

Common Heart Packet 1

HC1 (Page 1)

<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">PT</p> <p style="text-align: right;">RISK</p> <p>POWER THROUGH</p> <p>Your Diver attacks. This attack also deals 1 damage to your Diver.</p> <p style="text-align: right;">+0 ATK</p> <p><small>Taki's style has been described as "reckless", "too fast to follow", or, if you're Maru, "why do I even bother teaching you".</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H2 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">PT</p> <p style="text-align: right;">RISK</p> <p>POWER THROUGH</p> <p>Your Diver attacks. This attack also deals 1 damage to your Diver.</p> <p style="text-align: right;">+0 ATK</p> <p><small>Taki's style has been described as "reckless", "too fast to follow", or, if you're Maru, "why do I even bother teaching you".</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H2 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">TGF</p> <p style="text-align: right;">RISK</p> <p>TAKI'S FLOURISH</p> <p>Taki attacks. Draw a card.</p> <p style="text-align: right;">+0 ATK</p> <p><small>"Stop being that wide open." — Maru</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">TGF</p> <p style="text-align: right;">RISK</p> <p>TAKI'S FLOURISH</p> <p>Taki attacks. Draw a card.</p> <p style="text-align: right;">+0 ATK</p> <p><small>"Stop being that wide open." — Maru</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">CS</p> <p style="text-align: right;">RISK</p> <p>COMBINATION STRIKE</p> <p>Any one of your party members attacks. This attack gets +1 ATK for each point of Danger you have.</p> <p style="text-align: right;">+2 ATK</p> <p><small>— Diver: Core Link https://divercore.link/ #H6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">WBP</p> <p>WHOLE-BODY PUSHBACK</p> <p>Prevent 3 damage from this attack, plus 1 more for each 1 ATK the attacked characters have.</p> <p><small>When Maru was thrown to the ground, Taki jumped and pushed the dark mass threatening her aside with their momentum.</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">WBP</p> <p>WHOLE-BODY PUSHBACK</p> <p>Prevent 3 damage from this attack, plus 1 more for each 1 ATK the attacked characters have.</p> <p><small>When Maru was thrown to the ground, Taki jumped and pushed the dark mass threatening her aside with their momentum.</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">LD</p> <p>LAST-SECOND DODGE</p> <p>Prevent 3 damage from this attack. Your opponent loses all danger. (If their round is over, they still don't get new turns.)</p> <p><small>"Not a scratch!"</small></p> <p><small>— Diver: Core Link https://divercore.link/ #H19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

















To play, cut all cards, set the ones that say "Starts in your sideboard" aside, and shuffle the rest to make your deck.

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See <https://divercore.link/> for rules & more.

Common Heart Packet 1

HC1 (Page 2)

<p style="text-align: center;">ALLY</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">MAR</p> <p>MARU, BELEAGUERED BODYGUARD</p> <p>When you play Maru, she attacks. Your opponent can't attack Taki unless they also already attacked Maru this round.</p> <p>+1 XP BOOST (If Maru survives until the end of the round she was played in, get 1 XP.)</p> <p><i>It'd take more than the sky breaking apart for her to stop protecting her charge.</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">HB</p> <p>HASTE BANGLET</p> <p>TALISMAN. (Discard other Talismans from this character when equipping this one.)</p> <p>You can spend up to 3 risk each turn before you get danger.</p> <p>+1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> * Diver: Core Link https://divercore.link/ #H9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">TCW</p> <p>TAKI, CASTAWAY BETWEEN WORLDS</p> <p>Each time the round begins, put 2 Parry tokens on Taki. (Each removes to prevent 1 damage they would take.)</p> <p>+1 XP BOOST (If Taki survives until the end of the round they were played in, get 1 XP.)</p> <p><i>"I can hear it... the song calls me." — Taki, swept away in the Everblue Sea</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H21 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">ALLY</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">MAR</p> <p>MARU, BELEAGUERED BODYGUARD</p> <p>When you play Maru, she attacks. Your opponent can't attack Taki unless they also already attacked Maru this round.</p> <p>+1 XP BOOST (If Maru survives until the end of the round she was played in, get 1 XP.)</p> <p><i>It'd take more than the sky breaking apart for her to stop protecting her charge.</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>
<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">CTW</p> <p>CLEAR THE WAY</p> <p>Your Diver attacks. Attack only minions this way.</p> <p style="text-align: right;">  REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H8 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">STARTING DIVER</p> <p style="text-align: center;">Starts in your sideboard. Return them there if discarded or replaced.</p> <p style="font-size: 2em; font-weight: bold;">TPE</p> <p>TAKI, PRINCE OF EVERBLUE</p> <p>Each time a round begins other than the first, reveal the top 3 cards of your deck. Draw all attacks from them and discard the rest.</p> <p>START WITH: 1 HEART LEVEL</p> <p><i>Sneaking out from the palace to have fun in town spared their life — and awakened their powers.</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> * Diver: Core Link https://divercore.link/ #H11 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold;">ESI</p> <p>EVERBLUE, THE SAPPHIRE ISLE</p> <p>WORLD.</p> <p>When you play this Core Link, put two riches tokens on it.</p> <p>(You get this until you score this card:)</p> <p>Each time your turn begins, you may spend a riches token from this Core Link to: lose 1 Danger; or gain 1 XP; or draw a card.</p> <p><i>A tiny island-world over an endless blue sea.</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H13 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center; border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">  </div> <p><i>The Core's call may resonate deep into your heart, pushing you to grow stronger.</i></p> <p style="text-align: right;">   REWARD </p> <p style="font-size: 0.8em;"> — Diver: Core Link https://divercore.link/ #H99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023 </p>

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Common Heart Packet 2

HC2 (Page 1)

<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">ET</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>EDGE THRUST</p> <p>This attack costs 1 less Risk if your Diver has a Weapon equipped. Your Diver attacks.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+1 ATK</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">ET</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>EDGE THRUST</p> <p>This attack costs 1 less Risk if your Diver has a Weapon equipped. Your Diver attacks.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+1 ATK</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">WS</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>WALLJUMP SLAM</p> <p>Your Diver attacks. Attack only two characters this way (one minion and a Diver, or two minions).</p> <p style="font-size: 0.8em; text-align: center;">"I can keep up with you in my sleep, twerp." — Maru, lying.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+2 ATK</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">WS</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>WALLJUMP SLAM</p> <p>Your Diver attacks. Attack only two characters this way (one minion and a Diver, or two minions).</p> <p style="font-size: 0.8em; text-align: center;">"I can keep up with you in my sleep, twerp." — Maru, lying.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+2 ATK</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">CS</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> <p style="font-size: 0.8em;"> </p> <p style="font-size: 0.8em;"> </p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>COMBINATION STRIKE</p> <p>Any one of your party members attacks. This attack gets +1 ATK for each point of Danger you have.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+3 ATK</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SA</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>SWAT ASIDE</p> <p>Prevent 4 damage from this attack. You may put 4 Parry tokens on a character in your party that is not being attacked. (Each removes to prevent 1 damage that character would take.) Your opponent draws 2 cards.</p> <p style="font-size: 0.8em; text-align: center;">"No."</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SA</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>SWAT ASIDE</p> <p>Prevent 4 damage from this attack. You may put 4 Parry tokens on a character in your party that is not being attacked. (Each removes to prevent 1 damage that character would take.) Your opponent draws 2 cards.</p> <p style="font-size: 0.8em; text-align: center;">"No."</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">WBP</p> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: right;"> <p style="font-size: 0.8em;">RISK</p> <p style="font-size: 0.8em;"> </p> <p style="font-size: 0.8em;"> </p> <p style="font-size: 0.8em;"> </p> </div> </div> <p>WHOLE-BODY PUSHBACK</p> <p>Prevent 3 damage from this attack, plus 1 more for each 1 ATK the attacked characters have.</p> <p style="font-size: 0.8em; text-align: center;">When Maru was thrown to the ground, Taki jumped and pushed the dark mass threatening her aside with their momentum.</p> <p style="font-size: 0.7em;">— Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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<p style="text-align: center;">ALLY</p> <p style="text-align: right;">RISK </p> <p style="font-size: 2em; font-weight: bold; text-align: center;">MAR</p> <p>MARU, BELEAGUERED BODYGUARD</p> <p>When you play Maru, she attacks. Your opponent can't attack Taki unless they also already attacked Maru this round.</p> <p>+1 XP BOOST (If Maru survives until the end of the round she was played in, get 1 XP.)</p> <p><i>It'd take more than the sky breaking apart for her to stop protecting her charge.</i></p> <p style="text-align: right;"> REWARD </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H1 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK </p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TLB</p> <p>THE LIMINAL BLADE</p> <p>Only equips Taki. WEAPON + REGALIA (Discard other Weapons and Regalia from Taki as you equip this one.)</p> <p>When you play the Liminal Blade, you draw a card. Then, Taki attacks.</p> <p>+1 XP BOOST</p> <p><i>The Core's strength in Taki's hands.</i></p> <p style="text-align: right;"> </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H10 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK </p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TCW</p> <p>TAKI, CASTAWAY BETWEEN WORLDS</p> <p>Each time the round begins, put 2 Parry tokens on Taki. (Each removes to prevent 1 damage they would take.)</p> <p>+1 XP BOOST (If Taki survives until the end of the round they were played in, get 1 XP.)</p> <p><i>"I can hear it... the song calls me." — Taki, swept away in the Everblue Sea</i></p> <p style="text-align: right;"> REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/#H21 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK </p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SE</p> <p>SILVERY ELIXIR</p> <p>DRAUGHT. (Discard other Draughts from this character when equipping this one.)</p> <p>Each time a new round starts, discard this equipment and draw a card.</p> <p>+1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p><i>Tastes metallic, and alive.</i></p> <p style="text-align: right;"> </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H8 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK </p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SE</p> <p>SILVERY ELIXIR</p> <p>DRAUGHT. (Discard other Draughts from this character when equipping this one.)</p> <p>Each time a new round starts, discard this equipment and draw a card.</p> <p>+1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p><i>Tastes metallic, and alive.</i></p> <p style="text-align: right;"> </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H8 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">STARTING DIVER</p> <p style="text-align: center; font-size: 0.8em;">Starts in your sideboard. Return them there if discarded or replaced.</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TBC</p> <p>TAKI, BECKONED BY THE CORE</p> <p>Each time you equip Taki or a Heart ally, draw a card.</p> <p>START WITH: 1 HEART LEVEL</p> <p><i>Listening to the Core, Taki found a Regalia materializing in their hand.</i></p> <p style="text-align: right;"> REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/#H12 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center; font-size: 0.8em;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SPR</p> <p>SIEGE AT THE PALACE RUINS</p> <p>(You get this until you score this card:)</p> <p>ACTION — Spend 2 risk; Return an attack or defense card from your discards to your hand. Use this action only once each round.</p> <p>(You can take actions during your turn.)</p> <p style="text-align: right;"> </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/#H14 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center; font-size: 0.8em;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center; border: 1px solid black; border-radius: 50%; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> </div> <p><i>The Core's call may resonate deep into your heart, pushing you to grow stronger.</i></p> <p style="text-align: right;"> </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H99 Playtest Kit 0 v2.1 <small>CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Rare Heart Packet 1

HR1 (Page 1)

<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FS</p> <div style="float: right; text-align: right;"> RISK </div> <p>FORWARD SWAT</p> <p>Any one of our party members attacks. If your Diver is attacking this way, this attack gets an extra ATK +1.</p> <p style="text-align: right; font-weight: bold; font-size: 1.5em;">+0 ATK</p> <p><i>"Stop! Stance! Now, hit!"</i> — Maru</p> <p><small>— Diver: Core Link https://divercore.link/ #H18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FS</p> <div style="float: right; text-align: right;"> RISK </div> <p>FORWARD SWAT</p> <p>Any one of our party members attacks. If your Diver is attacking this way, this attack gets an extra ATK +1.</p> <p style="text-align: right; font-weight: bold; font-size: 1.5em;">+0 ATK</p> <p><i>"Stop! Stance! Now, hit!"</i> — Maru</p> <p><small>— Diver: Core Link https://divercore.link/ #H18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">WTB</p> <div style="float: right; text-align: right;"> RISK </div> <p>WATCH THE BACK</p> <p>Any one of our party members attacks. Put 2 Parry tokens on a character in your party that's not attacking. (Each Parry token removes to prevent 1 damage they would take.)</p> <p style="text-align: right; font-weight: bold; font-size: 1.5em;">+0 ATK</p> <p><i>Not for a single moment either Taki or Maru abandoned the other on the battlefield.</i></p> <p><small>© Diver: Core Link https://divercore.link/ #H17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">WTB</p> <div style="float: right; text-align: right;"> RISK </div> <p>WATCH THE BACK</p> <p>Any one of our party members attacks. Put 2 Parry tokens on a character in your party that's not attacking. (Each Parry token removes to prevent 1 damage they would take.)</p> <p style="text-align: right; font-weight: bold; font-size: 1.5em;">+0 ATK</p> <p><i>Not for a single moment either Taki or Maru abandoned the other on the battlefield.</i></p> <p><small>© Diver: Core Link https://divercore.link/ #H17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">CS</p> <div style="float: right; text-align: right;"> RISK </div> <p>COMBINATION STRIKE</p> <p>Any one of your party members attacks. This attack gets +1 ATK for each point of Danger you have.</p> <p style="text-align: right; font-weight: bold; font-size: 1.5em;">+2 ATK</p> <p><small>— Diver: Core Link https://divercore.link/ #H6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">WBP</p> <div style="float: right; text-align: right;"> </div> <p>WHOLE-BODY PUSHBACK</p> <p>Prevent 3 damage from this attack, plus 1 more for each 1 ATK the attacked characters have.</p> <p><i>When Maru was thrown to the ground, Taki jumped and pushed the dark mass threatening her aside with their momentum.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">LD</p> <div style="float: right; text-align: right;"> </div> <p>LAST-SECOND DODGE</p> <p>Prevent 3 damage from this attack. Your opponent loses all danger. (If their round is over, they still don't get new turns.)</p> <p><i>"Not a scratch!"</i></p> <p><small>© Diver: Core Link https://divercore.link/ #H19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">SA</p> <div style="float: right; text-align: right;"> </div> <p>SWAT ASIDE</p> <p>Prevent 4 damage from this attack. You may put 4 Parry tokens on a character in your party that is not being attacked. (Each removes to prevent 1 damage that character would take.) Your opponent draws 2 cards.</p> <p><i>"No."</i></p> <p><small>© Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Rare Heart Packet 1

HR1 (Page 2)

<p style="text-align: center;">ALLY</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">MAR</p> <p>MARU, BELEAGUERED BODYGUARD</p> <p>When you play Maru, she attacks. Your opponent can't attack Taki unless they also already attacked Maru this round.</p> <p>+1 XP BOOST (If Maru survives until the end of the round she was played in, get 1 XP.)</p> <p><i>It'd take more than the sky breaking apart for her to stop protecting her charge.</i></p> <p style="text-align: right;"> RISK 2 ATK 4 HP REWARD </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">SE</p> <p>SILVERY ELIXIR</p> <p>DRAUGHT. (Discard other Draughts from this character when equipping this one.)</p> <p>Each time a new round starts, discard this equipment and draw a card.</p> <p>+1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p><i>Tastes metallic, and alive.</i></p> <p style="text-align: right;"> RISK </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H8 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DIVER</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TCW</p> <p>TAKI, CASTAWAY BETWEEN WORLDS</p> <p>Each time the round begins, put 2 Parry tokens on Taki. (Each removes to prevent 1 damage they would take.)</p> <p>+1 XP BOOST (If Taki survives until the end of the round they were played in, get 1 XP.)</p> <p><i>"I can hear it... the song calls me." — Taki, swept away in the Everblue Sea</i></p> <p style="text-align: right;"> RISK 2 ATK 7 HP REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/#H21 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">CTW</p> <p>CLEAR THE WAY</p> <p>Your Diver attacks. Attack only minions this way.</p> <p style="text-align: right;"> RISK RISK +2 ATK </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H16 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TLB</p> <p>THE LIMINAL BLADE</p> <p>Only equips Taki.</p> <p>WEAPON + REGALIA (Discard other Weapons and Regalia from Taki as you equip this one.)</p> <p>When you play the Liminal Blade, you draw a card. Then, Taki attacks.</p> <p>+1 XP BOOST</p> <p><i>The Core's strength in Taki's hands.</i></p> <p style="text-align: right;"> RISK RISK RISK +1 ATK </p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H10 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">HB</p> <p>HASTE BANGLET</p> <p>TALISMAN. (Discard other Talismans from this character when equipping this one.)</p> <p>You can spend up to 3 risk each turn before you get danger.</p> <p>+1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;"> RISK </p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/#H9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">CORE LINK</p> <p style="font-size: 1.2em; font-weight: bold; text-align: center;">TCS</p> <p>THE CORESONG BECKONS</p> <p>When you play this card, search your deck for a Hearts Diver. Set them aside.</p> <p>When you score this Core Link or play another Core Link that's a World, you may play that Hearts Diver. Ignore its Risk cost. (Pay the other costs.)</p> <p><i>Thousand of worlds called out: 'help us!'.</i></p> <p style="text-align: right;"> REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/#H15 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">LEVEL</p> <p style="font-size: 2em; font-weight: bold; text-align: center;"> </p> <p>Starts in your sideboard. Each round end, level up once for 3 XP.</p> <p><i>The Core's call may resonate deep into your heart, pushing you to grow stronger.</i></p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/#H99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">MOT</p> <p>MUSIS, DARK TRICKSTER</p> <p>Swarm. (You can have any number of Musis in your party.) Each time a round ends, count the total danger (yours and your opponent's). Musis's ATK changes to that number. +1 XP BOOST</p> <p><i>So many little enigmas can emerge from the swarm, ready to linger – or devour.</i></p> <p style="text-align: right;"> RISK 1 ATK 3 HP REWARD </p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M11 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">DB</p> <p>DARKLING, DROPLET OF DARKNESS</p> <p>Swarm. When you play this minion, if it's the first Darkling in your party, draw a card. Each time another The Many swarm minion attacks, you may have this minion attack after it. Do this only once each round.</p> <p><i>The storm of greed sheds drops of want.</i></p> <p style="text-align: right;"> RISK 1 ATK 2 HP REWARD </p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">SW</p> <p>SHADE, WALLCRAWLER</p> <p>Swarm. (You can have any number of Shades in your party.) When you play this minion, you may have another one of your minions attack.</p> <p><i>Behind you.</i></p> <p style="text-align: right;"> RISK 1 ATK 3 HP REWARD </p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">SW</p> <p>SHADE, WALLCRAWLER</p> <p>Swarm. (You can have any number of Shades in your party.) When you play this minion, you may have another one of your minions attack.</p> <p><i>Behind you.</i></p> <p style="text-align: right;"> RISK 1 ATK 3 HP REWARD </p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">AVI</p> <p>REGIS, VILE INTERCEPTOR</p> <p>Swarm. (You can have any number of Aegis in your party.) Your opponent can't attack your Diver unless all the minions in your party have taken damage this round. Each time your opponent attacks this minion, it deals 1 damage to the attacker.</p> <p><i>Born of the essence of confusion.</i></p> <p style="text-align: right;"> RISK 2 ATK 3 HP REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">AVI</p> <p>REGIS, VILE INTERCEPTOR</p> <p>Swarm. (You can have any number of Aegis in your party.) Your opponent can't attack your Diver unless all the minions in your party have taken damage this round. Each time your opponent attacks this minion, it deals 1 damage to the attacker.</p> <p><i>Born of the essence of confusion.</i></p> <p style="text-align: right;"> RISK 2 ATK 3 HP REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FAB</p> <p>FROM ABOVE AND BENEATH</p> <p>Play only if you have two or more swarm minions with the same name. (Check names, not subtitles.) One of those minions attacks.</p> <p><i>Fallen from the sky to devour the earth whole.</i></p> <p style="text-align: right;"> RISK +1 ATK REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FAB</p> <p>FROM ABOVE AND BENEATH</p> <p>Play only if you have two or more swarm minions with the same name. (Check names, not subtitles.) One of those minions attacks.</p> <p><i>Fallen from the sky to devour the earth whole.</i></p> <p style="text-align: right;"> RISK +1 ATK REWARD </p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>


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<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">AUF</p> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead.</p> <p style="text-align: right;">+0 ATK</p> <p><i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p>* Diver: Core Link https://divercore.link/ #M20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">A2M</p> <p>AN AMORPHOUS MASS</p> <p>Prevent 2 damage from this attack. Choose a swarm minion in your discards. If damage from this attack defeats one or more of your minions, you may play the one you chose. (Pay its costs.)</p> <p><i>They fade in the shadows to avoid all attacks.</i></p> <p>* Diver: Core Link https://divercore.link/ #M17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">TEC</p> <p>TITAN, ENEMY OF THE CORE</p> <p>When you play Titan, play up to four minions from your discards. (Pay their costs.)</p> <p style="text-align: right;">4 ATK</p> <p style="text-align: right;">12 HP</p> <p style="text-align: right;">REWARD</p> <p><i>The Titan's hunger called forth a new hunting party when it sensed the princet's connection to the Core.</i></p> <p>© Diver: Core Link https://divercore.link/ #M1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">A2M</p> <p>AN AMORPHOUS MASS</p> <p>Prevent 2 damage from this attack. Choose a swarm minion in your discards. If damage from this attack defeats one or more of your minions, you may play the one you chose. (Pay its costs.)</p> <p><i>They fade in the shadows to avoid all attacks.</i></p> <p>* Diver: Core Link https://divercore.link/ #M17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">ADA</p> <p>A DARK AURA</p> <p>EMANATION (Discard other Emanations from this character as you equip this one.) Equips The Many minions only. +2 XP BOOST (If this equipment remains until the end of the round it was played in, get 2 XP.)</p> <p style="text-align: right;">+1 ATK</p> <p><i>Occasionally, some of the darkness will just grow fangs.</i></p> <p>— Diver: Core Link https://divercore.link/ #M22 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">STARTING DIVER</p> <p style="text-align: center;">Starts in your sideboard. Return it there if discarded or replaced.</p> <p style="font-size: 2em; font-weight: bold;">T52</p> <p>TITAN, SPEARPOINT OF THE SWARM</p> <p>Each time you play a swarm minion, you may play another one with the same name from your discards. Do this only once per round. (Check names, ignore subtitles. Pay its costs.)</p> <p>START WITH: 1 THE MANY LEVEL</p> <p style="text-align: right;">4 ATK</p> <p style="text-align: right;">10 HP</p> <p style="text-align: right;">REWARD</p> <p>© Diver: Core Link https://divercore.link/ #M12 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold;">WPE</p> <p>THEY WILL POUR ENDLESSLY</p> <p>(You get this until you score this card:) Each time you play a The Many minion, you may spend 1 risk to return a The Many minion from your discards to hand. (These are minions with a The Many emblem in their cost.)</p> <p><i>Their nature is incarnate want.</i></p> <p>* Diver: Core Link https://divercore.link/ #M13 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center; font-size: 4em;"> </div> <p><i>The Many: a storm of dark intentions, turned ravenous swarm.</i></p> <p>— Diver: Core Link https://divercore.link/ #M99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">IAG</p> <p style="text-align: right;">RISK ███</p> <p>IRUM, AGITATING SPIKE</p> <p>Swarm. (You can have any number of Irum in your party.) If a minion attacks, you may also have all other minions with its same name attack one after another after it. Do this only once each round. (Check names, ignore subtitles.) <i>Never assume its relative quiet means you're safe.</i></p> <p style="text-align: right;">1 ATK 3 HP</p> <p style="text-align: right;">REWARD ◆◆</p> <p><small>© Diver: Core Link https://divercore.link/ #M9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">CTS</p> <p style="text-align: right;">RISK ███</p> <p>CALLUM, TOO-SOLID SHADOW</p> <p>Swarm. (You can have any number of Callums in your party.) ACTION – Spend 5 risk; This minion attacks. Use this action only once each round. (You can take actions during your turn.) <i>Bulkier and more concrete than its brethren, angry at everything and everyone.</i></p> <p style="text-align: right;">4 ATK 2 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>© Diver: Core Link https://divercore.link/ #M8 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TEF</p> <p style="text-align: right;">RISK ███</p> <p>TITANLING, EMERGENCE FORM</p> <p>Swarm. When you play this minion from your hand, you may play another minion from your discards. (Pay its costs.) +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.) <i>When the swarm is hungry, a Titanling will congeal, soon to lead a new breach.</i></p> <p style="text-align: right;">2 ATK 3 HP</p> <p style="text-align: right;">REWARD ◆◆</p> <p><small>© Diver: Core Link https://divercore.link/ #M6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TEF</p> <p style="text-align: right;">RISK ███</p> <p>TITANLING, EMERGENCE FORM</p> <p>Swarm. When you play this minion from your hand, you may play another minion from your discards. (Pay its costs.) +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.) <i>When the swarm is hungry, a Titanling will congeal, soon to lead a new breach.</i></p> <p style="text-align: right;">2 ATK 3 HP</p> <p style="text-align: right;">REWARD ◆◆</p> <p><small>© Diver: Core Link https://divercore.link/ #M6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TGF</p> <p style="text-align: right;">RISK ███</p> <p>TITANLING, GROWTH FORM</p> <p>Swarm. Each time you play another XP BOOST card, you may have this minion attack. +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">3 ATK 4 HP</p> <p style="text-align: right;">REWARD ◆◆</p> <p><small>* Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">TGF</p> <p style="text-align: right;">RISK ███</p> <p>TITANLING, GROWTH FORM</p> <p>Swarm. Each time you play another XP BOOST card, you may have this minion attack. +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">3 ATK 4 HP</p> <p style="text-align: right;">REWARD ◆◆</p> <p><small>* Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">AUF</p> <p style="text-align: right;">RISK ███</p> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead. <i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p style="text-align: right;">+0 ATK</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>* Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">AUF</p> <p style="text-align: right;">RISK ███</p> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead. <i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p style="text-align: right;">+0 ATK</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>* Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>


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See <https://divercore.link/> for rules & more.

<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">FAB</p> <p>FROM ABOVE AND BENEATH</p> <p>Play only if you have two or more swarm minions with the same name. (Check names, not subtitles.) One of those minions attacks.</p> <p style="text-align: right;">+1 ATK</p> <p><i>Fallen from the sky to devour the earth whole.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">AUT</p> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked. Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier). Your opponent draws a card.</p> <p><small>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">TEC</p> <p>TITAN, ENEMY OF THE CORE</p> <p>When you play Titan, play up to four minions from your discards. (Pay their costs.)</p> <p style="text-align: right;">4 ATK</p> <p style="text-align: right;">12 HP</p> <p style="text-align: right;">REWARD</p> <p><small>The Titan's hunger called forth a new hunting party when it sensed the prince's connection to the Core.</small></p> <p><small>— Diver: Core Link https://divercore.link/ #M1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">EIP</p> <p>EMBER, INFLAMING PRESENCE</p> <p>Swarm. (You can have any number of Embers in your party.) Each time Ember or another swarm minion is attacked, that minion deals 1 damage to its attacker. +1 XP BOOST</p> <p style="text-align: right;">3 ATK</p> <p style="text-align: right;">3 HP</p> <p style="text-align: right;">REWARD</p> <p><small>From the unnatural dark emerges an inferno.</small></p> <p><small>— Diver: Core Link https://divercore.link/ #M10 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em; font-weight: bold;">AUT</p> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked. Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier). Your opponent draws a card.</p> <p><small>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">STARTING DIVER</p> <p style="text-align: center;">Starts in your sideboard. Return it there if discarded or replaced.</p> <p style="font-size: 2em; font-weight: bold;">TSS</p> <p>TITAN, SPEARPOINT OF THE SWARM</p> <p>Each time you play a swarm minion, you may play another one with the same name from your discards. Do this only once per round. (Check names, ignore subtitles. Pay its costs.) START WITH: 1 THE MANY LEVEL.</p> <p style="text-align: right;">4 ATK</p> <p style="text-align: right;">10 HP</p> <p style="text-align: right;">REWARD</p> <p><small>— Diver: Core Link https://divercore.link/ #M12 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold;">WSN</p> <p>THEY WILL STOP AT NOTHING</p> <p>(You get this until you score this card:) ACTION – Play an attack from your discards. Only The Many swarm minions can attack with it. Then set aside that attack card for the rest of the game. (You can take actions during your turn.) <i>Their will is to end all that wills.</i></p> <p><small>* Diver: Core Link https://divercore.link/ #M14 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center;">  </div> <p><i>The Many: a storm of dark intentions, turned ravenous swarm.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">DE</p> <p>DARKLING, DROPLET OF DARKNESS</p> <p>Swarm. When you play this minion, if it's the first Darkling in your party, draw a card. Each time another The Many swarm minion attacks, you may have this minion attack after it. Do this only once each round.</p> <p><i>The storm of greed sheds drops of want.</i></p> <p style="text-align: right;">1 ATK 2 HP</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">AVI</p> <p>AEGIS, VILE INTERCEPTOR</p> <p>Swarm. (You can have any number of Aegis in your party.) Your opponent can't attack your Diver unless all the minions in your party have taken damage this round. Each time your opponent attacks this minion, it deals 1 damage to the attacker.</p> <p><i>Born of the essence of confusion.</i></p> <p style="text-align: right;">2 ATK 3 HP</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">SW</p> <p>SHADE, WALLCRAWLER</p> <p>Swarm. (You can have any number of Shades in your party.) When you play this minion, you may have another one of your minions attack.</p> <p><i>Behind you.</i></p> <p style="text-align: right;">1 ATK 3 HP</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">IAS</p> <p>IRUM, AGITATING SPIKE</p> <p>Swarm. (You can have any number of Irum in your party.) If a minion attacks, you may also have all other minions with its same name attack one after another after it. Do this only once each round. (Check names, ignore subtitles.) <i>Never assume its relative quiet means you're safe.</i></p> <p style="text-align: right;">1 ATK 3 HP</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">TEF</p> <p>TITANLING, EMERGENCE FORM</p> <p>Swarm. When you play this minion from your hand, you may play another minion from your discards. (Pay its costs.) +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.)</p> <p><i>When the swarm is hungry, a Titanling will congeal, soon to lead a new breach.</i></p> <p style="text-align: right;">2 ATK 3 HP</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M6 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="font-size: 2em; font-weight: bold;">TGF</p> <p>TITANLING, GROWTH FORM</p> <p>Swarm. Each time you play another XP BOOST card, you may have this minion attack. +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">3 ATK 4 HP</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">AFW</p> <p>A FORCEFUL WAVE</p> <p>Any one of your swarm minions attacks. This attack gets ATK +1 for each other swarm minion in your party that attacked this turn.</p> <p><i>Never lower your guard; the small ones are just distractions.</i></p> <p style="text-align: right;">+2 ATK</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">— Diver: Core Link https://divercore.link/ #M21 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">AUF</p> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead.</p> <p><i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p style="text-align: right;">+0 ATK</p> <p style="text-align: center;">REWARD</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">ES</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">+2 ATK</p> <p>ENDER STRIKE</p> <p>Your Diver attacks. Draw a card.</p> <p><i>Titans are slow and lumbering, but when their blows land, reality itself is torn apart in the process.</i></p> <p>* Diver: Core Link https://divercore.link/ #M16 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">A2M</p> <p style="text-align: right;">RISK —</p> <p>AN AMORPHOUS MASS</p> <p>Prevent 2 damage from this attack. Choose a swarm minion in your discards. If damage from this attack defeats one or more of your minions, you may play the one you chose. (Pay its costs.)</p> <p><i>They fade in the shadows to avoid all attacks.</i></p> <p>* Diver: Core Link https://divercore.link/ #M17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DIVER</p> <p style="font-size: 2em; font-weight: bold;">TEF</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">6 ATK 14 HP</p> <p>TITAN, ENDER FORM</p> <p>Boss. (When an opponent defeats a Boss, they win the game. Play no more Divers.) Titan can't be attacked if your party has 5 or more swarm minions.</p> <p>ACTION – Spend 2 risk; Return an attack or swarm minion from your discards to hand. (You can take actions during your turn.)</p> <p>* Diver: Core Link https://divercore.link/ #M2 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">AUT</p> <p style="text-align: right;">RISK —</p> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked. Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier). Your opponent draws a card.</p> <p>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FAB</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">+1 ATK</p> <p>FROM ABOVE AND BENEATH</p> <p>Play only if you have two or more swarm minions with the same name. (Check names, not subtitles.) One of those minions attacks.</p> <p><i>Fallen from the sky to devour the earth whole.</i></p> <p>© Diver: Core Link https://divercore.link/ #M19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold;">ADA</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">+1 ATK</p> <p>A DARK AURA</p> <p>EMANATION (Discard other Emanations from this character as you equip this one.) Equips The Many minions only. +2 XP BOOST (If this equipment remains until the end of the round it was played in, get 2 XP.)</p> <p><i>Occasionally, some of the darkness will just grow fangs.</i></p> <p>— Diver: Core Link https://divercore.link/ #M22 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold;">WOW</p> <p>THEY WILL DEVOUR ALL WORLDS</p> <p>(You get this until you score this card.) Each time a new round starts, if you have 3 or more The Many swarm minions in your party, you gain 1 XP; or, if there are 5 or more, 2 XP. (The Many minions have a The Many emblem in their cost.)</p> <p><i>Their strength will build, feast after feast, until the Core of all worlds is all that's left.</i></p> <p>* Diver: Core Link https://divercore.link/ #M15 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center;">  </div> <p><i>The Many: a storm of dark intentions, turned raven swarm.</i></p> <p>— Diver: Core Link https://divercore.link/ #M99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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Common Heart Packet 3

HC3 (Page 1) – FOR ADVANCED PLAY ONLY. Shuffle HC1, HC2 and HR1 to make your starter preconstructed deck.

<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">TGF</p> <p style="text-align: right;">RISK </p> <p>TAKI'S FLOURISH</p> <p>Taki attacks. Draw a card.</p> <p style="text-align: right;">+0 ATK</p> <p><i>"Stop being that wide open."</i> – Maru</p> <p>– Diver: Core Link https://divercore.link/ #H5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">TGF</p> <p style="text-align: right;">RISK </p> <p>TAKI'S FLOURISH</p> <p>Taki attacks. Draw a card.</p> <p style="text-align: right;">+0 ATK</p> <p><i>"Stop being that wide open."</i> – Maru</p> <p>– Diver: Core Link https://divercore.link/ #H5 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">WS</p> <p style="text-align: right;">RISK </p> <p>WALLJUMP SLAM</p> <p>Your Diver attacks. Attack only two characters this way (one minion and a Diver, or two minions).</p> <p style="text-align: right;">+2 ATK</p> <p><i>"I can keep up with you in my sleep, twerp."</i> – Maru, lying.</p> <p>– Diver: Core Link https://divercore.link/ #H4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">UIB</p> <p style="text-align: right;">RISK </p> <p>UNTIL IT BURNS</p> <p>Any one of your party members attacks. When the attack ends, if your opponent didn't defend, the attacking character is defeated. (The opponent gets the reward.)</p> <p><i>To those who need it, the Core's power is like a flame to a moth. Will it warm you? Will you burn?</i></p> <p style="text-align: right;">+3 ATK</p> <p>– Diver: Core Link https://divercore.link/ #H32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>
<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">WS</p> <p style="text-align: right;">RISK </p> <p>WALLJUMP SLAM</p> <p>Your Diver attacks. Attack only two characters this way (one minion and a Diver, or two minions).</p> <p style="text-align: right;">+2 ATK</p> <p><i>"I can keep up with you in my sleep, twerp."</i> – Maru, lying.</p> <p>– Diver: Core Link https://divercore.link/ #H4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">NMT!</p> <p style="text-align: right;"></p> <p>"NO MORE OF THIS!"</p> <p>Prevent 2 damage from this attack. If any of your Divers or allies were defeated this round, instead prevent all damage from this attack.</p> <p><i>Taki's shout stopped even the mindless darklings in their tracks for a long moment.</i></p> <p>– Diver: Core Link https://divercore.link/ #H34 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">SA</p> <p style="text-align: right;"> </p> <p>SWAT ASIDE</p> <p>Prevent 4 damage from this attack. You may put 4 Parry tokens on a character in your party that is not being attacked. (Each removes to prevent 1 damage that character would take.) Your opponent draws 2 cards.</p> <p><i>"No."</i></p> <p>– Diver: Core Link https://divercore.link/ #H20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: center;">LD</p> <p style="text-align: right;"></p> <p>LAST-SECOND DODGE</p> <p>Prevent 3 damage from this attack. Your opponent loses all danger. (If their round is over, they still don't get new turns.)</p> <p><i>"Not a scratch!"</i></p> <p>– Diver: Core Link https://divercore.link/ #H19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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Common Heart Packet 3





HC3 (Page 2) – FOR ADVANCED PLAY ONLY. Shuffle HC1, HC2 and HR1 to make your starter preconstructed deck.

<p style="text-align: center;">ALLY</p> <p style="font-size: 2em; font-weight: bold;">SME</p> <p>SIYA, MONARCH OF EVERBLUE</p> <p>Taki has ATK +1. When Siya is defeated, Taki gets ATK +2 for the rest of the round.</p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">3 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>While the palace was falling, Queen Siya was both horrified and relieved to know that Taki could not be found anywhere nearby.</small></p> <p><small>← Diver: Core Link https://divercore.link/#H30 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold;">CL</p> <p>CEREMONIAL LANCE</p> <p>WEAPON. (Discard other Weapons from this character as you equip this one.) +1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">+1 ATK</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>The traditional, exquisitely crafted implement of the Everblue Royal Guard.</small></p> <p><small>← Diver: Core Link https://divercore.link/#H31 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="font-size: 2em; font-weight: bold;">TCW</p> <p>TAKI, CASTAWAY BETWEEN WORLDS</p> <p>Each time the round begins, put 2 Parry tokens on Taki. (Each removes to prevent 1 damage they would take.) +1 XP BOOST (If Taki survives until the end of the round they were played in, get 1 XP.)</p> <p style="text-align: right;">2 ATK</p> <p style="text-align: right;">7 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>"I can hear it... the song calls me." – Taki, swept away in the Everblue Sea</small></p> <p><small>© Diver: Core Link https://divercore.link/#H21 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ALLY</p> <p style="font-size: 2em; font-weight: bold;">MAR</p> <p>MARU, BELEAGUERED BODYGUARD</p> <p>When you play Maru, she attacks. Your opponent can't attack Taki unless they also already attacked Maru this round. +1 XP BOOST (If Maru survives until the end of the round she was played in, get 1 XP.) <i>It'd take more than the sky breaking apart for her to stop protecting her charge.</i></p> <p style="text-align: right;">2 ATK</p> <p style="text-align: right;">4 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>– Diver: Core Link https://divercore.link/#H1 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">ALLY</p> <p style="font-size: 2em; font-weight: bold;">SME</p> <p>SIYA, MONARCH OF EVERBLUE</p> <p>Taki has ATK +1. When Siya is defeated, Taki gets ATK +2 for the rest of the round.</p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">3 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>While the palace was falling, Queen Siya was both horrified and relieved to know that Taki could not be found anywhere nearby.</small></p> <p><small>← Diver: Core Link https://divercore.link/#H30 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">STARTING DIVER</p> <p style="font-size: 2em; font-weight: bold;">TPE</p> <p>TAKI, PRINCE OF EVERBLUE</p> <p>Each time a round begins other than the first, reveal the top 3 cards of your deck. Draw all attacks from them and discard the rest. START WITH: 1 HEART LEVEL</p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">7 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>Sneaking out from the palace to have fun in town spared their life – and awakened their powers.</small></p> <p><small>* Diver: Core Link https://divercore.link/#H11 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="font-size: 2em; font-weight: bold;">SPR</p> <p>SIEGE AT THE PALACE RUINS</p> <p>(You get this until you score this card:) ACTION – Spend 2 risk; Return an attack or defense card from your discards to your hand. Use this action only once each round. (You can take actions during your turn.)</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>© Diver: Core Link https://divercore.link/#H14 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="font-size: 2em; font-weight: bold;">SPR</p> <p>SIEGE AT THE PALACE RUINS</p> <p>(You get this until you score this card:) ACTION – Spend 2 risk; Return an attack or defense card from your discards to your hand. Use this action only once each round. (You can take actions during your turn.)</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>© Diver: Core Link https://divercore.link/#H14 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Rare Heart Packet 2


HR2 (Page 1) – FOR ADVANCED PLAY ONLY. Shuffle HC1, HC2 and HR1 to make your starter preconstructed deck.

<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FS</p> <div style="float: right; text-align: right;">   </div> <p>FORWARD SWAT</p> <p>Any one of our party members attacks. If your Diver is attacking this way, this attack gets an extra ATK +1.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+0 ATK</p> <p><i>"Stop! Stance! Now, hit!"</i> – Maru</p> <p><small>– Diver: Core Link https://divercore.link/ #H18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">FS</p> <div style="float: right; text-align: right;">   </div> <p>FORWARD SWAT</p> <p>Any one of our party members attacks. If your Diver is attacking this way, this attack gets an extra ATK +1.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+0 ATK</p> <p><i>"Stop! Stance! Now, hit!"</i> – Maru</p> <p><small>– Diver: Core Link https://divercore.link/ #H18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">WTB</p> <div style="float: right; text-align: right;">   </div> <p>WATCH THE BACK</p> <p>Any one of our party members attacks. Put 2 Parry tokens on a character in your party that's not attacking. (Each Parry token removes to prevent 1 damage they would take.)</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+0 ATK</p> <p><i>Not for a single moment either Taki or Maru abandoned the other on the battlefield.</i></p> <p><small>– Diver: Core Link https://divercore.link/ #H17 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">PT</p> <div style="float: right; text-align: right;">  </div> <p>POWER THROUGH</p> <p>Your Diver attacks. This attack also deals 1 damage to your Diver.</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+0 ATK</p> <p><i>Taki's style has been described as "reckless", "too fast to follow", or, if you're Maru, "why do I even bother teaching you".</i></p> <p><small>– Diver: Core Link https://divercore.link/ #H2 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">WS</p> <div style="float: right; text-align: right;">  </div> <p>WALLJUMP SLAM</p> <p>Your Diver attacks. Attack only two characters this way (one minion and a Diver, or two minions).</p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+2 ATK</p> <p><i>"I can keep up with you in my sleep, twerp."</i> – Maru, lying.</p> <p><small>– Diver: Core Link https://divercore.link/ #H4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">UIB</p> <div style="float: right; text-align: right;">    </div> <p>UNTIL IT BURNS</p> <p>Any one of your party members attacks. When the attack ends, if your opponent didn't defend, the attacking character is defeated. (The opponent gets the reward.)</p> <p><i>To those who need it, the Core's power is like a flame to a moth. Will it warm you? Will you burn?</i></p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+3 ATK</p> <p><small>– Diver: Core Link https://divercore.link/ #H32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">UIB</p> <div style="float: right; text-align: right;">    </div> <p>UNTIL IT BURNS</p> <p>Any one of your party members attacks. When the attack ends, if your opponent didn't defend, the attacking character is defeated. (The opponent gets the reward.)</p> <p><i>To those who need it, the Core's power is like a flame to a moth. Will it warm you? Will you burn?</i></p> <p style="text-align: right; font-size: 1.5em; font-weight: bold;">+3 ATK</p> <p><small>– Diver: Core Link https://divercore.link/ #H32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">WBP</p> <div style="float: right; text-align: right;">    </div> <p>WHOLE-BODY PUSHBACK</p> <p>Prevent 3 damage from this attack, plus 1 more for each 1 ATK the attacked characters have.</p> <p><i>When Maru was thrown to the ground, Taki jumped and pushed the dark mass threatening her aside with their momentum.</i></p> <p><small>– Diver: Core Link https://divercore.link/ #H7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Rare Heart Packet 2

HR2 (Page 2) – FOR ADVANCED PLAY ONLY. Shuffle HC1, HC2 and HR1 to make your starter preconstructed deck.

<p style="text-align: center;">ALLY</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">SME</p> <p>SIYA, MONARCH OF EVERBLUE</p> <p>Taki has ATK +1. When Siya is defeated, Taki gets ATK +2 for the rest of the round.</p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">3 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>While the palace was falling, Queen Siya was both horrified and relieved to know that Taki could not be found anywhere nearby.</small></p> <p><small>← Diver: Core Link https://divercore.link/#H30 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">SE</p> <p>SILVERY ELIXIR</p> <p>DRAUGHT. (Discard other Draughts from this character when equipping this one.) Each time a new round starts, discard this equipment and draw a card. +1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.) <i>Tastes metallic, and alive.</i></p> <p><small>— Diver: Core Link https://divercore.link/#H8 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">TCW</p> <p>TAKI, CASTAWAY BETWEEN WORLDS</p> <p>Each time the round begins, put 2 Parry tokens on Taki. (Each removes to prevent 1 damage they would take.) +1 XP BOOST (If Taki survives until the end of the round they were played in, get 1 XP.)</p> <p style="text-align: right;">2 ATK</p> <p style="text-align: right;">7 HP</p> <p style="text-align: right;">REWARD ◆◆◆</p> <p><small>"I can hear it... the song calls me." — Taki, swept away in the Everblue Sea</small></p> <p><small>© Diver: Core Link https://divercore.link/#H21 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">LD</p> <p>LAST-SECOND DODGE</p> <p>Prevent 3 damage from this attack. Your opponent loses all danger. (If their round is over, they still don't get new turns.)</p> <p style="text-align: right;"><i>"Not a scratch!"</i></p> <p><small>© Diver: Core Link https://divercore.link/#H19 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">NMT!</p> <p>"NO MORE OF THIS!"</p> <p>Prevent 2 damage from this attack. If any of your Divers or allies were defeated this round, instead prevent all damage from this attack.</p> <p><small>Taki's shout stopped even the mindless darklings in their tracks for a long moment.</small></p> <p><small>← Diver: Core Link https://divercore.link/#H34 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK</p> <p style="font-size: 2em;">HB</p> <p>HASTE BANGLET</p> <p>TALISMAN. (Discard other Talismans from this character when equipping this one.) You can spend up to 3 risk each turn before you get danger. +1 XP BOOST (If this remains until the end of the round it was played in, get 1 XP.)</p> <p><small>* Diver: Core Link https://divercore.link/#H9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p>Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em;">TSA</p> <p>TAKI'S APOTHEOSIS</p> <p>Each time Taki attacks, put an ascent token on this Core Link. (You get this until you score this card.) Each time a character with less ATK than the ascent tokens on this Core Link attacks Taki, your opponent spends 3 risk.</p> <p><small>← Diver: Core Link https://divercore.link/#H33 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">LEVEL</p> <p>Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center;">  </div> <p><small>The Core's call may resonate deep into your heart, pushing you to grow stronger.</small></p> <p><small>— Diver: Core Link https://divercore.link/#H99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Common The Many Packet 3

MC3 (Page 1) – FOR ADVANCED PLAY ONLY. Shuffle MC1, MC2 and MR1 to make your starter preconstructed deck.

<p style="text-align: center;">MINION</p> <p style="text-align: center;">DE</p> <p>DARKLING, DROPLET OF DARKNESS</p> <p>Swarm. When you play this minion, if it's the first Darkling in your party, draw a card. Each time another The Many swarm minion attacks, you may have this minion attack after it. Do this only once each round.</p> <p><i>The storm of greed sheds drops of want.</i></p> <p style="text-align: right;">1 ATK 2 HP</p> <p><small>* Diver: Core Link https://divercore.link/ #M3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="text-align: center;">DE</p> <p>DARKLING, DROPLET OF DARKNESS</p> <p>Swarm. When you play this minion, if it's the first Darkling in your party, draw a card. Each time another The Many swarm minion attacks, you may have this minion attack after it. Do this only once each round.</p> <p><i>The storm of greed sheds drops of want.</i></p> <p style="text-align: right;">1 ATK 2 HP</p> <p><small>* Diver: Core Link https://divercore.link/ #M3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="text-align: center;">SW</p> <p>SHADE, WALLCRAWLER</p> <p>Swarm. (You can have any number of Shades in your party.) When you play this minion, you may have another one of your minions attack.</p> <p><i>Behind you.</i></p> <p style="text-align: right;">1 ATK 3 HP</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="text-align: center;">SW</p> <p>SHADE, WALLCRAWLER</p> <p>Swarm. (You can have any number of Shades in your party.) When you play this minion, you may have another one of your minions attack.</p> <p><i>Behind you.</i></p> <p style="text-align: right;">1 ATK 3 HP</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M4 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">MINION</p> <p style="text-align: center;">FCW</p> <p>FRACTUM, CRACKER OF WORLDS</p> <p>Swarm. (You can have any number of Fractums in your party.) Each time you play a The Many swarm minion, Fractum gets ATK +1 and an extra +1 XP BOOST for this round. (If it survives until the end of the round you play it, you get that many extra XP.)</p> <p><i>As The Many seep into the ground, reality itself starts to crack.</i></p> <p style="text-align: right;">0 ATK 3 HP</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M31 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">MINION</p> <p style="text-align: center;">FCW</p> <p>FRACTUM, CRACKER OF WORLDS</p> <p>Swarm. (You can have any number of Fractums in your party.) Each time you play a The Many swarm minion, Fractum gets ATK +1 and an extra +1 XP BOOST for this round. (If it survives until the end of the round you play it, you get that many extra XP.)</p> <p><i>As The Many seep into the ground, reality itself starts to crack.</i></p> <p style="text-align: right;">0 ATK 3 HP</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M31 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">AEP</p> <p>AN ENDLESS POUR</p> <p>Any one of your swarm minions attacks. If you played a minion from your discards this turn, your opponent can't defend from this attack.</p> <p><i>It doesn't matter how many fall. Many more grow.</i></p> <p style="text-align: right;">+1 ATK</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M33 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: center;">AEP</p> <p>AN ENDLESS POUR</p> <p>Any one of your swarm minions attacks. If you played a minion from your discards this turn, your opponent can't defend from this attack.</p> <p><i>It doesn't matter how many fall. Many more grow.</i></p> <p style="text-align: right;">+1 ATK</p> <p style="text-align: right;">REWARD</p> <p><small>* Diver: Core Link https://divercore.link/ #M33 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Common The Many Packet 3























MC3 (Page 2) – FOR ADVANCED PLAY ONLY. Shuffle MC1, MC2 and MR1 to make your starter preconstructed deck.

<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">RISK </p> <h2 style="text-align: center;">AUF</h2> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead.</p> <p style="text-align: right;">+0 ATK</p> <p><i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p><small>* Diver: Core Link https://divercore.link/ #M20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="text-align: right;">RISK </p> <h2 style="text-align: center;">AUT</h2> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked.</p> <p>Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier).</p> <p>Your opponent draws a card.</p> <p><small>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK </p> <h2 style="text-align: center;">OSO</h2> <p>OLEUM SKY-DARKENER</p> <p>As long as a swarm minion is equipped, Oleum has ATK +3.</p> <p>While this card is in your hand, you have:</p> <p>ACTION – Discard this from hand; Play two The Many cards that are minions and/or equipment from your discards. (Pay their costs. Do this in your turn.)</p> <p style="text-align: right;">1 ATK 10 HP</p> <p style="text-align: right;">REWARD </p> <p><small>← Diver: Core Link https://divercore.link/ #M32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="text-align: right;">RISK </p> <h2 style="text-align: center;">OSO</h2> <p>OLEUM SKY-DARKENER</p> <p>As long as a swarm minion is equipped, Oleum has ATK +3.</p> <p>While this card is in your hand, you have:</p> <p>ACTION – Discard this from hand; Play two The Many cards that are minions and/or equipment from your discards. (Pay their costs. Do this in your turn.)</p> <p style="text-align: right;">1 ATK 10 HP</p> <p style="text-align: right;">REWARD </p> <p><small>← Diver: Core Link https://divercore.link/ #M32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">EQUIPMENT</p> <p style="text-align: right;">RISK </p> <h2 style="text-align: center;">ADA</h2> <p>A DARK AURA</p> <p>EMANATION (Discard other Emanations from this character as you equip this one.)</p> <p>Equips The Many minions only.</p> <p>+2 XP BOOST (If this equipment remains until the end of the round it was played in, get 2 XP.)</p> <p style="text-align: right;">+1 ATK</p> <p><i>Occasionally, some of the darkness will just grow fangs.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M22 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">STARTING DIVER</p> <p style="text-align: center;">Starts in your sideboard. Return it there if discarded or replaced.</p> <h2 style="text-align: center;">OPL</h2> <p>OLEUM, PILLAR OF DARKLINGS</p> <p>Each time a round begins, you may play a swarm minion from your discards that costs no risk. (Pay its costs.)</p> <p>As long as a swarm minion is equipped, Oleum has ATK +1.</p> <p>START WITH: 1 THE MANY LEVEL</p> <p><i>When many of them gather, they meld into something worse.</i></p> <p style="text-align: right;">1 ATK 8 HP</p> <p style="text-align: right;">REWARD </p> <p><small>← Diver: Core Link https://divercore.link/ #M50 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <h2 style="text-align: center;">GWE</h2> <p>THEY WILL GROW WITHOUT END</p> <p>Each time:</p> <ul style="list-style-type: none"> - you play or score this Core Link; or - your opponent plays or scores a Core Link; <p>you may play a minion from your discards ignoring its risk cost. (Pay any others.)</p> <p><i>They sense the end and it only agitates them more.</i></p> <p><small>← Diver: Core Link https://divercore.link/ #M34 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center;"> </div> <p><i>The Many: a storm of dark intentions, turned raven swarm.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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Rare The Many Packet 2







MR2 (Page 1) – FOR ADVANCED PLAY ONLY. Shuffle MC1, MC2 and MR1 to make your starter preconstructed deck.

<p style="text-align: center;">MINION</p> <p style="text-align: right;"></p> <p style="font-size: 2em; font-weight: bold;">DB</p> <p>DARKLING, DROPLET OF DARKNESS</p> <p>Swarm. When you play this minion, if it's the first Darkling in your party, draw a card. Each time another The Many swarm minion attacks, you may have this minion attack after it. Do this only once each round.</p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">2 HP</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M3 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">MINION</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">FCW</p> <p>FRACTUM, CRACKER OF WORLDS</p> <p>Swarm. (You can have any number of Fractums in your party.) Each time you play a The Many swarm minion, Fractum gets ATK +1 and an extra +1 XP BOOST for this round. (If it survives until the end of the round you play it, you get that many extra XP.)</p> <p style="text-align: right;">0 ATK</p> <p style="text-align: right;">3 HP</p> <p style="font-size: 0.8em;">← Diver: Core Link https://divercore.link/ #M31 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p> <p style="text-align: right;">REWARD ◆◆◆</p>	<p style="text-align: center;">MINION</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">FCW</p> <p>FRACTUM, CRACKER OF WORLDS</p> <p>Swarm. (You can have any number of Fractums in your party.) Each time you play a The Many swarm minion, Fractum gets ATK +1 and an extra +1 XP BOOST for this round. (If it survives until the end of the round you play it, you get that many extra XP.)</p> <p style="text-align: right;">0 ATK</p> <p style="text-align: right;">3 HP</p> <p style="font-size: 0.8em;">← Diver: Core Link https://divercore.link/ #M31 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p> <p style="text-align: right;">REWARD ◆◆◆</p>	<p style="text-align: center;">MINION</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">IAS</p> <p>IRUM, AGITATING SPIKE</p> <p>Swarm. (You can have any number of Irum in your party.) If a minion attacks, you may also have all other minions with its same name attack one after another after it. Do this only once each round. (Check names, ignore subtitles.) <i>Never assume its relative quiet means you're safe.</i></p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">3 HP</p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p> <p style="text-align: right;">REWARD ◆◆◆</p>
<p style="text-align: center;">MINION</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">IAS</p> <p>IRUM, AGITATING SPIKE</p> <p>Swarm. (You can have any number of Irum in your party.) If a minion attacks, you may also have all other minions with its same name attack one after another after it. Do this only once each round. (Check names, ignore subtitles.) <i>Never assume its relative quiet means you're safe.</i></p> <p style="text-align: right;">1 ATK</p> <p style="text-align: right;">3 HP</p> <p style="font-size: 0.8em;">© Diver: Core Link https://divercore.link/ #M9 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p> <p style="text-align: right;">REWARD ◆◆◆</p>	<p style="text-align: center;">MINION</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">TGF</p> <p>TITANLING, GROWTH FORM</p> <p>Swarm. Each time you play another XP BOOST card, you may have this minion attack. +1 XP BOOST (If this minion survives until the end of the round it was played in, get 1 XP.)</p> <p style="text-align: right;">3 ATK</p> <p style="text-align: right;">4 HP</p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M7 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p> <p style="text-align: right;">REWARD ◆◆◆</p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">AEP</p> <p>AN ENDLESS POUR</p> <p>Any one of your swarm minions attacks. If you played a minion from your discards this turn, your opponent can't defend from this attack.</p> <p style="text-align: right;">+1 ATK</p> <p style="font-size: 0.8em;">It doesn't matter how many fall. Many more grow.</p> <p style="font-size: 0.8em;">← Diver: Core Link https://divercore.link/ #M33 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>	<p style="text-align: center;">ATTACK</p> <p style="text-align: right;">  </p> <p style="font-size: 2em; font-weight: bold;">AUF</p> <p>AN UNSTOPPABLE FORCE</p> <p>Any one of your minions attacks. If you have 5 or more swarm minions in your party, you may have your Diver attack instead.</p> <p style="text-align: right;">+0 ATK</p> <p style="font-size: 0.8em;"><i>The everstorm that wants to devour the Core is made of the exhaust of all cowardice, aggression, and malice from every world in the multiverse.</i></p> <p style="font-size: 0.8em;">* Diver: Core Link https://divercore.link/ #M20 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</p>

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Rare The Many Packet 2

MR2 (Page 2) – FOR ADVANCED PLAY ONLY. Shuffle MC1, MC2 and MR1 to make your starter preconstructed deck.

<p style="text-align: center;">ATTACK</p> <p style="font-size: 2em; font-weight: bold;">ES</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  +2 ATK </p> <p>ENDER STRIKE</p> <p>Your Diver attacks. Draw a card.</p> <p><i>Titans are slow and lumbering, but when their blows land, reality itself is torn apart in the process.</i></p> <p><small>* Diver: Core Link https://divercore.link/ #M16 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">AUT</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  </p> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked. Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier). Your opponent draws a card.</p> <p><small>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DIVER</p> <p style="font-size: 2em; font-weight: bold;">OSO</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  1 ATK 10 HP REWARD  </p> <p>OLEUM SKY-DARKENER</p> <p>As long as a swarm minion is equipped, Oleum has ATK +3. While this card is in your hand, you have: ACTION – Discard this from hand; Play two The Many cards that are minions and/or equipment from your discards. (Pay their costs. Do this in your turn.)</p> <p><small>← Diver: Core Link https://divercore.link/ #M32 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">DEFENSE</p> <p style="font-size: 2em; font-weight: bold;">AUT</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  </p> <p>AN UNNATURAL TWIST</p> <p>Play only if your Diver is being attacked. Discard any number of minion cards from your hand, then prevent 1 damage from this attack for each minion in your discards (discarded now or earlier). Your opponent draws a card.</p> <p><small>— Diver: Core Link https://divercore.link/ #M18 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>
<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold;">ADA</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  +1 ATK </p> <p>A DARK AURA</p> <p>EMANATION (Discard other Emanations from this character as you equip this one.) Equips The Many minions only. +2 XP BOOST (If this equipment remains until the end of the round it was played in, get 2 XP.) <i>Occasionally, some of the darkness will just grow fangs.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M22 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">EQUIPMENT</p> <p style="font-size: 2em; font-weight: bold;">ADA</p> <p style="text-align: right;">RISK —</p> <p style="text-align: right;">  +1 ATK </p> <p>A DARK AURA</p> <p>EMANATION (Discard other Emanations from this character as you equip this one.) Equips The Many minions only. +2 XP BOOST (If this equipment remains until the end of the round it was played in, get 2 XP.) <i>Occasionally, some of the darkness will just grow fangs.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M22 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">CORE LINK</p> <p style="text-align: center;">Starts in your sideboard. Score one Link per round for 3 XP.</p> <p style="font-size: 2em; font-weight: bold;">WOW</p> <p>THEY WILL DEVOUR ALL WORLDS</p> <p>(You get this until you score this card.) Each time a new round starts, if you have 3 or more The Many swarm minions in your party, you gain 1 XP; or, if there are 5 or more, 2 XP. (The Many minions have a The Many emblem in their cost.) <i>Their strength will build, feast after feast, until the Core of all worlds is all that's left.</i></p> <p><small>* Diver: Core Link https://divercore.link/ #M15 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>	<p style="text-align: center;">LEVEL</p> <p style="text-align: center;">Starts in your sideboard. Each round end, level up once for 3 XP.</p> <div style="text-align: center;">  </div> <p><i>The Many: a storm of dark intentions, turned raven swarm.</i></p> <p><small>— Diver: Core Link https://divercore.link/ #M99 Playtest Kit 0 v2.1 CC BY-SA-NC © millenomi, 2022-2023</small></p>

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