

### Hunter of the Academy, Leopard

[A] [(V)] [LB:(4)]: [CB:(1)] During your End Phase, whenever 1 of your ::Great Nature:: RG is placed in your DZ, may pay. If so, Call that unit to a vacant (R).  
[A] [(V)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/001 Great Nature/Hi-Beast No Trigger

G3

### Guardian of Truth, Rocks

[C] [(V)]: If "Protector of Law, Rocks" is in your Soul, this gains +1000 Pow.  
[S] [(V)]: [CB: (2)], Discard a "Guardian of Truth, Rocks" from your hand] Choose 1 of your ::Great Nature:: RGs, and that unit gains +4000 Pow and +1 Crit for the turn. Retire that unit at the beginning of your End Phase.

BT07/002 Great Nature/Hi-Beast No Trigger

G3

### Binoculars Tiger

[A] [(V)/(R)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/003 Great Nature/Hi-Beast No Trigger

G2

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### Silver Thorn Dragon Tamer, Luquier

[S] [(V)] [LB:(4)]: [CB: (3)] From your Soul, choose up to 1 each of ::Pale Moon:: Grade 3, Grade 2, Grade 1, and Grade 0 Units, then call them to separate (R).  
[A] [(V)]: When your ::Pale Moon:: unit is played to (R) from your Soul, this gains +3000 Pow for the turn.

BT07/004 Pale Moon/Elf No Trigger

G3

### Dark Lord of Abyss

[S] [(V)] [LB:(4)]: [CB: (2)] SC: (2), and this gains +1000 Pow for each ::Dark Irregular:: in your Soul.  
[C] [(V)/(R)]: If you have a non-::Dark Irregular:: VG or RG, this gets -2000 Pow.

BT07/005 Dark Irregulars/Human No Trigger

G3

### Emerald Witch, Lala

[A]: [Discard a card from your hand] When this is played to (R), if you have an ::Oracle Thinktank:: VG and no cards in your Soul, may pay. If so, draw a card.

BT07/006 Oracle Thinktank/Human No Trigger

G1

## Set 7: Rampage of the Beast King Booster Pack

### White Rabbit of the Moon Shadow, Pellinore

[A] [(V)] [LB:(4)]: [Choose 2 of your ::Gold Paladin:: RGs and put them in any order on the bottom of the LB] When this attacks, may pay. If so, choose up to 2 of your ::Gold Paladin:: units. They get +5000 Pow for the turn.  
[A]: [Discard a ::Gold Paladin:: from your hand] When this is played from the LB to (R), and your Opp. has a Grade 2 or higher VG, may pay. If so, put this in (V).

BT07/007 Gold Paladin/Human No Trigger

G3

### Chief Nurse, Shamsiel

[A] [(V)] [LB:(4)]: [Choose 1 ::Angel Feather:: in your hand and put it in Damage Zone] When this attacks a VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.  
[A] [(V)]: When a card is placed in your Damage Zone, this gains +2000 Pow for the turn.

BT07/008 Angel Feather/Angel No Trigger

G3

### Ruler of the Academy, Apt

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
[A] [(V)]: [Retire 1 of your ::Great Nature:: RGs] When this hits a VG with an attack, may pay. If so, choose up to 1 ::Great Nature:: in your hand and Call it to (R).  
BT07/009 Great Nature/Hi-Beast No Trigger

G3

### Lamp Camel

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

BT07/010 Great Nature/Hi-Beast No Trigger

G2

### Monocular Tiger

[A] [(V)/(R)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/011 Great Nature/Hi-Beast No Trigger

G1

### Cable Sheep

[A]: [Discard a ::Great Nature:: from your hand] When this is played to (G), you may may cost. If so, choose 1 of your ::Great Nature:: units being attacked. That unit cannot be hit during that battle.

BT07/012 Great Nature/Hi-Beast No Trigger

G1

### Sword Magician, Saara

[A] [(V)]: [Put 1 of your Grade 3 or higher ::Pale Moon:: RG in Soul] When this triggers a Grade 3 during the Drive Check, may pay. If so, Call a ::Pale Moon:: from your Soul to a vacant (R).  
[A] [(V)]: When this is Boosted by ::Pale Moon::, this gains +3000 Pow for the battle.

BT07/013 Pale Moon/Human No Trigger

G3

### Fire Breath, Carrie

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

BT07/014 Pale Moon/Elf No Trigger

G2

### Peek-A-Boo

[A] [Soul]: [SB: (1)] At the start of your MP, if you have a ::Pale Moon:: VG, may pay. If so, Call this to (R).  
[A] [(R)]: At the start of your End Phase, if you have a ::Pale Moon:: VG, put this in Soul.

BT07/015 Pale Moon/Walkaroid No Trigger

G2

### Magician of Quantum Physics

[S] [(R)]: [CB: (1)], put this in Soul] If you have a ::Pale Moon:: VG, Call a ::Pale Moon:: unit that isn't "Magician of Quantum Physics" from your Soul to a (R), and at the start of the End Phase for the turn, put that unit in Soul, and Call a "Magician of Quantum Physics" from your Soul to a (R).

BT07/016 Pale Moon/Demon No Trigger

G1

### Bladewing Rezzie

[C] [(V)]: If there are 15 or more ::Dark Irregular:: in your Soul, this gains +2 Crit.  
[A]: When this is played to (V), choose 1 of your ::Dark Irregular:: RGs. Search your LB for up to 3 cards with the same name as the chosen Unit and put them in Soul. Shuffle your LB.

BT07/017 Dark Irregulars/Human No Trigger

G3

### Emblem Master

[A] [(V)/(R)]: [CB: (1)] When this hits a VG with an attack, if you have a ::Dark Irregular:: VG, may pay. If so, SC: (3).

BT07/018 Dark Irregulars/Human No Trigger

G2

**Yellow Bolt**

[S] [(V)/(R)]: [Rest this] If you have a ::Dark Irregular:: VG, SC: (1).

BT07/019 Dark Irregulars/Human No Trigger

G1

**Listener of the Truth, Dindrane**

[A]: [SB: (1)] When this is played from LB to (R), if you have a ::Gold Paladin:: VG, may pay. If so, draw a card.

BT07/020 Gold Paladin/Human No Trigger

G1

**Pencil Hero, Hamsuke**

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to DZ, and you have a ::Great Nature:: VG, may pay. If so, search your LB for up to 1 "Pencil Hero, Hamsuke", reveal it, and put it in your hand. Shuffle your LB.

BT07/021 Great Nature/Hi-Beast No Trigger

G3

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**Dumbbell Kangaroo**

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

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

BT07/022 Great Nature/Hi-Beast No Trigger

G3

**Magnet Crocodile**

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

BT07/023 Great Nature/Hi-Beast No Trigger

G3

**Protector of Law, Rocks**

[C] [(V)]: If "Bearer of Knowledge, Rocks" is in your Soul, this gains +1000 Pow.

[A]: If "Guardian of Truth, Rocks" Rides on this, if "Bearer of Knowledge, Rocks" is in your Soul, choose up to 2 of your ::Great Nature:: RGs. Those units gain "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.

BT07/024 Great Nature/Hi-Beast No Trigger

G2

### Set 7: Rampage of the Beast King Booster Pack

**Pencil Squire, Hamsuke**

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to DZ, and you have a ::Great Nature:: VG, may pay. If so, search your LB for up to 1 "Pencil Squire, Hamsuke", reveal it, and put it in your hand. Shuffle your LB.

BT07/025 Great Nature/Hi-Beast No Trigger

G1

**Thermometer, Giraffe**

[A] [(R)]: When this Boosts a ::Great Nature:: VG, if there are 2 or more face-up cards in your Opp.'s Damage Zone, the Boosted unit gains +4000 Pow for the battle.

BT07/026 Great Nature/Hi-Beast No Trigger

G1

**Tank Mouse**

[S] [(R)]: [Rest this] Choose 1 of your ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/027 Great Nature/Hi-Beast No Trigger

G1

**Flask Marmoset**

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

[S] [(R)]: [CB: (2)] Choose 1 of your ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/028 Great Nature/Hi-Beast No Trigger

G0

**Midnight Invader**

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

BT07/029 Pale Moon/Chimera No Trigger

G3

**Dancer of the Night Sky**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Pale Moon:: VG, may pay. If so, search your LB for up to 1 Grade 2 or lower ::Pale Moon:: and put it in Soul. Shuffle your LB.

BT07/030 Pale Moon/Elf No Trigger

G2

**Bulls-Eye Mia**

[A] [(R)]: When this boosts a ::Pale Moon:: and the attack hits a VGm you may SC: (1).

BT07/031 Pale Moon/Warbeast No Trigger

G1

**Purple Trapezist**

[A]: [Choose 1 of your other ::Pale Moon:: RGs and put it in Soul] When this is played to an (R), if you have a ::Pale Moon:: VG, may pay. If so, choose a non-"Purple Trapezist" ::Pale Moon:: unit in your Soul and call it to an (R).

BT07/032 Pale Moon/Succubus No Trigger

G1

**Evil-eyed Basilisk**

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

BT07/033 Dark Irregulars/Demon No Trigger

G3

**Abysal Carriage at Twilight**

[C] [(V)/(R)]: During your turn, this gets +2000 Pow for each "Abysal Carriage at Twilight" in your Soul.

BT07/034 Dark Irregulars/Demon No Trigger

G2

**Free Travler**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Dark Irregular:: VG, may pay. If so, search your LB for up to 1 Grade 2 or lower ::Dark Irregular:: and put it in Soul. Shuffle your LB.

BT07/035 Dark Irregulars/Human No Trigger

G2

**Courting Succubus**

[A] [(R)]: When this boosts a ::Dark Irregular:: and the attack hits a VG, you may SC: (1).

BT07/036 Dark Irregulars/Succubus No Trigger

G1

**Sky Witch, Nana**

[C] [(V)]: During your turn, if you have no card in Soul, this gains +3000 Pow.  
[C] [(R)]: During your turn, if you have no card in Soul, this gains +1000 Pow.

BT07/037 Oracle Thinktank/Human No Trigger

G3

**Battle Sister, Glace**

[A] [(V)/(R)]: When this attacks, if you have no cards in Soul, this gains +3000 Pow for the battle.

BT07/038 Oracle Thinktank/Human No Trigger

G2

**Little Witch, Lulu**

[A] [Soul]: When your other Grade 3 or higher ::Oracle Thinktank:: is played to (V), you may call this to (R).  
[A]: [Choose up to 2 ::Oracle Thinktank:: in your Soul and put them in DZ] When this is placed from Soul to (R), if you have an ::Oracle Thinktank:: VG, may pay. If so, draw a card.

BT07/039 Oracle Thinktank/Human No Trigger

G0

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**Archer of Light Shots, Griflet**

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

BT07/040 Gold Paladin/Giant No Trigger

G3

**Rope-Eared Shooter**

[A]: [Discard a card from your hand] When this is played from LB to (R), if you have a ::Gold Paladin:: VG, may pay. If so, look at the top 3 cards of your LB and choose up to 1 ::Gold Paladin:: among them and Call it to (R). Put the rest on bottom of your LB in any order.

BT07/041 Gold Paladin/Human No Trigger

G2

**Messenger of Spring Breeze**

[A]: When another ::Gold Paladin:: Rides on this, you may Call this to (R).  
[A] [(R)]: [CB: (1), put this in Soul] When this Boosts and the attack hits a VG, may pay. If so, look at the top 3 cards of your LB and choose up to 1 ::Gold Paladin:: among them and Call it to (R). Put the rest on bottom of your LB in any order.

BT07/042 Gold Paladin/Human No Trigger

G0

**Set 7: Rampage of the Beast King Booster Pack****Calculator Hippo**

[A] [(V)/(R)]: When this is Boosted by ::Great Nature::, this gains +2000 Pow for the battle.

BT07/043 Great Nature/Hi-Beast No Trigger

G3

**Ransel Sealion**

[A] [(V)]: When this triggers a Grade 3 ::Great Nature:: during the Drive Check, this gains +5000 Pow for the battle.

BT07/044 Great Nature/Hi-Beast No Trigger

G3

**Red Pencil Rhino**

[C] [(V)/(R)]: If neither "Guardian of Truth, Rocks" nor "Protector of Law, Rocks" is in your (V), this gets -5000 Pow.  
[A] [(V)/(R)]: When this attacks, this gets +2000 Pow for the battle.

BT07/045 Great Nature/Hi-Beast No Trigger

G2

**Pencil Knight, Hamsuke**

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to DZ, and you have a ::Great Nature:: VG, may pay. If so, search your LB for up to 1 "Pencil Knight, Hamsuke", reveal it, and put it in your hand. Shuffle your LB.

BT07/046 Great Nature/Hi-Beast No Trigger

G2

**Globe Armadillo**

[A]: When this Intercepts, if you have a ::Great Nature:: VG, this gains +5000 Shield for the Battle.

BT07/047 Great Nature/Hi-Beast No Trigger

G2

**Explosive Scientist, Bunta**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Great Nature:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/048 Great Nature/Hi-Beast No Trigger

G2

**Multimeter Giraffe**

[A] [(V)/(R)]: When this attacks, if there are 2 or more face-up cards in your Opp.'s Damage, this gains +3000 Pow for the turn.

BT07/049 Great Nature/Hi-Beast No Trigger

G2

**Canvas Koala**

[A] [(V)/(R)]: When this hits a Vanguard with an attack, if you have 4 or more other ::Great Nature:: RGs, draw a card.

BT07/050 Great Nature/Hi-Beast No Trigger

G2

**Dropping Fighter, Resanori**

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

BT07/051 Great Nature/Hi-Beast No Trigger

G1

**Tick-Tack Flamingo**

[A]: During your MP, if this is played to (R), chose 1 of your other ::Great Nature:: RGs. That unit gains "[A]: During your End Phase, when this is placed from (R) to DZ, choose a card in your Damage Zone and turn it face-up" for the turn.

BT07/052 Great Nature/Hi-Beast No Trigger

G1

**Bearer of Knowledge, Rocks**

[C] [(V)]: If "Kid Genius of the School, Rocks" is in your Soul, this gains +1000 Pow.  
[A]: When "Protector of Law, Rocks" Rides on this, if "Kid Genius of the School, Rocks" is in your Soul, choose up to 2 of your ::Great Nature:: RGs. Those units gain "[A]: During your End Phase, when this is placed from (R) to DZ, draw a card" for the turn.

BT07/053 Great Nature/Hi-Beast No Trigger

G1

**Element Glider**

[A] [(R)]: When this Boosts a ::Great Nature:: and the attack hits a Vanguard, you may return this to your hand.

BT07/054 Great Nature/Hi-Beast No Trigger

G1

**Failure Scientist, Ponkichi**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Great Nature:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/055 Great Nature/Hi-Beast No Trigger

G1

**Feather Penguin**

[A] [(R)]: [SB: (1)] When this Boosts "Ruler of the Academy, Apt", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT07/056 Great Nature/Hi-Beast No Trigger

G1

**Hula Hoop Capybara**

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

BT07/057 Great Nature/Hi-Beast No Trigger

G1

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**Acorn Master**

[A]: When another ::Great Nature:: Rides on this, you may Call this to (R).  
[S] [(R)]: [CB: (1), put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Great Nature::, reveal it, and put it in your hand. Shuffle your LB.

BT07/058 Great Nature/Hi-Beast No Trigger

G0

**Kid Genius of the School, Rocks**

[A]: When "Bearer of Knowledge, Rocks" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 of either "Guardian of Truth, Rocks" or "Protector of Law, Rocks", reveal it, and put it your hand. Shuffle your LB.  
[A]: When a non-"Bearer of Knowledge, Rocks" ::Great Nature:: Rides on this, you may call this to (R).

BT07/059 Great Nature/Hi-Beast No Trigger

G0

**Triangle Cobra**

--No Text--

BT07/060 Great Nature/Hi-Beast T: Critical

G0

**Set 7: Rampage of the Beast King Booster Pack****Fortune Cat**

--No Text--

BT07/061 Great Nature/Hi-Beast T: Draw

G0

**Alarm Chicken**

--No Text--

BT07/062 Great Nature/Hi-Beast T: Stand

G0

**Eraser Alpaca**

--No Text--

BT07/063 Great Nature/Hi-Beast T: Stand

G0

**Dictionary Goat**

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

BT07/064 Great Nature/Hi-Beast T: Heal

G0

**Ruler Chameleon**

[A]: [CB: (1)] During your End Phase, when this is placed from (R) to the DZ, if you have a ::Great Nature:: VG, you may pay cost. If so, search your LB for up to 1 "Ruler Chameleon", reveal it, and put it in your hand. Shuffle your LB.

BT07/065 Great Nature/Hi-Beast T: Critical

G0

**Nightmare Doll Ammy**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.  
[A] [(V)]: [CB: (5), SB: (8)] When this hits a VG with an attack, may pay. If so, put all your ::Pale Moon:: RGs in Soul, and choose up to 5 ::Pale Moon:: in your Soul and call them to separate (R).

BT07/066 Pale Moon/Walkaroid No Trigger

G3

**Dreamy Fortress**

[A]: During your Opp.'s turn, when this is placed from (R) to DZ, choose a "Dreamy Fortress" in your Soul and call it to (R).

BT07/067 Pale Moon/Chimera No Trigger

G2

**Sea-Saw Game Loser**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Pale Moon:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/068 Pale Moon/Giant No Trigger

G2

**Drawing Dread**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Pale Moon:: RGs, draw a card.

BT07/069 Pale Moon/Giant No Trigger

G2

**Jumping Grain**

[A]: When this is played from Soul to (R), if you have a ::Pale Moon:: VG, this gains +3000 Pow for the turn.

BT07/070 Pale Moon/Elf No Trigger

G1

**Dreamy Ammonite**

[A]: During your Opp.'s turn, when this is placed from (R) to DZ, choose a "Dreamy Ammonite" in your Soul and call it to (R).

BT07/071 Pale Moon/Chimera No Trigger

G1

**Sea-Saw Game Winner**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Pale Moon:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/072 Pale Moon/Goblin No Trigger

G1

**Pinky Piggy**

[A] [(R)]: When this Boosts a ::Pale Moon:: and the attack hits a VG, you may return this to your hand.

BT07/073 Pale Moon/Hi-Beast No Trigger

G1

**The Girl Who Leapt Through Gorge**

[A]: When another ::Pale Moon:: Rides on this, you may Call this to (R).  
[S] [(R)]: [CB: (1), put this in Soul] If you have a ::Pale Moon:: VG, choose 1 non-"The Girl Who Leapt Through Gorge" ::Pale Moon:: in your Soul and call it to (R).

BT07/074 Pale Moon/Elf No Trigger

G0

**Innocent Magician**

[A]: When another ::Pale Moon:: Rides on this, you may Call this to (R).  
[S] [(R)]: [CB: (1), put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 or higher ::Pale Moon::, reveal it, and put it in your hand. Shuffle your LB.

BT07/075 Pale Moon/Human No Trigger

G0

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**Friar Friar**

--No Text--

BT07/076 Pale Moon/Goblin T: Draw

G0

**Cracker Musician**

--No Text--

BT07/077 Pale Moon/Walkaroid T: Stand

G0

**Popcorn Boy**

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

BT07/078 Pale Moon/Human T: Heal

G0

### Set 7: Rampage of the Beast King Booster Pack

**Poison Juggler**

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Pale Moon:: units. That unit gains +3000 Pow for the turn.

BT07/079 Pale Moon/Goblin T: Critical

G0

**Demonic God Chariot at Twilight**

[C] [(V)/(R)]: During your turn, this gets +2000 Pow for each "Demonic God Chariot at Twilight" in your Soul.

BT07/080 Dark Irregulars/Demon No Trigger

G3

**Beast in Hand**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Dark Irregular:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/081 Dark Irregulars/Elf No Trigger

G2

**Cyber Beast**

[A] [(V)/(R)]: When this hits a VG with an attackm if you have 4 or more other ::Dark Irregular::, draw a card.

BT07/082 Dark Irregulars/Demon No Trigger

G2

**Demonic Run Bike at Twilight**

[C] [(V)/(R)]: During your turn, this gets +2000 Pow for each "Demonic Run Bike at Twilight" in your Soul.

BT07/083 Dark Irregulars/Demon No Trigger

G1

**Beautiful Balpuria**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Dark Irregular:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/084 Dark Irregulars/Elf No Trigger

G1

**Mirage Maker**

[A] [(R)]: When this Boosts a ::Dark Irregular:: and the attack hits a VG, you may return this to your hand.

BT07/085 Dark Irregulars/Demon No Trigger

G1

**Rune Weeper**

[A]: When this is played to (V) or (R), if you have a ::Dark Irregular:: VG, choose a ::Dark Irregular:: in your hand and put it in Soul.

BT07/086 Dark Irregulars/Human No Trigger

G1

**Greedy Hand**

[A]: When another ::Dark Irregular:: Rides on this, you may Call this to (R).

[S] [(R)]: [CB: (1), put this in Soul] Search your LB for up to 1 Grade 2 or lower ::Dark Irregular:: and put it in your Soul. Shuffle your LB.

BT07/087 Dark Irregulars/Human No Trigger

G0

**Devil in Shadow**

[A]: When another ::Dark Irregular:: Rides on this, you may Call this to (R).

[S] [(R)]: [CB: (1), put this in Soul] Look at up to 5 cards from top of your Lbrary and search for up to 1 Grade 3 or higher ::Dark Irregular::, reveal it, and put it in your hand. Shuffle your LB.

BT07/088 Dark Irregulars/Human No Trigger

G0

**Mad Hatter in Nightmareland**

--No Text--

BT07/089 Dark Irregulars/Human T: Draw

G0

**Starving Egg in Nightmareland**

--No Text--

BT07/090 Dark Irregulars/Demon T: Stand

G0

**Cheshire Cat in Nightmareland**

[You may have no more than 4 ::Heal Trigger:: in your deck]

BT07/091 Dark Irregulars/Hi-Beast T: Heal

G0

**Dark Knight in Nightmareland**

[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Dark Irregular:: units. That unit gains +3000 Pow for the turn.

BT07/092 Dark Irregulars/Demon T: Critical

G0

**Battle Sister, Souffle**

[A] [(V)/(R)]: When this is Boosted by ::Oracle Thinktank::, this gains +2000 Pow for the battle.

BT07/093 Oracle Thinktank/Elf No Trigger

G3

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**Oracle Guardian, Ceasar**

[A] [(V)/(R)]: When this hits a VG with an attack, if you have 4 or more other ::Oracle Thinktank:: RGs, draw a card.

BT07/094 Oracle Thinktank/Battroid No Trigger

G2

**Moonsault Swallow**

[A] [(R)]: When this Boosts an ::Oracle Thinktank:: and the attack hits a VG, you may return this to your hand.

BT07/095 Oracle Thinktank/Hi-Beast No Trigger

G1

**Battle Sister, Eclair**

[A]: When another ::Dark Irregular:: Rides on this, you may Call this to (R).

[S] [(R)]: [CB: (1), put this in Soul] Look at up to 5 cards from top of your Library and search for up to 1 Grade 3 or higher ::Oracle Thinktank::, reveal it, and put it in your hand. Shuffle your LB.

BT07/096 Oracle Thinktank/Elf No Trigger

G0

**Set 7: Rampage of the Beast King Booster Pack****Master of Pain**

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

BT07/097 Gold Paladin/Elf No Trigger

G2

**Disciple of Pain**

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

BT07/098 Gold Paladin/Elf No Trigger

G1

**Speeer Hound**

--No Text--

BT07/099 Gold Paladin/Hi-Beast T: Draw

G0

**Doctoroid Megaros**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Angel Feather:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/100 Angel Feather/Walkaroid No Trigger

G2

**Doctoroid Micros**

[A]: [CB: (1)] When this is played to (V) or (R), if you have a ::Angel Feather:: VG, may pay. If so, put the top card of your LB in your Damage Zone, and at the start of the End Phase this turn, choose 1 card in your Damage Zone and return it to your LB. Shuffle your LB.

BT07/101 Angel Feather/Walkaroid No Trigger

G1

**Hope Child, Truiel**

[A]: When another ::Angel Feather:: Rides on this, you may Call this to (R).

[C] [(R)]: If you have an ::Angel Feather:: VG, this gains "[S] [(R)]: [CB: (1), put this in Soul, choose an ::Angel Feather: in your hand and put it in your Damage Zone] Choose a card in your Damage Zone and put it in your hand".

BT07/102 Angel Feather/Angel No Trigger

G0

**Hunter of the Academy, Leopard**

[A] [(V)] [LB:(4)]: [CB:(1)] During your End Phase, whenever 1 of your ::Great Nature:: RG is placed in your DZ, may pay. If so, Call that unit to a vacant (R).

[A] [(V)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/S01 Great Nature/Hi-Beast No Trigger

G3

**Guardian of Truth, Rocks**

[C] [(V)]: If "Protector of Law, Rocks" is in your Soul, this gains +1000 Pow.

[S] [(V)]: [CB: (2), Discard a "Guardian of Truth, Rocks" from your hand] Choose 1 of your ::Great Nature:: RGs, and that unit gains +4000 Pow and +1 Crit for the turn. Retire that unit at the beginning of your End Phase.

BT07/S02 Great Nature/Hi-Beast No Trigger

G3

**Binoculars Tiger**

[A] [(V)/(R)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

BT07/S03 Great Nature/Hi-Beast No Trigger

G2

**Silver Thorn Dragon Tamer, Luquier**

[S] [(V)] [LB:(4)]: [CB: (3)] From your Soul, choose up to 1 each of ::Pale Moon:: Grade 3, Grade 2, Grade 1, and Grade 0 Units, then call them to separate (R).

[A] [(V)]: When your ::Pale Moon:: unit is played to (R) from your Soul, this gains +3000 Pow for the turn.

BT07/S04 Pale Moon/Elf No Trigger

G3

**Dark Lord of Abyss**

[S] [(V)] [LB:(4)]: [CB: (2)] SC: (2), and this gains +1000 Pow for each ::Dark Irregular:: in your Soul.

[C] [(V)/(R)]: If you have a non-::Dark Irregular:: VG or RG, this gets -2000 Pow.

BT07/S05 Dark Irregulars/Human No Trigger

G3

**Emerald Witch, Lala**

[A]: [Discard a card from your hand] When this is played to (R), if you have an ::Oracle Thinktank:: VG and no cards in your Soul, may pay. If so, draw a card.

BT07/S06 Oracle Thinktank/Human No Trigger

G1

[A] (V) [LB:(4)]: [Choose 2 of your ::Gold Paladin:: RGs and put them in any order on the bottom of the LB] When this attacks, may pay. If so, choose up to 2 of your ::Gold Paladin:: units. They get +5000 Pow for the turn.

[A]: [Discard a ::Gold Paladin:: from your hand] When this is played from the LB to (R), and your Opp. has a Grade 2 or higher VG, may pay. If so, put this in (V).

### G3

[A] [(V)] [LB:(4)]: [Choose 1 ::Angel Feather:: in your hand and put it in Damage Zone] When this attacks a VG, may pay. If so, choose a card in your Damage Zone and put it in your hand.

[A] [(V)]: When a card is placed in your Damage Zone, this gains +2000 Pow for the turn.

**G3**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.

[A] [(V)]: [Retire 1 of your ::Great Nature:: RGs]  
When this hits a VG with an attack, may pay. If  
so, choose up to 1 ::Great Nature:: in your hand  
and Call it to (R).

### G3

[A] [(V)/(R)]: When this attacks a VG, you may choose 1 of your other ::Great Nature:: RGs and give it +4000 Pow for the turn. If you do so, Retire that unit at the beginning of your End Phase.

**G1**

[A] [(V)]: [Put 1 of your Grade 3 or higher ::Pale Moon:: RG in Soul] When this triggers a Grade 3 during the Drive Check, may pay. If so, Call a ::Pale Moon:: from your Soul to a vacant (P).

[A] [(V)]: When this is Boosted by ::Pale Moon::, this gains +3000 Pow for the battle.

**G3**

[C] [(V)]: If there are 15 or more ::Dark Irregular:: in your Soul, this gains +2 Crit.

[A]: When this is played to (V), choose 1 of your ::Dark Irregular:: RGS. Search your LB for up to 3 cards with the same name as the chosen Unit and put them in Soul. Shuffle your LB.

### G3

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