



STAR SAPPHIRE

VIOLET POWER BATTERY 2

Start the game with 2 violet Battery Markers on this card. Add 1 to this Star Sapphire's Range and Attack numbers for each violet Battery Marker on this card.

VIOLET CRYSTAL CREATION 7

Instead of attacking, you may choose a Unique Hero within 4 clear sight spaces of this Star Sapphire that is not a Star Sapphire and does not have any violet Battery Markers on its card. Place a violet Battery Marker from this card onto the chosen Hero's card. For the entire game, when any figure with your violet Battery Marker on its card that is not a Star Sapphire begins to take a turn, roll the 20-sided die. If you roll 1-6, remove that Battery Marker from the game. If you roll 7 or higher, that figure cannot move, attack, or use any special powers or Glyphs this turn. You may roll for each violet Battery Marker only once per turn.

CRYSTAL CONVERSION 20

For the entire game, when rolling for this Star Sapphire's Violet Crystal Creation special power, if you roll 20 or higher, take control of that figure's card and remove any Order Markers and your violet Battery Marker from that card.



ZAMARON

UNCOMMON HERO

LOVER

PASSIONATE

MEDIUM 5

3
LIFE

MOVE 6

RANGE 1

ATTACK 2

DEFENSE 5

140
POINTS

