

Description



Lose health(4); All allies increase their power by 2. Increase your level by 1. You can make an additional recruit during your turn. Can only be played in the middle column.

- Tempo.
- Best in combo or aggro decks.
- Occupies space.
- Only in middle column.
- You level is continuously plus 1 in evry turn as long as this card remains on the field.

#46

Relevant Cards

/Combos

Description



Lose health(4); All allies increase their armor by 3. Increase your level by 1. You can make an additional recruit during your opponent's turn. Can only be played in the middle column.

#47 Relevant Cards

/Combos

- Defense.
- Best in control and stall decks.
- Occupies space.
- Only in middle column.
- You level is continuously plus 1 in evry turn as long as this card remains on the field.
- Can't have zeal of the Moon and Sun at the same time.
- You can't replace the one with the other.

Description



Select 2 characters; They gain armor(3) and cannot be defeated by skill cards. When one of them leaves the field, send the other to the bench. You can't connect this to an enemy.

#48 Relevant Cards

/Combos



- Can be useful in stall decks.
- Can be really impactful if you have two strong high value characters.
- Clamoon and Mooninfly might be valuable because you can get Mooninfly effect when the bond breaks.
- It might fit well on bosses like Clamoon, Elfarin and Ugraal but they need a good companion.

Description



When this character is recruited, you can make lose health(4) to invite 1 Glaub from your deck or hand.

- Straub-Glaub combo on of the best moves in the game.
- Plus 1.
- Easy materials for Asyra, Reilco and even Clamoon.
- Offense and defense at the same time.

#49 Relevant Cards

/Combos



Description



Can attack all enemies. Cannot attack the leader on the same turn.
If defeated while attacking, draw 1 card.

#50 Relevant Cards

/Combos



- Board cleaner.
- Easy recruit with Glaub-Straub.
- Effect triggers even if it she is defeated by battle.
- High attack same as Tiloonbail.
- Immune to Unexpected Find.

Description



When this character is recruited, you can lose health(4) to invite 1 Straub from your deck or hand.

- Straub-Glaub combo on of the best moves in the game.
- Plus 1.
- Easy materials for Asyra, Reilco and even Clamoon.
- Offense and defense at the same time.

#51 Relevant Cards

/Combos



Description



During your draw phase, you can invite 1 lvl(o) unit from your bench or hand.
If defeated; add 1 plasma unit from your deck to your hand.

#52 Relevant Cards

/Combos



- Will get you plus in the long run.
- Deck thinner.
- Best materials are Awakend Plasma and Premature Plasma.
- Good answer to Celina.
- Great early defense.

Description

Once per turn, during your preparation phase, you can cycle 1 plasma unit from your bench; Defeat an enemy with level equal to your cycled unit's level plus 1.



#53 Relevant Cards

/Combos



- Great finisher.
- Can take up to level 4 enemies for free.
- Easy materials.
- Very high power.

Description



Once per turn, the first time an ally is dismissed, return it to your hand.

- Good overall card, especially in combo decks.
- Can get you up to plus 2.
- If the dismissed character is a boss it returns to the extra deck.
- If it is a token nothing happens and you lose the effect for this turn.

#54
Relevant Cards
/Combos