

This is a list of all cards in the “Alliances Form” Set from the Call of Heroes TCG. Cards are listed in the Set-ID order, listed at the bottom of the card. Note that I do not own the rights to the art and the template used is not my own, but simply one made for demonstrative purposes.

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**Bold Dragon:**

**Hero Type:** Hero

**Type:** Wild Creature

**Call Cost:** 1

**Skills and effects:** While this card has at least 1 Cost Card, "Wild Creature" Type Heroes do not take damage to their Health when they attack to your opponent's cards.

**Attack:** 7

**Defense:** 3



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### Leaping Leopard:

**Hero Type:** Hero

**Type:** Wild Creature

**Call Cost:** 1

**Skills and effects:** Once per turn, you can target 1 "Wild Creature" Type Hero in your Discard Pile — Put that target underneath 1 of your Heroes as a Cost Card.

**Attack:** 6

**Defense:** 6



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### Toucan Stormer:

**Hero Type:** Hero

**Type:** Wild Creature

**Call Cost:** 1

**Skills and effects:** You can discard 1 Cost Card from this card, then target 1 Hero you control — It gains 5 Attack until the start of your opponent's next End Step, also if it is a "Wild Creature" Type Hero, it gains 5 Defense.

**Attack:** 8

**Defense:** 5



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### Hyperspatial Combot:

**Hero Type:** Hero

**Type:** Hyperspatial

**Call Cost:** 1

**Skills and effects:** When this card is Overcalled — You can place 1 "Hyperspatial Combot" from your Deck on your field.

If you control another "Hyperspatial" Type Hero, you can activate this effect when it is placed on the field by ways other than being Overcalled.

**Attack:** 5

**Defense:** 5



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### Tina the Fairy Medic:

**Hero Type:** Hero

**Type:** Angel

**Call Cost:** 1

**Skills and effects:** INJECTION: Target another Hero you control — It gains 8 Defense.

When this card is destroyed — You can gain 5 Health.

**Attack:** 4

**Defense:** 8





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### Baboon Baboom:

**Hero Type:** Hero

**Type:** Mechanical Animal

**Call Cost:** 2

**Skills and effects:** MISSILE BARRAGE: *Discard any number of Cost Cards from this card - Inflict damage to your opponent's Health equal to the number of discarded Cost Cards times 5.*

**Attack:** 12

**Defense:** 16



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### Gallidu, Sky Zapper:

**Hero Type:** Hero

**Type:** Flying Machine

**Call Cost:** 2

**Skills and effects:** You can discard 1 Cost Card from this card, then declare a card name — Reveal the top card of your Deck, then if that card is the declared card name, add it to your hand, otherwise discard it.

**Attack:** 16

**Defense:** 16



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### Dragon of Transcendence:

**Hero Type:** Hero

**Type:** Dragon Warrior

**Call Cost:** 3

**Skills and effects:** You can pay 2 less Call Cost than normally when you Call this card by discarding 1 Hero you control.

You can pay 1 less Call Cost than normally when you Call this card by discarding 1 Cost Card from a Hero you control.

[You cannot use both of this card's effects at the same time.]

**Attack:** 24

**Defense:** 23



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### King of the Brave Birds:

**Hero Type:** Hero

**Type:** Winged Animal

**Call Cost:** 3

**Skills and effects:** WHIRLWIND: When your opponent activates a card or effect, you can tap this card — Negate the activation, and if you do, destroy it [if this card is attacking, stop its attack when you tap it].

**Attack:** 27

**Defense:** 20





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### Azilna:

**Hero Type:** Hero

**Type:** Deity

**Call Cost:** 4

**Skills and effects:** **AVERT:** While this card is tapped, if your opponent would target exactly 1 Hero you control with a Skill or effect, they must target this card if able.  
Once per turn, this card cannot be destroyed by your opponent's Skills or effects.

**Attack:** 36

**Defense:** 32



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### **Rellian the Stabbing Bird:**

**Hero Type:** Anti-Hero

**Type:** Large Animal

**Call Cost:** 1

**Skills and effects:** If this card destroys an opponent's card by battle, any excess damage this card would have inflicted to that card is inflicted to your opponent's Health.

**Attack:** 8

**Defense:** 3



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### Thorntailed Creature:

**Hero Type:** Anti-Hero

**Type:** Unknown

**Call Cost:** 1

**Skills and effects:** If this card is attacked, your opponent takes damage equal to the damage their attacking card took from that battle.

**Attack:** 6

**Defense:** 9



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## Zakus the Wind Demon:

**Hero Type:** Anti-Hero

**Type:** Demon

**Call Cost:** 1

**Skills and effects:** WIND BLAST: Return 1 Cost Card from each of your opponent's Heroes or Anti-Heroes to their hand.

You can discard 1 Cost Card from this card to activate this card's "Wind Blast" Skill during either player's turn.

**Attack:** 7

**Defense:** 5





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### Anomaly Butterfly:

**Hero Type:** Anti-Hero

**Type:** Insect

**Call Cost:** 2

**Skills and effects:** DISTRACTION: While this card is tapped, your opponent can only attack cards with DISTRACTION.

While this is on your field, your opponent must reveal all of their face-down Cost Cards at all times.

**Attack:** 13

**Defense:** 20



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### **Doomfire Dragon:**

**Hero Type:** Anti-Hero

**Type:** Dark Dragon

**Call Cost:** 2

**Skills and effects:** When this card destroys an opponent's Hero or Anti-Hero by battle — You can draw 1 card, then if you control another "Dark Dragon" Type Anti-Hero, you can draw 1 additional card.

**Attack:** 20

**Defense:** 10



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### **Electric Beetle:**

**Hero Type:** Anti-Hero

**Type:** Insect

**Call Cost:** 2

**Skills and effects:** REBOUND: While this card is tapped, if this card is attacked, your opponent's card takes double the damage it normally would have taken.

**Attack:** 15

**Defense:** 20



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**Card Name:**

**Hero Type:** Anti-Hero

**Type:** Dark Dragon

**Call Cost:** 2

**Skills and effects:** At the start of your Draw Step, instead of conducting your normal draw[s] — You can add 1 "Dark Dragon" Type Anti-Hero from your Deck to your hand, then shuffle your Deck.

**Attack:** 18

**Defense:** 14





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### **Gunslinger Dragon:**

**Hero Type:** Anti-Hero

**Type:** Dark Dragon

**Call Cost:** 3

**Skills and effects:** DRAGON AMMUNITION: Discard 1 "Dark Dragon" Type Cost Card from this card — All Heroes and Anti-Heroes your opponent controls lose 10 Defense.

**Attack:** 30

**Defense:** 15



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### Karuk the Burning Wildbeast:

**Hero Type:** Anti-Hero

**Type:** Fire Beast

**Call Cost:** 3

**Skills and effects:** When this card is Called, you must activate this effect if able — Both players take 10 damage to their Health.

Once per turn, you can discard 1 card — Both players take 5 damage.

**Attack:** 27

**Defense:** 26



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### **Ravial, Dark Master of Chaos:**

**Hero Type:** Anti-Hero

**Type:** Dark Master

**Call Cost:** 4

**Skills and effects:** If this card is attacked, your opponent takes damage equal to the damage their attacking card took from that battle.

When this card is destroyed by battle, you must activate this effect if able — Destroy all Anti-Heroes on the field.

**Attack:** 30

**Defense:** 33



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### **Destructive Laserbeam:**

**Type:** Regular

**Effects:** Target 1 Hero or Anti-Hero your opponent controls and 1 untapped Hero or Anti-Hero you control — The first target takes damage to its Health equal to the Attack of the second target, then tap the second target.





Target 1 Hero or Anti-Hero your opponent controls and 1 untapped Hero or Anti-Hero you control — The first target takes damage to its Health equal to the Attack of the second target, then tap the second target.

*A powerful attack that exhausts the user after use.*

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### Thunderous Rush:

**Type:** Regular

**Effects:** Target 1 tapped Hero or Anti-Hero that was placed on the field this turn — Untap that target. You can only activate 1 "Thunderous Rush" per turn.



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### Dark Magic Trap:

**Type:** Regular

**Effects:** Target 1 Hero your opponent controls — For the next 2 of your opponent's turns, it cannot declare an attack.



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### Doors of Deception:

**Type:** Permanent

**Effects:** Activate this card by targeting 1 Anti-Hero you control — While this card is on the field, it cannot be targeted by your opponent's Skills or effects.



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### Spell of Regurgitation:

**Type:** Permanent

**Effects:** Once per turn, if a Cost Card would be discarded, you can pay 7 Health to add it to your hand instead.





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### Machine of the Divine:

**Type:** Permanent

**Effects:** Heroes and Anti-Heroes without Cost Cards on both fields cannot attack or use their Skills.



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### Dark Magic Cooking:

**Type:** Permanent

**Effects:** When an Anti-Hero you control is destroyed by battle and sent to the Underworld, you can discard this face-up card - Inflict damage to your opponent equal to half that Anti-Hero's Defense (rounded up if needed).



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### Magical Shards:

**Type:** Fast

**Effects:** Choose one of the following effects to activate:

- During your Main Step, target 1 Hero or Anti-Hero you control - Put this card underneath that target as a Cost Card.
- During either player's turn, pay 5 Health, then target 1 Hero or Anti-Hero you control - Put this card underneath that target as a Cost Card.



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### Magician's Bond:

**Type:** Fast

**Effects:** Target 2 Heroes you control — If 1 of those targets is destroyed, you can place the destroyed Hero's Cost Cards underneath the other target, then that target gains 5 Defense for each of those cards.





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### Portal Protection:

**Type:** Fast

**Effects:** When a Skill or effect is activated that would inflict damage to your Health — Your opponent takes any damage you would have taken instead when that Skill or effect resolves.

## DORTAL PROTECTION

FAST



When a Skill or effect is activated that would inflict damage to your Health — Your opponent takes any damage you would have taken instead when that Skill or effect resolves.

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