

This is a list of all cards in the “First Call” 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.

Illuminating Bird:

Hero Type: Hero

Type: Firebird

Call Cost: 1

Skills and effects: FIREBALL: *Inflict 5 damage to your opponent's Health.*

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

Attack: 3

Defense: 7



Sarina the Swordmaster:

Hero Type: Hero

Type: Human

Call Cost: 1

Skills and effects: This card can attack 2 your opponent's cards per turn, but cannot attack directly during that turn [this card remains untapped after its first attack].

Attack: 8

Defense: 6



Springing Star Ninja:

Hero Type: Hero

Type: Amphibian

Call Cost: 1

Skills and effects: Even if your opponent controls a Hero or Anti-Hero, this card can attack your opponent directly.

Attack: 6
Defense: 8



Passive Giraffe:

Hero Type: Hero

Type: Wild Creature

Call Cost: 1

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

Once per turn, you can discard 1 Cost Card from this card — Draw 1 card.

Attack: 0

Defense: 10



Hunting Fox:

Hero Type: Hero

Type: Wild Creature

Call Cost: 1

Skills and effects: PURSUIT: *Target an opponent's Anti-Hero — It loses 7 Defense.*

If this card has no Cost Cards, it cannot use its Skills.

Attack: 7

Defense: 4



Hyperspatial Steed:

Hero Type: Hero

Type: Hyperspatial

Call Cost: 2

Skills and effects: When this card is Overcalled, you must activate this effect if able — Draw 1 card

Attack: 13

Defense: 15



Alidu, Sky Prophet:

Hero Type: Hero

Type: Flying Machine

Call Cost: 2

Skills and effects: PROPHECY: *Reveal the top 3 cards of your Deck, then add 1 of the revealed Heroes to your hand, if any, then place the other cards on top of your Deck in any order.*

Attack: 18

Defense: 13



Supermagnet Driller:

Hero Type: Hero

Type: Giant Robot

Call Cost: 3

Skills and effects: N/A

Attack: 28

Defense: 28



Issi the Bell Dancer:

Hero Type: Hero

Type: Human

Call Cost: 3

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

Once per turn, you can target 1 Support Card in your Discard Pile — Shuffle that target into the Deck.

Attack: 19

Defense: 25



Sygor the Supreme Dragon:

Hero Type: Hero

Type: Dragon Warrior

Call Cost: 4

Skills and effects: When this card is Called, you must activate this effect if able — Your opponent discards 3 Cost Cards of their choice from cards they control [or all if less than 3.]

Attack: 35

Defense: 30



Balrakian:

Hero Type: Anti-Hero

Type: Unknown

Call Cost: 1

Skills and effects: If this card destroys an opponent's Hero or Anti-Hero by battle — You can inflict 5 damage to your opponent's Health for each "Balkarian" on the field(s).

Attack: 8

Defense: 6



Butterfly of Rejuvenation:

Hero Type: Anti-Hero

Type: Insect

Call Cost: 1

Skills and effects: You can discard 1 Cost Card from this card — You gain 5 Health.
Once per turn, during your End Step — You can put 1 from your hand underneath this card as a Cost Card.

Attack: 6

Defense: 9



Claw of Cerberus:

Hero Type: Anti-Hero

Type: Beast

Call Cost: 1

Skills and effects: SLASH: *Target an opponent's Hero or Anti-Hero — It loses 6 Defense.*
If you control another Anti-Hero, this card cannot use its Skills.

Attack: 6

Defense: 5



Pest of the Underworld:

Hero Type: Anti-Hero

Type: Parasite

Call Cost: 1

Skills and effects: When this card is destroyed by battle by your opponent's attacking Hero, you must activate this effect if able - Destroy the Hero that attacked this card, unless your opponent discards 1 card.

Attack: 2

Defense: 4



Saber-toothed Beast:

Hero Type: Anti-Hero

Type: Large Animal

Call Cost: 1

Skills and effects: N/A

Attack: 10

Defense: 7



Card Name:

Hero Type: Anti-Hero

Type: Dark Dragon

Call Cost: 2

Skills and effects: BOUND: *Target an opponent's Hero or Anti-Hero — While this card is tapped, that target cannot attack or use its Skills.*

Attack: 17

Defense: 14



Scourge Knight:

Hero Type: Anti-Hero

Type: Ghost

Call Cost: 2

Skills and effects: When this card is Overcalled, you must activate this effect if able — Negate the effects of all Heroes your opponent controls until the start of their next End Step.

Attack: 19

Defense: 11



Iris, Dragon of the Future:

Hero Type: Anti-Hero

Type: Dark Dragon

Call Cost: 3

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

The first time 1 of your opponent's Cost Cards would be returned to the hand each turn, your opponent must discard 1 of those cards instead [their choice].

Attack: 25

Defense: 20



Guvus the Hellion:

Hero Type: Anti-Hero

Type: Demon

Call Cost: 3

Skills and effects: REBIRTH: *If this tapped card is destroyed by battle, instead of it being sent to the Underworld, place it on the field again with its original Attack and Defense, then return its Cost Cards to your hand.*

Attack: 27

Defense: 19



Red Fang Dragon:

Hero Type: Anti-Hero

Type: Dark Dragon

Call Cost: 4

Skills and effects: Once per turn, during either player's turn, if your opponent activates a card or effect, you can discard 2 Cost Cards from this card — Negate the activation and effect, and if you do, destroy it.

Attack: 40

Defense: 20



Wrath of the Seven Seas:

Type: Regular

Effects: Inflict 7 damage to your opponent's Health, and if you do, you can tap 1 of their Heroes. You can only activate 1 "Wrath of the Seven Seas" per turn.



Wild Waterspout:

Type: Regular

Effects: Discard 2 cards — Destroy all Heroes and Anti-Heroes on the field with a Call Cost of 2 or less.



Deceptive Brewery:

Type: Regular

Effects: Destroy 1 Anti-Hero you control — Gain Health equal to the Defense it had when it was destroyed.



Minion Resurrection:

Type: Regular

Effects: Discard 1 card, then target 1 Anti-Hero in the Underworld — Return that target to your hand.



Sky Oasis:

Type: Permanent

Effects: While this card is on the field, all Heroes you control gain 5 Attack, and when exactly 1 Hero you control would be destroyed, you can destroy this card instead, and if you do, that Hero gains 10 Defense. You can only control 1 "Sky Oasis".



Energy Blast:

Type: Permanent

Effects: Activate this card by targeting 1 of your Heroes or Anti-Heroes — While this card is on the field, it gains the "ENERGY BLAST" Skill: [ENERGY BLAST: *Target 1 Hero or Anti-Hero your opponent controls — Return all its Cost Cards to your opponent's hand.*]



Forest Gate:

Type: Permanent

Effects: Once per turn, you can target 1 Hero in your Overworld — Return that target to your Discard Pile, then place 1 Gate Counter on this card.

You can remove 3 Gate Counters from this card, then target 1 Hero in your Discard Pile — Place that target on the field.



Puzzle Breaker:

Type: Fast

Effects: When your opponent activates a Regular Support Card, pay 10 Health — Negate the activation and effect, and if you do, destroy it.



Capture Jar:

Type: Fast

Effects: When your opponent Calls an Anti-Hero with 15 or less Health — Gain control of it until the start of your next End Step, but it cannot attack or use its Skills.



Bombardment from the Underworld:

Type: Fast

Effects: If you control an Anti-Hero and your opponent does not, target 1 Hero your opponent controls and 1 Anti-Hero you control — Destroy both target [both targets must be destroyed to resolve this effect].

BOMBARDMENT FROM THE UNDERWORLD

FAST



If you control an Anti-Hero and your opponent does not, target 1 Hero your opponent controls and 1 Anti-Hero you control — Destroy both target [both targets must be destroyed to resolve this effect].

BOOM* *BANG* *POW

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