

Ophelia, Association Maid Chief
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Put this in the WR] 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.

Adventurer - Maid | LOD/S74-T01 T: None

L0
C0

Yua, Friends from the Beginning
[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 an ::Adventurer:: Chara in your WR and return it to your hand.
[S] [(1) Put this in the WR] Choose an 'Item "Knight's Sword"' in your WR and return it to your hand.

Adventurer - Love | LOD/S74-T02 T: None

L0
C0

Yua, Friends from the Beginning
[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 an ::Adventurer:: Chara in your WR and return it to your hand.
[S] [(1) Put this in the WR] Choose an 'Item "Knight's Sword"' in your WR and return it to your hand.

Adventurer - Love | LOD/S74-T02S T: None

L0
C0

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Yua, Friends from the Beginning
[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 an ::Adventurer:: Chara in your WR and return it to your hand.
[S] [(1) Put this in the WR] Choose an 'Item "Knight's Sword"' in your WR and return it to your hand.

Adventurer - Love | LOD/S74-T02SP T: None

L0
C0

Gramin, Pretty Boy
[C] If you have 2 or more other ::Adventurer:: Charas, this gains +2000 Pow.

Adventurer - Gun | LOD/S74-T03 T: None

L0
C0

Gramin, Young Sniper
[A] When this is placed from hand to the Stage, if you have another ::Adventurer:: Chara, this gains +2000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Adventurer - Gun | LOD/S74-T04 T: None

L1
C0

Lost Decade Trial Deck

Gramin, Young Sniper
[A] When this is placed from hand to the Stage, if you have another ::Adventurer:: Chara, this gains +2000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Adventurer - Gun | LOD/S74-T04R T: None

L1
C0

Yua & Caroline
[C] During your turn, for each of your other ::Adventurer:: Charas, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Adventure's Beginning" is in the CZ, reveal the top card of your LB. If it's a ::Adventurer:: Chara or 'Item "Knight's Sword"', put it in your hand. (Otherwise put it back where it was)

Adventurer | LOD/S74-T05 T: None

L1
C0

Sandra, Twin-winged Priestess
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Heal | LOD/S74-T06 T: Soul

L2
C1

Sandra, Twin-winged Priestess
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Heal | LOD/S74-T06R T: Soul

L2
C1

Seigfried, Guardian of Messiah
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Adventurer:: Charas.
[A] **ENCORE** [Discard a ::TRAIT:: Chara from your hand to the WR]

Adventurer - Dragon | LOD/S74-T07 T: Soul

L2
C2

Caroline, Friends From the Beginning
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Adventurer:: Charas.

Adventurer - Science | LOD/S74-T08 T: Soul

L3
C2

Caroline, Friends From the Beginning
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Adventurer:: Charas.

Adventurer - Science | LOD/S74-T08SP T: Soul

L3
C2

Adventure's Beginning
[C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-T09 T: Salvage

Adventure's Beginning
[C] All your Charas gain +1000 Pow and +1 Soul.

LOD/S74-T09S T: Salvage

Fel, Friend of Sandra
[C] All your other "Sandra, Friend of Fel" gain +1000 Pow.
[A] **BOND/"Sandra, Friend of Fel"** [Put the top card of your LB in your Clock]

Adventurer - Angel | LOD/S74-T10 T: None

L0
C0

Leader of the New Adventure Team
[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)
[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, draw up to 1 card.

Adventurer | LOD/S74-T11 T: None

L0
C0

Elena, Friends From the Beginning
[C] This cannot Side Attack.
[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 - Kenjutsu | LOD/S74-T12 T: None

L0
C0

Elena, Friends From the Beginning

[C] This cannot Side Attack.
[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 - Kenjutsu | LOD/S74-T12SP T: None

L0
C0

Vivian, Serious and Straightforward

[C] If there is a face-up Marker under this, this gains +2000
Pow.
[A] [(1) 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 ::Adventurer:: Chara, reveal it, put it in your hand,
and shuffle your LB.

Adventurer - Knight | LOD/S74-T13 T: None

L1
C0

Theresa, Adventure Association President

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

Adventurer - Expedition | LOD/S74-T14 T: Soul

L1
C1

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Sandra, Friend of Fel

--No Text--

Adventurer - Heal | LOD/S74-T15 T: None

L1
C1

Elena & Yua

[C] If there is a BLUE Marker under this, this gains
+1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this
becomes Reversed, if "NAME" is in your CZ, draw up
to 1 card, and put up to 1 card from top of your LB in
your Stock.

Adventurer | LOD/S74-T16 T: Soul

L2
C1

Vivian, Holy Sword Knight

[C] If there is a BLUE Marker under this, this gains +2000
Pow.
[A] [(3) Discard a card from your hand to the WR] This ability
activates up to once per turn. During the turn this is placed
from hand to the Stage, when the Battle Opp. of this becomes
Reversed, may pay. If so, Stand this.

Adventurer - Knight | LOD/S74-T17 T: Soul

L3
C2

Lost Decade Trial Deck

Vivian, Holy Sword Knight

[C] If there is a BLUE Marker under this, this gains +2000
Pow.
[A] [(3) Discard a card from your hand to the WR] This ability
activates up to once per turn. During the turn this is placed
from hand to the Stage, when the Battle Opp. of this becomes
Reversed, may pay. If so, Stand this.

Adventurer - Knight | LOD/S74-T17R T: Soul

L3
C2

Item "Knight's Sword"

Choose one of your Charas without a Marker, place this face-up
underneath that Chara as Marker, and for the turn that Chara gains +1000
Pow.
[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-T18 T: None

L1
C0

Land of the Beginning, Adventure Continent Melchior

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

No Traits | LOD/S74-T19 T: Draw

L0
C0