

Lena, Tears on the Battlefield

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of the LB or in the WR."
 [A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 Pow for the turn.

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-080 T: None

L0
C0

Lena, Tears on the Battlefield

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of the LB or in the WR."
 [A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 Pow for the turn.

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-080SP T: None

L0
C0

Shin & Lena, Battlefield without Death

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may choose 1 ::Dengeki Bunko:: Chara in your Clock and put it on the bottom of your LB.
 [S] [(1)] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-098 T: Soul

L3
C2

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Shin & Lena, Battlefield without Death

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may choose 1 ::Dengeki Bunko:: Chara in your Clock and put it on the bottom of your LB.
 [S] [(1)] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-098SP T: Soul

L3
C2

Lena, Together Towards Battlefield

[C] ASSIST All your ::Dengeki Bunko:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.
 [S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-107 T: Soul

L1
C1

Lena, Together Towards Battlefield

[C] ASSIST All your ::Dengeki Bunko:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.
 [S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Dengeki Bunko - Eighty-Sixth Strike Package | G86/WS02-107SP T: Soul

L1
C1

Dengeki Bunko Booster Pack

Adachi and Shimamura

[C] If you have another "Adachi and Shimamura", this gains +1 Level and +2500 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Adachi and Shimamura", put it in any Slot on the Stage, and shuffle your LB.

Dengeki Bunko | Gas/WS02-050 T: None

L0
C0

Adachi and Shimamura

[C] If you have another "Adachi and Shimamura", this gains +1 Level and +2500 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Adachi and Shimamura", put it in any Slot on the Stage, and shuffle your LB.

Dengeki Bunko | Gas/WS02-050S T: None

L0
C0

"Nega Nebulas" Kuroyukihime

[C] If all your Charas are either ::Dengeki Bunko::, ::Avatar::, or ::Net::, this gains +3000 Pow.
 [A] CX COMBO When this attacks, if "Heated Recreation" is in the CZ and there are 6 or fewer cards in your hand, choose up to 1 ::Dengeki Bunko::, ::Avatar::, or ::Net:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's Level 2 or higher, perform Trigger Check twice during this attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Student Council - Avatar | Gaw/WS02-002 T: None

L1
C0

"Nega Nebulas" Kuroyukihime

[C] If all your Charas are either ::Dengeki Bunko::, ::Avatar::, or ::Net::, this gains +3000 Pow.
 [A] CX COMBO When this attacks, if "Heated Recreation" is in the CZ and there are 6 or fewer cards in your hand, choose up to 1 ::Dengeki Bunko::, ::Avatar::, or ::Net:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's Level 2 or higher, perform Trigger Check twice during this attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Student Council - Avatar | Gaw/WS02-002SP T: None

L1
C0

"Prominence" Niko

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Dengeki Bunko - Net | Gaw/WS02-007 T: None

L0
C0

"Prominence" Niko

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Dengeki Bunko - Net | Gaw/WS02-007S T: None

L0
C0

Silver Crow, First Time "Accelerate"

[C] If you have 3 or more other Charas, this gains +3000 Pow.
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +5000 Pow and the following ability for the turn. "[C] During battles involving this, your Opp. cannot play Events or BACKUP from hand."
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, if you have 2 or more other Charas, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to 1 card from top of your LB in your Stock, choose up to 1 Chara in your WR and return it to your hand."

Dengeki Bunko - Avatar | Gaw/WS02-011 T: Soul

L2
C1

Silver Crow, First Time "Accelerate"

[C] If you have 3 or more other Charas, this gains +3000 Pow.
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +5000 Pow and the following ability for the turn. "[C] During battles involving this, your Opp. cannot play Events or BACKUP from hand."
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, if you have 2 or more other Charas, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to 1 card from top of your LB in your Stock, choose up to 1 Chara in your WR and return it to your hand."

Dengeki Bunko - Avatar | Gaw/WS02-011SP T: Soul

L2
C1

Chiyuri & Kuroyukihime, Animal Fur Suits

[C] All of your other ::Dengeki Bunko::, ::Avatar::, ad/or ::Net:: Charas gain +500 Pow.
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Dengeki Bunko - Student Council - Net | Gaw/WS02-014 T: None

L0
C0

Chiyuri & Kuroyukihime, Animal Fur Suits

[C] All your other ::Dengeki Bunko::, ::Avatar::, ad/or ::Net:: Charas gain +500 Pow.
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Dengeki Bunko - Student Council - Net | Gaw/WS02-014S T: None

L0
C0

Kuroyukihime & Fuuko, Close Friends in Swimsuits

[C] ASSIST All your other ::Dengeki Bunko::, ::Avatar::, ad/or ::Net:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1)] When your Chara's Trigger Check reveals a Climax card with a Return Trigger Icon, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Student Council - Net | Gaw/WS02-019 T: Soul

L1
C1

Kuroyukihime & Fuuko, Close Friends in Swimsuits

[C] ASSIST All your other ::Dengeki Bunko::, ::Avatar::, ad/or ::Net:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1)] When your Chara's Trigger Check reveals a Climax card with a Return Trigger Icon, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Student Council - Net | Gaw/WS02-019S T: Soul

L1
C1

Pard, Bond of "Parent and Child"
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB, put it either on top or bottom of the LB, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Dengeki Bunko - Net - Maid | Gaw/WS02-027 T:

L0
C0

Pard, Bond of "Parent and Child"
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB, put it either on top or bottom of the LB, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Dengeki Bunko - Net - Maid | Gaw/WS02-027S T:

L0
C0

Rin & Utai, Temporal Allies
 [A] When this is placed from hand to the Stage, if you have another ::Dengeki Bunko::, ::Avatar::, or ::Net:: Chara, this gets +2000 Pow for the turn.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Dengeki Bunko - Net - Bike | Gaw/WS02-029 T:

L1
C0

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Rin & Utai, Temporal Allies
 [A] When this is placed from hand to the Stage, if you have another ::Dengeki Bunko::, ::Avatar::, or ::Net:: Chara, this gets +2000 Pow for the turn.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Dengeki Bunko - Net - Bike | Gaw/WS02-029S T:

L1
C0

Archangel Metatron
 [A] **RECOLLECTION** If this is in Memory, during your turn, when you use **ACCELERATE**, look at up to 4 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. If you put a card in your hand this way, discard a card from your hand to the WR.
 [S] [Send this to Memory] Choose 1 of your Opp.'s Charas and return it to their hand.

Dengeki Bunko - Being - Net | Gaw/WS02-031 T: Soul

L2
C1

Archangel Metatron
 [A] **RECOLLECTION** If this is in Memory, during your turn, when you use **ACCELERATE**, look at up to 4 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. If you put a card in your hand this way, discard a card from your hand to the WR.
 [S] [Send this to Memory] Choose 1 of your Opp.'s Charas and return it to their hand.

Dengeki Bunko - Being - Net | Gaw/WS02-031S T: Soul

L2
C1

Dengeki Bunko Booster Pack

Heated Recreation
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gaw/WS02-035 T: Soul Bounce

Heated Recreation
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gaw/WS02-035SP T: Soul Bounce

Tendou Civil Security
 [C] You cannot play Events or **BACKUP** from hand.

Dengeki Bunko - Civil Security - Weapon | Gbb/WS02-090 T: None

L0
C0

Tendou Civil Security
 [C] You cannot play Events or **BACKUP** from hand.

Dengeki Bunko - Civil Security - Weapon | Gbb/WS02-090S T: None

L0
C0

Baccano!
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
 [A] When this attacks, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand]" until the next end of your Opp.'s turn.

Dengeki Bunko - Baccano! | Gbc/WS02-013 T: None

L0
C0

Baccano!
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
 [A] When this attacks, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand]" until the next end of your Opp.'s turn.

Dengeki Bunko - Baccano! | Gbc/WS02-013S T:

L0
C0

Brunhild, the Girl Who Loved Dragons
 [A] When this is placed from hand to the Stage, all players put the top card of their LB into their WR. If the Level of the card put into your WR by this effect is higher than the Level of the card put into your Opp.'s WR by this effect, you may put the top card of your LB into Stock. (Climax Cards are considered to be Level 0 for this effect)
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.

Dengeki Bunko - Dragon | Gbd/WS02-092 T: Soul

L1
C1

Brunhild, the Girl Who Loved Dragons
 [A] When this is placed from hand to the Stage, all players put the top card of their LB into their WR. If the Level of the card put into your WR by this effect is higher than the Level of the card put into your Opp.'s WR by this effect, you may put the top card of your LB into Stock. (Climax Cards are considered to be Level 0 for this effect)
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.

Dengeki Bunko - Dragon | Gbd/WS02-092S T: Soul

L1
C1

Jess & Pig, Trip Towards the Capital
 [A] When your Climax card is placed in the CZ, look at up to 2 cards from the top of your LB and put them on top of the LB in any order.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Dengeki Bunko - Yesma - Animal | Gbl/WS02-001 T: None

L0
C0

Jess & Pig, Trip Towards the Capital
 [A] When your Climax card is placed in the CZ, look at up to 2 cards from the top of your LB and put them on top of the LB in any order.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Dengeki Bunko - Yesma - Animal | Gbl/WS02-001SP T: None

L0
C0

Pig & Ceres & Black Pig, Unexpected Reunion
 [A] When this is placed from hand to the Stage, look at your Opp.'s hand.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Dengeki Bunko - Yesma - Animal | Gbl/WS02-010 T: Soul

L1
C1

Pig & Ceres & Black Pig, Unexpected Reunion
 [A] When this is placed from hand to the Stage, look at your Opp.'s hand.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Dengeki Bunko - Yesma - Animal | Gbl/WS02-010S T: Soul

L1
C1

Jess & Pig, Daily Life Dreamt of
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.
 [A] **OX COMBO** When this attacks, if "Beautiful Sunset View" is in the CZ and you have 2 or more other ::Dengeki Bunko:: Charas, put up to 1 card from top of your Clock in the WR, and all your other Charas gain +1000 Pow for the turn.

Dengeki Bunko - Magic - Animal | Gbl/WS02-033 T: Soul

L3
C2

Jess & Pig, Daily Life Dreamt of
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.
 [A] **OX COMBO** When this attacks, if "Beautiful Sunset View" is in the CZ and you have 2 or more other ::Dengeki Bunko:: Charas, put up to 1 card from top of your Clock in the WR, and all your other Charas gain +1000 Pow for the turn.

Dengeki Bunko - Magic - Animal | Gbl/WS02-033S T: Soul

L3
C2

Beautiful Sunset View
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gbl/WS02-036 T: Soul Bounce

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Beautiful Sunset View
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gbl/WS02-036SP T: Soul Bounce

Mai, Daily Life as Expected
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Dengeki Bunko:: or ::Adolescence:: Charas.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may choose 1 ::Dengeki Bunko:: or ::Adolescence:: Chara in your WR and put it in your Stock.

Dengeki Bunko - Adolescence - Cuisine | Gby/WS02-048 T: Soul

L2
C1

Mai, Daily Life as Expected
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Dengeki Bunko:: or ::Adolescence:: Charas.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may choose 1 ::Dengeki Bunko:: or ::Adolescence:: Chara in your WR and put it in your Stock.

Dengeki Bunko - Adolescence - Cuisine | Gby/WS02-048SP T: Soul

L2
C1

Dengeki Bunko Booster Pack

Shoko, How to Arrive at Kindness
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose 1 ::Dengeki Bunko:: or ::Adolescence:: Chara in your WR and return it to your hand.

Dengeki Bunko - Adolescence - Mystery | Gby/WS02-051 T: None

L0
C0

Shoko, How to Arrive at Kindness
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose 1 ::Dengeki Bunko:: or ::Adolescence:: Chara in your WR and return it to your hand.

Dengeki Bunko - Adolescence - Mystery | Gby/WS02-051SP T: None

L0
C0

Sweet and Fresh Final Weapon
 [Counter] If you don't have a ::Dengeki Bunko:: or ::Adolescence:: Chara, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This does not Reverse."

Gby/WS02-071 T: None

L1
C1

Sweet and Fresh Final Weapon
 [Counter] If you don't have a ::Dengeki Bunko:: or ::Adolescence:: Chara, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This does not Reverse."

Gby/WS02-071SP T: None

L1
C1

"Fear-in-Cube" Fear
 [A] When you use the **BACKUP** of this, if you have a ::Dengeki Bunko:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Dengeki Bunko | Gc3/WS02-103 T: None

L1
C0

"Fear-in-Cube" Fear
 [A] When you use the **BACKUP** of this, if you have a ::Dengeki Bunko:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Dengeki Bunko | Gc3/WS02-103S T: None

L1
C0

Bludgeoning Angel Dokuro-chan
 [C] If this is in the Front Row Center Slot, this gains +3000 Pow.
 [S] [(2) Rest this] Choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand.

Dengeki Bunko - Angel | Gdc/WS02-063 T: None

L0
C0

Bludgeoning Angel Dokuro-chan
 [C] If this is in the Front Row Center Slot, this gains +3000 Pow.
 [S] [(2) Rest this] Choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand.

Dengeki Bunko - Angel | Gdc/WS02-063S T: None

L0
C0

City of Upheaval, Ikebukuro
 [C] For each of your other "City of Upheaval, Ikebukuro" in the Front Row, this gains +1000 Pow and +1 Soul.
 [C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.

Dengeki Bunko - Ikebukuro | Gdr/WS02-022 T: Soul

L2
C1

City of Upheaval, Ikebukuro
 [C] For each of your other "City of Upheaval, Ikebukuro" in the Front Row, this gains +1000 Pow and +1 Soul.
 [C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.

Dengeki Bunko - Ikebukuro | Gdr/WS02-022S T:

L2
C1

Erio, Start of the Youth
 [A] [(1)] During the turn this is placed from hand or Memory to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [A] When this becomes Reversed in battle, Send this to Memory.
 [A] **RECOLLECTION** [Discard 2 cards from your hand to the WR] If this is in Memory, and your Level is 3 or higher at the start of your Climax Phase, may pay. If so, put this in a vacant Slot on your Stage.

Dengeki Bunko - Seishun - Universe | Gds/WS02-049 T: Soul

L3
C2

Erio, Start of the Youth
 [A] [(1)] During the turn this is placed from hand or Memory to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
 [A] When this becomes Reversed in battle, Send this to Memory.
 [A] **RECOLLECTION** [Discard 2 cards from your hand to the WR] If this is in Memory, and your Level is 3 or higher at the start of your Climax Phase, may pay. If so, put this in a vacant Slot on your Stage.

Dengeki Bunko - Seishun - Universe | Gds/WS02-049SP T: Soul

L3
C2

Erio, Self-Proclaimed Alien

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
 [S] [Discard 2 cards from your hand to the WR, put this in the WR] Choose a ::Dengeki Bunko:: Chara in your WR whose Level is equal to or lower than your Level and put it in the Slot this was in.

Dengeki Bunko - Seishun - Universe | Gds/WS02-058 T: None

L1
C0

Erio, Self-Proclaimed Alien

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
 [S] [Discard 2 cards from your hand to the WR, put this in the WR] Choose a ::Dengeki Bunko:: Chara in your WR whose Level is equal to or lower than your Level and put it in the Slot this was in.

Dengeki Bunko - Seishun - Universe | Gds/WS02-058SP T: None

L1
C0

Erio, Aiming for the Space

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Dengeki Bunko:: Charas.
 [A] When this is placed from the Stage to the WR, if there are 2 or fewer cards in your Memory, you may choose an "Erio, Start of the Youth" in your WR and Send it to Memory.

Dengeki Bunko - Seishun - Universe | Gds/WS02-064 T: None

L0
C0

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Erio, Aiming for the Space

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Dengeki Bunko:: Charas.
 [A] When this is placed from the Stage to the WR, if there are 2 or fewer cards in your Memory, you may choose an "Erio, Start of the Youth" in your WR and Send it to Memory.

Dengeki Bunko - Seishun - Universe | Gds/WS02-064SP T: None

L0
C0

Himari, Close Friend

[A] When this attacks, reveal the top card of your LB. If it is either a ::Dengeki Bunko:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Dengeki Bunko - Accessory - Flower | Gdy/WS02-056 T: None

L1
C0

Himari, Close Friend

[A] When this attacks, reveal the top card of your LB. If it is either a ::Dengeki Bunko:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Dengeki Bunko - Accessory - Flower | Gdy/WS02-056S T: None

L1
C0

Dengeki Bunko Booster Pack

Sagiri, Eromanga-Sensei

[C] During your turn, this gains +1000 Pow.
 [A] **CX COMBO** When this attacks, if "Story of Creation and Love" is in the CZ and you have 3 or more other Charas, look at up to 3 cards from top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Illustrator - Social Withdrawal | Gem/WS02-040 T: None

L1
C0

Sagiri, Eromanga-Sensei

[C] During your turn, this gains +1000 Pow.
 [A] **CX COMBO** When this attacks, if "Story of Creation and Love" is in the CZ and you have 3 or more other Charas, look at up to 3 cards from top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Illustrator - Social Withdrawal | Gem/WS02-040SP T: None

L1
C0

Sagiri & Elf, Rivals for Love

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Dengeki Bunko:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.
 [A] **RESONANCE** [Reveal a "Sagiri, Eromanga-Sensei" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Dengeki Bunko - Illustrator - Novel | Gem/WS02-044 T: None

L0
C0

Sagiri & Elf, Rivals for Love

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Dengeki Bunko:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.
 [A] **RESONANCE** [Reveal a "Sagiri, Eromanga-Sensei" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Dengeki Bunko - Illustrator - Novel | Gem/WS02-044SP T: None

L0
C0

Muramasa, Wonderful Meeting

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, search your LB for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **RESONANCE** [Reveal a "Sagiri, Eromanga-Sensei" from your hand] When this is placed from hand to the Stage, may pay. If so, this gains +6000 Pow for the turn.

Dengeki Bunko - Novel - Yukata | Gem/WS02-069 T: Soul

L2
C1

Muramasa, Wonderful Meeting

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, search your LB for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **RESONANCE** [Reveal a "Sagiri, Eromanga-Sensei" from your hand] When this is placed from hand to the Stage, may pay. If so, this gains +6000 Pow for the turn.

Dengeki Bunko - Novel - Yukata | Gem/WS02-069S T: Soul

L2
C1

Story of Creation and Love

[C] All your Charas gain +1000 Pow and +1 Soul.

Gem/WS02-072 T: Treasure

L0
C0

Story of Creation and Love

[C] All your Charas gain +1000 Pow and +1 Soul.

Gem/WS02-072SP T: Treasure

L0
C0

Start of the New Adventure

[C] If you have 2 or more other ::Dengeki Bunko:: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Dengeki Bunko - Adventurer | Gfq/WS02-093 T:

L1
C1

Start of the New Adventure

[C] If you have 2 or more other ::Dengeki Bunko:: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Dengeki Bunko - Adventurer | Gfq/WS02-093S T:

L1
C1

Gripen, "Anima" Girl

[C] If you have no other ::Dengeki Bunko:: Charas, this does not Stand during your Stand Phase.
 [C] For each Marker under this, this gains +1 Level, +1500 Pow, and ::Yogurt Drink::.
 [A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Dengeki Bunko - Anima | Gga/WS02-094 T: None

L1
C1

Gripen, "Anima" Girl

[C] If you have no other ::Dengeki Bunko:: Charas, this does not Stand during your Stand Phase.
 [C] For each Marker under this, this gains +1 Level, +1500 Pow, and ::Yogurt Drink::.
 [A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Dengeki Bunko - Anima | Gga/WS02-094S T: None

L1
C1

LLENN, Player Killer
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-081 T: None

L0
C0

LLENN, Player Killer
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-081SP T: None

L0
C0

"Betrayer" LLENN & Pitohui
 [A] When this attacks, if you have 2 or more other ::Dengeki Bunko::, ::Avatar::, or ::Net:: Charas, this gains +6000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-096 T: Soul

L2
C1

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"Betrayer" LLENN & Pitohui
 [A] When this attacks, if you have 2 or more other ::Dengeki Bunko::, ::Avatar::, or ::Net:: Charas, this gains +6000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-096SP T: Soul

L2
C1

"LF" Fukaziroh & LLENN
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Dengeki Bunko::, ::Avatar::, or ::Net:: Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-104 T: None

L1
C0

"LF" Fukaziroh & LLENN
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Dengeki Bunko::, ::Avatar::, or ::Net:: Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Dengeki Bunko - Avatar - Weapon | Ggg/WS02-104S T: None

L1
C0

Dengeki Bunko Booster Pack

Horizon, Two in the Middle of Nowhere
 [C] If you have 4 or more ::Dengeki Bunko:: Charas, this gets -1 Level while in your hand.
 [C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Dengeki Bunko - Musashi - Student | Ggh/WS02-118 T: Soul

L3
C2

Horizon, Two in the Middle of Nowhere
 [C] If you have 4 or more ::Dengeki Bunko:: Charas, this gets -1 Level while in your hand.
 [C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Dengeki Bunko - Musashi - Student | Ggh/WS02-118SP T: Soul

L3
C2

Tori, Two in the Middle of Nowhere
 [C] For each of your other ::Dengeki Bunko:: Charas, this gains +500 Pow.
 [A] **CX COMBO** When this attacks, if "Impossible" is in the CZ, you may choose a ::Dengeki Bunko:: Chara in your WR and put it in your Stock.

Dengeki Bunko - Musashi - Student | Ggh/WS02-123 T: None

L1
C0

Tori, Two in the Middle of Nowhere
 [C] For each of your other ::Dengeki Bunko:: Charas, this gains +500 Pow.
 [A] **CX COMBO** When this attacks, if "Impossible" is in the CZ, you may choose a ::Dengeki Bunko:: Chara in your WR and put it in your Stock.

Dengeki Bunko - Musashi - Student | Ggh/WS02-123SP T: None

L1
C0

"Argente Loup" Mitotsudaira
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Dengeki Bunko - Musashi - Student | Ggh/WS02-135 T: None

L0
C0

"Argente Loup" Mitotsudaira
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Dengeki Bunko - Musashi - Student | Ggh/WS02-135S T: None

L0
C0

Impossible
 [C] All your Charas gain +1000 Pow and +1 Soul.

Ggh/WS02-147a T: Soul Gate

Impossible
 [C] All your Charas gain +1000 Pow and +1 Soul.

Ggh/WS02-147b T: Soul Gate

Impossible
 [C] All your Charas gain +1000 Pow and +1 Soul.

Ggh/WS02-147c T: Soul Gate

Impossible
 [C] All your Charas gain +1000 Pow and +1 Soul.

Ggh/WS02-147SP T: Soul Gate

Alina, For the Sake of Her Ideal Life
 [C] If you have no other Charas, this gains +1 Level and +3500 Pow.
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Dengeki Bunko - Guild - Weapon | Ggu/WS02-087 T: None

L0
C0

Alina, For the Sake of Her Ideal Life
 [C] If you have no other Charas, this gains +1 Level and +3500 Pow.
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Dengeki Bunko - Guild - Weapon | Ggu/WS02-087S T: None

L0
C0

Alwin & Matthew, Princess Knight and Her Kept Man
 [A] [Discard a :Dengeki Bunko: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 2 Level 2 or lower Charas in your Opp.'s Front Row. If you chose 2 Characaters this way, choose 1 of the following 2 effects and perform it. "Choose 1 Chara with the lowest Pow among those Charas and put it in the WR." "If all those Charas have the same Pow, put all those Charas in the WR."

Dengeki Bunko - Adventurer - Weapon | Ghh/WS02-095 T: Soul

L2
C1

Alwin & Matthew, Princess Knight and Her Kept Man
 [A] [Discard a :Dengeki Bunko: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 2 Level 2 or lower Charas in your Opp.'s Front Row. If you chose 2 Characaters this way, choose 1 of the following 2 effects and perform it. "Choose 1 Chara with the lowest Pow among those Charas and put it in the WR." "If all those Charas have the same Pow, put all those Charas in the WR."

Dengeki Bunko - Adventurer - Weapon | Ghh/WS02-095S T: Soul

L2
C1

Emi, Call Center Hero
 [C] During your turn, this gains +1000 Pow.
 [A] [(1) Put a :Dengeki Bunko: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Ente Isla | Ghm/WS02-039 T: None

L0
C0

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Emi, Call Center Hero
 [C] During your turn, this gains +1000 Pow.
 [A] [(1) Put a :Dengeki Bunko: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Ente Isla | Ghm/WS02-039SP T:

L0
C0

Maou, Devil Lord Army in a Six-tatami Room
 [A] When your Chara's Trigger check reveals a Climax card with a Treasure Trigger Icon, if there's 1 or fewer Marker under this, you may look at the top card of your LB. If so, put that card face-down under this as Marker.
 [A] [Put 2 Markers from under this in the WR] When this attacks, may pay. If so, this gains +9000 Pow for the turn.
 [S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Dengeki Bunko - Ente Isla | Ghm/WS02-043 T: None

L0
C0

Maou, Devil Lord Army in a Six-tatami Room
 [A] When your Chara's Trigger check reveals a Climax card with a Treasure Trigger Icon, if there's 1 or fewer Marker under this, you may look at the top card of your LB. If so, put that card face-down under this as Marker.
 [A] [Put 2 Markers from under this in the WR] When this attacks, may pay. If so, this gains +9000 Pow for the turn.
 [S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Dengeki Bunko - Ente Isla | Ghm/WS02-043SP T:

L0
C0

Dengeki Bunko Booster Pack

Suzuno & Chiho, Connecting the Two Worlds
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains :Udon: and the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dengeki Bunko - Ente Isla | Ghm/WS02-055 T: None

L1
C0

Suzuno & Chiho, Connecting the Two Worlds
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains :Udon: and the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dengeki Bunko - Ente Isla | Ghm/WS02-055SP T:

L1
C0

Urushihara & Ashiya, Devil Lord Army in a Six-tatami
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, all your other Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is not Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Ente Isla | Ghm/WS02-070 T: Soul

L3
C2

Urushihara & Ashiya, Devil Lord Army in a Six-tatami
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, all your other Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is not Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Ente Isla | Ghm/WS02-070S T:

L3
C2

Accelerator & Last Order, Important One
 [A] [(1) Discard a :Dengeki Bunko:, :ESP:, or :Clone: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Dengeki Bunko - ESP - Clone | Gid/WS02-005 T:

L0
C0

Accelerator & Last Order, Important One
 [A] [(1) Discard a :Dengeki Bunko:, :ESP:, or :Clone: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Dengeki Bunko - ESP - Clone | Gid/WS02-005S T: None

L0
C0

Shokuhou & Mikoto, Tokiwadai's Level 5
 [C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.
 [A] When this attacks, if there's a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put the revealed card back where it was)

Dengeki Bunko - ESP | Gid/WS02-018 T: None

L1
C0

Shokuhou & Mikoto, Tokiwadai's Level 5
 [C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.
 [A] When this attacks, if there's a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put the revealed card back where it was)

Dengeki Bunko - ESP | Gid/WS02-018S T: None

L1
C0

Takitsubo & Hamazura, Important One
 [A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Dengeki Bunko - ESP | Gid/WS02-032 T: Soul

L2
C1

Takitsubo & Hamazura, Important One
 [A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Dengeki Bunko - ESP | Gid/WS02-032S T: Soul

L2
C1

Index, Pure White Sister
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
 [A] When this attacks, choose 1 of your other :Dengeki Bunko: or :Magic: Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic - Book | Gid/WS02-116 T: None

L0
C0

Index, Pure White Sister
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
 [A] When this attacks, choose 1 of your other :Dengeki Bunko: or :Magic: Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic - Book | Gid/WS02-116SP T: None

L0
C0

Touma & Index, Important One
 [C] This gets -3 Level white on the Stage. This cannot be chosen by Opp.'s effects, and Chara Opposite this cannot Side Attack.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] **CX COMBO** When this attacks, if *103,000 Grimoires of the Index Librorum Prohibitorum* is in the CZ, this gains +1000 Pow and the following ability until the next end of your Opp.'s turn. [A] When this Front Attacked, perform the following action twice. *Look at the top card of your LB and put it either on top of the LB or in the WR.*

Dengeki Bunko - Magic - Book | Gid/WS02-127 T: Soul

L3
C2

Touma & Index, Important One
 [C] This gets -3 Level white on the Stage. This cannot be chosen by Opp.'s effects, and Chara Opposite this cannot Side Attack.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] **CX COMBO** When this attacks, if *103,000 Grimoires of the Index Librorum Prohibitorum* is in the CZ, this gains +1000 Pow and the following ability until the next end of your Opp.'s turn. [A] When this Front Attacked, perform the following action twice. *Look at the top card of your LB and put it either on top of the LB or in the WR.*

Dengeki Bunko - Magic - Book | Gid/WS02-127SP T: Soul

L3
C2

Lessar & Index, British Magicians
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Magic - Weapon | Gid/WS02-129 T: None

L0
C0

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Lessar & Index, British Magicians
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Magic - Weapon | Gid/WS02-129S T: None

L0
C0

Aleister Crowley
 [C] All your other ::Dengeki Bunko:: and ::Magic:: Charas gain +500 Pow and ::ESP::.
 [A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic - ESP | Gid/WS02-136 T:

L0
C0

Aleister Crowley
 [C] All your other ::Dengeki Bunko:: and ::Magic:: Charas gain +500 Pow and ::ESP::.
 [A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic - ESP | Gid/WS02-136S T: None

L0
C0

Dengeki Bunko Booster Pack

"Magic God" Othinus
 [A] When this is placed from hand to the Stage, if you have another ::Dengeki Bunko:: or ::Magic:: Chara, this gains +2000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if there are 6 or fewer cards in your hand, reveal the top card of your LB. If it's Level 2 or higher, you may choose a *Touma & Index, Important One* in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Magic - God | Gid/WS02-143 T:

L1
C0

"Magic God" Othinus
 [A] When this is placed from hand to the Stage, if you have another ::Dengeki Bunko:: or ::Magic:: Chara, this gains +2000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if there are 6 or fewer cards in your hand, reveal the top card of your LB. If it's Level 2 or higher, you may choose a *Touma & Index, Important One* in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Magic - God | Gid/WS02-143S T: None

L1
C0

103,000 Grimoires of the Index Librorum Prohibitorum
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gid/WS02-148 T: Soul Gate

103,000 Grimoires of the Index Librorum Prohibitorum
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gid/WS02-148SP T: Soul Gate

Iriya, Summer of UFO
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Dengeki Bunko:: Charas.
 [A] [(1) Discard a card from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Summer | Giy/WS02-130 T: None

L1
C0

Iriya, Summer of UFO
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Dengeki Bunko:: Charas.
 [A] [(1) Discard a card from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, may pay. If so, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Summer | Giy/WS02-130S T: None

L1
C0

Kino, Traveler
 [C] During your turn, for each of your other ::Dengeki Bunko:: Chara in the Back Row, this gains +3000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may put that Chara on the bottom of the LB.

Dengeki Bunko - Journey - Weapon | Gkb/WS02-126 T: Soul

L2
C1

Kino, Traveler
 [C] During your turn, for each of your other ::Dengeki Bunko:: Chara in the Back Row, this gains +3000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may put that Chara on the bottom of the LB.

Dengeki Bunko - Journey - Weapon | Gkb/WS02-126SP T: Soul

L2
C1

Kino & Hermes, Person and Motorcycle
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
 [A] At the end of your turn, you may choose 1 of your other *Kino, Traveler* or *Kino, Anniversary* and put it face-up under this as Marker. If so, at the start of your next Draw Phase, choose 1 *Kino, Traveler* or *Kino, Anniversary* from the Marker under this and put it in any Slot on the Stage.

Dengeki Bunko - Journey | Gkb/WS02-134 T: Soul

L2
C1

Kino & Hermes, Person and Motorcycle
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
 [A] At the end of your turn, you may choose 1 of your other *Kino, Traveler* or *Kino, Anniversary* and put it face-up under this as Marker. If so, at the start of your next Draw Phase, choose 1 *Kino, Traveler* or *Kino, Anniversary* from the Marker under this and put it in any Slot on the Stage.

Dengeki Bunko - Journey | Gkb/WS02-134SP T:

L2
C1

Kino's Journey
 Put the top 4 cards of your LB in the WR, choose up to 1 Level X or lower ::Dengeki Bunko:: Chara in your WR and return it to your hand. X = # of Soul Trigger Icons among those cards. Send this to Memory.
 [A] **RECOLLECTION** [Discard a card from your hand to the WR, turn another face-up *Kino's Journey* and this face-up card in your Memory face-down]. If this is in Memory, at the start of your Encore Step, may pay. If so, put the top card of your Clock in the WR.

Gkb/WS02-146 T: None

L1
C1

Kino's Journey
 Put the top 4 cards of your LB in the WR, choose up to 1 Level X or lower ::Dengeki Bunko:: Chara in your WR and return it to your hand. X = # of Soul Trigger Icons among those cards. Send this to Memory.
 [A] **RECOLLECTION** [Discard a card from your hand to the WR, turn another face-up *Kino's Journey* and this face-up card in your Memory face-down]. If this is in Memory, at the start of your Encore Step, may pay. If so, put the top card of your Clock in the WR.

Gkb/WS02-146SP T: None

L1
C1

Kieli, Girl Who Can See the Dead

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Dengeki Bunko: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

Dengeki Bunko - Journey - Spirit | Gk/WS02-015 T: None

L0
C0

Kieli, Girl Who Can See the Dead

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Dengeki Bunko: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

Dengeki Bunko - Journey - Spirit | Gk/WS02-015S T: None

L0
C0

Alice, NEET Detective

[A] At the start of your MP, look at the top card of your LB, and look at all of your Stock. (Put the cards you looked at back in the original order)
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Dengeki Bunko: Chara, reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Detective | Gkm/WS02-088 T:

L0
C0

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Alice, NEET Detective

[A] At the start of your MP, look at the top card of your LB, and look at all of your Stock. (Put the cards you looked at back in the original order)
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Dengeki Bunko: Chara, reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Detective | Gkm/WS02-088S T:

L0
C0

Akiha / Haruka Minase

[C] If there's a Marker under this, this gains +6000 Pow and +1 Soul.

[A] When this is placed from hand to the Stage, you may choose an "Akiha / Haruka Minase" in your WR and put it face-up under this as Marker.

Dengeki Bunko | Glt/WS02-141 T: None

L1
C0

Akiha / Haruka Minase

[C] If there's a Marker under this, this gains +6000 Pow and +1 Soul.

[A] When this is placed from hand to the Stage, you may choose an "Akiha / Haruka Minase" in your WR and put it face-up under this as Marker.

Dengeki Bunko | Glt/WS02-141S T: None

L1
C0

Dengeki Bunko Booster Pack

Sasha, Witch of Destruction

[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-076 T: None

L0
C0

Sasha, Witch of Destruction

[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-076SP T: None

L0
C0

Lay & Anos, 2000-Year Promise

[A] [Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)
[A] CX COMBO [(1) Discard 2 cards from your hand to the WR, put a "To A Peaceful Time" from your CZ in the WR] This ability activates up to once per turn. At the end of this card's attack, may pay. If so, Stand this.

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-086 T: Soul

L3
C2

Lay & Anos, 2000-Year Promise

[A] [Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)
[A] CX COMBO [(1) Discard 2 cards from your hand to the WR, put a "To A Peaceful Time" from your CZ in the WR] This ability activates up to once per turn. At the end of this card's attack, may pay. If so, Stand this.

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-086SP T: Soul

L3
C2

Misha, Anniversary

[A] This ability activates up to once per turn. When you use an [S] ability, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. put that Chara from their Memory in any Slot on the Stage.
[A] At the start of your Climax Phase, choose 1 of your "Lay & Anos, 2000-Year Promise", and that Chara gains +3000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Dengeki Bunko: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-105 T: None

L1
C0

Misha, Anniversary

[A] This ability activates up to once per turn. When you use an [S] ability, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. put that Chara from their Memory in any Slot on the Stage.
[A] At the start of your Climax Phase, choose 1 of your "Lay & Anos, 2000-Year Promise", and that Chara gains +3000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Dengeki Bunko: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Dengeki Bunko - Mazoku - Magic | Gmf/WS02-105S T: None

L1
C0

To A Peaceful Time

[C] All your Charas gain +1000 Pow and +1 Soul.

Gmf/WS02-111 T: Salvage

To A Peaceful Time

[C] All your Charas gain +1000 Pow and +1 Soul.

Gmf/WS02-111SP T: Salvage

Kowareta Maa-chan

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Dengeki Bunko | Gmm/WS02-061 T: Soul

L2
C1

Kowareta Maa-chan

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Dengeki Bunko | Gmm/WS02-061S T: Soul

L2
C1

Miyuki & Tatsuya, Honor Student and Irregular Student

[A] When this is placed from hand to the Stage, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

[A] CX COMBO At the start of your Attack Phase, if "Inherited Pow" is in the CZ, this is in the Front Row, and you have 3 or more other Charas, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 3 Damage to your Opp., and this gains +2000 Pow for the turn. [A] At the start of your Opp.'s Attack Phase, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn. (DC can occur)

Dengeki Bunko - Magic | Gmr/WS02-119 T: Soul

L3
C2

Miyuki & Tatsuya, Honor Student and Irregular Student

[A] When this is placed from hand to the Stage, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

[A] CX COMBO At the start of your Attack Phase, if "Inherited Pow" is in the CZ, this is in the Front Row, and you have 3 or more other Charas, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 3 Damage to your Opp., and this gains +2000 Pow for the turn. [A] At the start of your Opp.'s Attack Phase, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn. (DC can occur)

Dengeki Bunko - Magic | Gmr/WS02-119SP T: Soul

L3
C2

Miyuki & Tatsuya, Summer Festival

[A] **CX COMBO** [(1) Put this in the WR] During your Climax Phase, when "Inherited Pow" is placed in the CZ, if you are Level 2 or higher, may pay. If so, choose up to 1 "Miyuki & Tatsuya, Honor Student and Irregular Student" in your hand and put it in the Slot this was in.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic | Gmr/WS02-120 T: None

L0
C0

Miyuki & Tatsuya, Summer Festival

[A] **CX COMBO** [(1) Put this in the WR] During your Climax Phase, when "Inherited Pow" is placed in the CZ, if you are Level 2 or higher, may pay. If so, choose up to 1 "Miyuki & Tatsuya, Honor Student and Irregular Student" in your hand and put it in the Slot this was in.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Dengeki Bunko - Magic | Gmr/WS02-120S T: None

L0
C0

Miyuki & Tatsuya, Graduation

[C] This cannot be chosen as target of Opp.'s effects.

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard 2 BLUE cards from your hand to the WR] When your other "Miyuki & Tatsuya, Honor Student and Irregular Student" becomes Reversed in battle, may pay. If so, Rest that Chara, and Reverse the Battle Opp. of that Chara.

Dengeki Bunko - Magic | Gmr/WS02-125 T: Soul

L2
C1

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Miyuki & Tatsuya, Graduation

[C] This cannot be chosen as target of Opp.'s effects.

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard 2 BLUE cards from your hand to the WR] When your other "Miyuki & Tatsuya, Honor Student and Irregular Student" becomes Reversed in battle, may pay. If so, Rest that Chara, and Reverse the Battle Opp. of that Chara.

Dengeki Bunko - Magic | Gmr/WS02-125SP T: Soul

L2
C1

Miyuki & Lina, Dressed Up

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Dengeki Bunko - Magic | Gmr/WS02-131 T: None

L1
C0

Miyuki & Lina, Dressed Up

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Dengeki Bunko - Magic | Gmr/WS02-131S T: None

L1
C0

Dengeki Bunko Booster Pack

Tatsuya & Miyuki, Kouhai and Senpai

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Dengeki Bunko - Magic | Gmr/WS02-133 T: Soul

L2
C1

Tatsuya & Miyuki, Kouhai and Senpai

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Dengeki Bunko - Magic | Gmr/WS02-133S T: Soul

L2
C1

Shizuku & Honoka, Course 1 Students

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Dengeki Bunko - Magic | Gmr/WS02-137 T: None

L0
C0

Shizuku & Honoka, Course 1 Students

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Dengeki Bunko - Magic | Gmr/WS02-137S T: None

L0
C0

Mikihiko & Mitsuki, Course 2 Students

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand.

Dengeki Bunko - Magic | Gmr/WS02-140 T: None

L0
C0

Mikihiko & Mitsuki, Course 2 Students

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand.

Dengeki Bunko - Magic | Gmr/WS02-140S T: None

L0
C0

Erika & Leo, Course 2 Students

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, this gains +3000 Pow until the next end of your Opp.'s turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] (1) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Dengeki Bunko - Magic | Gmr/WS02-142 T: None

L1
C0

Erika & Leo, Course 2 Students

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Dengeki Bunko:: Chara, this gains +3000 Pow until the next end of your Opp.'s turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] (1) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Dengeki Bunko - Magic | Gmr/WS02-142S T: None

L1
C0

Inherited Power

[C] All your Charas gain +1000 Pow and +1 Soul.

Gmr/WS02-149 T: Soul Gate

Inherited Power

[C] All your Charas gain +1000 Pow and +1 Soul.

Gmr/WS02-149SP T: Soul Gate

"Witch Beatrice" Ayako

[C] During your turn, this gains +6000 Pow.

[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] ENCORE/]" for the turn. (This includes "[A] ENCORE/ [(3)]" provided by rules)

Dengeki Bunko - Beatrice | Gms/WS02-067 T: None

L1
C1

"Witch Beatrice" Ayako

[C] During your turn, this gains +6000 Pow.

[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] ENCORE/]" for the turn. (This includes "[A] ENCORE/ [(3)]" provided by rules)

Dengeki Bunko - Beatrice | Gms/WS02-067S T:

L1
C1

Haruka, Idol of the School
 [C] For each of your other ::Dengeki Bunko:: Charas, this gains +500 Pow.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other ::Dengeki Bunko:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Dengeki Bunko - Daughter | Gnh/WS02-057 T: None

L1
C0

Haruka, Idol of the School
 [C] For each of your other ::Dengeki Bunko:: Charas, this gains +500 Pow.
 [A] [Discard a card from your hand to the WR, put this in the WR] When your other ::Dengeki Bunko:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Dengeki Bunko - Daughter | Gnh/WS02-057S T:

L1
C0

Nanao, Girl from the East
 [C] If there are 5 or more cards in your hand, this gains +2500 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot."
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR.

Dengeki Bunko - Magic - Weapon | Gnm/WS02-075 T: None

L0
C0

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Nanao, Girl from the East
 [C] If there are 5 or more cards in your hand, this gains +2500 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot."
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR.

Dengeki Bunko - Magic - Weapon | Gnm/WS02-075SP T: None

L0
C0

Oliver & Nanao, Happiness
 [A] When this is placed from hand to the Stage, this gains +2000 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. "[A] During your Opp.'s turn, when this becomes Reversed in battle, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."
 [A] **CX COMBO** When this attacks, if "Kimberly Magic Academy" is in the CZ, reveal the top card of your LB, choose a Level X or lower ::Dengeki Bunko:: Chara in your WR and return it to your hand. X = Level of the card revealed. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Magic - Weapon | Gnm/WS02-084 T: None

L1
C0

Oliver & Nanao, Happiness
 [A] When this is placed from hand to the Stage, this gains +2000 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. "[A] During your Opp.'s turn, when this becomes Reversed in battle, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."
 [A] **CX COMBO** When this attacks, if "Kimberly Magic Academy" is in the CZ, reveal the top card of your LB, choose a Level X or lower ::Dengeki Bunko:: Chara in your WR and return it to your hand. X = Level of the card revealed. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Magic - Weapon | Gnm/WS02-084SP T: None

L1
C0

Dengeki Bunko Booster Pack

Katie & Shella & Nanao, New Encounter and New
 [C] During your turn, all your other ::Dengeki Bunko:: Charas gain +2000 Pow.
 [S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Dengeki Bunko - Magic - Weapon | Gnm/WS02-108 T: Soul

L2
C1

Katie & Shella & Nanao, New Encounter and New
 [C] During your turn, all your other ::Dengeki Bunko:: Charas gain +2000 Pow.
 [S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Dengeki Bunko - Magic - Weapon | Gnm/WS02-108S T: Soul

L2
C1

Kimberly Magic Academy
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gnm/WS02-112 T: Salvage

Kimberly Magic Academy
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gnm/WS02-112SP T: Salvage

Rikka, Genius Engineer
 [A] [Put a ::Dengeki Bunko:: Chara from your WR on the bottom of your Clock] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this.

Dengeki Bunko - Software Engineer | Gns/WS02-102 T: None

L0
C0

Rikka, Genius Engineer
 [A] [Put a ::Dengeki Bunko:: Chara from your WR on the bottom of your Clock] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this.

Dengeki Bunko - Software Engineer | Gns/WS02-102S T: None

L0
C0

Ako, Wife in the Online Game
 [C] **ASSIST** All your ::Dengeki Bunko:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [(1) Rest this] Reveal the top card of your LB. If it's Level 1 or higher, put the top card of your Clock in the WR. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Game - Alley Cats | Gny/WS02-046 T: Soul

L1
C1

Ako, Wife in the Online Game
 [C] **ASSIST** All your ::Dengeki Bunko:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [(1) Rest this] Reveal the top card of your LB. If it's Level 1 or higher, put the top card of your Clock in the WR. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Game - Alley Cats | Gny/WS02-046SP T: Soul

L1
C1

Newborn Alley Cats
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Game - Alley Cats | Gny/WS02-054 T: None

L0
C0

Newborn Alley Cats
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Game - Alley Cats | Gny/WS02-054SP T: None

L0
C0

Stray Nekohime's Elite Guard
 [A] [(2) Put a ::Dengeki Bunko:: Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, you may put the top card of your Opp.'s Clock in the WR. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in Clock.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dengeki Bunko - Game - Alley Cats | Gny/WS02-068 T: Soul

L2
C1

Stray Nekohime's Elite Guard
 [A] [(2) Put a ::Dengeki Bunko:: Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, you may put the top card of your Opp.'s Clock in the WR. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in Clock.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dengeki Bunko - Game - Alley Cats | Gny/WS02-068SP T: Soul

L2
C1

Kirino, Life Advice

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] **CX COMBO** [Discard 3 cards from your hand to the WR] When this attacks, if "Arguing with Friends" is in the CZ and you have 2 or more other Charas, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, and may pay. If so, this gains the following ability for the turn. "[A] At the end of this card's attack, you may deal 2 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Game - Model | Goi/WS02-041 T: Soul

L3
C2

Kirino, Life Advice

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] **CX COMBO** [Discard 3 cards from your hand to the WR] When this attacks, if "Arguing with Friends" is in the CZ and you have 2 or more other Charas, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, and may pay. If so, this gains the following ability for the turn. "[A] At the end of this card's attack, you may deal 2 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Game - Model | Goi/WS02-041SP T: Soul

L3
C2

Ayase, First Time Confessing

[A] Return 2 Charas from your WR to the LB, shuffle your LB. When this is placed from hand to the Stage, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [A] When this attacks, if you have 3 or more other Charas, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Model | Goi/WS02-045 T: None

L1
C0

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Ayase, First Time Confessing

[A] Return 2 Charas from your WR to the LB, shuffle your LB. When this is placed from hand to the Stage, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [A] When this attacks, if you have 3 or more other Charas, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Model | Goi/WS02-045S T: None

L1
C0

Kyosuke & Kirino, Limited-Time Lovers

[C] If there is a Climax card with a Treasure Trigger Icon in your CZ, all your other "Kirino, Life Advice" gain a Treasure Trigger Icon while in any Zone.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Dengeki Bunko - Game - Model | Goi/WS02-047 T: Soul

L2
C1

Kyosuke & Kirino, Limited-Time Lovers

[C] If there is a Climax card with a Treasure Trigger Icon in your CZ, all your other "Kirino, Life Advice" gain a Treasure Trigger Icon while in any Zone.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Dengeki Bunko - Game - Model | Goi/WS02-047SP T: Soul

L2
C1

Dengeki Bunko Booster Pack

Kanako, IF Story

[A] [(2) Return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.

Dengeki Bunko - Dance | Goi/WS02-052 T: None

L0
C0

Kanako, IF Story

[A] [(2) Return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.

Dengeki Bunko - Dance | Goi/WS02-052S T: None

L0
C0

Kuroneko, With Twilight Sun in the Background

[A] **CX COMBO** When "Bringing Nervousness" is placed in your CZ, if you have 2 or more other Charas, reveal the top card of your LB. If it's a "Dengeki Bunko: Chara, put it in your hand. (Otherwise put it back where it was)"
 [A] [Discard a card from your hand to the WR, Rest this Standing Chara] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Dengeki Bunko - Game - Chunibyo | Goi/WS02-053 T: None

L0
C0

Kuroneko, With Twilight Sun in the Background

[A] **CX COMBO** When "Bringing Nervousness" is placed in your CZ, if you have 2 or more other Charas, reveal the top card of your LB. If it's a "Dengeki Bunko: Chara, put it in your hand. (Otherwise put it back where it was)"
 [A] [Discard a card from your hand to the WR, Rest this Standing Chara] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Dengeki Bunko - Game - Chunibyo | Goi/WS02-053S T: None

L0
C0

Ayase and Her Swimsuit Look

[C] During your Opp.'s turn, if there are 3 or fewer cards in your Stock, this gains +1 Level and +1500 Pow.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Dengeki Bunko - Model | Goi/WS02-065 T: None

L0
C0

Ayase and Her Swimsuit Look

[C] During your Opp.'s turn, if there are 3 or fewer cards in your Stock, this gains +1 Level and +1500 Pow.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Dengeki Bunko - Model | Goi/WS02-065S T: None

L0
C0

"Destiny Record" Kuroneko

[A] When this is placed from hand to the Stage, if you have another "Dengeki Bunko: Chara, this gains +2000 Pow for the turn.
 [A] When this attacks, if there's a Climax card with a Treasure Trigger Icon in your CZ, you may draw a card. If so, discard a card from your hand to the WR.

Dengeki Bunko - Game - Chunibyo | Goi/WS02-066 T: None

L1
C0

"Destiny Record" Kuroneko

[A] When this is placed from hand to the Stage, if you have another "Dengeki Bunko: Chara, this gains +2000 Pow for the turn.
 [A] When this attacks, if there's a Climax card with a Treasure Trigger Icon in your CZ, you may draw a card. If so, discard a card from your hand to the WR.

Dengeki Bunko - Game - Chunibyo | Goi/WS02-066S T: None

L1
C0

Arguing with Friends

[C] All your Charas gain +1000 Pow and +1 Soul.

Goi/WS02-073 T: Treasure

Arguing with Friends

[C] All your Charas gain +1000 Pow and +1 Soul.

Goi/WS02-073SP T: Treasure

Bringing Nervousness

[C] All your Charas gain +1000 Pow and +1 Soul.

Goi/WS02-074 T: Treasure

Bringing Nervousness

[C] All your Charas gain +1000 Pow and +1 Soul.

Goi/WS02-074S T: Treasure

Lawrence & Holo, Spice and Wolf
 [C] During your turn, all your other ::Dengeki Bunko:: Charas gain +1000 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Holo the Wise Wolf", put it in any Slot on the Stage, and shuffle your LB.

Dengeki Bunko - Animal - Merchant | Gok/WS02-008 T: None

L1
C0

Lawrence & Holo, Spice and Wolf
 [C] During your turn, all your other ::Dengeki Bunko:: Charas gain +1000 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Holo the Wise Wolf", put it in any Slot on the Stage, and shuffle your LB.

Dengeki Bunko - Animal - Merchant | Gok/WS02-008SP T: None

L1
C0

Myuri & Cole, Wolf and Parchment
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Dengeki Bunko - Animal | Gok/WS02-024 T: None

L0
C0

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Myuri & Cole, Wolf and Parchment
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Dengeki Bunko - Animal | Gok/WS02-024S T: None

L0
C0

Holo the Wise Wolf
 [C] If you have another "Lawrence & Holo, Spice and Wolf" in your Back Row, this gains +2000 Pow.
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Animal | Gok/WS02-030 T: None

L1
C1

Holo the Wise Wolf
 [C] If you have another "Lawrence & Holo, Spice and Wolf" in your Back Row, this gains +2000 Pow.
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Animal | Gok/WS02-030SP T: None

L1
C1

Dengeki Bunko Booster Pack

Avatar of the Wolf Governing Bountiful Harvest
 [Counter] If you have 2 or fewer ::Dengeki Bunko:: Charas, you cannot play this from hand.
 Choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 3 Damage to your Opp.." (DC can occur)

Gok/WS02-034 T: None

L2
C3

Avatar of the Wolf Governing Bountiful Harvest
 [Counter] If you have 2 or fewer ::Dengeki Bunko:: Charas, you cannot play this from hand.
 Choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 3 Damage to your Opp.." (DC can occur)

Gok/WS02-034SP T: None

L2
C3

Shirokusa & Maria & Kuroha, Won't Lose
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.
 [S] BRAINSTORM ((1)) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Search your LB for up to 1 ::Dengeki Bunko::, reveal it, put it in your hand, and discard a card from your hand to the WR."

Dengeki Bunko - Childhood Friend | Gom/WS02-042 T: None

L0
C0

Shirokusa & Maria & Kuroha, Won't Lose
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.
 [S] BRAINSTORM ((1)) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Search your LB for up to 1 ::Dengeki Bunko::, reveal it, put it in your hand, and discard a card from your hand to the WR."

Dengeki Bunko - Childhood Friend | Gom/WS02-042S T: None

L0
C0

Sumireko Sanshokuin, Are You the Only One Who Likes
 [C] If you have 4 or more other ::Dengeki Bunko:: Charas, this gains +6000 Pow.
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Dengeki Bunko - Book | Gos/WS02-060 T: Soul

L2
C1

Sumireko Sanshokuin, Are You the Only One Who Likes
 [C] If you have 4 or more other ::Dengeki Bunko:: Charas, this gains +6000 Pow.
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Dengeki Bunko:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Dengeki Bunko - Book | Gos/WS02-060S T: Soul

L2
C1

"Shiny Gift" Tomoka
 [A] EXPERIENCE When this attacks, if there is a "Shiny Gift Tomoka" in your Level Zone, put the top 2 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Level 2 and higher cards among those cards. (Climax cards are considered to be Level 0 for this effect. DC can occur)
 [A] CX COMBO At the start of your Attack Phase, if "Keishin Academy Girls' Basketball Club" is in the CZ, this is in the Front Row, and there are 5 or fewer cards in your hand, choose 1 of the following 2 effects and perform it. "Stand this." ((1)) Put a Climax card from your CZ in the WR] If you have 4 or more other ::Dengeki Bunko:: Charas, may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Sports | Grk/WS02-078 T: Soul

L3
C2

"Shiny Gift" Tomoka
 [A] EXPERIENCE When this attacks, if there is a "Shiny Gift Tomoka" in your Level Zone, put the top 2 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Level 2 and higher cards among those cards. (Climax cards are considered to be Level 0 for this effect. DC can occur)
 [A] CX COMBO At the start of your Attack Phase, if "Keishin Academy Girls' Basketball Club" is in the CZ, this is in the Front Row, and there are 5 or fewer cards in your hand, choose 1 of the following 2 effects and perform it. "Stand this." ((1)) Put a Climax card from your CZ in the WR] If you have 4 or more other ::Dengeki Bunko:: Charas, may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Dengeki Bunko - Sports | Grk/WS02-078SP T: Soul

L3
C2

"Innocent Charm" Hinata
 [C] EXPERIENCE If there is a "Shiny Gift Tomoka" in your Level Zone and you have another "Shiny Gift Tomoka", all your other Charas gain +500 Pow.
 [S] ((1)) Rest this] Flip over the top 5 cards of your LB and put them in the WR. If at least 1 Climax card with a Standby Trigger Icon were revealed this way, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Sports | Grk/WS02-082 T: None

L0
C0

"Innocent Charm" Hinata
 [C] EXPERIENCE If there is a "Shiny Gift Tomoka" in your Level Zone and you have another "Shiny Gift Tomoka", all your other Charas gain +500 Pow.
 [S] ((1)) Rest this] Flip over the top 5 cards of your LB and put them in the WR. If at least 1 Climax card with a Standby Trigger Icon were revealed this way, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Dengeki Bunko - Sports | Grk/WS02-082S T: None

L0
C0

"Ice Age" Saki
 [C] EXPERIENCE If there is a "Shiny Gift Tomoka" in your Level Zone, this gets -1 Level in your hand.
 [A] CX COMBO When "Sleepless Night" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Dengeki Bunko:: Charas and Stand it.

Dengeki Bunko - Sports | Grk/WS02-085 T: Soul

L2
C1

"Ice Age" Saki
 [C] EXPERIENCE If there is a "Shiny Gift Tomoka" in your Level Zone, this gets -1 Level in your hand.
 [A] CX COMBO When "Sleepless Night" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Dengeki Bunko:: Charas and Stand it.

Dengeki Bunko - Sports | Grk/WS02-085S T: Soul

L2
C1

Maho, Night Visit

[A] [Clock] **ALARM** If this is on top of the clock, at the start of your Attack Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Dengeki Bunko - Sports | Grk/WS02-091 T: None

L1
C0

Maho, Night Visit

[A] [Clock] **ALARM** If this is on top of the clock, at the start of your Attack Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Dengeki Bunko - Sports | Grk/WS02-091S T: None

L1
C0

"Fire Works" Maho

[C] **EXPERIENCE** During your turn, if there is a "Shiny Gift" Tomoka in your Level Zone and you have another "Shiny Gift" Tomoka, all your other Charas gain +1000 Pow.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Sports | Grk/WS02-101 T: None

L0
C0

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"Fire Works" Maho

[C] **EXPERIENCE** During your turn, if there is a "Shiny Gift" Tomoka in your Level Zone and you have another "Shiny Gift" Tomoka, all your other Charas gain +1000 Pow.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Sports | Grk/WS02-101S T: None

L0
C0

"Prismatic Bud" Airi

[C] **EXPERIENCE** If there is a "Shiny Gift" Tomoka in your Level Zone and this is in the Front Row Center Slot, this gains +5000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Dengeki Bunko - Sports | Grk/WS02-109 T: Soul

L2
C2

"Prismatic Bud" Airi

[C] **EXPERIENCE** If there is a "Shiny Gift" Tomoka in your Level Zone and this is in the Front Row Center Slot, this gains +5000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Dengeki Bunko - Sports | Grk/WS02-109S T: Soul

L2
C2

Dengeki Bunko Booster Pack

Hinata, Wonder Shoot

[Counter] Choose 1 of the following 2 effects and perform it.
"If you have a :Dengeki Bunko: Chara, choose 1 Chara in your WR with either 'Tomoka', 'Maho', 'Saki', 'Airi', or 'Hinata' in name and return it to your hand."
"[3] If you have a Chara with 'Tomoka' in name, another Chara with 'Maho' in name, another Chara with 'Saki' in name, another Chara with 'Airi' in name, and yet another Chara with 'Hinata' in name (5 separate Charas), may pay. If so, choose 1 of your Opp.'s Charas and Rest it."

Grk/WS02-110 T: None

L2
C0

Hinata, Wonder Shoot

[Counter] Choose 1 of the following 2 effects and perform it.
"If you have a :Dengeki Bunko: Chara, choose 1 Chara in your WR with either 'Tomoka', 'Maho', 'Saki', 'Airi', or 'Hinata' in name and return it to your hand."
"[3] If you have a Chara with 'Tomoka' in name, another Chara with 'Maho' in name, another Chara with 'Saki' in name, another Chara with 'Airi' in name, and yet another Chara with 'Hinata' in name (5 separate Charas), may pay. If so, choose 1 of your Opp.'s Charas and Rest it."

Grk/WS02-110SP T: None

L2
C0

Keishin Academy Girls' Basketball Club

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Grk/WS02-113 T: Soul Standby

Keishin Academy Girls' Basketball Club

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Grk/WS02-113SP T: Soul Standby

Sleepless Night

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Grk/WS02-114 T: Soul Standby

Sleepless Night

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Grk/WS02-114S T: Soul Standby

Yukina, Sword Shaman of the Lion King Agency

[C] If all your Charas are :Dengeki Bunko:, this gains +3000 Pow.
[A] **CX COMBO** When "The Fourth Progenitor and the Observer" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Yukina, Sword Shaman of the Lion King Agency", put it in any Slot on the Stage, and shuffle your LB.
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Dengeki Bunko - Itogami Island - Weapon | Gsb/WS02-117 T: Soul

L2
C1

Yukina, Sword Shaman of the Lion King Agency

[C] If all your Charas are :Dengeki Bunko:, this gains +3000 Pow.
[A] **CX COMBO** When "The Fourth Progenitor and the Observer" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Yukina, Sword Shaman of the Lion King Agency", put it in any Slot on the Stage, and shuffle your LB.
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Dengeki Bunko - Itogami Island - Weapon | Gsb/WS02-117SP T: Soul

L2
C1

Kojo, Strongest Vampire in the World

[C] During your turn, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[S] [Put this in your Clock] Choose up to 1 "Yukina, Sword Shaman of the Lion King Agency" in your hand and put it in the Slot this was in.

Dengeki Bunko - Itogami Island - Blood | Gsb/WS02-121 T: None

L1
C0

Kojo, Strongest Vampire in the World

[C] During your turn, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[S] [Put this in your Clock] Choose up to 1 "Yukina, Sword Shaman of the Lion King Agency" in your hand and put it in the Slot this was in.

Dengeki Bunko - Itogami Island - Blood | Gsb/WS02-121S T: None

L1
C0

"Cyber Empress" Asagi

[A] When this is placed from hand to the Stage, choose up to 2 "Yukina, Sword Shaman of the Lion King Agency" in your WR and put them on the bottom of your LB in any order.
[A] When this is placed from hand to the Stage, choose 1 of your other :Dengeki Bunko: Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Itogami Island - Net | Gsb/WS02-139 T: None

L0
C0

"Cyber Empress" Asagi

[A] When this is placed from hand to the Stage, choose up to 2 "Yukina, Sword Shaman of the Lion King Agency" in your WR and put them on the bottom of your LB in any order.
[A] When this is placed from hand to the Stage, choose 1 of your other :Dengeki Bunko: Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Itogami Island - Net | Gsb/WS02-139SP T: None

L0
C0

The Fourth Progenitor and the Observer
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gsb/WS02-150 T: Soul Gate

The Fourth Progenitor and the Observer
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gsb/WS02-150SP T: Soul Gate

Dokkoida, Hero of Justice
 [C] If there is a Marker under this, this gains +6000 Pow and the following 2 abilities. "[C] Chara Opposite this cannot Side Attack." "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."
 [A] When this is placed from hand to the Stage, you may choose a "Dokkoida, Hero of Justice" in your WR and put it face-up under this as Marker.

Dengeki Bunko - Cosmossou - Powered Suit | Gso/WS02-021 T: Soul

L2
C1

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Dokkoida, Hero of Justice
 [C] If there is a Marker under this, this gains +6000 Pow and the following 2 abilities. "[C] Chara Opposite this cannot Side Attack." "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."
 [A] When this is placed from hand to the Stage, you may choose a "Dokkoida, Hero of Justice" in your WR and put it face-up under this as Marker.

Dengeki Bunko - Cosmossou - Powered Suit | Gso/WS02-021S T: Soul

L2
C1

Hinagiku & Sakura, Representative and Guard
 [C] Your other ::Dengeki Bunko:: Chara in the Front Row Center Slot gains +1500 Pow.
 [A] When your Chara's Trigger check reveals a Climax card, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn.
 [S] [(1)] Draw a card, and discard a card from your hand to the WR.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Dengeki Bunko - Yamato - Agent | Gsd/WS02-122 T: None

L1
C0

Hinagiku & Sakura, Representative and Guard
 [C] Your other ::Dengeki Bunko:: Chara in the Front Row Center Slot gains +1500 Pow.
 [A] When your Chara's Trigger check reveals a Climax card, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn.
 [S] [(1)] Draw a card, and discard a card from your hand to the WR.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Dengeki Bunko - Yamato - Agent | Gsd/WS02-122S T: None

L1
C0

Dengeki Bunko Booster Pack

Bisco & Milo, Encounter that Changes the World
 [A] When this card is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If all of those cards are ::Dengeki Bunko:: Charas, choose 1 of your Opp.'s Level 3 or lower Back Row Charas. That Chara does not Stand during your Opp.'s next Stand Phase.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Dengeki Bunko - Mushroom Keeper | Gsk/WS02-099 T: None

L0
C0

Bisco & Milo, Encounter that Changes the World
 [A] When this card is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If all of those cards are ::Dengeki Bunko:: Charas, choose 1 of your Opp.'s Level 3 or lower Back Row Charas. That Chara does not Stand during your Opp.'s next Stand Phase.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Dengeki Bunko - Mushroom Keeper | Gsk/WS02-099S T: None

L0
C0

Asuna, A Certain day Off
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO [Discard a ::Dengeki Bunko::, ::Avatar::, or ::Net: Chara from your hand to the WR] When this attacks, if "On Floor 5 'Karluin'" is in the CZ and you have 2 or more other Charas, may pay. If so, this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp." (DC can occur)
 (TL Note: Because this card's Japanese name is written in Kanji - normally her avatar form name is written in katakana - this card is not considered to be an "Asuna" for the purpose of effects that check for the name "Asuna".)

Dengeki Bunko - Net | Gso/WS02-003 T: Soul

L3
C2

Asuna, A Certain day Off
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO [Discard a ::Dengeki Bunko::, ::Avatar::, or ::Net: Chara from your hand to the WR] When this attacks, if "On Floor 5 'Karluin'" is in the CZ and you have 2 or more other Charas, may pay. If so, this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp." (DC can occur)
 (TL Note: Because this card's Japanese name is written in Kanji - normally her avatar form name is written in katakana - this card is not considered to be an "Asuna" for the purpose of effects that check for the name "Asuna".)

Dengeki Bunko - Net | Gso/WS02-003SP T: Soul

L3
C2

Asuna, Travelers in the Virtual World
 [C] All your other "Asuna, A Certain day Off" gain +2000 Pow.
 [A] [Discard a ::Dengeki Bunko::, ::Avatar::, or ::Net: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Asuna, A Certain day Off", reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Avatar | Gso/WS02-006 T: None

L0
C0

Asuna, Travelers in the Virtual World
 [C] All your other "Asuna, A Certain day Off" gain +2000 Pow.
 [A] [Discard a ::Dengeki Bunko::, ::Avatar::, or ::Net: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Asuna, A Certain day Off", reveal it, put it in your hand, and shuffle your LB.

Dengeki Bunko - Avatar | Gso/WS02-006S T: None

L0
C0

Alice, Resting by the Waters
 [A] When this is placed from hand to the Stage, choose 1 of your ::Dengeki Bunko:: or ::Fluctlight:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Dengeki Bunko:: or ::Fluctlight:: Charas.
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Dengeki Bunko - Fluctlight - Integrity Knight | Gso/WS02-016 T: None

L0
C0

Alice, Resting by the Waters
 [A] When this is placed from hand to the Stage, choose 1 of your ::Dengeki Bunko:: or ::Fluctlight:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Dengeki Bunko:: or ::Fluctlight:: Charas.
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Dengeki Bunko - Fluctlight - Integrity Knight | Gso/WS02-016SP T: None

L0
C0

Asuna, Goddess of Creation Stacia
 [C] During your turn, for each of your other ::Dengeki Bunko:: or ::Fluctlight:: Charas, this gains +1000 Pow.
 [A] When the Damage dealt by this is Cancelled, you may choose a card in your Opp.'s WR and put it on top of the LB.

Dengeki Bunko - Fluctlight - Goddess | Gso/WS02-028 T: None

L1
C0

Asuna, Goddess of Creation Stacia
 [C] During your turn, for each of your other ::Dengeki Bunko:: or ::Fluctlight:: Charas, this gains +1000 Pow.
 [A] When the Damage dealt by this is Cancelled, you may choose a card in your Opp.'s WR and put it on top of the LB.

Dengeki Bunko - Fluctlight - Goddess | Gso/WS02-028S T: None

L1
C0

On Floor 5 "Karluin"
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gso/WS02-037 T: Choice

On Floor 5 "Karluin"
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gso/WS02-037S T: Choice

Kitiro & Asuna, Fated Meeting

[A] When this is placed from hand to the Stage, if you have another **::Dengeki Bunko::**; **::Avatar::**; or **::Net::**: Chara, this gets +2000 Pow for the turn.
 [A] **ACCELERATE** [(1) Put the top card of your LB in your Clock. Discard a card from your hand to the WR] When this attacks, may pay. If so, search your LB for up to 2 **::Dengeki Bunko::**; **::Avatar::**; or **::Net::**: Charas, reveal them, put them in your hand, and shuffle your LB.

Dengeki Bunko - Avatar - Weapon | Gso/WS02-124 T: None

L1
C0

Kitiro & Asuna, Fated Meeting

[A] When this is placed from hand to the Stage, if you have another **::Dengeki Bunko::**; **::Avatar::**; or **::Net::**: Chara, this gets +2000 Pow for the turn.
 [A] **ACCELERATE** [(1) Put the top card of your LB in your Clock. Discard a card from your hand to the WR] When this attacks, may pay. If so, search your LB for up to 2 **::Dengeki Bunko::**; **::Avatar::**; or **::Net::**: Charas, reveal them, put them in your hand, and shuffle your LB.

Dengeki Bunko - Avatar - Weapon | Gso/WS02-124SP T: None

L1
C0

Kirito, Travelers in the Virtual World

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.
 [A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other **::Dengeki Bunko::** or **::Fluctlight::**: Charas.

Dengeki Bunko - Fluctlight | Gso/WS02-128 T: None

L0
C0

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Kirito, Travelers in the Virtual World

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.
 [A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other **::Dengeki Bunko::** or **::Fluctlight::**: Charas.

Dengeki Bunko - Fluctlight | Gso/WS02-128S T:

L0
C0

Eugeo & Tiese, Get Together Event

[A] When this is placed from hand to the Stage, choose 1 of your **::Dengeki Bunko::**; or **::Fluctlight::**: Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this attacks, choose 1 of your **::Dengeki Bunko::**; or **::Fluctlight::**: Charas, and that Chara gains +1500 Pow for the turn.

Dengeki Bunko - Fluctlight - Weapon | Gso/WS02-138 T: None

L0
C0

Eugeo & Tiese, Get Together Event

[A] When this is placed from hand to the Stage, choose 1 of your **::Dengeki Bunko::**; or **::Fluctlight::**: Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this attacks, choose 1 of your **::Dengeki Bunko::**; or **::Fluctlight::**: Charas, and that Chara gains +1500 Pow for the turn.

Dengeki Bunko - Fluctlight - Weapon | Gso/WS02-138S T: None

L0
C0

Dengeki Bunko Booster Pack

Asuna & Kirito, Gondola Ride

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Reveal the top card of your LB. If it's a Level 1 or lower Chara, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

Dengeki Bunko - Avatar - Progressive | Gso/WS02-144 T: Soul

L2
C1

Asuna & Kirito, Gondola Ride

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Reveal the top card of your LB. If it's a Level 1 or lower Chara, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

Dengeki Bunko - Avatar - Progressive | Gso/WS02-144S T: Soul

L2
C1

Mashiro, Resident of Sakurasou

[A] When this is placed from hand to the Stage, if you have another **::TRAIT::**: Chara, this gains +2000 Pow for the turn.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a **::Dengeki Bunko::**: Chara in your Clock, return it to your hand, and put the top card of your LB in your Clock.

Dengeki Bunko - Sakurasou - Art | Gsp/WS02-062 T: None

L0
C0

Mashiro, Resident of Sakurasou

[A] When this is placed from hand to the Stage, if you have another **::TRAIT::**: Chara, this gains +2000 Pow for the turn.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a **::Dengeki Bunko::**: Chara in your Clock, return it to your hand, and put the top card of your LB in your Clock.

Dengeki Bunko - Sakurasou - Art | Gsp/WS02-062S T: None

L0
C0

Chika & Yumiko, Troubles Behind the Scenes

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is a Climax card among them, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and Swap it with the Chara you chose this way. X = Level of the Chara you chose - 1.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dengeki Bunko - Voice Actor | Gsr/WS02-059 T: Soul

L1
C1

Chika & Yumiko, Troubles Behind the Scenes

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is a Climax card among them, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and Swap it with the Chara you chose this way. X = Level of the Chara you chose - 1.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Dengeki Bunko - Voice Actor | Gsr/WS02-059S T: Soul

L1
C1

Shana, Feeling Loved

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] **OX COMBO EXPERIENCE** [Discard 2 cards from your hand to the WR] When this attacks, if "Blue Flame" is in the C2, the sum of Levels of cards in your Level Zone is 6 or higher, and you have 2 or more other Charas, may pay. If so, deal 4 Damage to your Opp. If this Damage is Cancelled, choose up to X cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles their LB. X = # of your other **::Dengeki Bunko::**; or **::Flame::**: Charas. (DC can occur)

Dengeki Bunko - Flame - Melon Bread | Gss/WS02-077 T: Soul

L3
C2

Shana, Feeling Loved

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] **OX COMBO EXPERIENCE** [Discard 2 cards from your hand to the WR] When this attacks, if "Blue Flame" is in the C2, the sum of Levels of cards in your Level Zone is 6 or higher, and you have 2 or more other Charas, may pay. If so, deal 4 Damage to your Opp. If this Damage is Cancelled, choose up to X cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles their LB. X = # of your other **::Dengeki Bunko::**; or **::Flame::**: Charas. (DC can occur)

Dengeki Bunko - Flame - Melon Bread | Gss/WS02-077SP T: Soul

L3
C2

Yuji & Shana, Walking Together on the Path Towards

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Dengeki Bunko - Flame - Weapon | Gss/WS02-079 T: None

L0
C0

Yuji & Shana, Walking Together on the Path Towards

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Dengeki Bunko - Flame - Weapon | Gss/WS02-079SP T: None

L0
C0

Shana & Wilhelmina, Beloved Bonds

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
 [A] [Choose a **::Dengeki Bunko::**; or **::Flame::**: Chara in your WR and put it on the bottom of your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty slot in your Back Row.

Dengeki Bunko - Flame - Weapon | Gss/WS02-083 T: None

L0
C0

Shana & Wilhelmina, Beloved Bonds

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
 [A] [Choose a **::Dengeki Bunko::**; or **::Flame::**: Chara in your WR and put it on the bottom of your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty slot in your Back Row.

Dengeki Bunko - Flame - Weapon | Gss/WS02-083S T: None

L0
C0

Margery & Kazumi, New Future

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] **EXPERIENCE** When the Battle Opp. of this becomes Reversed, if the sum of Levels of cards in your Level Zone is 5 or higher, you may perform the following effect. *Your Opp. puts the top 6 cards of their LB in the WR.*

Dengeki Bunko - Flame - Love | Gss/WS02-097 T: Soul

L2
C1

Margery & Kazumi, New Future

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] **EXPERIENCE** When the Battle Opp. of this becomes Reversed, if the sum of Levels of cards in your Level Zone is 5 or higher, you may perform the following effect. *Your Opp. puts the top 6 cards of their LB in the WR.*

Dengeki Bunko - Flame - Love | Gss/WS02-097S T: Soul

L2
C1

Shana, Rest for the Flame Haze

[C] Your other ::Dengeki Bunko:: or ::Flame:: Chara in the Front Row Center Slot gains +1500 Pow.
 [A] [(1)] Put this in the WR When your Chara's Trigger check reveals a Climax card, may pay. If so, choose a ::Dengeki Bunko:: or ::Flame:: Chara in your WR and return it to your hand.

Dengeki Bunko - Flame - Weapon | Gss/WS02-100 T: None

L0
C0

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Shana, Rest for the Flame Haze

[C] Your other ::Dengeki Bunko:: or ::Flame:: Chara in the Front Row Center Slot gains +1500 Pow.
 [A] [(1)] Put this in the WR When your Chara's Trigger check reveals a Climax card, may pay. If so, choose a ::Dengeki Bunko:: or ::Flame:: Chara in your WR and return it to your hand.

Dengeki Bunko - Flame - Weapon | Gss/WS02-100S T: None

L0
C0

Shana, Earnest Wish

[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Dengeki Bunko:: or ::Flame:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Shana, Feeling Loved" in your WR.

Dengeki Bunko - Flame - Melon Bread | Gss/WS02-106 T: None

L1
C0

Shana, Earnest Wish

[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Dengeki Bunko:: or ::Flame:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Shana, Feeling Loved" in your WR.

Dengeki Bunko - Flame - Melon Bread | Gss/WS02-106S T: None

L1
C0

Dengeki Bunko Booster Pack

Blue Flame

[C] All your Charas gain +1000 Pow and +1 Soul.

Gss/WS02-115 T: Salvage

Blue Flame

[C] All your Charas gain +1000 Pow and +1 Soul.

Gss/WS02-115SP T: Salvage

Hecate, Fulfilling Wish

[C] During your turn, for each ::Dengeki Bunko:: or ::Flame:: Chara or Chara with "Konoe" in name in your Back Row, this gains +1000 Pow.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Dengeki Bunko - Flame - Miko | Gss/WS02-132 T: None

L1
C0

Hecate, Fulfilling Wish

[C] During your turn, for each ::Dengeki Bunko:: or ::Flame:: Chara or Chara with "Konoe" in name in your Back Row, this gains +1000 Pow.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Dengeki Bunko - Flame - Miko | Gss/WS02-132S T: None

L1
C0

"Snake of the Festival" Yuji Sakai

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, draw up to 1 card, and this may Side Attack this turn without Soul Penalty.
 [A] [Put this in the WR] When your other ::Dengeki Bunko:: or ::Flame:: Chara or Chara with "Konoe" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +4500 Pow for the turn.

Dengeki Bunko - Flame - Snake | Gss/WS02-145 T: Soul

L3
C2

"Snake of the Festival" Yuji Sakai

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, draw up to 1 card, and this may Side Attack this turn without Soul Penalty.
 [A] [Put this in the WR] When your other ::Dengeki Bunko:: or ::Flame:: Chara or Chara with "Konoe" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +4500 Pow for the turn.

Dengeki Bunko - Flame - Snake | Gss/WS02-145S T: Soul

L3
C2

Taiga, Tiger on the Palm

[C] During battles involving this, no player may play BACKUP from hand.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. *Your Opp. puts all of their Stock in the WR, and put the same number of cards from top of their LB in their Stock.* "Deal 1 Damage to your Opp., and this gains +2000 Pow for the turn." (DC can occur)

Dengeki Bunko - Seishun - Weapon | Gtd/WS02-004 T: Soul

L3
C2

Taiga, Tiger on the Palm

[C] During battles involving this, no player may play BACKUP from hand.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. *Your Opp. puts all of their Stock in the WR, and put the same number of cards from top of their LB in their Stock.* "Deal 1 Damage to your Opp., and this gains +2000 Pow for the turn." (DC can occur)

Dengeki Bunko - Seishun - Weapon | Gtd/WS02-004SP T: Soul

L3
C2

Taiga, Big Eater

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Toradora!" is in your CZ and you have 2 or more other Charas, look at up to 3 cards from top of your LB and search for up to 2 ::Dengeki Bunko:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Dengeki Bunko - Seishun - Weapon | Gtd/WS02-009 T: None

L1
C0

Taiga, Big Eater

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Toradora!" is in your CZ and you have 2 or more other Charas, look at up to 3 cards from top of your LB and search for up to 2 ::Dengeki Bunko:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Dengeki Bunko - Seishun - Weapon | Gtd/WS02-009SP T: None

L1
C0

Ami, Fashion Model

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, this gains +2000 Pow.
 [A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, if you have 2 or more other Charas, choose up to 2 ::Dengeki Bunko:: Charas in your WR and return them to your hand.

Dengeki Bunko - Seishun - Model | Gtd/WS02-012 T: Soul

L3
C2

Ami, Fashion Model

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, this gains +2000 Pow.
 [A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, if you have 2 or more other Charas, choose up to 2 ::Dengeki Bunko:: Charas in your WR and return them to your hand.

Dengeki Bunko - Seishun - Model | Gtd/WS02-012S T: Soul

L3
C2

Minori, Extremely At-Her-Own-Pace Girl
 [A] When this attacks, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1500 Pow for the turn.
 [A] [(1) Put this in the WR] When your other ::Dengeki Bunko:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Dengeki Bunko - Seishun - Sports | Gtd/WS02-017 T: None

L1
C0

Minori, Extremely At-Her-Own-Pace Girl
 [A] When this attacks, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +1500 Pow for the turn.
 [A] [(1) Put this in the WR] When your other ::Dengeki Bunko:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Dengeki Bunko - Seishun - Sports | Gtd/WS02-017S T: None

L1
C0

Ryuji & Taiga, Shared Front
 [C] When you would pay for the cost of "Taiga, Tiger on the Palm" or "Minori & Taiga & Ami, Each's Feeling" in your hand, you may put 2 Markers from under this in the WR in place of 1 Stock.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +2000 Pow and ::Bento Box:: for the turn. If there are 3 or fewer cards between all of your Marker Zones, choose a ::Dengeki Bunko:: Chara in your WR and put it face-down under this as Marker.

Dengeki Bunko - Seishun - Housework | Gtd/WS02-020 T: Soul

L2
C1

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Ryuji & Taiga, Shared Front
 [C] When you would pay for the cost of "Taiga, Tiger on the Palm" or "Minori & Taiga & Ami, Each's Feeling" in your hand, you may put 2 Markers from under this in the WR in place of 1 Stock.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +2000 Pow and ::Bento Box:: for the turn. If there are 3 or fewer cards between all of your Marker Zones, choose a ::Dengeki Bunko:: Chara in your WR and put it face-down under this as Marker.

Dengeki Bunko - Seishun - Housework | Gtd/WS02-020S T: Soul

L2
C1

Kitamura, Class Rep with Glasses
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +500 Pow for the turn.
 [S] [Rest this] Choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Seishun - Student Council | Gtd/WS02-023 T: None

L0
C0

Kitamura, Class Rep with Glasses
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +500 Pow for the turn.
 [S] [Rest this] Choose 1 of your ::Dengeki Bunko:: Charas, and that Chara gains +2000 Pow for the turn.

Dengeki Bunko - Seishun - Student Council | Gtd/WS02-023S T: None

L0
C0

Dengeki Bunko Booster Pack

Minori, Working Very Hard
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Seishun - Sports | Gtd/WS02-025 T: None

L0
C0

Minori, Working Very Hard
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Dengeki Bunko:: Chara in your WR and return it to your hand, choose 1 of your other ::Dengeki Bunko:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Dengeki Bunko - Seishun - Sports | Gtd/WS02-025S T: None

L0
C0

Ami, Unordinary Transfer Student
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
 [S] [Put another ::Dengeki Bunko:: Chara from your Stage in the WR, put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Dengeki Bunko - Seishun - Model | Gtd/WS02-026 T: None

L0
C0

Ami, Unordinary Transfer Student
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
 [S] [Put another ::Dengeki Bunko:: Chara from your Stage in the WR, put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Dengeki Bunko - Seishun - Model | Gtd/WS02-026S T: None

L0
C0

Toradora!
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gtd/WS02-038 T: Choice

Toradora!
 [C] All your Charas gain +1000 Pow and +1 Soul.

Gtd/WS02-038SP T: Choice

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Dengeki Bunko - Your Forma | Gyf/WS02-089 T:

L0
C0

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Dengeki Bunko - Your Forma | Gyf/WS02-089S T:

L0
C0

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Echika & Harold, Buddies
 [S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Dengeki Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.