- During your opponent's turn Comiter has 11 armor.
- Can be also played aggressively.
- Material for Tiloonbail, aggro play.
- Material for Zinstar, can get rid of any enemy.

Description



When this character is recruited draw 1 card.

- Flexible to any deck.
- Combo with Altarin.
- Combo with himself.
- Material for Reilco, early game boss.

#4 Relevant Cards

/Combos



Description



During your draw phase you can choose not to draw a card. If you do, invite 1 Golem TW next to Teewheel.

#5 Relevant Cards

/Combos



- Can bring Golem TW, excellent defensive boss.
- Combo with Altarin.
- Material for Tiloonbail, switch to aggro.
- Also material for Reilco, but usually not the play to go for.

Description



As long as this character remains on the field, your opponent cannot attack any other ally. Unaffected by the effects of skill cards.

#6 Relevant Cards

/Combos



- Combo with Teewheel
- Switch to Tiloonbail, aggro play.
- Unaffected by any skills, positive or negative. Thus, can only be defeated in battle.
- Only Bosses have more than 10 power, except Dark Hunter.
- Protects the leader even in attack position.

Description



During the next preparation phase this character arrived, you can dismiss them to invite 1 premature plasma from your deck, hand or bench.

#7 Relevant Cards

/Combos



- Evolve to Premature Plasma.
- Material for Plasma Mass, early game stall boss.
- Can be searched with Parade Of The Small Ones.
- Free recruit.

Description

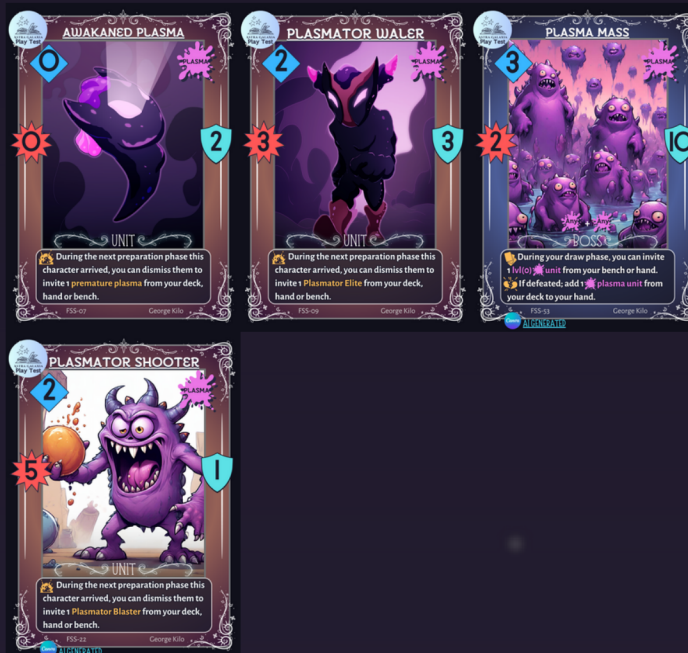


During the next preparation phase this character arrived, you can dismiss them to invite 1 Plasmator Walker or Plasmator Shooter from your deck, hand or bench.

- Evolve to Plasmator Walker or Shooter.
- Material for Plasma Mass, early game stall boss.

#8 Relevant Cards

/Combos



Description



During the next preparation phase this character arrived, you can dismiss them to invite 1 Plasmator Walker or Plasmator Shooter from your deck, hand or bench.

- Evolve to Plasmator Elite.
- Material for Plasma Mass, not that relevant.
- Material for Plasmlocs, utility boss with high stats.

#9 Relevant Cards

/Combos

