

"Good to Endure" Darkness
 [C] During your turn, this gains +1000 Pow.
 [A] When this is placed from Stage to the WR, look at up to 4 cards from the top of your LB and search for up to 1 Climax card, 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.

Adventurer - Worries | KS/W76-001 T: None

L1
C0

"Good to Endure" Darkness
 [C] During your turn, this gains +1000 Pow.
 [A] When this is placed from Stage to the WR, look at up to 4 cards from the top of your LB and search for up to 1 Climax card, 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.

Adventurer - Worries | KS/W76-001SP T: None

L1
C0

"Muscle-Brained Crusader" Darkness
 [C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
 [A] When this is placed from hand to the Stage or by effect of MERGE to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 of them, put it in your hand, and discard the rest to the WR.
 [A] CX COMBO When this attacks, if "D.Defensive Pow.?" is in your CZ and you have 4 or more other ::Adventurer:: and/or ::Magic:: Charas, until the next end of your Opp.'s turn, this gains the following ability. "[A] This ability activates up to once per turn. When damage dealt by Chara Opposite this or by this Chara is Cancelled, deal 1 Damage to your Opp.;" (DC can occur)

Adventurer - Worries | KS/W76-002 T: Soul

L3
C2

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"Muscle-Brained Crusader" Darkness
 [C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
 [A] When this is placed from hand to the Stage or by effect of MERGE to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 of them, put it in your hand, and discard the rest to the WR.
 [A] CX COMBO When this attacks, if "D.Defensive Pow.?" is in your CZ and you have 4 or more other ::Adventurer:: and/or ::Magic:: Charas, until the next end of your Opp.'s turn, this gains the following ability. "[A] This ability activates up to once per turn. When damage dealt by Chara Opposite this or by this Chara is Cancelled, deal 1 Damage to your Opp.;" (DC can occur)

Adventurer - Worries | KS/W76-002S T: Soul

L3
C2

"Forest Rest" Darkness
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [Discard a "Forest Rest" Darkness' from hand to the WR, Rest this] Choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to hand.

Adventurer - Worries | KS/W76-003 T: None

L0
C0

"Beauty in Yukata" Darkness
 [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 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.

Adventurer - Worries | KS/W76-004 T: None

L0
C0

Konosuba Legend of Crimson Booster Pack

"Important Fellow" Kazuma
 [A] [Rest 1 of your other ::Adventurer:: or ::Magic:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and Swap them.
 [A] When 1 of your other ::Adventurer:: or ::Magic:: Charas attacks, for the turn this gains +1500 Pow.

Adventurer - Magic | KS/W76-005 T: None

L1
C0

"Abusive Shaking" Darkness
 [C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
 [A] CX COMBO When this attacks, if "Orc Attack!" is in your CZ, and you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, choose 1 of the following 2 effects and perform it. "Choose a "Fierce Engagement" Vanir" or "Forest Rest" Darkness" in your WR and return it to hand." Search your LB for up to 1 "Fierce Engagement" Vanir or "Forest Rest" Darkness, show it to your Opp., put it in your hand, and shuffle your LB."

Adventurer - Worries | KS/W76-006 T: None

L1
C0

"Abusive Shaking" Darkness
 [C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
 [A] CX COMBO When this attacks, if "Orc Attack!" is in your CZ, and you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, choose 1 of the following 2 effects and perform it. "Choose a "Fierce Engagement" Vanir" or "Forest Rest" Darkness" in your WR and return it to hand." Search your LB for up to 1 "Fierce Engagement" Vanir or "Forest Rest" Darkness, show it to your Opp., put it in your hand, and shuffle your LB."

Adventurer - Worries | KS/W76-006S T: None

L1
C0

"Fireworks Display" Kazuma
 [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.

Adventurer - Magic | KS/W76-007 T: Soul

L1
C1

"Fierce Engagement" Vanir
 [A] When this is placed from hand to the Stage, choose up to 2 "Muscle-Brained Crusader" Darkness' in your WR and put them on the bottom of your LB in any order.
 [S] MERGE [Put a "Forest Rest" Darkness' from your Stage face-up under this as Marker] Search your LB for up to 1 "Muscle-Brained Crusader" Darkness, put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Muscle-Brained Crusader" Darkness' as Markers in any order, and shuffle your LB.

Mask - Magic | KS/W76-008 T: Soul

L2
C1

"Fierce Engagement" Vanir
 [A] When this is placed from hand to the Stage, choose up to 2 "Muscle-Brained Crusader" Darkness' in your WR and put them on the bottom of your LB in any order.
 [S] MERGE [Put a "Forest Rest" Darkness' from your Stage face-up under this as Marker] Search your LB for up to 1 "Muscle-Brained Crusader" Darkness, put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Muscle-Brained Crusader" Darkness' as Markers in any order, and shuffle your LB.

Mask - Magic | KS/W76-008S T: Soul

L2
C1

"Popular Period Begins!" Kazuma
 [A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
 [A] [Discard a Chara from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Adventurer - Magic | KS/W76-009 T: Soul

L3
C2

"Popular Period Begins!" Kazuma
 [A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
 [A] [Discard a Chara from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Adventurer - Magic | KS/W76-009S T: Soul

L3
C2

"S-Class Good Luck" Kazuma
 [A] CX COMBO [Put the top card of your LB to your Clock] When "Thumbs Up!" is placed in your CZ and this is in the Front Row, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 Cost 0 or lower Charas from among them, place them to separate Slots on the Stage, and put the remaining cards in the WR.
 [A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Adventurer - Magic | KS/W76-010 T: None

L0
C0

"Taken Aback" Darkness
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
 [A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +1500 Pow for the turn.

Adventurer - Worries | KS/W76-011 T: None

L0
C0

"Sightseeing at Crimson Demon Village!" Darkness
 [C] During your Opp.'s turn, if all your Charas are either ::Adventurer:: or ::Magic::, this gains +1 Level and +1500 Pow.
 [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 with either ::Adventurer:: or ::Magic:: and return it to your hand.

Adventurer - Worries | KS/W76-012 T: None

L0
C0

"Blunt Confession" Kazuma
 [A] At the start of your Climax Phase, choose 1 of your ::Demon King's Army:: Chara or Chara with "Kazuma" in name, and for the turn that Chara gains +500 Pow.
 [S] [(1) Put this card under a Chara with "Sylvia" in name face-up as a Marker] Look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR. (Climax cards count as Level 0 for this effect)

Adventurer - Magic | KS/W76-013 T: None

L0
C0

"Welcome" Vanir
 [A] When this is placed from hand to the Stage, IF you have another ::Adventurer:: or ::Magic:: Chara, for the turn this gets +2000 Pow.
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Mask - Magic | KS/W76-014 T: None

L1
C0

"Paradise I Was Looking For" Kazuma
 [A] When you use **BACKUP** of this, Choose a Chara with "Sylvia" in name. Choose a "Paradise I Was Looking For" Kazuma in your WR, and put it Face-Up as Marker underneath that originally chosen card.
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W76-015 T: Soul

L1
C1

"Blockaded" Darkness
 [A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Darkness, Daughter of the Dustiness Family" in your WR and return it to your hand.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Worries | KS/W76-016 T: Soul

L2
C1

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"To the Crimson Demon Village!" Kazuma
 [C] If you are Level 2 or higher, this gains the following ability.
 [S] [Put this in the WR] Choose a "To the Crimson Demon Village!" Darkness' from your hand and place it in the Slot this was in."
 [A] **BOND**"To the Crimson Demon Village!" Darkness'
 [Discard a card from your hand to the WR]

Adventurer - Magic | KS/W76-017 T: None

L0
C0

"Devilish Prediction" Vanir
 [A] When this Attacks or this is Reversed, loop at the top 2 cards of your LB, choose 1 card from among them, place it on top of your LB, and put the remaining cards in the WR.

Mask - Magic | KS/W76-018 T: None

L0
C0

"Strong Claim" Kazuma
 [A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to another Slot."

Adventurer - Magic | KS/W76-019 T: None

L0
C0

Konosuba Legend of Crimson Booster Pack

"Scope Set" Kazuma
 [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 "Forbidden Weapon" in your WR and return it to your hand.

Adventurer - Magic | KS/W76-020 T: None

L0
C0

"Imposing Nonsense" Kazuma
 [A] When this becomes Reversed, if the Cost 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.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Adventurer - Magic | KS/W76-021 T: None

L1
C0

"My Only Worth" Darkness
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Adventurer - Worries | KS/W76-022 T: None

L1
C1

"To the Crimson Demon Village!" Darkness
 --No Text--

Adventurer - Worries | KS/W76-023 T: None

L2
C2

UDDLRLR-Ho-Ho-Hoi-Hoi-Hoi!
 If you don't have a Chara with "Kazuma" in name, you cannot play this from hand.
 Choose 1 of the following actions and perform it. "Choose a Chara in your WR and return it to hand." "Choose 1 of your Opp.'s Front Row Charas and return it to hand." "If your Opp. has 5 or more cards in Memory, place all of the Charas in their Memory to the WR."

None - None | KS/W76-024 T: None

L1
C1

D..Defensive Power..?
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-025 T: None

D..Defensive Power..?
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-025R T: None

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

None - None | KS/W76-026 T: Soul Bounce

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

None - None | KS/W76-027 T: None

"Believe in Your Friends" Yunyun
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Adventurer:: or ::Magic:: among those cards.
 [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 Level 0 for this effect. Put the revealed card back where it was)

Adventurer - Magic | KS/W76-028 T: None

L0
C0

"Believe in Your Friends" Yunyun
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Adventurer:: or ::Magic:: among those cards.
 [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 Level 0 for this effect. Put the revealed card back where it was)

Adventurer - Magic | KS/W76-028SP T: None

L0
C0

"To the Crimson Demon Village!" Megumin & Yunyun
 [A] When a Climax is placed to your CZ, if that card has a Door Trigger Icon, choose 1 of your Charas, and for the turn that Chara gains +1 Soul.
 [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.

Adventurer - Magic | KS/W76-029 T: None

L0
C0

"To the Crimson Demon Village!" Megumin & Yunyun
 [A] When a Climax is placed to your CZ, if that card has a Door Trigger Icon, choose 1 of your Charas, and for the turn that Chara gains +1 Soul.
 [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.

Adventurer - Magic | KS/W76-029S T: None

L0
C0

"To the Crimson Demon Village!" Wiz
 [C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +1000 Pow.
 [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)

Death - Magic | KS/W76-030 T: None

L0
C0

"To the Crimson Demon Village!" Wiz
 [C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +1000 Pow.
 [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)

Death - Magic | KS/W76-030SP T: None

L0
C0

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"Feelings on Explosion Magic" Megumin
 [C] During your turn, this gains +1000 Pow.
 [A] CX COMBO When "Teasing" is placed to your CZ, if you have another ::Adventurer:: or ::Magic:: Chara, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to hand."

Adventurer - Magic | KS/W76-031 T: None

L1
C0

"Feelings on Explosion Magic" Megumin
 [C] During your turn, this gains +1000 Pow.
 [A] CX COMBO When "Teasing" is placed to your CZ, if you have another ::Adventurer:: or ::Magic:: Chara, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to hand."

Adventurer - Magic | KS/W76-031SP T: None

L1
C0

"Best Magic-User" Yunyun
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +1500 Pow and "[A] ENCORE [Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR]".
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | KS/W76-032 T: Soul

L3
C2

Konosuba Legend of Crimson Booster Pack

"Best Magic-User" Yunyun
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +1500 Pow and "[A] ENCORE [Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR]".
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | KS/W76-032SSP T: Soul

L3
C2

"Strongest Magic User" Megumin
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
 [A] CX COMBO [S] Put a "Hands Intertwined" from your CZ to the WR. Rest a Front Row "Best Magic-User" Yunyun and a Front Row this] At the beginning of your Attack Phase, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that to their LB and shuffles their LB, place all Charas Opposite the Charas Rested for the cost of this Ability to Clock, and Deal 3 Damage to your Opp. twice. (DC can occur)

Adventurer - Magic | KS/W76-033 T: Soul

L3
C2

"Strongest Magic User" Megumin
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
 [A] CX COMBO [S] Put a "Hands Intertwined" from your CZ to the WR. Rest a Front Row "Best Magic-User" Yunyun and a Front Row this] At the beginning of your Attack Phase, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that to their LB and shuffles their LB, place all Charas Opposite the Charas Rested for the cost of this Ability to Clock, and Deal 3 Damage to your Opp. twice. (DC can occur)

Adventurer - Magic | KS/W76-033SSP T: Soul

L3
C2

"Watching Over Gently" Yunyun
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [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. "Choose a Chara in your WR, return it to hand, and discard a card from hand to the WR."

Adventurer - Magic | KS/W76-034 T: None

L0
C0

"Watching Over Gently" Yunyun
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [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. "Choose a Chara in your WR, return it to hand, and discard a card from hand to the WR."

Adventurer - Magic | KS/W76-034S T: None

L0
C0

"Someday the Ultimate Explosion" Megumin
 [A] [Discard a "Best Magic-User" Yunyun or "Strongest Magic User" Megumin from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 1 ::Adventurer:: or ::Magic:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and for the turn this gets +1000 Pow.

Adventurer - Magic | KS/W76-035 T: None

L0
C0

"Someday the Ultimate Explosion" Megumin
 [A] [Discard a "Best Magic-User" Yunyun or "Strongest Magic User" Megumin from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 1 ::Adventurer:: or ::Magic:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and for the turn this gets +1000 Pow.

Adventurer - Magic | KS/W76-035S T: None

L0
C0

"Shy" Yunyun
 [A] [Discard a "Strongest Magic User" Megumin from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to the LB, and shuffle your LB.

Adventurer - Magic | KS/W76-036 T: None

L0
C0

"Shy" Yunyun
 [A] [Discard a "Strongest Magic User" Megumin from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to the LB, and shuffle your LB.

Adventurer - Magic | KS/W76-036S T: None

L0
C0

"Omp Omp" Komekko
 [C] When you pay for the cost of an Event in your hand, you may put a Marker from under this into the WR in place of a Stock.
 [A] [Rest this] When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB and place it facedown under this as Marker.
 [A] When your other Chara Reverses an Opp.'s Battling Chara, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and for the turn that Chara gains +1000 Pow.

Magic - Sister (Sst-MTI) | KS/W76-037 T: None

L1
C0

"Omp Omp" Komekko
 [C] When you pay for the cost of an Event in your hand, you may put a Marker from under this into the WR in place of a Stock.
 [A] [Rest this] When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB and place it facedown under this as Marker.
 [A] When your other Chara Reverses an Opp.'s Battling Chara, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and for the turn that Chara gains +1000 Pow.

Magic - Sister (Sst-MTI) | KS/W76-037S T: None

L1
C0

"Vs 'Mage Killer' " Wiz
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
 [A] When this attacks, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Adventurer:: or ::Magic::.

Death - Magic | KS/W76-038 T: None

L1
C0

"In Case of Emergency" Megumin

[A] [Discard a "Strongest Magic User" Megumin from your hand to the WR, put 1 of your Charas on Stage into the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas that is higher Level than your Opp.'s Level and place it in their WR.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W76-039 T: Soul

L2
C1

"In Case of Emergency" Megumin

[A] [Discard a "Strongest Magic User" Megumin from your hand to the WR, put 1 of your Charas on Stage into the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas that is higher Level than your Opp.'s Level and place it in their WR.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W76-039S T: Soul

L2
C1

"Shy Smile" Megumin

[A] When this attacks, choose 1 of your other Charas with either :Adventurer: or :Magic:, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either :Adventurer: or :Magic:.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Adventurer - Magic | KS/W76-040 T: Soul

L2
C1

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"Shy Smile" Megumin

[A] When this attacks, choose 1 of your other Charas with either :Adventurer: or :Magic:, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either :Adventurer: or :Magic:.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Adventurer - Magic | KS/W76-040S T: Soul

L2
C1

"Reunion After a Long Time" Wiz

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] CX COMBO [(2) Discard a card from hand to the WR] If you have an other "Strongest Magic User" Megumin, Choose a "Hands Intertwined" in your WR and return it to hand.

Death - Magic | KS/W76-041 T: Soul

L2
C1

"Reunion After a Long Time" Wiz

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] CX COMBO [(2) Discard a card from hand to the WR] If you have an other "Strongest Magic User" Megumin, Choose a "Hands Intertwined" in your WR and return it to hand.

Death - Magic | KS/W76-041S T: Soul

L2
C1

Konosuba Legend of Crimson Booster Pack

"Special Speech" Yunyun

[C] If you have 4 or more Charas with :Adventurer: or :Magic:, this gets -1 Level while in your hand.
[A] CX COMBO [Put a "Roaring Thunder" from your CZ to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 4 :Adventurer: and/or :Magic: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Adventurer - Magic | KS/W76-042 T: Soul

L2
C1

"Special Speech" Yunyun

[C] If you have 4 or more Charas with :Adventurer: or :Magic:, this gets -1 Level while in your hand.
[A] CX COMBO [Put a "Roaring Thunder" from your CZ to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 4 :Adventurer: and/or :Magic: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Adventurer - Magic | KS/W76-042S T: Soul

L2
C1

"Convenient Transfer Magic" Wiz

[A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either :Adventurer: or :Magic: and return it to your hand.
[A] [(3)] When this attacks may pay. If so, put the bottom 4 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X equals the number of Climax Cards moved into your Opp.'s WR in this manner. (DC can occur)

Death - Magic | KS/W76-043 T: Soul

L3
C2

"Breaking Out in a Cold Sweat" Yunyun

[A] When this card becomes Reversed in battle, put the top 4 cards of your LB in the WR. If 'Unreasonable Demand' Megumin' is among them, you may return this card to hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Adventurer - Magic | KS/W76-044 T: None

L0
C0

"My Name Is" Funifura

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Magic | KS/W76-045 T: None

L0
C0

"Sightseeing at Crimson Demon Village!" Megumin

[A] [Put an :Adventurer: or :Magic: Chara from hand into Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.

Adventurer - Magic | KS/W76-046 T: None

L0
C0

"Excellent at Self-Introduction" Crimson Demon

[A] When this is placed from hand to the Stage, you may introduce yourself. If you do, your Opp. may introduce themselves by name. If they do, all players put the top card of their LB into their Stock. (please mind large volumes and motions)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Magic | KS/W76-047a T: None

L0
C0

"Excellent at Self-Introduction" Crimson Demon

[A] When this is placed from hand to the Stage, you may introduce yourself. If you do, your Opp. may introduce themselves by name. If they do, all players put the top card of their LB into their Stock. (please mind large volumes and motions)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Magic | KS/W76-047b T: None

L0
C0

"Excellent at Self-Introduction" Crimson Demon

[A] When this is placed from hand to the Stage, you may introduce yourself. If you do, your Opp. may introduce themselves by name. If they do, all players put the top card of their LB into their Stock. (please mind large volumes and motions)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Magic | KS/W76-047c T: None

L0
C0

"Excellent at Self-Introduction" Crimson Demon

[A] When this is placed from hand to the Stage, you may introduce yourself. If you do, your Opp. may introduce themselves by name. If they do, all players put the top card of their LB into their Stock. (please mind large volumes and motions)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Magic | KS/W76-047d T: None

L0
C0

"Filling with Magic" Wiz

[A] [(1) Put the top card of your LB into Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Cost 0 or lower :Adventurer: or :Magic: Chara whose Level is equal to or lower than your Level, place it to any Slot on Stage, and shuffle your LB.

Death - Magic | KS/W76-048 T: None

L0
C0

"Unreasonable Demand" Megumin

[A] When this card is Reversed in Battle, put the top 5 cards of your LB in the WR. If "Unreasonable Demand" Megumin' is among them, you may return this card to your hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Adventurer - Magic | KS/W76-049 T: None

L1
C0

"Unrivaled Rival Soul" Megumin
 [C] During your turn this gains +4000 Pow.

Adventurer - Magic | KS/W76-050 T: None

L1
C0

"Fierce Engagement" Wiz
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [S] [Discard a Climax from hand to the WR] For the turn this gains +1500 Pow and the following ability. [A] When this attacks, reveal the top 2 cards of your LB, your Opp. chooses 1 Event or Chara from among them, put that card in your hand, and put the remaining cards in the WR.

Death - Magic | KS/W76-051 T: None

L1
C0

"Important Fellow" Megumin
 [C] If you have no other Charas with either ::Adventurer:: or ::Magic::, this does not Stand during your Stand Phase.
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

Adventurer - Magic | KS/W76-052 T: None

L1
C0

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"Party Member?" Yunyun
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
 [A] When this is placed from hand to the Stage, place the top card of your LB in the WR. If that card is Level 0 or lower, choose an Opp.'s Cost 0 or lower Front Row Chara and place it in their WR. (Climax cards are considered Level 0 for this effect)

Adventurer - Magic | KS/W76-053 T: None

L1
C0

"Covering Fire" Yuiyui
 [A] [(4) Discard an ::Adventurer:: or ::Magic:: Chara from hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic | KS/W76-054 T: Soul

L2
C1

"Welcome" Komekko
 [A] CX COMBO [(1)] When this attacks, if "I'm Back, and Welcome Home" is in your CZ, may pay. If so, choose up to 3 cards in your Opp.'s WR, return them to their LB, and your Opp. shuffles their LB.

Magic - Sister (Sst-MTI) | KS/W76-055 T: Soul

L2
C1

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"Today's Explosion Magic" Megumin
 [A] CX COMBO When this is placed from hand to the Stage, choose up to 1 "One Explosion a Day" in your WR, return it to your hand, and for the turn this gets +1000 Pow.
 [A] CX COMBO [Put all of the cards in your hand and your Stock in the WR, put a "One Explosion a Day" from your CZ into the WR] At the beginning of your Attack Phase, if this is Standing in your Front Row, may pay. If 8 or more cards were placed in the WR by the cost of this ability, put all of your Opp.'s Level 3 or lower Charas in their WR, put all the cards in your Opp.'s LB into the WR, deal X Damage to your Opp., and Rest this. X equals the number of "Today's Explosion Magic" Megumin in your Level. (DC can occur)

Adventurer - Magic | KS/W76-056 T: Soul

L3
C2

"Beauty in Yukata" Megumin
 [A] [Put an ::Adventurer:: or ::Magic:: Chara from hand into Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 2 "Incorrect Misunderstanding" Yunyun, show them to your Opp., put them in your hand, and shuffle your LB.
 [A] [Return 2 Charas with ::Adventurer:: and/or ::Magic:: from your WR to your LB, Shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and for the turn that Chara gains +1 Soul.

Adventurer - Magic | KS/W76-057 T: None

L0
C0

Megumin & Komekko
 [C] During your turn, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is an ::Adventurer:: or ::Magic:: Chara, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow. (Put the revealed card back)

Magic - Sister (Sst-MTI) | KS/W76-058 T: None

L0
C0

Hyoizaburo & Yuiyui
 [C] Your other Front Row Center Slot ::Adventurer:: or ::Magic:: Chara gains +1000 Pow.
 [S] [(2) Rest this] Search your LB for a Chara with "Megumin" or "Komekko" in name, show it to your Opp., put it in your hand, and Shuffle your LB.

Magic | KS/W76-059 T: None

L0
C0

"My Name Is" Arue
 [C] During this card's Battle, you cannot play **BACKUP** from your hand.
 [A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

Magic | KS/W76-060 T: None

L0
C0

"My Name Is" Dodonko
 [A] When this is placed from hand to the Stage, if your Opp. has 1 or less Charas in the Front Row, choose 1 of your Opp.'s Cost 0 or lower Front Row Charas and put it in their WR.
 [A] [(2)] When this is placed in the WR from the Stage, may pay. If so, choose a ::Magic:: Chara in your WR and return it to hand.

Magic | KS/W76-061 T: None

L0
C0

"Freezing Magic" Wiz
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Magic::, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Death - Magic | KS/W76-062 T: None

L0
C0

"Incorrect Misunderstanding" Yunyun
 --No Text--

Adventurer - Magic | KS/W76-063 T: None

L0
C0

"Devilish Younger Sister" Komekko
 [A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

Magic - Sister (Sst-MTI) | KS/W76-064 T: None

L0
C0

"Death Confession" Yunyun
 [A] When this attacks, if you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, for the turn this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Magic | KS/W76-065 T: None

L1
C0

"Cliffside Confrontation" Yunyun
 [A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W76-066 T: Soul

L1
C1

"Impressed" Megumin
 [S] [Rest this] Draw a card, and discard a card from your hand to the WR.
 [S] [Rest this] Choose 1 of your ::Adventurer:: or ::Magic:: Charas, and for the turn that Chara gains +3000 Pow.

Adventurer - Magic | KS/W76-067 T: Soul

L2
C1

"Beauty in Yukata" Yunyun
 [C] All your other ::Adventurer:: and/or ::Magic:: Charas gain +1000 Pow.
 [A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Magic:: Chara in your WR and Swap them.

Adventurer - Magic | KS/W76-068 T: Soul

L2
C1

"Overflowing Magical Power" Yunyun
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Adventurer:: or ::Magic::.
 [A] [Discard a "Strongest Magic User" Megumin' 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 with either ::Adventurer:: or ::Magic:: and return it to your hand.

Adventurer - Magic | KS/W76-069 T: Soul

L2
C1

Forbidden Weapon
 If you have a Chara with "Kazuma" in name, send this to Memory.
 [A] **RECOLLECTION** [(2) Put all "Forbidden Weapon" from your Memory into your WR] Ad the end of your Opp.'s turn, if this is in your Memory, may pay. If so, Choose up to 2 cards in your Opp.'s WR, place them on top of their LB in any order, and Deal 5 Damage to your Opp.. When paying the cost of this card, you may put a "Welcome" Komekko' from your hand into the WR in place of 2 Stock. (DC can occur)

None - None | KS/W76-070 T: None

L2
C4

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

None - None | KS/W76-071 T: Salvage

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

None - None | KS/W76-071R T: Salvage

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

None - None | KS/W76-072 T: Salvage

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

None - None | KS/W76-072R T: Salvage

Roaring Thunder
 [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.

None - None | KS/W76-073 T: 2 Soul

Roaring Thunder
 [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.

None - None | KS/W76-073R T: 2 Soul

"I'm Back, and Welcome Home"
 [C] All your Charas gain +2 Soul.

None - None | KS/W76-074 T: 2 Soul

One Explosion a Day
 [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.

None - None | KS/W76-075 T: 2 Soul

"All the Support I Have" Aqua
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
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 Chara with either ::Adventurer:: or ::Goddess:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Goddess | KS/W76-076 T: None

L0
C0

"All the Support I Have" Aqua
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
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 Chara with either ::Adventurer:: or ::Goddess:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Goddess | KS/W76-076SP T: None

L0
C0

"To the Crimson Demon Village!" Aqua
 [C] For each of your other Charas with either ::Adventurer:: or ::Goddess::, this gains +500 Pow.
 [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 [(1)] When this attacks, if "Blessing of the Goddess" is in your CZ, may pay. If so, put the bottom 2 cards of your Opp.'s LB in their WR. If there are no Climaxes among them, deal 1 Damage to your Opp. twice. (DC can occur)

Adventurer - Goddess | KS/W76-077 T: Soul

L3
C2

"To the Crimson Demon Village!" Aqua
 [C] For each of your other Charas with either ::Adventurer:: or ::Goddess::, this gains +500 Pow.
 [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 [(1)] When this attacks, if "Blessing of the Goddess" is in your CZ, may pay. If so, put the bottom 2 cards of your Opp.'s LB in their WR. If there are no Climaxes among them, deal 1 Damage to your Opp. twice. (DC can occur)

Adventurer - Goddess | KS/W76-077S T: Soul

L3
C2

"Occasionally Exhibiting Goddess-Tendencies" Aqua
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Adventurer - Goddess | KS/W76-078 T: None

L0
C0

"Occasionally Exhibiting Goddess-Tendencies" Aqua
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Adventurer - Goddess | KS/W76-078S T: None

L0
C0

"Sightseeing at Crimson Demon Village!" Aqua
 [A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Adventurer:: or ::Goddess::, and that Chara gains +1500 Pow for the turn.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Adventurer - Goddess | KS/W76-079 T: None

L1
C0

Sightseeing at Crimson Demon Village!" Aqua
 [A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Adventurer:: or ::Goddess::, and that Chara gains +1500 Pow for the turn.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Adventurer - Goddess | KS/W76-079S T: None

L1
C0

"Results of Synthesis and Modification" Sylvia
 [C] For each Marker under this, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 total ::Demon King's Army:: Charas or Charas with "Kazuma" in name or "The Demon King's Army Invades!", place them underneath this in any order faceup as Marker, and put the remaining cards in the WR.
 [A] CX COMBO [(1)] Put an "It's On!" from your CZ to the WR! When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 2 total ::Demon King's Army:: Charas and/or Charas with "Kazuma" in name, show them to your Opp., put them in hand, and shuffle your LB.

Demon King's Army - None | KS/W76-080 T: None

L1
C0

"The Adventurer's Life" Aqua
 [A] CX COMBO When this attacks, if "Quest Failed" is in your CZ and you have an other ::Adventurer:: or ::Goddess:: Chara, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR. (Climax Cards are considered Level 0 for this effect)

Adventurer - Goddess | KS/W76-081 T: None

L1
C0

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"The Adventurer's Life" Aqua
 [A] CX COMBO When this attacks, if "Quest Failed" is in your CZ and you have an other ::Adventurer:: or ::Goddess:: Chara, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR. (Climax Cards are considered Level 0 for this effect)

Adventurer - Goddess | KS/W76-081S T: None

L1
C0

"Synthesizing with 'Mage Killer' " Sylvia
 [C] This card gets +3000 Pow, and this card gets +X Pow. X equals 500 times the number of Markers underneath this card.
 [A] CX COMBO [Discard 2 cards from hand to the WR, put a "Crimson Demon Village Invasion" from your CZ to the WR] This ability activates once per turn. At the end of this card's attack, if you have 4 or more other ::Demon King's Army:: Charas and/or Charas with "Kazuma" in name, may pay. If so, Stand this.

Demon King's Army - None | KS/W76-082 T: Soul

L3
C2

"Cunning Idea" Aqua
 [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.
 [A] [Clock] ALARM If this card is on the top of your Clock, at the beginning of your Climax Phase, choose 1 of your ::Adventurer:: or ::Goddess:: Charas, and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of your Opp.'s LB."

Adventurer - Goddess | KS/W76-083 T: None

L0
C0

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"Female Heart and Male Heart" Sylvia
 [A] When this is placed from hand to the Stage, if you have 2 or more other total ::Demon King's Army:: Charas or Charas with "Kazuma" in name, you may draw a card. If so, discard a card from hand to the WR.
 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 ::Demon King's Army:: Chara or Chara with "Kazuma" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Demon King's Army - None | KS/W76-084 T: None

L0
C0

"Demon King Military Commander" Sylvia
 [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 "The Demon King's Army Invades!" in your WR and return it to your hand.
 [A] When this attacks, choose 1 of your other ::Demon King's Army:: Chara or Chara with "Kazuma" in name, and for the turn, that Chara gains +X Pow. X equals the number of your total other ::Demon King's Army:: Charas or Charas with "Kazuma" in name, times 500.

Demon King's Army - None | KS/W76-085 T: None

L1
C0

"Support Magic" Aqua
 [A] [A] When you use the BACKUP of this, perform the following action. "You may discard a card from your hand to the WR. If you do, look at the top card of your LB, and put it on top of your LB or in the WR." You may repeat that action as many times as desired.
 [S] [Counter] BACKUP 2500, Level 2 [(1)] Discard this card from your hand to the WR]

Adventurer - Goddess | KS/W76-086 T: Soul

L2
C1

"Dirty Temptation" Sylvia
 [C] If you have 4 or more Charas with either ::Demon King's Army:: or "Kazuma" in the name, this gets +1 Level 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.
 [A] [(2)] Discard a card from hand to the WR, put 2 ::Demon King's Army:: Charas from your WR under this faceup as Marker in any order! When this becomes Reversed in Battle, may pay. If so, choose 1 "Synthesizing with 'Mage Killer' " Sylvia in your WR, place it rested in the Slot where this is, put all the Markers underneath this and this underneath that card faceup as Marker in any order.

Demon King's Army - None | KS/W76-087 T: Soul

L3
C2

"Beauty in Yukata" Aqua
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [Rest 2 of your ::Adventurer:: and/or ::Goddess:: Charas] Choose 1 of your Charas, and for the turn, that Chara gains +2000 Pow.

Adventurer - Goddess | KS/W76-088 T: None

L0
C0

"Unexpected Blow" Aqua
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Adventurer - Goddess | KS/W76-089 T: None

L0
C0

"Hunting Down" Sylvia
 [C] Chara Opposite this cannot move to another Slot.
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Demon King's Army - None | KS/W76-090 T: None

L0
C0

"Marginal Retreat" Sylvia
 [C] During Attack Phase, you cannot return Charas from your WR to your hand via your own card effects.
 [A] At the start of your Opp.'s Attack Phase, if this is in the Front Row Center Slot, you may move this to an empty Slot in the Front Row.

Demon King's Army - None | KS/W76-091 T: None

L0
C0

"Weeping" Aqua
 [C] This cannot Side Attack.
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with ::Adventurer:: or ::Goddess:: among those cards.

Adventurer - Goddess | KS/W76-092 T: None

L1
C0

"Burning Out" Sylvia
 [C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This card cannot be chosen by your Opp.'s effects."
 [C] All of your other ::Demon King's Army:: Charas and Charas with "Kazuma" in name gain +1000 Pow.
 [S] [(1)] Discard a card from hand to the WR! Choose 1 of your ::Demon King's Army:: Charas or Charas with "Kazuma" in name, and until the next end of your Opp.'s turn that Chara gains +2500 Pow.

Demon King's Army - None | KS/W76-093 T: Soul

L2
C1

"Intimidating Pose" Aqua
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [S] [Rest this] Choose 1 of your Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of your Opp.'s LB."

Adventurer - Goddess | KS/W76-094 T: Soul

L2
C1

"Sharp Eyes" Sylvia
 [A] When this attacks, for the turn, this gains +X Pow. X equals the total number of your other ::Demon King's Army:: Charas and Charas with "Kazuma" in name, times 1000.

Demon King's Army - None | KS/W76-095 T: Soul

L2
C1

The Demon King's Army Invades!
 Choose 1 of your Standing ::Demon King's Army:: Charas or Charas with "Kazuma" in name and Rest it. If you do, search your LB for up to 1 ::Demon King's Army:: Chara or Chara with "Kazuma" in name, show it to your Opp., put it in your hand, shuffle your LB, choose 1 of your Charas, and for the turn that Chara gains +3000 Pow.

None - None | KS/W76-096 T: None

L1
C1

Blessing of the Goddess
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-097 T: Soul Gate

Blessing of the Goddess
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-097R T: Soul Gate

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

None - None | KS/W76-098 T: Draw

Crimson Demon Village Invasion
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-099 T: Soul Gate

Crimson Demon Village Invasion
 [C] All your Charas gain +1000 Pow and +1 Soul.

None - None | KS/W76-099R T: Soul Gate

Konosuba Legend of Crimson Booster Pack

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

None - None | KS/W76-100 T: 2 Soul