

Sandra, Faithful Saint

[A] [(1)] Put the top card of your LB in 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.
 [A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Adventurer - Heal | LOD/S74-001 T: None

L0
C0

Sandra, Faithful Saint

[A] [(1)] Put the top card of your LB in 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.
 [A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Adventurer - Heal | LOD/S74-001SP T: None

L0
C0

Lycoris, Invisible Blade

[C] If you have a Chara with a face-up Marker under it, this gains +2000 Pow.
 [A] CX COMBO When this attacks, if "Flower of Death" is in your CZ and you have another ::Adventurer: Chara, look at up to 4 cards from the top of your LB, choose an ::Adventurer: Chara or an "Item" Knight's Steel Shoes' from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Adventurer - Mystery | LOD/S74-002 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Lycoris, Invisible Blade

[C] If you have a Chara with a face-up Marker under it, this gains +2000 Pow.
 [A] CX COMBO When this attacks, if "Flower of Death" is in your CZ and you have another ::Adventurer: Chara, look at up to 4 cards from the top of your LB, choose an ::Adventurer: Chara or an "Item" Knight's Steel Shoes' from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Adventurer - Mystery | LOD/S74-002SP T: None

L1
C0

Fel, Guardian Angel of Aurora

[C] If you have 2 or more other ::Adventurer: Charas, this gains +2000 Pow.
 [A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)
 [A] CX COMBO [(2)] Discard a "Fel, Guardian Angel of Aurora" from your hand to the WR. This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Soul of a Guardian Angel" is in your CZ, may pay. If so, Stand this.

Adventurer - Angel | LOD/S74-003 T: Soul

L3
C2

Fel, Guardian Angel of Aurora

[C] If you have 2 or more other ::Adventurer: Charas, this gains +2000 Pow.
 [A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)
 [A] CX COMBO [(2)] Discard a "Fel, Guardian Angel of Aurora" from your hand to the WR. This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Soul of a Guardian Angel" is in your CZ, may pay. If so, Stand this.

Adventurer - Angel | LOD/S74-003SP T: Soul

L3
C2

Lost Decade Booster Pack

Persephone, Ruler of the Town on the Border Between

[A] When this attacks, reveal the top card of your LB. If it's an ::Adventurer: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [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 - Undead | LOD/S74-004 T: None

L0
C0

Persephone, Ruler of the Town on the Border Between

[A] When this attacks, reveal the top card of your LB. If it's an ::Adventurer: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [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 - Undead | LOD/S74-004S T: None

L0
C0

Fel, Angel Who Lost her Memory

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Adventurer: Charas, Rest it and move it to an empty Slot in the Back Row.

Adventurer - Angel | LOD/S74-005 T: None

L0
C0

Fel, Angel Who Lost her Memory

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Adventurer: Charas, Rest it and move it to an empty Slot in the Back Row.

Adventurer - Angel | LOD/S74-005S T: None

L0
C0

Muse, Diva of Aurora

[A] When you use the BACKUP of this, if you have an ::Adventurer: 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]

Adventurer - Music | LOD/S74-006 T: None

L1
C0

Muse, Diva of Aurora

[A] When you use the BACKUP of this, if you have an ::Adventurer: 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]

Adventurer - Music | LOD/S74-006S T: None

L1
C0

Charlotte, Rude Poison-tongued Maid

[C] During your turn, all your other ::Adventurer: Charas gain +1000 Pow.
 [S] [Discard an Event with "Item" in the name from hand to the WR, Rest this] Draw a card.

Adventurer - Maid | LOD/S74-007 T: None

L1
C0

Charlotte, Rude Poison-tongued Maid

[C] During your turn, all your other ::Adventurer: Charas gain +1000 Pow.
 [S] [Discard an Event with "Item" in the name from hand to the WR, Rest this] Draw a card.

Adventurer - Maid | LOD/S74-007S T: None

L1
C0

Isabella, King Selected by the Holy Staff

[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, choose up to 1 "Fel, Guardian Angel of Aurora", return it to hand, and for the turn this gains +3000 Pow.
 [A] When this attacks, if you have 4 or more other ::Adventurer: Charas, choose 1 of your Charas, and for the turn that Chara gains +3000 Pow.

Adventurer - Heal | LOD/S74-008 T: Soul

L3
C2

Lycoris, Proof of Power

[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 with ::Adventurer: in your WR, return it to hand, choose a card in your hand and discard it from hand to the WR.*

Adventurer - Mystery | LOD/S74-009 T: None

L0
C0

Violette, Flower Priestess

[A] When this attacks, choose 1 of your other ::Adventurer: 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 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adventurer - Flower | LOD/S74-010 T: None

L0
C0

Schrodinger, Technical Advisor to Binan

[C] All your other ::Adventurer: Charas gain +500 Pow.
 [S] [(1)] Put this in the WR. Choose an "Item" Knight's Steel Shoes' in your WR and return it to your hand.

Adventurer - Smithing | LOD/S74-011 T: None

L0
C0

Cecilia, Supreme Archbishop
 [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 - Heal | LOD/S74-012 T: Soul

L1
C1

Jack, Blood Mist Assassin
 [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]

Adventurer - Weapon | LOD/S74-013 T: Soul

L2
C1

Yuna, Shimmering Sunlight
 [A] When this attacks, if there is a YELLOW Marker under this, choose 1 of your other Adventurer Charas, and for the turn that Chara gains +2000 Pow and +1 Soul.
 [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 | LOD/S74-014 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Alicia, Ice-Cold Throne of Tendo Shrine
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
 [A] CX COMBO When your Chara Attacks, if "Pow of the Six Thrones" is in your C2 and this is in the Front Row, for the turn you may give -1 Soul to the Attacking Chara. If so, for the turn, the Attacking Chara gains +2000 Pow.

Adventurer - Ice | LOD/S74-015 T: None

L0
C0

Marque, World Explorer
 [A] When this attacks, if you have 2 or more other Adventurer Charas, this gains +2000 Pow for the turn.
 [A] When this card's Trigger Check reveals a Soul icon, for this turn, this gets +1 Soul.

Adventurer | LOD/S74-016 T: None

L0
C0

Bradley, Veteran of Heavy Battle
 [C] This cannot Side Attack.
 [A] When this becomes Reversed in battle, put this on the bottom of the LB.

Adventurer - Weapon | LOD/S74-017 T: None

L0
C0

Lost Decade Booster Pack

Katy, Selfish Ice Mage
 [A] When this is placed from hand to the Stage, if you have another Adventurer Chara, this gains +2000 Pow for the turn.
 [A] RESONANCE [(1) Reveal an "Alicia, Ice-Cold Throne of Tendo Shrine" from your hand] During the turn this is placed from hand to the Stage, when the Battle Opp. of this is Reversed, may pay. If so, search your LB for up to 1 Adventurer Chara, show it to your Opp., put it in your hand, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow.

Adventurer - Ice | LOD/S74-018 T: None

L1
C0

Nelfer, Lazy Void Mage
 [A] When this attacks, if you have 2 or more other Adventurer Charas, this gains +2000 Pow for the turn.

Adventurer - Void | LOD/S74-019 T: None

L1
C0

Sylphin, Longing for the Sky
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [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 - Magic | LOD/S74-020 T: Soul

L2
C1

Ophelia, Maid-san with Glasses
 [A] When this is placed from hand to the Stage, choose 1 of your Adventurer Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this attacks, choose 1 of your Adventurer Charas, and that Chara gains +1500 Pow for the turn.
 [A] When this becomes Reversed in battle, choose 1 of your Adventurer Charas, and that Chara gains +1500 Pow for the turn.

Adventurer - Maid | LOD/S74-021 T: Soul

L2
C1

"Item" Knight's Steel Shoes
 Choose 1 of your Charas without a Marker, place this face-up under that Chara as Marker, put the top card of your LB in the WR, and if that card is not a Level 2 or higher Chara, for the turn, that Chara gains +1 soul.
 [A] When this is placed into the WR from Marker, if you have 2 or more Adventurer Charas, Send this to Memory.
 [A] RECOLLECTION At the beginning of your MP, if this is in Memory, return it to your hand.

LOD/S74-022 T: None

L1
C0

Championship Match
 BRAINSTORM If you do not have Adventurer Charas, this cannot be played from hand.
 Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
 Both players flip over the top 3 cards of their Libraries and put those cards in their WR. If the total Pow of Charas amongst the cards of yours placed into the WR by this effect is equal to or greater than the total Pow of Charas amongst the cards of your Opp. placed into the WR by this effect, choose up to 2 Adventurer Charas in your WR and return them to hand.

LOD/S74-023 T: None

L2
C0

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

LOD/S74-024 T: Choice

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

LOD/S74-024R T: Choice

Soul of a Guardian Angel
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-025 T: Choice

Soul of a Guardian Angel
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-025R T: Choice

Power of the Six Thrones
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-026 T: Soul Bounce

Medusa, Moody, Cold, Sleepy
 [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.
 [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 - Snake | LOD/S74-027 T: None

L0
C0

Medusa, Moody, Cold, Sleepy

[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.
[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 - Snake | LOD/S74-027SP T: None

L0
C0

Ophelia, Constant Smile

[A] During the turn this is placed from hand to the Stage, if your ::Adventurer:: Chara in front of this' Battle Opp. is Reversed, and this does not have a Marker, you may choose an ::Adventurer:: Chara in your WR and place it facedown under this as Marker.
[A] [(1) Rest this] At the beginning of your Opp.'s Encore Step, if this is Standing in the Back Row, may pay. If so, return all Markers underneath this card and this card to your hand.

Adventurer - Maid | LOD/S74-028 T: None

L0
C0

Ophelia, Constant Smile

[A] During the turn this is placed from hand to the Stage, if your ::Adventurer:: Chara in front of this' Battle Opp. is Reversed, and this does not have a Marker, you may choose an ::Adventurer:: Chara in your WR and place it facedown under this as Marker.
[A] [(1) Rest this] At the beginning of your Opp.'s Encore Step, if this is Standing in the Back Row, may pay. If so, return all Markers underneath this card and this card to your hand.

Adventurer - Maid | LOD/S74-028SP T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Pandora, Girl Possessed by a Ghost

[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** [(2) Discard a card from hand to the WR] When this attacks, if "Deadly Grudge" is in your CZ, may pay. If so, choose 1 of the following abilities, and until the next end of your Opp.'s turn this gains that ability. "[A] At the end of this card's Attack, deal 3 Damage to your Opp.," "[A] This ability activates up to twice per turn. When your Chara is placed to the WR from Stage, deal 1 Damage to your Opp.," (DC can occur)

Adventurer - Spirit | LOD/S74-029 T: Soul

L3
C2

Pandora, Girl Possessed by a Ghost

[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** [(2) Discard a card from hand to the WR] When this attacks, if "Deadly Grudge" is in your CZ, may pay. If so, choose 1 of the following abilities, and until the next end of your Opp.'s turn this gains that ability. "[A] At the end of this card's Attack, deal 3 Damage to your Opp.," "[A] This ability activates up to twice per turn. When your Chara is placed to the WR from Stage, deal 1 Damage to your Opp.," (DC can occur)

Adventurer - Spirit | LOD/S74-029SP T: Soul

L3
C2

Brunhilde, Maiden of the God of Military Arts

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other ::Adventurer:: 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 - Weapon | LOD/S74-030 T: None

L0
C0

Lost Decade Booster Pack

Brunhilde, Maiden of the God of Military Arts

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other ::Adventurer:: 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 - Weapon | LOD/S74-030S T: None

L0
C0

Dante, Poet of Divine Comedy

[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.

Adventurer - Music | LOD/S74-031 T: None

L0
C0

Sariel, Waterside Angel

[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 "Item Knight's Ring", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adventurer:: Charas.

Adventurer - Angel | LOD/S74-032 T: None

L1
C0

Sariel, Waterside Angel

[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 "Item Knight's Ring", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adventurer:: Charas.

Adventurer - Angel | LOD/S74-032S T: None

L1
C0

Grameen, Blooming Talent

[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "One Shot Deadly Sniper" is in your CZ, until the next end of your Opp.'s turn this card gains following ability. "[A] When this is Front Attacked, you may choose 1 of your other Charas and this, and return them to hand."

Adventurer - Gun | LOD/S74-033 T: None

L1
C0

Grameen, Blooming Talent

[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "One Shot Deadly Sniper" is in your CZ, until the next end of your Opp.'s turn this card gains following ability. "[A] When this is Front Attacked, you may choose 1 of your other Charas and this, and return them to hand."

Adventurer - Gun | LOD/S74-033S T: None

L1
C0

Siegfried, Dragon Killer

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your other ::Adventurer:: Charas.

Adventurer - Dragon | LOD/S74-034 T: None

L1
C0

Alice, Patisserie

[A] When you use the **BACKUP** of this, if you have a ::Adventurer:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Sweets | LOD/S74-035 T: Soul

L2
C1

Hina, Forbidden Librarian

[C] All your other "Pandora, Girl Possessed by a Ghost" gain +1 Soul.
[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] **CX COMBO** When "Relief Without Light" is placed in your CZ, if you have another ::Adventurer:: Chara, look at up to 4 cards from the top of your LB, choose up to 1 ::Adventurer:: Chara from among them, show it to your Opp., put it in your hand, and place the remaining cards in the WR.

Adventurer - Book | LOD/S74-036 T: Soul

L2
C2

Hina, Forbidden Librarian

[C] All your other "Pandora, Girl Possessed by a Ghost" gain +1 Soul.
[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] **CX COMBO** When "Relief Without Light" is placed in your CZ, if you have another ::Adventurer:: Chara, look at up to 4 cards from the top of your LB, choose up to 1 ::Adventurer:: Chara from among them, show it to your Opp., put it in your hand, and place the remaining cards in the WR.

Adventurer - Book | LOD/S74-036S T: Soul

L2
C2

Caroline & Yua & Elena, First Member

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.

[C] For each of your other ::Adventurer:: Charas in the 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, may pay. If so, put the top card of your Clock in your Stock.

Adventurer | LOD/S74-037 T: Soul

L3
C2

Caroline & Yua & Elena, First Member

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.

[C] For each of your other ::Adventurer:: Charas in the 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, may pay. If so, put the top card of your Clock in your Stock.

Adventurer | LOD/S74-037S T: Soul

L3
C2

Fear, Jet Black True Flame
 [C] If you have 2 or more Charas with RED Markers underneath them, this is -1 Level in your hand.
 [A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During Battles involving this card, neither player may play **BACKUP** from hand."
 [A] **CX COMBO** When this attacks, if "Black Flame of Destruction" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Flame | LOD/S74-038 T: Soul

L3
C2

Fear, Jet Black True Flame
 [C] If you have 2 or more Charas with RED Markers underneath them, this is -1 Level in your hand.
 [A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During Battles involving this card, neither player may play **BACKUP** from hand."
 [A] **CX COMBO** When this attacks, if "Black Flame of Destruction" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Flame | LOD/S74-038S T: Soul

L3
C2

Pandora, Modest Girl
 [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] [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 +1000 Pow until the next end of your Opp.'s turn.

Adventurer - Spirit | LOD/S74-039 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Daisy, Mixed-Race Human Witch
 [C] All your other "Pandora, Girl Possessed by a Ghost" gain +1000 Pow.
 [S] [Discard a "Pandora, Girl Possessed by a Ghost" from your hand to the WR] Look at up to 4 cards from the top of your LB, choose up to 1 ::Adventurer:: Chara from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

Adventurer - Horn | LOD/S74-040 T: None

L0
C0

Lancelot, Holy Knight of Flame
 [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 ::Adventurer:: Chara in your WR and return it to your hand, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Weapon | LOD/S74-041 T: None

L0
C0

Grameen, Summer Outfit
 [C] If there is a face-up Marker under this, this gains +3000 Pow.

Adventurer - Yukata | LOD/S74-042 T: None

L1
C0

Lost Decade Booster Pack

Gabriel, Angel of Order
 [C] For each of your other ::Adventurer:: Charas, this gains +500 Pow.

Adventurer - Angel | LOD/S74-043 T: None

L1
C0

Medusa, Abyssal Serpent
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Snake | LOD/S74-044 T: Soul

L1
C1

Dillon, Flame Fist Fighter
 [C] If there is a RED Marker underneath this, this gains +4000 Pow.
 [A] [(1) Discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 2 ::Adventurer:: Charas, show them to your Opp., put them in your hand, and shuffle your LB.
 [A] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.

Adventurer - Flame | LOD/S74-045 T: Soul

L2
C1

Fear, Lord of the Fiery Throne
 [A] When this is placed from hand to the Stage, you may draw 1 card. If you draw at least 1 card in this manner, discard a card.
 [S] [Send this to Memory] Look at up to 4 cards from top of your LB and choose up to 1 ::Adventurer:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Adventurer - Flame | LOD/S74-046 T: Soul

L2
C1

Sariel, Angel Who Controls the Moon
 [C] All your other ::Adventurer:: Charas gain +500 Pow.
 [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 - Angel | LOD/S74-047 T: None

L0
C0

Taylor, Iron-Arm Fist
 [C] All your other "Hayate, Nomadic Swordsma" gain +2000 Pow.
 [S] [Rest this] Choose 1 of your ::Adventurer:: Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Muscle | LOD/S74-048 T: None

L0
C0

Ranaxia, Red Blade Executioner
 [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.

Adventurer - Weapon | LOD/S74-049 T: None

L0
C0

Airin, Damaged Raven
 [A] **CX COMBO** When this attacks, if "Raven of the Underworld" is in your CZ and you have another ::Adventurer:: Chara, choose a number, 0 1 or 2. Reveal as many Charas of that Level from your hand as you want, return them to your LB, search your LB for an equal number of Charas that are 1 Level higher than the chosen number, show them to your Opp., put them in your hand, shuffle your LB, and for the turn this gains +1 Level.

Adventurer - Death | LOD/S74-050 T: None

L0
C0

Trifa, One Who Breaks the Star
 --No Text--

Adventurer - Weapon | LOD/S74-051 T: None

L0
C0

Abaddon, Death Knight of the Town on the Border
 [A] **RESONANCE** [Reveal a "Airin, Damaged Raven" from your hand] When the Battle Opp. of this becomes Reversed, may pay. If so, you may send this to Memory. If so, at the beginning of your next Draw Phase choose a "Abaddon, Death Knight of the Town on the Border Between Worlds" in your Memory, place it to any slot on your Stage, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Adventurer - Death | LOD/S74-052 T: None

L1
C0

Hayate, Exiled Noble Swordsman
 --No Text--

Adventurer - Kenjutsu | LOD/S74-053 T: None

L1
C0

Ellonde, Outstanding Alchemist
 [A] When this attacks, if this has a face-up Marker underneath it, choose 1 of your ::Adventurer:: Charas, and for the turn that Chara gains +3000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Alchemy | LOD/S74-054 T: None

L1
C1

William, Cold King of Winter
 [C] For each of your other ::Adventurer:: Charas, this gains +500 Pow.
 [A] [Discard a "Trifa, One Who Breaks the Star" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Royalty | LOD/S74-055 T: Soul

L2
C1

Siegfried, Power of Evil Dragon
 [A] When this becomes Reversed, if the Battle Opp. of this is Level 3, you may Reverse that Chara.
 [A] **ENCORE** [Discard a ::Adventurer:: Chara from your hand to the WR]

Adventurer - Dragon | LOD/S74-056 T: Soul

L2
C2

"Item" Knight's Ring
 Choose 1 of your Charas without Marker, place this face-up underneath that Chara as Marker, choose up to 2 of your Opp.'s Charas, and for the turn those Charas -500 Pow.
 [A] When this is placed into WR from Marker, if you have 2 or more ::Adventurer:: Charas, send this to Memory.
 [A] **RECOLLECTION** At the beginning of your MP, if this is in your Memory, return it to hand.

LOD/S74-057 T: None

L2
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Tavern Dragon of Makura-tei
 If you do not have a Chara with "Ophelia" in name, you cannot play this from hand.
 Look at the up to 10 cards from the top of your LB, choose up to 1 ::Adventurer:: Chara from among them, place it to any slot on the Stage, put the remaining card in your WR, and for the turn, that Chara gains +2000 Pow.

LOD/S74-058 T: None

L3
C1

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

LOD/S74-059 T: Soul Standby

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

LOD/S74-059R T: Soul Standby

Lost Decade Booster Pack

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

LOD/S74-060 T: Soul Standby

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

LOD/S74-060R T: Soul Standby

Relief Without Light
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-061 T: Salvage

Black Flame of Destruction
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-062 T: Salvage

Black Flame of Destruction
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-062R T: Salvage

Raven of the Underworld
 [A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

LOD/S74-063 T: 2 Soul

Michael, Angel who Controls the Sun
 [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 ::Adventurer:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Angel | LOD/S74-064 T: None

L0
C0

Michael, Angel who Controls the Sun
 [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 ::Adventurer:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Angel | LOD/S74-064S T: None

L0
C0

Vivian, Holy Knight of the Cathedral
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Shine of the Holy Sword" is in your CZ, search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Knight | LOD/S74-065 T: None

L1
C0

Vivian, Holy Knight of the Cathedral
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Shine of the Holy Sword" is in your CZ, search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Knight | LOD/S74-065SP T: None

L1
C0

Teresa, Legendary Adventurer
 [C] If this has a BLUE Marker underneath it, this gains +7000 Pow.
 [C] If this has a YELLOW Marker underneath it, this gains +1 Soul.
 [A] When this is placed from hand to the Stage, you may reveal up to 3 Events with the word "Item" in name and place them face-up underneath this as Marker. For each card placed underneath this as Marker, draw up to 1 card.
 [A] [Discard a card from hand to the WR] When this attacks, if this has a RED Marker under it, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Exploration | LOD/S74-066 T: Soul

L3
C2

Teresa, Legendary Adventurer
 [C] If this has a BLUE Marker underneath it, this gains +7000 Pow.
 [C] If this has a YELLOW Marker underneath it, this gains +1 Soul.
 [A] When this is placed from hand to the Stage, you may reveal up to 3 Events with the word "Item" in name and place them face-up underneath this as Marker. For each card placed underneath this as Marker, draw up to 1 card.
 [A] [Discard a card from hand to the WR] When this attacks, if this has a RED Marker under it, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Exploration | LOD/S74-066SP T: Soul

L3
C2

Victoria, Witch in the Mirror
 [A] When this is placed from hand to the Stage, select up to 1 ::Adventurer Chara: or "Item" Knight Armor in your WR, return it to hand, reveal the top card of your LB, and if that card is a Level 0 or lower Chara place it to Stock. (otherwise put it back)
 [A] CX COMBO [(1) Discard a card from hand to the WR] When "Magic Mirror Mephisto" is placed to your CZ, this is in your Front Row, and has a BLUE Marker underneath it, has may pay. If so, look at up to 5 cards from the top of your Opp.'s LB, choose up to 5 cards from among them, put them in your Opp.'s WR, return the remaining cards to their LB, your Opp. shuffles their LB, and for the turn this gains +1000 Pow.

Adventurer - Magic | LOD/S74-067 T: Soul

L3
C2

Victoria, Witch in the Mirror
 [A] When this is placed from hand to the Stage, select up to 1 ::Adventurer Chara: or "Item" Knight Armor in your WR, return it to hand, reveal the top card of your LB, and if that card is a Level 0 or lower Chara place it to Stock. (otherwise put it back)
 [A] CX COMBO [(1) Discard a card from hand to the WR] When "Magic Mirror Mephisto" is placed to your CZ, this is in your Front Row, and has a BLUE Marker underneath it, has may pay. If so, look at up to 5 cards from the top of your Opp.'s LB, choose up to 5 cards from among them, put them in your Opp.'s WR, return the remaining cards to their LB, your Opp. shuffles their LB, and for the turn this gains +1000 Pow.

Adventurer - Magic | LOD/S74-067SP T: Soul

L3
C2

Rita, Thunder Princess of Tendo Shrine
 [A] When this is placed from the hand to the Stage, choose one of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. [C] This cannot be Reversed by your Opp.'s [A] abilities.
 [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 ::Adventurer: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Thunder | LOD/S74-068 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Rita, Thunder Princess of Tendo Shrine
 [A] When this is placed from hand to the Stage, choose one of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. [C] This cannot be Reversed by your Opp.'s [A] abilities.
 [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 ::Adventurer: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Thunder | LOD/S74-068S T: None

L0
C0

Kagiroi, Demon Embers
 [C] If you have 2 or more other ::Adventurer:: Charas, this gains +1000 Pow.
 [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 - Flame | LOD/S74-069 T: None

L0
C0

Kagiroi, Demon Embers
 [C] If you have 2 or more other ::Adventurer:: Charas, this gains +1000 Pow.
 [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 - Flame | LOD/S74-069S T: None

L0
C0

Lost Decade Booster Pack

Lilith, Abandoned Demon King
 [A] [(1) Discard a card from your hand to the Stage] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Adventurer: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] When this attacks, look at the top card of your LB, and put it either on top or bottom of the LB.

Adventurer - Horn | LOD/S74-070 T: None

L0
C0

Adreni, Silent Funeral
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Adventurer: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adventurer - Weapon | LOD/S74-071 T: None

L1
C0

Adreni, Silent Funeral
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Adventurer: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adventurer - Weapon | LOD/S74-071S T: None

L1
C0

Edmond, Dark Tyrant
 [A] When this is placed from hand to the Stage, if you have another ::Adventurer: Chara, this gains +2000 Pow for the turn.
 [A] [(1) Discard a card from hand to the WR] When a face-up Marker is placed underneath this, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR.

Adventurer - Royalty | LOD/S74-072 T: None

L1
C0

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

Adventurer - Science | LOD/S74-073 T: Soul

L2
C1

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

Adventurer - Science | LOD/S74-073S T: Soul

L2
C1

Ophelia, Ryujin
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Adventurer - Dragon | LOD/S74-074 T: Soul

L2
C1

Coral, Mysterious Sage
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, for each of your other ::Adventurer: Charas, 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.

Adventurer - Magic | LOD/S74-075 T: Soul

L3
C2

Coral, Mysterious Sage
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] During your turn, for each of your other ::Adventurer: Charas, 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.

Adventurer - Magic | LOD/S74-075S T: Soul

L3
C2

Solomon, Tendo Shrine President
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Magic | LOD/S74-076 T: None

L0
C0

Arachel, Black-Hearted Villian
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
 [A] When this attacks, choose 1 of your other ::Adventurer: Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Rogue | LOD/S74-077 T: None

L0
C0

Tsubaki, Fist-Princess of Soten-Ryu
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Adventurer - Melee | LOD/S74-078 T: None

L0
C0

Robert, Green Shortstop

[A] When this becomes Reversed, if you have 2 or more Charas with face-up Markers underneath them, you may put this into your Stock.

Adventurer - Rogue | LOD/S74-079 T: None

L1
C0

Tesla, Pioneer of the Era

[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 - Genius | LOD/S74-080 T: Soul

L1
C1

Sunny, Exploding Firepower

[C] **RECOLLECTION** If "Fear, Lord of the Fiery Throne" is in your Memory, this gains +4500 Pow.
[A] **CX COMBO RECOLLECTION** When this attacks, if "Yearning for Flames" is in your CZ, and "Fear, Lord of the Fiery Throne" is in your Memory, look at up to 4 cards from the top of your LB, choose up to 1 ::Adventurer:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, choose up to 1 ::Adventurer:: Chara in your WR and place it to Stock.

Adventurer - Flame | LOD/S74-081 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Christopher, Sky Explorer

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

Adventurer - Gun | LOD/S74-082 T: Soul

L2
C1

Vane, Future Hero

[C] For each of your other ::Adventurer:: Charas, this gains +1000 Pow.
[A] [(1)] When this attacks, if there is a BLUE Marker underneath this, may pay. If so, perform Trigger Check twice during this Attack Step.
[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 - Weapon | LOD/S74-083 T: Soul

L2
C2

Dalwald, Skewering Professor

[C] All your other "Argent, Demon Hunter" gain +1 Soul.
[A] This ability activates up to once per turn. When your other "Argent, Demon Hunter" is placed from hand to the Stage, you may put the top card of your LB in your Stock.

Adventurer - Demon | LOD/S74-084 T: None

L0
C0

Lost Decade Booster Pack

Alice, Dreamy Girl

[C] All your other ::Adventurer:: Charas gain +500 Pow.
[A] **CX COMBO** When this attacks, if "Alice's Tea Party" is in your CZ, reveal the top card of your LB. If that card is Level 1 or higher, place it in your Stock and choose 1 of your Charas, for the turn they gain +500 Pow. (Climax cards are considered Level 0. Otherwise, put it back)

Adventurer - Sweets | LOD/S74-085 T: None

L0
C0

Teresa, Playing by the Waterside

[C] During your turn, your other ::Adventurer:: Chara in the Front Row Center Slot gains +1000 Pow.
[S] [(1) Rest this] Choose 1 of your "Iru, Life Alchemist", and for the turn it gains +1000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Adventurer:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Adventurer - Exploration | LOD/S74-086 T: None

L0
C0

Elliot, Spear of the Holy King

[A] When your other ::Adventurer:: Chara attacks, this gains +1500 Pow for the turn.

Adventurer - Weapon | LOD/S74-087 T: None

L0
C0

Ludovic, With War Wolf

[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 ::Adventurer:: Charas among those cards.
[A] When Battle Opp. of this card is Reversed, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.

Adventurer - Animal | LOD/S74-088 T: None

L0
C0

Iru, Life Alchemist

--No Text--

Adventurer - Alchemy | LOD/S74-089 T: None

L0
C0

Imperius, Sage of Justice

[C] If there is a face-up Marker underneath this, this gains +2000 Pow and +1 Soul.

Adventurer - Order | LOD/S74-090 T: None

L1
C0

Leon, Vice President of the Adventurer's Association

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, choose 1 of your ::Adventurer:: Charas, and that Chara gains +1500 Pow for the turn.

Adventurer - Cool | LOD/S74-091 T: None

L1
C0

Great Sage of Wisdom, Binan-naru

[C] **ASSIST** All your ::Adventurer:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Event with "Item" in the name, show it to your Opp., put it in your hand, and shuffle your LB.

Adventurer - Smithing | LOD/S74-092 T: Soul

L1
C1

Laurent, Master of Heroes

[C] If you have no other ::Adventurer:: Charas, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Adventurer - Knight | LOD/S74-093 T: None

L1
C1

Argent, Demon Hunter

--No Text--

Adventurer - Weapon | LOD/S74-094 T: Soul

L2
C1

Time to Patrol!

Look at up to 4 cards from top of your LB and search for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and put the rest in the WR. Send this to Memory.
[A] **RECOLLECTION** [Put a "Time to Patrol!" from Memory into your WR, put this in your WR] At the beginning of your MP, if this is in your Memory, may pay. If so, select up to 3 ::Adventurer:: Charas in your WR and place them to your Stock in any order.

LOD/S74-095 T: None

L1
C1

"Item" Knight's Armor

Choose 1 of your Charas without a Marker underneath it, place this underneath that Chara as Marker, if you have 2 or more Climax Cards in your WR, search your LB for up to 1 Chara, show it to your Opp., put it in your hand, choose a card from your hand and discard it to the WR, and shuffle your LB.
[A] When this is placed into the WR from Marker, if you have 2 or more ::Adventurer:: Charas, Send this to Memory.
[A] **RECOLLECTION** At the beginning of your MP, if this is in Memory, return it to your hand.

LOD/S74-096 T: None

L2
C0

Shine of the Holy Sword
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-097 T: Soul Gate

Shine of the Holy Sword
 [C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-097R T: Soul Gate

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

LOD/S74-098 T: Soul Gate

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

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

LOD/S74-098R T: Soul Gate

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

LOD/S74-099 T: Draw

Alice's Tea Party
 [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.

LOD/S74-100 T: 2 Soul

Lost Decade Booster Pack

Leader, To Melchior!
 [C] During your turn, if all your Charas are ::Adventurer::, this gains +2000 Pow.

Adventurer | LOD/S74-101 T: None

L1
C0

Yua, To Melchior!
 [A] When this attacks, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Adventurer - Love | LOD/S74-102 T: None

L0
C0

Caroline, To Melchior!
 [C] For each of your other ::Adventurer:: Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a ::Adventurer:: Chara from your hand to the WR]

Adventurer - Science | LOD/S74-103 T: Soul

L2
C1

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

Adventurer - Kenjutsu | LOD/S74-104 T: Soul

L2
C1

Daisy & Medusa, Encounter on the Demon Continent
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Adventurer:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
 [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.

Adventurer - Queen | LOD/S74-P01 T: None

L0
C0

Blank Card

Blank Card

Blank Card

Blank Card

Blank Card

Blank Card

Blank Card