

**Stealth Demonic Dragon, Mandalalord**

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Murakumo::, this gets -2000 Pow.  
[A] [(V)]: [CB: (1)] Discard a "Stealth Demonic Dragon, Mandalalord" from your hand] At the beginning of the Guard Step when this is attacked, may pay. If so, choose 1 of your Opp.'s Attacking unit. That unit gets -10000 Pow for the battle.

BT05/001 Murakumo/Abyss Dragon No Trigger

G3

**Majesty Lord Blaster**

[C] [(V)/(R)]: If "Blaster Blade" and "Blaster Dark" are in your Soul, this gains +2000 Pow and +1 Crit.  
[A] [(V)]: [Choose 1 "Blaster Blade" and 1 "Blaster Dark" from your (R) and put them in Soul] When this attacks, may pay. If so, this gains +10000 Pow for the battle.

BT05/002 Royal Paladin/Human No Trigger

G3

**Starcall Trumpeter**

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 2 or lower card with "Blaster" in the name, call it to an (R), and shuffle your LB.

BT05/003 Royal Paladin/Angel No Trigger

G2

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**Phantom Blaster Overlord**

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Shadow Paladin::, this gets -2000 Pow.  
[C] [(V)]: If "Phantom Blaster Dragon" is in your Soul, this gains +2000 Pow.  
[A] [(V)]: [CB: (3)] discard a "Phantom Blaster Overlord" from your hand] When this attacks, may pay. If so, this gains +10000 Pow and +1 Crit for the turn.

BT05/004 Shadow Paladin/Abyss Dragon No

G3

**Dragonic Overlord the End**

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Kagero::, this gets -2000 Pow.  
[C] [(V)]: If "Dragonic Overlord" is in your Soul, this gains +2000 Pow.  
[A] [(V)]: [CB: (2)] discard a "Dragonic Overlord the End" from your hand] When this hits with an attack, may pay. If so, Stand this.

BT05/005 Kagero/Flame Dragon No Trigger

G3

**Miracle Beauty**

[A] [(R)]: During your Battle Phase, when this Stands, and you have a ::Dimensional Police:: VG, choose 1 RG in the same column as this and Stand it.

BT05/006 Dimension Police/Alien No Trigger

G3

**Set 5: Awakening of Twin Blades Booster Pack****Twin-Winged King, Beelzebub**

[C] [(V)]: If there are 8 or more ::Dark Irregulars:: in your Soul, this gains +1000 Pow.  
[A] [(V)]: [CB: (2)] When this attacks, if there are 6 or more ::Dark Irregulars:: in your Soul, may pay. If so, choose up to 2 of your ::Dark Irregular:: RGs. They gain +3000 Pow for the turn.

BT05/007 Dark Irregulars/Demon No Trigger

G3

**Mistress Hurricane**

[C] [(V)]: If there are 8 or more ::Pale Moon:: in your Soul, this gains +1000 Pow.  
[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose a ::Pale Moon:: in your Soul and call it to (R).

BT05/008 Pale Moon/Chimera No Trigger

G3

**Maiden of Trailing Rose**

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Neo Nectar::, this gets -2000 Pow.  
[A] [(V)]: [CB: (1)] discard a "Maiden of Trailing Rose" from your hand] When this hits a VG with an attack, may pay. If so, look at the top 5 cards of your LB and search for up to 2 ::Neo Nectar:: units and call them to separate (R). Shuffle.

BT05/009 Neo Nectar/Dryad No Trigger

G3

**Grassbeads Dragon**

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Neo Nectar:: VG, may pay. If so, draw a card.

BT05/010 Neo Nectar/Forest Dragon No Trigger

G2

**Maiden of Blossom Rain**

[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.

BT05/011 Neo Nectar/Dryad No Trigger

G1

**Ninja Fiend, Midnight Crow**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Murakumo:: VG, may pay. If so, search your LB for up to 1 "Ninja Fiend, Midnight Crow", call it to (R), shuffle that LB, and at the beginning of the End Phase for the turn, put that unit on bottom of the LB.

BT05/012 Murakumo/Warbeast No Trigger

G2

**Ninja Beast, Leaves Mirage**

[A]: [Discard a ::Murakumo:: from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Murakumo:: being attacked. That unit cannot be hit for the battle.

BT05/013 Murakumo/Warbeast No Trigger

G1

**Knight of Loyalty, Bedivere**

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

BT05/014 Royal Paladin/Human No Trigger

G2

**Knight of Friendship, Kay**

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

BT05/015 Royal Paladin/Human No Trigger

G1

**Wingal Brave**

[A]: When another ::Royal Paladin:: rides on this, you may call this to an (R).  
[A] [(R)]: [Put this in Soul] When this Boosts a unit with "Blaster" in name and the attack hits, may pay. If so, search your LB for up to 1 card with "Blaster" in name, reveal it, and put it in your hand. Shuffle your LB.

BT05/016 Royal Paladin/Hi-Beast No Trigger

G0

**Moonlight Witch, Vaha**

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Shadow Paladin:: VG, may pay. If so, draw a card.

BT05/017 Shadow Paladin/Elf No Trigger

G2

**Knight of Void, Masquerade**

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

BT05/018 Shadow Paladin/Human No Trigger

G2

**Evil-Eye Princess, Euryale**

[A]: When this is placed to (V) or (R), if there are 6 or more ::Oracle Thinktank:: in your Soul, choose 1 card from your Opp.'s hand at random and Bind it face-down. At the beginning of the End Phase this turn, add that card to the hand.  
(Cards affected by Bind are placed outside the playmat in a separate area called Bind Zone. Only owner may look at it.)

BT05/019 Oracle Thinktank/Noble No Trigger

G3

**Street Bouncer**

[A]: [Rest this, Choose 1 of your other RGs in the same column as this and Rest it] When this is played to (R), if you have a ::Nova Grappler:: VG, may pay. If so, draw a card.

BT05/020 Nova Grappler/Alien No Trigger

G2

**Formidable Valkyrie, Lowell**

[A] [(V)/(R)]: When this attacks a VG, if you have a ::Neo Nectar:: VG, this gains +2000 Pow for the battle.

BT05/021 Neo Nectar/Bioroid No Trigger

G3

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**Knight of Harvest, Gene**

[A] [(R)]: [Put this on top of the LB] 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 2 "Knight of Verdure, Gene" and call them Rested to separate (R), and shuffle your LB.

BT05/022 Neo Nectar/Bioroid No Trigger

G3

**Avatar of the Earth, Behemoth**

[A] [(V)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your ::Neo Nectar:: RGs and Stand it.

[A] [(R)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, choose 1 of your Grade 1 or lower ::Neo Nectar:: RGs and Stand it.

BT05/023 Neo Nectar/Hi-Beast No Trigger

G3

**Iris Knight**

--No Text--

BT05/024 Neo Nectar/Bioroid No Trigger

G2

## Set 5: Awakening of Twin Blades Booster Pack

**Heyo Pineapo**

[A] [(V)/(R)]: When this attacks, if you have 4 or more ::Neo Nectar:: VG and/or RGs, this gains +3000 Pow for the battle.

BT05/025 Neo Nectar/Dryad No Trigger

G2

**Shield Seed Squire**

[A]: When another ::Neo Nectar:: Rides on this, you may call this to (R).

[A] [(R)]: [Put this on top of the LB] 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 "Blade Seed Squire" and call it Rested to a (R). Shuffle your LB.

BT05/026 Neo Nectar/Bioroid No Trigger

G0

**Ninja Dragon, Voidgelga**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Murakumo:: VG, may pay. If so, search your LB for up to 1 "Ninja Dragon, Voidgelga" and call it to (R). Shuffle your LB, and at the start of the End Phase that turn, put that Unit on the bottom of the LB.

BT05/027 Murakumo/Abyss Dragon No Trigger

G3

**Ninja Fiend, Kurama Lord**

[A] [(V)/(R)]: At the start of your MP, SC: (1), and flip 1 card in your Damage Zone face-up.

[A] [(V)/(R)]: [SB: (8), CB: (5)] When this hits with an attack, may pay. If so, Stand all your Units.

BT05/028 Murakumo/Noble No Trigger

G3

**Ninja Beast, Bloody Mist**

--No Text--

BT05/029 Murakumo/Warbeast No Trigger

G2

**Ninja Fiend of Feather Weaves, Shanaou**

[A] [(R)]: When this hits a VG with an attack, if you have a ::Murakumo:: VG, you may return this to your hand.

BT05/030 Murakumo/Demon No Trigger

G2

**Ninja Dragon, Cursed Breath**

[A] [(V)/(R)]: When this hits with a VG with an attack, if you have a ::Murakumo:: VG, look at up to 5 cards from the top of your LB and search up to 1 "Stealth Demonic Dragon, Mandalalord", reveal it, and put it in your hand. Put the rest on the bottom of the LB in any order.

BT05/031 Murakumo/Wing Dragon No Trigger

G2

**Ninja Dragon, Midare Edge**

[A] [(V)/(R)]: When this hits with a VG with an attack, if you have a ::Murakumo:: VG, look at up to 5 cards from the top of your LB and search up to 1 "Stealth Demonic Dragon, Mandalalord", reveal it, and put it in your hand. Put the rest on the bottom of the LB in any order.

BT05/032 Murakumo/Wing Dragon No Trigger

G1

**Ninja Beast, Million Rat**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Murakumo:: VG, may pay. If so, search your LB for up to 1 "Ninja Beast, Million Rat" and call it to (R). Shuffle your LB, and at the start of the End Phase for the turn, put that Unit on bottom of the LB.

BT05/033 Murakumo/Hi-Beast No Trigger

G1

**Ninja Beast, Evil Ferret**

[A]: When another ::Murakumo:: Rides on this, you may call this to (R).

[S] [(R)]: [Put this on bottom of LB] Call up to 1 ::Murakumo:: from your hand to (R), at the start of the End Phase for the turn, return that Unit to the hand.

BT05/034 Murakumo/Hi-Beast No Trigger

G0

**Knight of Abyss, Skullface**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[A] [(V)/(R)]: [SB: (8), CB: (5)] When this hits with an attack, may pay. If so, retire all your Opp.'s RGs.

BT05/035 Shadow Paladin/Human No Trigger

G3

**Apocalypse Bat**

[A] [(R)]: [SB: (1)] When this Boosts a Unit with "Blaster" in name, may pay. If so, the Boosted Unit gains +6000 Pow for the battle.

BT05/036 Shadow Paladin/Ghost No Trigger

G1

**Burning Bone Dragon**

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

BT05/037 Kagero/Flame Dragon No Trigger

G2

**Promise Flame, Elmo**

[A] [(R)]: [SB: (1)] When this Boosts a Unit with "Overlord" in name, may pay. If so, the Boosted Unit gains +6000 Pow for the battle.

BT05/038 Kagero/Salamander No Trigger

G1

**Magical Police Kilt**

[A] [(R)]: [Discard a card from hand] When this Boosts and the attack hits, may pay. If so, draw a card.

BT05/039 Dimension Police/Human No Trigger

G1

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**Devil Child**

[A] [(R)]: When this Boosts a ::Dark Irregulars:: VG, if there are 6 or more ::Dark Irregulars:: in your soul, the Boosted Unit gains +4000 Pow for the battle.

BT05/040 Dark Irregulars/Demon No Trigger

G1

**Knight of Verdure, Gene**

[A] [(R)]: [Put this on top of the LB] When this hits VG with an attack, if you have a ::Neo Nectar:: VG, may pay. If so, search your LB for up to 1 "Knight of Harvest, Gene" and call it Rested to (R), and Shuffle your LB.

BT05/041 Neo Nectar/Bioroid No Trigger

G2

**Sky-Covering Wings, Simurgh**

[A]: When this Intercepts, if you have a ::Neo Nectar:: RG, this gains +5000 Shield for the battle.

BT05/042 Neo Nectar/Hi-Beast No Trigger

G2

**Set 5: Awakening of Twin Blades Booster Pack****Sage of the Dryad, Illuminsul**

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a Grade 1 or 2 ::Neo Nectar::, call it to (R), otherwise shuffle that LB.

BT05/043 Neo Nectar/Dryad No Trigger

G2

**Corolla Dragon**

--No Text--

BT05/044 Neo Nectar/Forest Dragon No Trigger

G1

**Caramel Popcorn**

[S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

BT05/045 Neo Nectar/Dryad No Trigger

G1

**Noblewoman on A Day with Sunbeam through the**  
[S] [(V)/(R)]: [Rest this, discard a card from hand] Draw a card.

BT05/046 Neo Nectar/Elf No Trigger

G1

**Blade Seed Squire**

[A] [(R)]: [Put this on top of the LB] When this hits VG with an attack, if you have a ::Neo Nectar:: VG, may pay. If so, search your LB for up to 1 "Knight of Verdure, Gene" and call it Rested to (R), and Shuffle your LB.

BT05/047 Neo Nectar/Bioroid No Trigger

G1

**Lily Knight of the Balet**

[A] [(R)]: When this Boosts "Iris Knight", the Boosted Unit gains +4000 Pow for the battle.

BT05/048 Neo Nectar/Bioroid No Trigger

G1

**Bee Knight**

--No Text--

BT05/049 Neo Nectar/Dryad No Trigger

G0

**Bullet Marron**

--No Text--

BT05/050 Neo Nectar/Dryad T: Critical

G0

**Dancing Sunflower**

--No Text--

BT05/051 Neo Nectar/Dryad T: Draw

G0

**Sweet Honey**

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

BT05/052 Neo Nectar/Insect T: Heal

G0

**Watering Elf**

[S] [(R)]: [Put this in Soul] Choose 1 of your ::Neo Nectar:: Units. That Unit gains +3000 Pow for the turn.

BT05/053 Neo Nectar/Elf T: Stand

G0

**Ninja Beast, Whitemane**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have a ::Murakumo:: VG, turn 1 card in your Damage Zone face-up.

BT05/054 Murakumo/Warbeast No Trigger

G2

Ninja Fiend of Silence, Shijimamaru

--No Text--

BT05/055 Murakumo/Human No Trigger

G1

Ninja Beast, Leaf Ragoon

[A] [(R)]: When this Boosts a ::Murakumo:: VG, if you have more cards in your hand than your Opp., the Boosted Unit gains +4000 Pow for the battle.

BT05/056 Murakumo/Hi-Beast No Trigger

G1

Ninja Beast, Moonedge

--No Text--

BT05/057 Murakumo/Hi-Beast T: Critical

G0

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Ninja Beast, Cat Rogue

--No Text--

BT05/058 Murakumo/Warbeast T: Draw

G0

Ninja Fiend, Snow Princess

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

BT05/059 Murakumo/Ghost T: Heal

G0

Ninja Fiend, Dart Spider

[S] [(R)]: [Put this in Soul] If you have a ::Murakumo:: VG, choose 1 card in your Damage Zone and turn it face-up.

BT05/060 Murakumo/Insect T: Stand

G0

Set 5: Awakening of Twin Blades Booster Pack

Powerful Sage, Byron

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

BT05/061 Royal Paladin/Giant No Trigger

G3

Dream Painter

[A]: When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, choose up to 1 ::Royal Paladin:: from your hand and put it in Soul.

BT05/062 Royal Paladin/Sylph No Trigger

G1

Quiet Sage, Sharon

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Royal Paladin:: Units. That Unit gains +3000 Pow for the turn.

BT05/063 Royal Paladin/Giant T: Stand

G0

Nightmare Painter

[A]: When this is placed to (V) or (R), if you have a ::Shadow Paladin:: VG, choose up to 1 ::Shadow Paladin:: from your hand and put it in Soul.

BT05/064 Shadow Paladin/Sylph No Trigger

G1

Phantom Bringer Demon

[S] [(R)]: [CB: (1), Choose and retire 2 of your ::Shadow Paladin:: RGs] Search your LB for up to 1 "Phantom Blaster Overlord", reveal it, and put it in your hand. Shuffle your LB.

BT05/065 Shadow Paladin/Demon No Trigger

G0

Death Feather Eagle

--No Text--

BT05/066 Shadow Paladin/Hi-Beast T: Critical

G0

Battle Maiden, Rolling Water Princess

[A] [(R)]: When this attacks, if there are 6 or more ::Oracle Thinktank:: in your Soul, this gains +3000 Pow for the battle.

BT05/067 Oracle Thinktank/Noble No Trigger

G2

White Rabbit of Rice Leaves

[A]: When this is placed to (V) or (R), if you have an ::Oracle Thinktank:: VG, choose up to 1 ::Oracle Thinktank:: in your hand and put it in Soul.

BT05/068 Oracle Thinktank/Hi-Beast No Trigger

G1

Battle Sister, Ginger

--No Text--

BT05/069 Oracle Thinktank/Elf T: Critical

G0

Doombringer Griffon

[S] [(R)]: [CB: (1), Choose and retire 2 of your ::Kagero:: RGs] Search your LB for up to 1 "Dragonid Overlord the End", reveal it, and put it in your hand. Shuffle your LB.

BT05/070 Kagero/Hi-Beast No Trigger

G0

Top Gun

[A] [(V)]: When your ::Nova Grappler:: RG becomes Rested, this gains +1000 Pow for the turn.

BT05/071 Nova Grappler/Battlroid No Trigger

G3

Mashiradroid

[S] [(R)]: [CB: (1)] If you have a ::Nova Grappler:: VG, Stand this.

BT05/072 Nova Grappler/Battlroid No Trigger

G1

### The Gong

--No Text--

BT05/073 Nova Grappler/Walkaroid T: Draw

G0

### Super Dimensional Robot, Dailady

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

BT05/074 Dimension Police/Battroid No Trigger

G2

### Guide Dolphin

[S] [(R)]: [Put this in Soul] Choose 1 of your ::Dimension Police:: Units. That Unit gains +3000 Pow for the turn.

BT05/075 Dimension Police/Hi-Beast T: Stand

G0

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### Darksoul Contactor

[A]: When this is placed from (G) to DZ, if you have a ::Dark Irregular:: VG, you may SC: (2).

BT05/076 Dark Irregulars/Elf No Trigger

G2

### Hysteric Shirley

[S] [(R)]: [Put this in Soul] If you have a ::Dark Irregular:: VG, you may SC: (1).

BT05/077 Dark Irregulars/Human T: Draw

G0

### Big League Bear

[A]: When this is placed from (G) to DZ, if you have a ::Pale Moon:: VG, you may SC: (2).

BT05/078 Pale Moon/Hi-Beast No Trigger

G2

## Set 5: Awakening of Twin Blades Booster Pack

### Mad Cap Marionette

[A]: When this is placed to (V) or (R), if you have a ::Pale Moon:: VG, choose up to 1 ::Pale Moon:: in your hand and put it in Soul.

BT05/079 Pale Moon/Walkaroid No Trigger

G1

### Sky High Walker

[S] [(R)]: [Place this in Soul] If you have a ::Pale Moon:: VG, choose up to 1 card in your Damage Zone and turn it face-up.

BT05/080 Pale Moon/Goblin T: Stand

G0

### Stealth Demonic Dragon, Mandalord

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Murakumo::, this gets -2000 Pow.

[A] [(V)]: [CB: (1), Discard a "Stealth Demonic Dragon, Mandalord" from your hand] At the beginning of the Guard Step when this is attacked, may pay. If so, choose 1 of your Opp.'s Attacking unit. That unit gets -10000 Pow for the battle.

BT05/s01 Murakumo/Abyss Dragon No Trigger

G3

### Majesty Lord Blaster

[C] [(V)]: If "Blaster Blade" and "Blaster Dark" are in your Soul, this gains +2000 Pow and +1 Crit.

[A] [(V)]: [Choose 1 "Blaster Blade" and 1 "Blaster Dark" from your (R) and put them in Soul] When this attacks, may pay. If so, this gains +10000 Pow for the battle.

BT05/s02 Royal Paladin/Human No Trigger

G3

### Starcall Trumpeter

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a ::Royal Paladin:: VG, may pay. If so, search your LB for up to 1 Grade 2 or lower card with "Blaster" in the name, call it to an (R), and shuffle your LB.

BT05/s03 Royal Paladin/Angel No Trigger

G2

### Phantom Blaster Overlord

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Shadow Paladin::, this gets -2000 Pow.

[C] [(V)]: If "Phantom Blaster Dragon" is in your Soul, this gains +2000 Pow.

[A] [(V)]: [CB: (3), discard a "Phantom Blaster Overlord" from your hand] When this attacks, may pay. If so, this gains +10000 Pow and +1 Crit for the turn.

BT05/s04 Shadow Paladin/Abyss Dragon No

G3

### Dragonic Overlord the End

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Kagero::, this gets -2000 Pow.

[C] [(V)]: If "Dragonic Overlord" is in your Soul, this gains +2000 Pow.

[A] [(V)]: [CB: (2), discard a "Dragonic Overlord the End" from your hand] When this hits with an attack, may pay. If so, Stand this.

BT05/s05 Kagero/Flame Dragon No Trigger

G3

### Miracle Beauty

[A] [(R)]: During your Battle Phase, when this Stands, and you have a ::Dimensional Police:: VG, choose 1 RG in the same column as this and Stand it.

BT05/s06 Dimension Police/Alien No Trigger

G3

### Twin-Winged King, Beelzebub

[C] [(V)]: If there are 8 or more ::Dark Irregulars:: in your Soul, this gains +1000 Pow.

[A] [(V)]: [CB: (2)] When this attacks, if there are 6 or more ::Dark Irregulars:: in your Soul, may pay. If so, choose up to 2 of your ::Dark Irregulars:: RGs. They gain +3000 Pow for the turn.

BT05/s07 Dark Irregulars/Demon No Trigger

G3

### Mistress Hurricane

[C] [(V)]: If there are 8 or more ::Pale Moon:: in your Soul, this gains +1000 Pow.

[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose a ::Pale Moon:: in your Soul and call it to (R).

BT05/s08 Pale Moon/Chimera No Trigger

G3

### Maiden of Trailing Rose

[C] [(V)/(R)]: If you have a VG or a RG that isn't ::Neo Nectar::, this gets -2000 Pow.

[A] [(V)]: [CB: (1), discard a "Maiden of Trailing Rose" from your hand] When this hits a VG with an attack, may pay. If so, look at the top 5 cards of your LB and search for up to 2 ::Neo Nectar:: units and call them to separate (R). Shuffle.

BT05/s09 Neo Nectar/Dryad No Trigger

G3

### Ninja Fiend, Midnight Crow

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Murakumo:: VG, may pay. If so, search your LB for up to 1 "Stealth Fiend, Midnight Crow", call it to (R), shuffle that LB, and at the beginning of the End Phase for the turn, put that unit on bottom of the LB.

BT05/s10 Murakumo/Warbeast No Trigger

G2

[A]: When another ::Royal Paladin:: rides on this, you may call this to an (R).

[A] [(R)]: [Put this in Soul] When this boosts a unit with "Blaster" in name and the attack hits, may pay. If so, search your LB for up to 1 card with "Blaster" in name, reveal it, and put it in your hand. Shuffle your LB.

**GO**

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

**G2**