

**Broken Heart Jewel Knight, Ashley "Reverse"**  
 [S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your RGs with "Jewel Knight" in name] Retire up to 1 of your Opp.'s RGs in the Front Row, and search your LB for up to 1 card with "Jewel Knight" in name and Call it to a vacant (R). Shuffle your LB. This ability cannot be used again this turn.  
 [C] [(V)]: If "Pure Heart Jewel Knight, Ashley" is in your Soul, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/001 Royal Paladin/Elf No Trigger

**G3**

**Liberator of Bond, Gancelot Zenith**  
 [A] [(V)] [LB:(4)]: [CB: (1) - Cards with "Liberator" in name. Choose 1 of your Grade 2 or lower RGs and put it on the bottom of the LB] When this attacks a VG, may pay. If so, look at the top card of your LB, search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), then put the rest on the bottom of the LB, and this gains +10000 Pow for the turn.  
 [C] [(V)]: If "Solidary Liberator, Gancelot" is in your Soul, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/002 Gold Paladin/Elf No Trigger

**G3**

**Salvation Lion, Grand Ezel Scissors**  
 [S] [(V)] [LB:(4)]: [CB: (2), SB: (2)] Unlock all your Locked cards, and if you have 5 ::Gold Paladin:: RGs, this gains +10000 Pow and +1 Crit for the turn. At the end of that turn, SC: (1), and choose a card in your Damage Zone and turn it face-up.  
 [C] [(V)]: During your turn, for each ::Gold Paladin:: RG you have, this gains +1000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/003 Gold Paladin/Human No Trigger

**G3**

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**Goddess of Sun, Yatagarasu**  
 [A] [(V)] [LB:(4)]: [SB: (9)] When this attacks a VG, may pay. If so, draw 2 cards, and Stand up to 2 of your ::Genesis:: RGs.  
 [A] [(V)]: During the battle in which this is attacked, when your ::Genesis:: Guardian is placed in the DZ, put that card in Soul. This ability cannot be used again this battle. (If 2 or more cards are placed in the DZ at the same time, only put 1 in Soul)  
 [C] [(V)/(R)]: Lord  
 BT14/004 Genesis/Noble No Trigger

**G3**

**Sacred Regalia of Omniscience, Minerva**  
 [A] [(V)] [LB:(4)]: [CB: (1), SB: (3), discard 3 ::Genesis:: from your hand] At the end of the battle in which this attacked, may pay. If so, Stand this, and this gains +5000 Pow for the turn. This ability cannot be used again this turn.  
 [C] [(V)]: If "Sacred Regalia of Wisdom, Angelica" is your Soul, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/005 Genesis/Noble No Trigger

**G3**

**Dauntless Dominate Dragon "Reverse"**  
 [S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your ::Kagero:: RGs] For the turn, this gains 1A [(V)]: When this Drive Checks a Grade 1 or higher ::Kagero::, choose up to 1 of your Opp.'s Grade 1 or lower RGs and Retire it, and this gains +3000 Pow for the turn. This ability cannot be used again this turn.  
 [C] [(V)]: If "Dauntless Drive Dragon" is in your Soul, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/006 Kagero/Flame Dragon No Trigger

**G3**

**Set 14: Brilliant Strike Booster Pack**

**Eraser, Ignition Dragon**  
 [A] [LB:(4)]: [CB: (1)] When a ::Narukami:: Rides on this, may pay. If so, your Opp. chooses and Retires 2 of their RGs. Choose 1 of your VGs. It gains +10000 Pow for the turn.  
 [A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.  
 [C] [(V)/(R)]: Lord  
 BT14/007 Narukami/Thunder Dragon No Trigger

**G3**

**Eraser, Tempest Bolt Dragon**  
 [S] [(V)] [LB:(4)]: [CB: (3) - Cards with "Eraser" in name] Retire all RGs of all players.  
 [C] [(V)]: During your turn, for each vacant (R) in this game, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/008 Narukami/Thunder Dragon No Trigger

**G3**

**Sanctuary of Light, Planetal Dragon**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, all your units with "Sanctuary of Light" in name gain +3000 Pow for the turn.  
 [A] [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 card with "Sanctuary of Light" in name and Call it to (R). Shuffle your LB.  
 [C] [(V)]: If "Sanctuary of Light, Determinator" is in your Soul, this gains +1000 Pow.  
 BT14/009 Royal Paladin/Cosmo Dragon No Trigger

**G3**

**Banding Jewel Knight, Miranda**  
 [A] [(R)]: When this attacks, if you have a VG with "Ashley" in name, this gains +2000 Pow for the battle.  
 [A] [(R)]: When this hits a VG with an attack, if you have a VG with "Ashley" in name, choose 1 of your ::Royal Paladin:: Units. That Unit gains +3000 Pow for the turn.  
 BT14/010 Royal Paladin/Elf No Trigger

**G2**

**Summoning Jewel Knight, Gloria**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this is placed from hand to (G), if you have a ::Royal Paladin:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Royal Paladin:: revealed this way to (G) Rested, and put the rest in the DZ.  
 BT14/011 Royal Paladin/Giant No Trigger

**G1**

**Librator of Sword Array, Igraine**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this is placed from hand to (G), if you have a ::Gold Paladin:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Gold Paladin:: revealed this way to (G) Rested, and put the rest in the DZ.  
 BT14/012 Gold Paladin/Human No Trigger

**G1**

**Goddess of Shield, Aigis**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this is placed from hand to (G), if you have a ::Genesis:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Genesis:: revealed this way to (G) Rested, and put the rest in the DZ.  
 BT14/013 Genesis/Noble No Trigger

**G1**

**Stealth Demonic Dragon, Kagura Bloom**  
 [A] [LB:(4)]: [CB: (1)] When a ::Murakumo:: Rides on this, may pay. If so, choose 1 of your VGs. It gains +10000 Pow for the turn, and search your LB for up to 2 cards with the same name as it and Call them to separate (Rs). Shuffle your LB, and at the end of the turn, return the units Called this way to your hand.  
 [A] [(V)]: When this is Boosted by ::Murakumo::, this gains +2000 Pow for the battle.  
 [C] [(V)/(R)]: Lord  
 BT14/014 Murakumo/Abys Dragon No Trigger

**G3**

**Stealth Demonic Dragon, Hyakki Vogue "Reverse"**  
 [S] [(V)] [LB:(4)]: [Lock 2 of your ::Murakumo:: RGs] Choose up to 3 of your "Stealth Demonic Dragon, Hyakki Vogue "Reverse". They gain +10000 Pow for the turn.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Stealth Demonic Dragon, Hyakki Vogue "Reverse" and Call it to (R). Shuffle your LB, and at the end of the turn, return that Unit to your hand.  
 [C] [(V)/(R)]: Lord  
 BT14/015 Murakumo/Abys Dragon No Trigger

**G3**

**Silver Thread Blizzard, Sasame**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [CB: (1)] When this is placed from hand to (G), if you have a ::Murakumo:: VG, may pay. If so, reveal the top 5 cards of your LB. Call all ::Murakumo:: revealed this way to (G) Rested, and put the rest in the DZ.  
 BT14/016 Murakumo/Ghost No Trigger

**G1**

**Eraser, Lorentz Force Dragon**  
 [A] [(R)]: [CB: (1)] When your Grade 3 unit with "Eraser" in name is placed to (V), may pay. If so, your Opp. chooses and Retires 1 of their RGs.  
 BT14/017 Narukami/Thunder Dragon No Trigger

**G2**

**Maiden of Venus Trap "Reverse"**  
 [S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your ::Neo Nectar:: RGs] Look at up to 5 cards from top of your LB and search for up to 1 ::Neo Nectar:: and Call it to (R). Shuffle your LB, and that Unit gains +5000 Pow for the turn.  
 [S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.  
 [C] [(V)/(R)]: Lord  
 BT14/018 Neo Nectar/Bioroid No Trigger

**G3**

**Lord of the Deep Emerald, MAster Wisteria**  
 [A] [LB:(4)]: [CB: (1)] When a ::Neo Nectar:: Rides on this, may pay. If so, choose up to 2 of your ::Neo Nectar:: RGs. Search your LB for up to 1 card per RG chosen this way that has the same name as the chosen RG and Call them to separate (R)s. Shuffle your LB. Choose 1 of your VGs. It gains +10000 Pow for the turn.  
 [A] [(V)]: When this is Boosted by ::Neo Nectar::, this gains +2000 Pow for the battle.  
 [C] [(V)/(R)]: Lord  
 BT14/019 Neo Nectar/Bioroid No Trigger

**G3**

**Musketeer of Red Rose, Antonio**  
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard a ::Neo Nectar:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Neo Nectar:: being attacked. That unit cannot be hit for the battle.  
 BT14/020 Neo Nectar/Bioroid No Trigger

**G1**

**Sanctuary of Light, Determinator**  
 [C] [(V)]: If "Sanctuary of Light, Little Storm" is in your Soul, this gains +1000 Pow.  
 [A]: When this Rides on "Sanctuary of Light, Little Storm", if "Sanctuary of Light, Planet Lancer" is in your Soul, search your LB for up to 1 card with "Sanctuary of Light" in name and Call it to (R), and shuffle your LB.  
 BT14/021 Royal Paladin/Human No Trigger

**G2**

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**Linking Jewel Knight, Tilda**  
 [A] [(R)]: [CB: (1)] When your Grade 3 unit with "Jewel Knight" in name is placed to (V), may pay. If so, search your LB for up to 1 Grade 1 or lower ::Royal Paladin:: and Call it to (R). Shuffle your LB.  
 BT14/022 Royal Paladin/Elf No Trigger

**G2**

**Sanctuary of Light, Planet Lancer**  
 [A]: When "Sanctuary of Light, Little Storm" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 of either "Sanctuary of Light, Planetal Dragon" or "Sanctuary of Light, Determinator", reveal it, and put it in your hand. Shuffle your LB.  
 [A]: When a ::Royal Paladin:: unit that isn't "Sanctuary of Light, Little Storm" Rides on this, you may Call this to (R).  
 BT14/023 Royal Paladin/Human No Trigger

**G0**

**Liberator of Hidden Treasure, Calogrenant**  
 [A] [(V)]: [CB: (1)] When this Drive Checks a Grade 3 ::Gold Paladin::, may pay. If so, look at the top card of your LB, search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), then put the rest on the bottom of the LB.  
 [A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.  
 BT14/024 Gold Paladin/Human No Trigger

**G3**

**Set 14: Brilliant Strike Booster Pack**

**Liberator of Blue Sky, Hengist**  
 [A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Gold Paladin:: VG, may pay. If so, draw a card.  
 BT14/025 Gold Paladin/Human No Trigger

**G2**

**Knight of Scorching Scales, Eliwood**  
 [A] [(R)]: [CB: (1)] When your Grade 3 Unit with "Ezel" in name is placed to (V), may pay. If so, look at the top card of your LB, search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), then put the rest on the bottom of the LB.  
 BT14/026 Gold Paladin/Human No Trigger

**G2**

**Battle Maiden, Mizuha**  
 [A] [(V)]: [LB:(4)]: [SB: (3)] When this attacks a VG, may pay. If so, this gains +5000 Pow and +1 Crit for the turn.  
 [A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.  
 BT14/027 Genesis/Noble No Trigger

**G3**

**Goddess of Trees, Jupiter**  
 [A] [(R)]: When this attacks, if you have a VG with "Sacred Regalia" in name, this gains +3000 Pow for the battle.  
 BT14/028 Genesis/Noble No Trigger

**G2**

**Battle Maiden, Amenohoakari**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A]: When this Boosts a Grade 3 ::Genesis::, you may SC: (1).  
 BT14/029 Genesis/Noble No Trigger

**G0**

**Vorpal Cannon Dragon**  
 [A] [(V)]: [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A]: [CB: (2)]: When this is placed to (V), may pay. If so, choose 1 of your Opp.'s Grade 2 or lower RGs and Retire it.  
 BT14/030 Kagero/Flame Dragon No Trigger

**G3**

**Battle Dance of the Flame God, Agni**  
 [A] [(V)]: When this attacks a VG, if the Pow of the Battle Opp. is 12000 or more, this gains +10000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, if you have a ::Kagero:: VG, this gains +2000 Pow for the battle.  
 BT14/031 Kagero/Noble No Trigger

**G3**

**Dominate Drive Dragon**  
 [A] [(R)]: When this attacks, if you have a VG with "Dauntless" in name, this gains +3000 Pow for the battle.  
 BT14/032 Kagero/Flame Dragon No Trigger

**G2**

**Dragon Knight, Ackram**  
 [A] [(R)]: [SB: (1)] When this Boosts a Unit with "Dauntless" in name, may pay. If so, the Boosted Unit gains +6000 Pow for the battle.  
 BT14/033 Kagero/Human No Trigger

**G1**

**Dragon Knight, Sadegh**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: [Put this in Soul] When an effect of your card results in your Opp.'s RG placed in the DZ, if you have a ::Kagero:: VG, may pay. If so, your Opp. chooses and Retires 1 of their RGs.  
 BT14/034 Kagero/Human No Trigger

**G0**

**Truth-Seeking Ninja Demon, Amakusa**  
 [A] [(V)]: [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, if you have a ::Murakumo:: VG, this gains +2000 Pow for the battle..  
 BT14/035 Murakumo/Demon No Trigger

**G3**

**Ninja Demon of Demonic Hair, Gurenjishi**  
 [A] [(V)/(R)]: [CB: (1)] When this hits a Vanguard with an attack, if this is Boosted by a ::Murakumo:: and you have a ::Murakumo:: VG, may pay. If so, search your LB for up to 1 "Ninja Demon of Demonic Hair, Gurenjishi", Call it to (R), and shuffle your LB. At the end of the turn, put the Unit Called this way on the bottom of the LB.  
 BT14/036 Murakumo/Demon No Trigger

**G2**

**Ninja Demon of Oilpaper Umbrella, Skeloch**  
[S] [(R)]: [SB: (1)] If you have a ::Murakumo:: VG, choose 1 of your vacant (R)s. Move this to that (R). (Do not change the facing of this)

BT14/037 Murakumo/Demon No Trigger

G1

**Eraser of Deathblow, Oei**

[A] [(R)]: [Put this in Soul] When your Grade 3 ::Narukami:: is placed to (V), may pay. If so, choose 1 of your Opp.'s Front Row RGs and Retire it.

BT14/038 Narukami/Human No Trigger

G1

**Eraser of Soul Pearl, Nezha**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [Put this in Soul] Choose 1 of your VGs with "Eraser" in name. It gains "[A] [(V)]: When an effect of your card results in your Opp.'s RG placed in the DZ, this gains +3000 Pow for the turn" for the turn.

BT14/039 Narukami/Demon No Trigger

G0

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**Musketeer of White Rose, Albert**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Neo Nectar:: VG, choose a card in your Damage Zone and turn it face-up.

BT14/040 Neo Nectar/Bioroid No Trigger

G2

**Maiden of Cherry Bloom**

[A] [(V)/(R)]: [CB: (1), SB: (1)] When this hits a VG with an attack, if you have a ::Neo Nectar:: VG, may pay. If so, search your LB for up to 1 "Maiden of Cherry Stone" and Call it Rested to (R). Shuffle your LB.

BT14/041 Neo Nectar/Bioroid No Trigger

G2

**Maiden of Cherry Stone**

[A] [(R)]: [Put this on top of the LB] When this Boosts and the attack hits a VG, if you have a ::Neo Nectar:: VG, may pay. If so, search your LB for up to 1 "Maiden of Cherry Bloom" and Call it Rested to (R). Shuffle your LB.

BT14/042 Neo Nectar/Bioroid No Trigger

G1

Set 14: Brilliant Strike Booster Pack

**Knight of Animated Spirit, Hector**

[A] [(V)]: When this Drive Checks a ::Royal Paladin::, this gains +2000 Pow for the battle.

BT14/043 Royal Paladin/Human No Trigger

G3

**Mystical Hermit**

[A] [(R)]: When this hits a VG with an attack, choose 1 of your ::Royal Paladin:: Units. That Unit gains +3000 Pow for the turn.

BT14/044 Royal Paladin/Human No Trigger

G3

**Jewel Knight, Treanme**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT14/045 Royal Paladin/Hi-Beast No Trigger

G2

**Sanctuary of Light, Little Storm**

[C] [(V)]: If "Sanctuary of Light, Planet Lancer" is in your Soul, this gains +1000 Pow.  
[A]: When a Grade 2 ::Royal Paladin:: that isn't "Sanctuary of Light, Determinator" Rides on this, if "Sanctuary of Light, Planet Lancer" is in your Soul, look at up to 7 cards from top of your LB and search for up to 1 "Sanctuary of Light, Determinator" and Ride it. Shuffle your LB.

BT14/046 Royal Paladin/Human No Trigger

G1

**Jewel Knight, Melme**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT14/047 Royal Paladin/Hi-Beast No Trigger

G1

**Security Jewel Knight, Arwin**

[S] [(R)]: [Choose a Grade 3 card with "Ashley" in name in your DZ and put it on the bottom of your LB] If you have a ::Royal Paladin:: VG, choose 1 of your Grade 3 Units with "Ashley" in name. That Unit gains +5000 Pow for the turn.

BT14/048 Royal Paladin/Elf No Trigger

G1

**Desire Jewel Knight, Heloise**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(R)]: When this Boosts, if you have 3 or more other RGs with "Jewel Knight" in name, the Boosted Unit gains +3000 Pow for the turn.

BT14/049 Royal Paladin/Human No Trigger

G0

**Jewel Knight, Noble Stinger**

--No Text--

BT14/050 Royal Paladin/Sylph T: Critical

G0

**Jewel Knight, Sacred Unicorn**

--No Text--

BT14/051 Royal Paladin/Hi-Beast T: Draw

G0

**Jewel Knight, Opt Harpist**

--No Text--

BT14/052 Royal Paladin/Elf T: Stand

G0

**Jewel Knight, Hilme**

(you may heal no more than 4 ::Heal Trigger:: in your Deck)

BT14/053 Royal Paladin/Hi-Beast T: Heal

G0

**Sacred Guardian Beast, Ceryneia**

[A] [(R)]: When this hits a VG with an attack, choose 1 of your ::Gold Paladin:: Units. That Unit gains +3000 Pow for the turn.

BT14/054 Gold Paladin/Hi-Beast No Trigger

G3

**Liberator, Burning Blow**

[A] [(V)]: When this Drive Checks a ::Gold Paladin::, this gains +2000 Pow for the battle.

BT14/055 Gold Paladin/Salamander No Trigger

G3

**Dongal Liberator**

[A] [(V)/(R)]: [CB: (1)] When your other card with "Liberator" in name hits a VG with an attack, if you have a ::Gold Paladin:: VG, may pay. If so, this gains +5000 Pow for the turn.

BT14/056 Gold Paladin/Hi-Beast No Trigger

G2

**Twin Sacred Beast, Black Lion**

[C] [(V)/(R)]: During your turn, if you have 4 or more ::Gold Paladin:: RGs, this gains +3000 Pow for the turn.

BT14/057 Gold Paladin/Hi-Beast No Trigger

G2

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**Knight of the Emerald Axe, Taliesyn**

[A] [(R)]: When your Grade 3 ::Gold Paladin:: is placed to (V), this gains +10000 Pow for the turn.

BT14/058 Gold Paladin/Giant No Trigger

G2

**Knight of Passion, Thor**

[A] [(R)]: When this attacks, if you have a VG with "Ezel" in name, this gains +3000 Pow for the battle.

BT14/059 Gold Paladin/Human No Trigger

G1

**Twin Sacred Beast, White Lion**

[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Ezel" in name, may pay. If so, SC: (1), put the top card of your LB in your Damage Zone, and at the end of the turn, choose 1 card in your Damage Zone and return it to the LB. Shuffle that LB.

BT14/060 Gold Paladin/Hi-Beast No Trigger

G1

**Set 14: Brilliant Strike Booster Pack**

**Liberator of Flying Sword, Gorlois**

[S] [(R)]: [Choose a Grade 3 card with "Gancelot" in name in your DZ and put it on the bottom of your LB] If you have a ::Gold Paladin:: VG, choose 1 of your Grade 3 Units with "Gancelot" in name. That Unit gains +5000 Pow for the turn.

BT14/061 Gold Paladin/Human No Trigger

G1

**Knight of Throwing Daggers, Maleagant**

[A]: [SB: (2)] When this is placed to (R), if you have a ::Gold Paladin:: VG, may pay. If so, choose up to 2 cards in your Damage Zone and turn them face-up.

BT14/062 Gold Paladin/Human No Trigger

G1

**Little Crimson Lion, Caelia**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))

[A] [(R)]: [Put this in Soul] When this Boosts a VG with "Ezel" in name and the attack hits a VG, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Gold Paladin:: and Call them Rested to vacant (R)s. Put the rest on the bottom of the LB in any order.

BT14/063 Gold Paladin/Human No Trigger

G0

**Liberator, Grand Crack**

--No Text--

BT14/064 Gold Paladin/Giant T: Stand

G0

**Napgal Liberator**

(you may have no more than 4 ::Heal Trigger:: in your Deck)

BT14/065 Gold Paladin/Hi-Beast T: Heal

G0

**Angelic Wiseman**

[A] [(V)/(R)]: [SB: (3)] When this attacks, if you have a ::Genesis:: VG, may pay. If so, this gains +4000 Pow for the turn.

BT14/066 Genesis/Angel No Trigger

G3

**Maesguard, Fomalhaut**

[A] [(V)]: When this Drive Checks a ::Genesis::, this gains +2000 Pow for the battle.

BT14/067 Genesis/Battroid No Trigger

G3

**Witch of Grapes, Grappa**

[A]: When this is placed from Soul to the DZ, if you have a ::Genesis:: VG, you may SC: (2).

BT14/068 Genesis/Human No Trigger

G2

**Maesguard, Denebola**

[A] [(R)]: When your "Maesguard, Denebola" is placed from Soul to the DZ, if you have a ::Genesis:: VG, this gains +3000 Pow for the turn.

BT14/069 Genesis/Battroid No Trigger

G2

**Battle Maiden, Kayanarumi**

[A] [(V)/(R)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.

BT14/070 Genesis/Noble No Trigger

G2

**Witch of Oranges, Valencia**

[A]: When this is placed from Soul to the DZ, if you have a ::Genesis:: VG, you may SC: (2).

BT14/071 Genesis/Human No Trigger

G1

**Maesguard, Achernar**

[A] [(R)]: When your "Maesguard, Achernar" is placed from Soul to the DZ, if you have a ::Genesis:: VG, this gains +3000 Pow for the turn.

BT14/072 Genesis/Battroid No Trigger

G1

**Goddess of Marriage, Juno**  
 [A] [(R)]: When this attacks, if you have a VG with "Sacred Regalia" in name, this gains +3000 Pow for the battle.

*BT14/073 Genesis/Noble No Trigger*

**G1**

**Ordyne Owl**  
 [S] [(R)]: [Choose a Grade 3 card with "Sacred Regalia" in name in your DZ and put it on the bottom of your LB] If you have a ::Genesis:: VG, choose 1 of your Grade 3 Units with "Sacred Regalia" in name. That Unit gains +5000 Pow for the turn.

*BT14/074 Genesis/Hi-Beast No Trigger*

**G1**

**Spectral Sheep**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [Put this in Soul, discard a card from your hand to the DZ] If you have a ::Genesis:: VG, draw a card.

*BT14/075 Genesis/Hi-Beast No Trigger*

**G0**

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**Dragon Knight, Jalaal**  
 [A] [(V)]: When this Drive Checks a ::Kagero::, this gains +2000 Pow for the battle.

*BT14/076 Kagero/Human No Trigger*

**G3**

**Seal Dragon Knight of the Ensei**  
 [S] [(V)/(R)]: [CB: (1)] If you have a VG with "Seal Dragon" in name, all your Opp.'s RGs may not Intercept this turn.

*BT14/077 Kagero/Flame Dragon No Trigger*

**G2**

**Dragon Knight Leather**  
 [A] [(R)]: When your Grade 3 ::Kagero:: is placed to (V), this gains +10000 Pow for the turn.

*BT14/078 Kagero/Human No Trigger*

**G2**

**Set 14: Brilliant Strike Booster Pack**

**Demonic Dragon Mage, Taksaka**  
 [A] [(V)/(R)]: When this attacks, if you have more RGs than your Opp., this gains +3000 Pow for the battle.

*BT14/079 Kagero/Dragonman No Trigger*

**G2**

**Diablo Drive Dragon**  
 [A] [(R)]: When this attacks, if you have a VG with "Dauntless" in name, this gains +3000 Pow for the turn.

*BT14/080 Kagero/Flame Dragon No Trigger*

**G1**

**Seal Dragon Knight of Exploding Claws**  
 [A] [(V)/(R)]: When this attacks a Grade 2 Unit, if you have a ::Kagero:: VG, this gains +3000 Pow for the battle.

*BT14/081 Kagero/Flame Dragon No Trigger*

**G1**

**Calamity Tower Wyvern**  
 [A]: [SB: (2)] When this is placed to (R), if you have a ::Kagero:: VG, may pay. If so, draw a card.

*BT14/082 Kagero/Wing Dragon No Trigger*

**G1**

**Seal Dragon Knight of Abyss Egg**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [Put this in Soul, discard a card from your hand to the DZ] If you have a ::Kagero:: VG, draw a card.

*BT14/083 Kagero/Flame Dragon No Trigger*

**G0**

**Lizard Soldier, Gorha**  
 --No Text--

*BT14/084 Kagero/Dragonman T: Critical*

**G0**

**Flame of Peace, Gira**  
 --No Text--

*BT14/085 Kagero/Salamander T: Draw*

**G0**

**Wyvern Strike, Free**  
 --No Text--

*BT14/086 Kagero/Wing Dragon T: Stand*

**G0**

**Dragon Dancer, Balbara**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

*BT14/087 Kagero/Human T: Heal*

**G0**

**Ninja Beast, Chain Geek**  
 [C] [(V)/(R)]: During your turn, if you have 4 or more ::Murakumo:: RGs, this gains +3000 Pow.

*BT14/088 Murakumo/Warbeast No Trigger*

**G2**

**Ninja Beast, Deathly Dagger**  
 [A] [(R)]: When this Boosts a ::Murakumo::, if there are 2 or more Units with the same name as the Boosted Unit, the Boosted Unit gains +3000 Pow for the battle.

*BT14/089 Murakumo/Warbeast No Trigger*

**G1**

**Ninja Demon of the Sand, Goemon**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [S] [(R)]: [SB: (1)] If you have a ::Murakumo:: VG, choose 1 of your vacant (R)s. Move this to that (R). (Do not change the facing of this)

*BT14/090 Murakumo/Demon No Trigger*

**G0**

**Ninja Demon of the Dagger, Yaiba**  
--No Text--

BT14/091 Murakumo/Demon T: Critical

G0

**Ninja Demon of the Dark Knight, Krogh**  
--No Text--

BT14/092 Murakumo/Demon T: Stand

G0

**Thundering Bow, Zahara**  
[A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Narukami:: VG, choose a card in your Damage Zone and turn it face-up.

BT14/093 Narukami/Human No Trigger

G3

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**Plasma Scimitar Dragoon**  
[A] [(R)]: When your Grade 3 ::Narukami:: is placed to (V), this gains +10000 Pow for the turn.

BT14/094 Narukami/Human No Trigger

G2

**Dragon Dancer, Agatha**  
[A] [(R)]: [SB: (1)] When an effect of your card results in your Opp.'s RG placed in the DZ, if you have a ::Narukami:: VG, may pay. If so, choose 1 of your other ::Narukami::. It gains +3000 Pow for the turn.

BT14/095 Narukami/Human No Trigger

G1

**Wyvern Strike, Zalus**  
[S] [(R)]: [Rest this] Choose 1 of your other ::Narukami::. It gains +2000 Pow for the turn.

BT14/096 Narukami/Wing Dragon No Trigger

G1

Set 14: Brilliant Strike Booster Pack

**Djinn of Prayer Fulfillment**  
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [Put this in Soul, discard a card from your hand to the DZ] If you have a ::Narukami:: VG, draw a card.

BT14/097 Narukami/Demon No Trigger

G0

**Jacking Pumpkin**  
[A] [(V)/(R)]: [CB: (1) - ::Neo Nectar::] When this attacks, if you have a ::Neo Nectar:: VG, may pay. If so, this gains +4000 Pow for the battle.

BT14/098 Neo Nectar/Dryad No Trigger

G2

**Lotus Druid**  
[A]: When this is placed to (R), choose 1 of your other ::Neo Nectar::. It gains +2000 Pow for the turn.

BT14/099 Neo Nectar/Bioroid No Trigger

G1

**Maiden of Physalis**  
[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[A] [(R)]: [Put this in Soul] When this Boosts and the attack hits a VG, if you have a ::Neo Nectar:: VG, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Grade 1 ::Neo Nectar:: and Call it Rested to (R). Shuffle your LB.

BT14/100 Neo Nectar/Bioroid No Trigger

G0

**Maiden of Eggplant**  
--No Text--

BT14/101 Neo Nectar/Bioroid T: Draw

G0

**Musketeer of Blue Rose, Ernst**  
[S] [(R)]: [CB: (1), Put this on the bottom of the LB] If you have a ::Neo Nectar:: VG, look at up to 4 cards from top of your LB and search for up to 1 card with "Musketeer" in name and Call it to (R). Shuffle your LB.

BT14/102 Neo Nectar/Bioroid T: Stand

G0

**Broken Heart Jewel Knight, Ashley "Reverse"**  
[S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your RGs with "Jewel Knight" in name] Retire up to 1 of your Opp.'s RGs in the Front Row, and search your LB for up to 1 card with "Jewel Knight" in name and Call it to a vacant (R). Shuffle your LB. This ability cannot be used again this turn.  
[C] [(V)]: If "Pure Heart Jewel Knight, Ashley" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT14/S01 Royal Paladin/Elf No Trigger

G3

**Liberator of Bond, Gancelot Zenith**  
[A] [(V)] [LB:(4)]: [CB: (1) - Cards with "Liberator" in name, Choose 1 of your Grade 2 or lower RGs and put it on the bottom of the LB] When this attacks a VG, may pay. If so, look at the top card of your LB, search for up to 1 ::Gold Paladin:: and Call it to a vacant (R), then put the rest on the bottom of the LB, and this gains +10000 Pow for the turn.  
[C] [(V)]: If "Solidary Liberator, Gancelot" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT14/S02 Gold Paladin/Elf No Trigger

G3

**Salvation Lion, Grand Ezel Scissors**  
[S] [(V)] [LB:(4)]: [CB: (2), SB: (2)] Unlock all your Locked cards, and if you have 5 ::Gold Paladin:: RGs, this gains +10000 Pow and +1 Crit for the turn. At the end of that turn, SC: (1), and choose a card in your Damage Zone and turn it face-up.  
[C] [(V)]: During your turn, for each ::Gold Paladin:: RG you have, this gains +1000 Pow.  
[C] [(V)/(R)]: Lord

BT14/S03 Gold Paladin/Human No Trigger

G3

**Goddess of Sun, Yatagarasu**  
[A] [(V)] [LB:(4)]: [SB: (9)] When this attacks a VG, may pay. If so, draw 2 cards, and Stand up to 2 of your ::Genesis:: RGs.  
[A] [(V)]: During the battle in which this is attacked, when your ::Genesis:: Guardian is placed in the DZ, put that card in Soul. This ability cannot be used again this battle. (If 2 or more cards are placed in the DZ at the same time, only put 1 in Soul)  
[C] [(V)/(R)]: Lord

BT14/S04 Genesis/Noble No Trigger

G3

**Sacred Regalia of Omniscience, Minerva**  
[A] [(V)] [LB:(4)]: [CB: (1), SB: (3), discard 3 ::Genesis:: from your hand] At the end of the battle in which this attacked, may pay. If so, Stand this, and this gains +5000 Pow for the turn. This ability cannot be used again this turn.  
[C] [(V)]: If "Sacred Regalia of Wisdom, Angelica" is your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT14/S05 Genesis/Noble No Trigger

G3

**Dauntless Dominate Dragon "Reverse"**  
[S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your ::Kagero:: RGs] For the turn, this gains 1A [(V)]: When this Drive Checks a Grade 1 or higher ::Kagero::, choose up to 1 of your Opp.'s Grade 1 or lower RGs and Retire it, and this gains +3000 Pow for the turn. This ability cannot be used again this turn.  
[C] [(V)]: If "Dauntless Drive Dragon" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Lord

BT14/S06 Kagero/Flame Dragon No Trigger

G3

**Eraser, Ignition Dragon**  
 [A] [LB:(4)]: [CB: (1)] When a ::Narukami:: Rides on this, may pay. If so, your Opp. chooses and Retires 2 of their RGs. Choose 1 of your VGs. It gains +10000 Pow for the turn.  
 [A] [(V)]: When this attacks, if you have more RGs than your Opp., this gains +2000 Pow for the battle.  
 [C] [(V)/(R)]: Lord  
 BT14/S07 Narukami/Thunder Dragon No Trigger

**G3**

**Eraser, Tempest Bolt Dragon**  
 [S] [(V)] [LB:(4)]: [CB: (3) - Cards with "Eraser" in name] Retire all RGs of all players.  
 [C] [(V)]: During your turn, for each vacant (R) in this game, this gains +2000 Pow.  
 [C] [(V)/(R)]: Lord  
 BT14/S08 Narukami/Thunder Dragon No Trigger

**G3**

**Sanctuary of Light, Planetal Dragon**  
 [A] [(V)] [LB:(4)]: When this attacks a VG, all your units with "Sanctuary of Light" in name gain +3000 Pow for the turn.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 card with "Sanctuary of Light" in name and Call it to (R). Shuffle your LB.  
 [C] [(V)]: If "Sanctuary of Light, Determinator" is in your Soul, this gains +1000 Pow.  
 BT14/S09 Royal Paladin/Cosmo Dragon No

**G3**

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**Banding Jewel Knight, Miranda**  
 [A] [(R)]: When this attacks, if you have a VG with "Ashley" in name, this gains +2000 Pow for the battle.  
 [A] [(R)]: When this hits a VG with an attack, if you have a VG with "Ashley" in name, choose 1 of your ::Royal Paladin:: Units. That Unit gains +3000 Pow for the turn.  
 BT14/S10 Royal Paladin/Elf No Trigger

**G2**

**Stealth Demonic Dragon, Hyakki Vogue "Reverse"**  
 [S] [(V)] [LB:(4)]: [Lock 2 of your ::Murakumo:: RGs] Choose up to 3 of your "Stealth Demonic Dragon, Hyakki Vogue "Reverse"". They gain +10000 Pow for the turn.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 "Stealth Demonic Dragon, Hyakki Vogue "Reverse" and Call it to (R). Shuffle your LB, and at the end of the turn, return that Unit to your hand.  
 [C] [(V)/(R)]: Lord  
 BT14/S11 Murakumo/Abyss Dragon No Trigger

**G3**

**Maiden of Venus Trap "Reverse"**  
 [S] [(V)] [LB:(4)]: [CB: (1), Lock 1 of your ::Neo Nectar:: RGs] Look at up to 5 cards from top of your LB and search for up to 1 ::Neo Nectar:: and Call it to (R). Shuffle your LB, and that Unit gains +5000 Pow for the turn.  
 [S] [(V)]: [CB: (1)] This gains +2000 Pow for the turn.  
 [C] [(V)/(R)]: Lord  
 BT14/S12 Neo Nectar/Bioroid No Trigger

**G3**

**Set 14: Brilliant Strike Booster Pack**

