

Couvert, Beloved Lord

[C] All your other Charas with either ::Hero:: and/or ::Royalty:: gain +500 Pow.  
[A] [Clock] **SHIFT Level 0**  
[S] [(1) Rest this] Choose a YELLOW card in your Clock and return it to your hand, and put the top 2 cards of your LB in your Clock.

Animal - Royalty | DD/WE23-01 T: None

L0  
C0

Couvert, Beloved Lord

[C] All your other Charas with either ::Hero:: and/or ::Royalty:: gain +500 Pow.  
[A] [Clock] **SHIFT Level 0**  
[S] [(1) Rest this] Choose a YELLOW card in your Clock and return it to your hand, and put the top 2 cards of your LB in your Clock.

Animal - Royalty | DD/WE23-01SP T: None

L0  
C0

Rebecca, Hero of Pastillage

[C] If "Couvert, Beloved Lord" is in your Clock, this gets -1 Level while in your hand.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if "Demon God Crystal" is in your CZ, deal 1 Damage to your Opp., send this to Memory, and at the start of your next Draw Phase, choose 1 "Rebecca, Hero of Pastillage" in your Memory and put it in any Slot on the Stage, and that Chara gains +3500 Pow for that turn. (DC can occur)

Hero - Book | DD/WE23-02 T: Soul

L3  
C2

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Rebecca, Hero of Pastillage

[C] If "Couvert, Beloved Lord" is in your Clock, this gets -1 Level while in your hand.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if "Demon God Crystal" is in your CZ, deal 1 Damage to your Opp., send this to Memory, and at the start of your next Draw Phase, choose 1 "Rebecca, Hero of Pastillage" in your Memory and put it in any Slot on the Stage, and that Chara gains +3500 Pow for that turn. (DC can occur)

Hero - Book | DD/WE23-02SP T: Soul

L3  
C2

"Reminiscence" Fi

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[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, search your LB for up to 1 Chara with either ::Animal:: and/or ::Hero::, reveal it, put it in your hand, and shuffle your LB.

Animal - Royalty | DD/WE23-03 T: None

L0  
C0

Adel, Hero King

[A] At the start of your Encore Step, if "Story of Hero and Princess" is in the CZ and this is in the Front Row, you may choose 1 of your other Charas and put it in the WR. If so, search your LB for up to 1 Chara that shares at least 1 trait with the Chara put in the WR this way, reveal it, put it in your hand, and shuffle your LB.

Hero - Weapon | DD/WE23-04 T: None

L1  
C0

Dog Days Double Dash Extra Pack

Rebecca, Hero's Rest

[C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This cannot be chosen as target of your Opp.'s effects."  
[C] **ASSIST** All your Charas with either ::Hero:: and/or ::Royalty:: in front of this gains +X Pow. X = 500 times Level of that Chara.  
[A] [Clock] **SHIFT Level 1**

Hero - Book | DD/WE23-05 T: Soul

L1  
C1

Valeri the Demon King

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[C] **RECOLLECTION** If "Reminiscence" Fi is in your Memory, this gains the following ability. "[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn."  
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Hero:: and/or ::Royalty::, you may put the top card of your LB in your Stock.

Animal - Royalty | DD/WE23-06 T: None

L0  
C0

Fi the Hero Princess

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Animal:: and/or ::Hero::.

Animal - Royalty | DD/WE23-07 T: None

L1  
C0

Adel&#92;; Gun of Hero PRincess

[A] [Choose a "Reminiscence" Fi in your Memory and put it in the WR] When you use the **BACKUP** of this, may pay. If so, all your Charas with ::Animal:: and/or ::Hero:: gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Hero - Weapon | DD/WE23-08 T: Soul

L2  
C1

Couvert, Descendent of Hero King

[C] For each of your other Charas with either ::Hero:: and/or ::Royalty::, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Hero:: and/or ::Royalty::, you may put the top card of your LB in your Stock.

Animal - Royalty | DD/WE23-09 T: Soul

L2  
C2

Legend of Hero Summoning

Search your LB for up to 1 ::Animal:: Chara and up to 1 ::Hero:: Chara, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB. Put this in your Clock.

DD/WE23-10 T: None

L1  
C0

Demon God Crystal

[C] All your Charas gain +!000 Pow and +1 Soul.

DD/WE23-11 T: Soul Bounce

Story of Hero And Princess

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

DD/WE23-12 T: 2 Soul

Nanami, Naive And Romantic

[C] If you are Level 1 or higher, this gains the following ability. "[A] At the start of your Climax Phase, you may swap this with a "Nanami, Hero's Rest" in your Clock."  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Hero - Sports | DD/WE23-13 T: None

L0  
C0

Nanami, Naive And Romantic

[C] If you are Level 1 or higher, this gains the following ability. "[A] At the start of your Climax Phase, you may swap this with a "Nanami, Hero's Rest" in your Clock."  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Hero - Sports | DD/WE23-13SP T: None

L0  
C0

Leo, Young Lion Princess

[C] For each of your other Charas with either ::Animal:: and/or ::Hero::, this gains +500 Pow.  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
[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, put that Chara in Clock.

Animal - Royalty | DD/WE23-14 T: Soul

L3  
C2

Leo, Young Lion Princess

[C] For each of your other Charas with either ::Animal:: and/or ::Hero::, this gains +500 Pow.  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
[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, put that Chara in Clock.

Animal - Royalty | DD/WE23-14SP T: Soul

L3  
C2

### Leaf Lang de Shar Harva

[A] When your other Chara with either ::Animal:: and/or ::Hero:: attacks, this gains +1500 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if "Guidance" is in your CZ, you may choose a card in your Clock and return it to your hand. If so, put the top card of your LB in your Clock.

Animal - Royalty | DD/WE23-15 T: None

L1  
C0

### Gaol, Being Aggressive

[C] If "Leo, Young Lion Princess" is in your Clock, this gets -1 Level while in your hand.  
[A] When this attacks, if "Duel in the Sky Sea" is in the CZ, choose 1 of your other Charas and this, and they gain +1500 Pow and the following ability for the turn. "[C] During battles involving this, your Opp. cannot play BACKUP from hand."

Animal - Royalty | DD/WE23-16 T: Soul

L2  
C1

### Vert, Leaf's Relative

[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 Chara in your Clock with either ::Animal:: and/or ::Hero:: and return it to your hand, and put the top card of your LB in your Clock.  
[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Animal - Weapon | DD/WE23-17 T: None

L0  
C0

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### Gaol, Searching for Hero

[A] [Clock] **SHIFT Level 0**  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, perform the following action: "Choose a card in your Clock and return it to hand, and put the top card of your LB in your Clock".

Animal - Royalty | DD/WE23-18 T: None

L0  
C0

### Nanami, Hero's Rest

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, rest this. (Put the revealed card back where it was)  
[A] **ENCORE** [Choose 1 Chara in your WR with either ::Animal:: and/or ::Hero:: and put it on the bottom of your Clock]

Hero - Sports | DD/WE23-19 T: None

L1  
C1

### Leo, Lion's Match

[C] If your Opp. has 2 or fewer Charas in the Front Row, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, choose 1 of your Standing Charas and Rest it.

Animal - Royalty | DD/WE23-20 T: None

L0  
C0

## Dog Days Double Dash Extra Pack

### Jaune, Searching the Sky Sea

[A] When your other Chara is placed from the Stage to Clock, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Animal - Weapon | DD/WE23-21 T: None

L1  
C0

### Noir, Gaol's Personal Guard

[C] **ASSIST** All your Charas with either ::Animal:: and/or ::Hero:: in front of this gain +1500 Pow.

Animal - Weapon | DD/WE23-22 T: Soul

L2  
C1

### Lion Princess's Match

[Counter] If there are 6 or more cards in your Stock, you cannot play this from your hand.  
Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Animal:: and/or ::Hero::, reveal it, put it in your hand, and put the rest in the WR.

DD/WE23-23 T: None

L1  
C0

### Guidance

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

DD/WE23-24 T: Treasure

### Duel in the Sky Sea

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

DD/WE23-25 T: 2 Soul

### Millhi, Kind Smile

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas with either ::Animal:: and/or ::Hero::, and that Chara gains +500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, choose a Chara in your WR and return it to your hand.

Animal - Music | DD/WE23-26 T: None

L0  
C0

### Millhi, Kind Smile

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas with either ::Animal:: and/or ::Hero::, and that Chara gains +500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, choose a Chara in your WR and return it to your hand.

Animal - Music | DD/WE23-26SP T: None

L0  
C0

### Hina, Within the Sunbeam Shining Through the Leaves

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Animal - Weapon | DD/WE23-27 T: None

L0  
C0

### Eclair, Wielder of Twin Swords

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 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.

Animal - Weapon | DD/WE23-28 T: None

L1  
C0

### Millhi, Princess-sama's Rest

[C] All your other "Cinque, Hero of Biscotti" gain +1000 Pow.  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [(1)] When "Healing Song" is placed in your CZ, put the top 3 cards of your LB in the WR. If there were at least 1 RED card and 1 BLUE card among them, may pay. If so, put the top card of your Clock in the WR.

Animal - Music | DD/WE23-29 T: Soul

L2  
C1

### Cinque, Hero of Biscotti

[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] [(4) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Hero Mode" is in your CZ, may pay. If so, put that Chara on top of the LB and Stand this.

Hero - Sports | DD/WE23-30 T: Soul

L3  
C2

### Rico, Academic Research?

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Animal:: and/or ::Hero::, and that Chara gains +1 Level and +1000 Pow for the turn.

Animal - Science | DD/WE23-31 T: None

L0  
C0

Hina, Proud Passerby

[C] **RECOLLECTION** if "Reminiscence" Fi' is in your Memory, this gains +2000 Pow.

Animal - Weapon | DD/WE23-32 T: None

L1

C0

Yukikaze, Flonyard's Autumn

[C] If you have 2 or more RED Charas and 2 or more BLUE Charas, this gets -1 Level while in your hand.  
[A] **ENCORE** [Choose 1 RED or BLUE Chara in your WR and put it on the bottom of your Clock]

Animal - God | DD/WE23-33 T: Soul

L2

C1

Cinque, Arrival of Hero!

[A] [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 Chara in your WR whose Level is equal to or lower than your Level and return it to your hand.

Hero - Sports | DD/WE23-34 T: None

L0

C0

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Isuka, Proud Passerby

[A] **RECOLLECTION** When the Battle Opp. of this becomes Reversed, if "Reminiscence" Fi' is in your Memory, you may put that Chara on top of the LB.

Animal - Smithing | DD/WE23-35 T: None

L1

C0

Cinque, Lively Personality

[C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.

Hero - Sports | DD/WE23-36 T: None

L1

C1

Rico, Battle Stance

[A] [(3)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Animal - Science | DD/WE23-37 T: Soul

L2

C1

Dog Days Double Dash Extra Pack

Healing Song

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

DD/WE23-38 T: 2 Soul

Hero Mode

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

DD/WE23-39 T: Salvage

Sharu, Protector of Dragons

[C] If you have 2 or more RED Charas and 2 or more BLUE Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Animal - Dragon | DD/WE23-40 T: Soul

L3

C2

Aria, Lost Girl

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Animal:: and/or ::Hero::, reveal it, put it in your hand, and shuffle your LB.

Miko - Music | DD/WE23-41 T: None

L0

C0

Sharu, Shy Girl

[A] [(1)] When this attacks, if "Dragon Forest" is in the CZ, may pay. If so, search your LB for up to 1 RED or BLUE Chara, reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +2500 Pow for the turn.

Animal - Dragon | DD/WE23-42 T: None

L1

C0

Sharu, Dragon Priestess

[C] For each Marker under this, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top 2 cards of your LB, choose up to 1 RED card among them and put it face-down under this as Marker, choose up to 1 BLUE card among them and put it face-down under this as Marker, and put the rest in the WR.

Animal - Dragon | DD/WE23-43 T: None

L0

C0

Aria, Longing for the Surface

[A] When this is placed from hand to the Stage, if you have another RED Chara, this gains +2000 Pow for the turn.

Miko - Music | DD/WE23-44 T: None

L1

C0

Farine the Priestess

[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, draw a card.

Animal - Miko | DD/WE23-45 T: None

L0

C0

Sharu, Visit From the Sky

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Animal - Dragon | DD/WE23-46 T: None

L1

C0

Aria, Songstress of the Sky Sea

[A] [(2)] When this attacks, if "Healing Song" is in the CZ, may pay. If so, return the bottom card of your Clock to your hand.

Miko - Music | DD/WE23-47 T: Soul

L2

C1

Verde, Apostle of Sickness

[C] If there are no Markers under this, all your other ::Music:: Charas gain +1500 Pow, and this does not Stand during your Stand Phase.  
[A] When this is placed from hand to the Stage, choose a Climax card in your WR and put it face-down under this as Marker.  
[A] When this becomes Reversed, if there is a Marker under this, put a Marker from under this in your Clock and Rest this.

Poison | DD/WE23-48 T: Soul

L2

C2

Hero Crystal

[Counter] You may discard a "Hero Crystal" from your hand. If so, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

DD/WE23-49 T: None

L2

C1

Dragon Forest

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

DD/WE23-50 T: Soul Gate

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