

CHAMPION BONUS

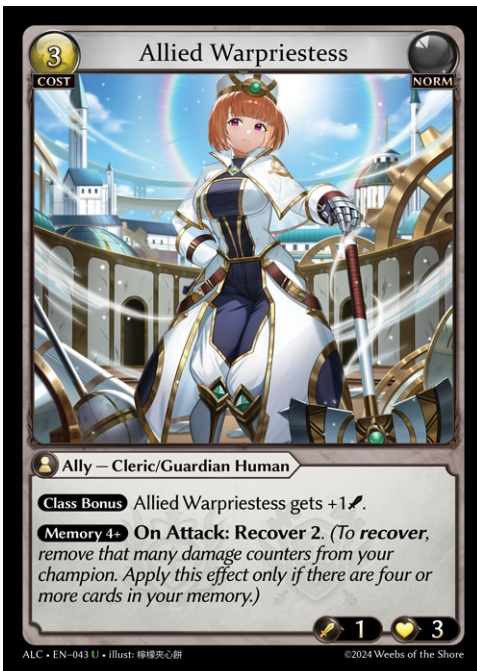
Starting with the easy stuff, we now have some cards with Champion Bonus on them. They'll be written as "name of champion" then bonus.

It means: "Apply this effect only if your champion..." that being your current champion, matches that listed name.

For example, this effect has Vanitas Bonus so you gotta be playing a champion called Vanitas.



MEMORY N+



Memory N+, or what I’m calling Memory Bonus, shows up as Memory with a number then + next to it.

It means: “Apply this effect only if there are [that number] or more cards in your memory” zone.

Notably, we see in this set that a lot of Cleric cards reward you for having 4 or more cards in memory.

GATHER



Moving on, Gather is an adorable mechanic we’ve seen on Cleric cards.

It reads: “To gather, summon a [insert list of 6 different herbs] token, chosen at random,” usually meaning that it’s decided with a dice roll.

Right now there are 6 flavors of herb, each one corresponding to a number that you would get rolling a 6-sided die. On the token cards, there are dice pictures that indicate which herb you would get for each number rolled.

Arisanna’s starter deck will actually come with special dice that have little pictures of each herb on it, which is really fun!

More about tokens later when we talk about Summon.



BREW



Now, Brew is how you'll use your gathered herbs to make items such as potions.

It says: "You may sacrifice the listed objects rather than pay this card's reserve cost."

So it's an alternative cost that you can choose to pay to activate a card instead of putting cards down into your memory; and remember that unless it says otherwise, item cards can only be activated at slow speed—so brewing is not a loophole to bring potions out whenever.

Some examples are Potion of Healing which simply requires any ol' two herbs, but then you have cards like Condensed Supernova which calls for a more specific combination of herbs to be brewed.



STARCALLING



Starcalling is an interesting mechanic you can unlock with the advanced element Astra, which is currently wielded by our cleric Arisanna.

In this example, it says “Starcalling - 2 (As you’re looking at this card while glimpsing, you may activate it by paying this cost—as in two reserve cost. If you do, put all other cards you’re looking at on the bottom of your deck in any order.)”

Just to make it clear, this is an alternative cost that lets you activate cards when you normally wouldn’t be able to, and putting the remaining glimpsed cards on the bottom of your deck is part of that cost.

I was initially super confused by how the sequencing works so let’s talk it through. This requires a bit of understanding of the effects stack. Say you play Fairy Whispers, which allows you to glimpse 3 then reveal the top card of your deck. If that card is wind element, put it into your hand.



The way this works is: you would glimpse, or look at 3 cards and typically glimpsing lets you put any number of those cards in any order on the top or bottom of your deck. Now if in those 3 cards you see a card with Starcalling and you satisfy the requirements like being Astra element, you can choose to activate it right away. What happens first is you pay the Starcalling costs, putting into your memory the reserve cost required AND putting the remaining glimpsed cards on the bottom of your deck. Now remember that you’re still in the middle of resolving Fairy Whispers so you have to finish resolving that card first; we haven’t jumped to another part of the stack and there’s no opportunity for responses right away. You just say, “I’ve bought the right to play this card” and it goes on the effects stack for later. To finish resolving Fairy Whispers, you finish the glimpse but in this case there are no cards left to be put back into the deck. Then you reveal the top card of your deck and the whole rest of the effect. Card resolves, then you go to resolve the next layer of the effects stack, which might be that Starcalled card.

DISTANT



We're moving on to Distant. Distant is a state that a unit can be in; it's currently most relevant for the Ranger class, and generally is something that needs to be given to a unit.

For example, the card Reposition says: "Target unit becomes distant. (Units stay distant until the end of their controller's turn.)"

So if your unit becomes Distant during your opponent's turn, it will continue to stay Distant through your own turn afterwards, which some units will really want—the ones with the keyword Ranged.

RANGED



Some Ranger units have the word Ranged with a number next to it, or Ranged X if it's not a fixed number. What this means is, "As long as this unit is distant, its attacks get +X power."

For example, Winbless Arbalest has Ranged 2 and if distant, would do 2 extra damage when attacking. Note: you don't get that buff when retaliating.

There are also cards that can give Ranged to units, like Battlefield Spotter has "Other units you control gain Ranged 1." And instances of Ranged will stack, so in this case, Winbless Arbalest would now have Ranged 3.

This mechanic does require the combo of both Ranged and Distant to pop off. Remember: that in order to make a good surprise ranged attack on your enemies, you must snipe from a safe distance.



RENEWABLE



Renewable so far is a keyword found on Ranger regalia items, specifically bullets.

It reads: “If this card would be banished from the field or an intent, put it into its owner’s material deck instead.”

First of all, any regalia when used up, destroyed, or sacrificed will go to your banishment zone instead of graveyard, so this is great—in most cases you should be able to keep cycling it back to your material deck to be reused.

Some scenarios: if you were to leave your bullet out on the field not loaded into a gun, and it gets destroyed, it’d normally be banished - Renewable kicks in.

If you shoot the bullet from a gun as part of an attack, that bullet is now considered in the “intent zone” so after it’s used up, normally gets banished — boom, Renewable.

HOWEVER. A bullet that’s loaded into a gun is no longer considered on the field. It’s just a “loaded card” of that gun. So if you leave a gun with a Renewable bullet loaded in it just lying around your field and that gun gets destroyed, now because that bullet is technically not being banished from the field or intent, THAT gets around Renewable and it would not go back to the material deck.

STEADFAST



Steadfast is an attribute we've seen on Guardian allies.

It reads: "This ally can retaliate while rested and doesn't rest to do so."

It's so good; this means that while that ally stays alive, it can retaliate unlimited times. Now you don't have to make a decision on when's the best time to retaliate because usually, it would just be the one retaliation when you rest that ally, then it's too tired to fight back. Now the answer is yes. *That ally can do this all day.*

FOSTER



Foster is another keyword we've seen in the Guardian class.

It says: "At the beginning of your recollection phase, if this ally hasn't been dealt damage since the end of your previous turn, it becomes fostered."

Then those cards gain some sort of benefit or ability, for example, "Imperial Recruit gets +1 power as long as it's fostered."

It's important to note that once a unit becomes fostered, it will stay fostered and can't become fostered again unless you were to bounce it and make it come back as a new unit, for example with suppress or Displace. So a fostered Imperial Recruit will permanently have +1 power. But Forgelight Shieldmaiden gets "On Foster: Draw two cards, then discard a card" so that effect will only proc when it first becomes fostered—it is *not* "every turn it wasn't dealt damage."

And even though it says, "hasn't been dealt damage since the end of your previous turn," this unit does *not* actually need to have been on the field since that previous turn. If you were to Displace it at the end of your opponent's turn, when it returns it's now considered a new unit and if it doesn't take any damage between then and your recollection phase, it becomes fostered.

A way to remember this mechanic is to think about how to "foster" means to take care of something, right? You might even say you want to protect it, guard it? It of course works well with the Guardian class playstyle where level 1 Tonoris will taunt your enemies' attacks away from your allies. Baby is protected, profit.

Another note: if your defensive play is something like Favorable Winds to give your unit extra health or Give Bath to heal any damage taken... it will not

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COST

FORGELIGHT SHIELDMAIDEN

FIRE

Ally – Guardian Human

Foster (At the beginning of your recollection phase, if this ally hasn't been dealt damage since the end of your previous turn, it becomes **fostered**.)

On Foster: Draw two cards, then discard a card.

Class Bonus: If a fire element card was discarded, put a **buff** counter on Forgelight Shieldmaiden.

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COST

DISPLACE

WIND

Action – Cleric/Mage Spell

Banish target ally, then return it to the field under its owner's control rested.

Class Bonus Put an **enlighten** counter on your champion.

"Oh my. Be careful where you land."

Fast

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COST

FAVORABLE WINDS

WIND

Action – Mage Spell

Allies you control get +1♥ until end of turn.

Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

A sudden gust to turn the tide.

Fast

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successfully become Fostered because it was still dealt damage at some point.



SUMMON



Finally, let's talk about the difference between Summon and Generate.

There is currently no reminder text for Summon, but every instance so far has been “Summon a (something) token.”

Tokens can come in many fashions — including items, herbs, weapons, domains, even token allies.

When a token is summoned, you put it onto your field, it's now an object, but it is not considered a real “card” and can only exist on the field. If it were to move to any of the other zones, or is sacrificed or destroyed, it simply goes poof and is gone from the game.

Now it's important to note that these tokens don't go in your main deck or material deck; you'll have to bring them separately, in a little token collection in whatever form you prefer.

The rules do state that you can use any “outside game” object to represent a token, so you have the freedom to just use dice or whatnot to track the tokens that you have.







On the other hand, you have Generate which says: “To generate, add that card from outside of the game.”

Thankfully to keep confusion minimal, there is currently only one use case for Generate—and that is Diana Duskstalker’s ability to generate a Creeping Torment card.

When that happens, you take a copy of Creeping Torment that you must bring separately *not* in your main deck or material deck, and now it is a fully functional card in play which—unlike tokens—can move between zones. Now because it’s as if you just increased the size of your main deck, you do have to make sure your extra copies are sleeved exactly like your other main cards, just in case it ever moves to your hand or memory or deck and has to be indistinguishable.

Interestingly, Creeping Torment is also a card that you can just play in your main deck and activate like normal. You can potentially run 4 copies of it in main, then Generate to add as many more as you can.

And if you try to Generate but don’t have enough extra copies on you, then it will “fail to find” that card and not resolve. Unlike tokens, the rules are that you need that actual card and it can’t be represented with anything else.

So the difference is: you summon tokens, and you generate cards that stay permanently in play.

