

**Stealth Demonic Dragon, Magatsu Storm**

[S] [(V)] [LB:(4)]: [CB: (2)] This gains +3000 Pow for the turn. Search your LB for up to 2 "Stealth Demonic Dragon, Magatsu Storm" and Call them to separate (R). Shuffle your LB. At the end of the turn, put the units Called this way on bottom of the LB in any order.  
[C] [(V)]: If "Ninja Dragon, Magatsu Gale" is in your Soul, this gains +1000 Pow.

BT09/001 Murakumo/Abyss Dragon No Trigger

G3

**Blue Storm Emperor Dragon, Glory Maelstrom**

[A] [(V)] [LB:(5)]: [CB: (1)] When this attacks a VG, may pay. If so, this gains +5000 Pow for the battle, and your Opp. may not Call Grade 1 or higher unit from hand to (G) this battle.  
[C] [(V)]: If "Blue Storm Dragon, Maelstrom" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/002 Aqua Force/Tear Dragon No Trigger

G3

**Goddess of the Sun, Amaterasu**

[A] [(V)] [LB:(4)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 "Oracle Thinktank"; reveal it, and put it in your hand. Shuffle your LB.  
[C] [(V)]: If "CEO Amaterasu" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/003 Oracle Thinktank/Noble No Trigger

G3

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**Super Beast Deity, Illuminal Dragon**

[A] [(V)] [LB:(4)]: [CB: (3)] When this attacks a VG, may pay. If so, Stand up to 2 of your RGs with "Beast Deity" in name.  
[C] [(V)]: If "Beast Deity, Azure Dragon" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/004 Nova Grappler/Battlroid No Trigger

G3

**Crimson Impact, Metatron**

[S] [(V)] [LB:(4)]: [CB: (1), choose 2 of your "Angel Feather": RGs and put them in Damage Zone] Call 2 face-up "Angel Feather": from your Damage Zone to (R). This ability may not be used again this turn.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT09/005 Angel Feather/Angel No Trigger

G3

**Brilliant Lion, Platinum Ezel**

[S] [(V)] [LB:(5)]: [CB: (3)] Choose up to 5 of your "Gold Paladin": RGs. They gain +5000 Pow for the turn.  
[C] [(V)]: If "Incandescent Lion, Blond Ezel" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/006 Gold Paladin/Human No Trigger

G3

**Set 9: Clash of the Knights and Dragons Booster Pack****Conviction Dragon, Chrome Jailer Dragon**

[S] [(V)] [LB:(4)]: [CB: (2), Retire 2 of your "Gold Paladin": RGs] This gains +10000 Pow and +1 Crit for the turn.  
[S] [(V)]: [CB: (1), discard a "Conviction Dragon, Chrome Jailer Dragon" from your hand] Look at up to 4 cards from top of your LB and choose up to 2 "Gold Paladin": Call them to separate vacant (R), and put the rest on bottom of the LB in any order.

BT09/007 Gold Paladin/Abyss Dragon No Trigger

G3

**Dragonic Kaiser, Vermillion "THE BLOOD"**

[S] [(V)] [LB:(5)]: [CB: (3)] This gains +5000 Pow, +1 Crit, and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.  
[C] [(V)]: If "Dragonic Kaiser, Vermillion" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/008 Narukami/Thunder Dragon No Trigger

G3

**Phantasmal Snow, Shirayuki**

[A] [(V)] [LB:(4)]: [CB: (1), Discard a "Phantasmal Snow, Shirayuki" from your hand] At the start of the Guard Step in which this was attacked, may pay. If so, choose 1 attacking unit. That unit gets -20000 Pow for the battle.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/009 Murakumo/Ghost No Trigger

G3

**White-Faced Golden-Haired Werefox, Tamamo**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
[S] [(V)]: [CB: (1)] Choose 1 of your Grade 2 or higher "Murakumo": RGs. Search your LB 1 or up to 1 card with the same name as the chosen unit and Call it to (R). Shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB.

BT09/010 Murakumo/Hi-Beast No Trigger

G3

**Tri-Stinger Dragon**

[A] [(V)] [LB:(4)]: When this attacks a VG, if it's the 3rd battle or later of the turn, choose up to 2 cards in your Damage Zone and turn them face-up.  
[S] [(V)]: [CB: (2)] Choose 1 of your "Aqua Force": RGs. That unit gains +3000 Pow for the turn.

BT09/011 Aqua Force/Tear Dragon No Trigger

G3

**Battle Sister, Cookie**

[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, draw 2 cards, and discard a card.

BT09/012 Oracle Thinktank/Elf No Trigger

G3

**Fighter of Twin Pens, Polaris**

[A] [(V)] [LB:(4)]: [CB: (2)] When this attacks a VG, may pay. If so, choose 1 of your other "Great Nature": RGs. Stand that unit, and it gets +4000 Pow for the turn. At the end of the turn, retire that unit.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

BT09/013 Great Nature/Hi-Beast No Trigger

G3

**Halo Shield, Mark**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard an "Gold Paladin": from your hand] When this is placed to (G), may pay. If so, choose 1 of your "Gold Paladin": being attacked. That unit cannot be hit this battle.

BT09/014 Gold Paladin/Human No Trigger

G1

**Wind Demonic God, Vaayu**

[A] [(V)]: [CB: (1)] When this attacks, may pay. If so, for each "Wind Demonic God, Vaayu" in your (R), this gains +10000 Pow.

BT09/015 Narukami/Noble No Trigger

G3

**Wyvern Guard, Guld**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
[A]: [Discard an "Narukami": from your hand] When this is placed to (G), may pay. If so, choose 1 of your "Narukami": being attacked. That unit cannot be hit this battle.

BT09/016 Narukami/Wing Dragon No Trigger

G1

**Starlight Melody Tamer, Faala**

[S] [(V)] [LB:(4)]: [CB: (1), Discard a "Starlight Melody Tamer, Faala" from your hand] SC: (2), and Call up to 1 "Pale Moon": from your Soul to (R). That unit gains +3000 Pow for the turn.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

BT09/017 Pale Moon/Warbeast No Trigger

G3

**Nightmare Summoner, Lakiel**

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

BT09/018 Pale Moon/Elf No Trigger

G3

**Blaster Blade Spirit**

[A]: [CB: (1)] When this is placed from LB to (R), may pay. If so, choose a Grade 2 or higher RG in your Opp.'s Front Row and retire it.

[A] [(R)]: At the end of the battle in which this was attacked, Retire this.

[C]: This unit also belongs to ::Gold Paladin::.

BT09/019 Royal Paladin/Human No Trigger

G2

**Blaster Dark Spirit**

[A]: [CB: (1)] When this is placed from LB to (R), may pay. If so, choose a Grade 2 or lower RG in your Opp.'s Front Row and retire it.

[A] [(R)]: At the end of the battle in which this was attacked, Retire this.

[C]: This unit also belongs to ::Gold Paladin::.

BT09/020 Shadow Paladin/Human No Trigger

G2

**Ninja Dragon, Magatsu Gale**

[C] [(V)]: If "Ninja Dragon, Magatsu Breath" is in your Soul, this gains +1000 Pow.

[A]: When "Stealth Demonic Dragon, Magatsu Storm" Rides on this, if "Ninja Dragon, Magatsu Breath" is in your Soul, search your LB for up to 2 "Stealth Demonic Dragon, Magatsu Storm" and Call them to separate (R)s. Shuffle your LB, and at the end of the turn, put the units Called this way on the bottom of the LB in any order.

BT09/021 Murakumo/Abyss Dragon No Trigger

G2

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**Ninja Fiend, Oborokat**

[A]: [CB: (1)] When this is placed to (V) or (R), if you have a ::Murakumo:: VG, may pay. If so, choose 1 of your RGs whose name isn't "Ninja Fiend, Oborokat". Search your LB for up to 1 card with the same name as that unit and Call it to (R). Shuffle your LB, and at the end of the turn, put the unit Called this way on the bottom of the LB.

BT09/022 Murakumo/Ghost No Trigger

G1

**Ninja Dragon, Magatsu Wind**

[A]: When "Ninja Dragon, Magatsu Breath" Rides on this, look at up to 7 cards from top of your LB and search for up to 1 "Stealth Demonic Dragon, Magatsu Storm" or "Ninja Dragon, Magatsu Gale", reveal it, and put it in your hand. Shuffle your LB.

[A]: When another ::Murakumo:: that isn't "Ninja Dragon, Magatsu Breath" Rides on this, you may Call this to (R).

BT09/023 Murakumo/Abyss Dragon No Trigger

G0

**Storm Rider, Lysander**

[A] [(R)]: [CB: (1)] At the end of the battle in which this attacked a VG, if you have an ::Aqua Force:: VG, may pay. If so, choose an ::Aqua Force:: RG in the same column as this and switch locations with this. (The card positions do not change)

BT09/024 Aqua Force/Aquaroid No Trigger

G3

**Set 9: Clash of the Knights and Dragons Booster Pack****Storm Rider, Damon**

[A] [(R)]: [CB: (1)] At the end of the battle in which this attacked a VG, if you have an ::Aqua Force:: VG, may pay. If so, choose an ::Aqua Force:: RG in the same column as this and switch locations with this. (The card positions do not change)

BT09/025 Aqua Force/Aquaroid No Trigger

G2

**Battle Siren, Teresa**

[A] [(R)]: When this attacks, if you have an ::Aqua Force:: VG, and it's the 3rd battle or later of the turn, choose 1 of your VGs. That unit gains +3000 Pow for the turn.

BT09/026 Aqua Force/Mermaid No Trigger

G2

**Storm Rider, Nicolas**

[A] [(R)]: [CB: (1)] At the end of the battle in which this attacked a VG, if you have an ::Aqua Force:: VG, may pay. If so, choose an ::Aqua Force:: RG in the same column as this and switch locations with this. (The card positions do not change)

BT09/027 Aqua Force/Aquaroid No Trigger

G1

**Tri-Hole Dracokid**

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

[A] [(R)]: When this attacks, if you have an ::Aqua Force:: VG, and it's the 3rd battle or later of the turn, this gains +3000 Pow for the battle.

BT09/028 Aqua Force/Tear Dragon No Trigger

G0

**Battle God, Susan'o**

[A] [(R)]: When this attacks, if the name of your VG includes "Amaterasu", this gains +3000 Pow for the battle.

BT09/029 Oracle Thinktank/Noble No Trigger

G2

**Battle Maiden, Sayorihime**

[A] [(R)]: When this attacks, if the name of your VG includes "Amaterasu", this gains +3000 Pow for the battle.

BT09/030 Oracle Thinktank/Noble No Trigger

G1

**Beast Deity, Yamata's Drake**

[A] [(R)]: During your Battle Phase, when this Stands, this gains +3000 Pow for the turn.

BT09/031 Nova Grappler/Battlroid No Trigger

G3

**Hollow Nomad**

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

BT09/032 Nova Grappler/Alien No Trigger

G3

**Beast Deity, Golden Anglet**

[A] [(R)]: During your Battle Phase, when this Stands, this gains +3000 Pow for the turn.

BT09/033 Nova Grappler/Battlroid No Trigger

G2

**Beast Deity, Blank Marsh**

[A] [(R)]: [CB: (1), Put this in Soul] When this Boosts a ::Nova Grappler:: and the attack hits a VG, may pay. If so, Stand 1 of your RGs with "Beast Deity" in name.

BT09/034 Nova Grappler/Battlroid No Trigger

G1

**Mobile Hospital, Elyson**

[A] [(V)]: [Discard an ::Angel Feather:: card from your hand] When this attacks, may pay. If so, this gains +6000 Pow for the battle.

[A] [(R)]: [Discard an ::Angel Feather:: card from your hand] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

BT09/035 Angel Feather/Golem No Trigger

G3

**Knight of Violence, Bagudemagus**

[A] [(R)]: When this attacks, if the name of your VG includes "Ezel", this gains +3000 Pow for the battle.

BT09/036 Gold Paladin/Human No Trigger

G2

**Advancing of Black Chain, Kaedan**

[A] [(R)]: [CB: (1), Retire 1 of your other ::Gold Paladin:: RGs] When this Boosts a ::Gold Paladin:: and the attack hits a VG, may pay. If so, look at the top card of your LB and choose up to 1 ::Gold Paladin:: and Call it to a vacant (R). Put the rest on bottom of the LB.

BT09/037 Gold Paladin/Human No Trigger

G1

**Sage Who Sees Dreams, Korron**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and choose up to 1 card with "Ezel" in name, reveal it, and put it in your hand. Shuffle your LB.

BT09/038 Gold Paladin/Giant No Trigger

G0

**Dust Plasma Dragon**

[A] [(R)]: When this attacks, if the name of your VG includes "Vermillion", this gains +3000 Pow for the battle.

BT09/039 Narukami/Thunder Dragon No Trigger

G2

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**Sealed Demonic Dragon, Indigo**

[C] [(R)]: This cannot Boost a Grade 2 or lower unit.  
[A] [(R)]: When this Boosts a ::Narukami::, the boosted unit gains +3000 Pow for the battle.

BT09/040 Narukami/Thunder Dragon No Trigger

G1

**Barking Wyvern**

[A] [(V)]: [Discard a ::Pale Moon:: card from your hand] When this attacks, may pay. If so, this gains +6000 Pow for the battle.  
[A] [(R)]: [Discard a ::Pale Moon:: card from your hand] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

BT09/041 Pale Moon/Wing Dragon No Trigger

G3

**Fire Juggler**

[A] [(R)]: When this boosts a VG and the Drive Check reveals a Grade 3 ::Pale Moon::, this gains "[A] [(R)]: [Put this in Soul] At the end of the battle in which this Boosted, may pay. If so, choose a ::Pale Moon:: in your Soul whose name isn't 'Fire Juggler' and Call it to (R)" for the turn.

BT09/042 Pale Moon/Human No Trigger

G1

**Set 9: Clash of the Knights and Dragons Booster Pack****Ninja Demon of Golden Pole, Arahabaki**

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

BT09/043 Murakumo/Demon No Trigger

G3

**Ninja Beast, Gigantoad**

[C] [(V)]: During your turn, if there's another "Ninja Beast, Gigantoad" in your (R), this gains +3000 Pow.  
[C] [(R)]: During your turn, if there's another "Ninja Beast, Gigantoad" in your (R), this gains +1000 Pow.

BT09/044 Murakumo/Hi-Beast No Trigger

G3

**Ninja Dragon, Royal Nova**

[C] [(V)/(R)]: If neither "Stealth Demonic Dragon, Magatsu Storm" nor "Ninja Dragon, Magatsu Gale" is in your (V), this gets -5000 Pow.  
[A] [(V)/(R)]: When this attacks, this gains +2000 Pow for the battle.

BT09/045 Murakumo/Abyss Dragon No Trigger

G2

**Ninja Beast, Spellhound**

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

BT09/046 Murakumo/Warbeast No Trigger

G2

**Shamanic Ninja Demon, Jiraiya**

[S] [(R)]: [CB: (1), Put this on bottom of the LB] If you have a ::Murakumo:: VG, search your LB for up to 1 "Ninja Beast, Gigantoad" and Call it to (R). Shuffle your LB.

BT09/047 Murakumo/Demon No Trigger

G1

**Ninja Dragon, Magatsu Breath**

[C] [(V)]: If "Ninja Dragon, Magatsu Wind" is in your Soul, this gains +1000 Pow.  
[A]: When "Ninja Dragon, Magatsu Gale" Rides on this, if "Ninja Dragon, Magatsu Wind" is in your Soul, search your LB for up to 2 "Ninja Dragon, Magatsu Gale" and Call them to separate (R). Shuffle your LB, and at the end of turn, put the units Called this way on bottom of the LB in any order.

BT09/048 Murakumo/Abyss Dragon No Trigger

G1

**Ninja Beast, Night Panther**

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

BT09/049 Murakumo/Warbeast No Trigger

G1

**Ninja Beast, Flame Fox**

[A] [(R)]: [SB: (1)] When this Boosts "White-Faced Golden-Haired Werefox, Tamamo", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT09/050 Murakumo/Hi-Beast No Trigger

G1

**Adapting Ninja Demon, Kokuenmaru**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call 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 ::Murakumo::, reveal it, and put it in your hand. Shuffle your LB.

BT09/051 Murakumo/Demon No Trigger

G0

**Fox User, Izuna**

--No Text--

BT09/052 Murakumo/Human T: Critical

G0

**Ninja Fiend, Monster Lantern**

--No Text--

BT09/053 Murakumo/Ghost T: Draw

G0

**Ninja Fiend, Long-necked Lady**

--No Text--

BT09/054 Murakumo/Ghost T: Draw

G0

**Ninja Fiend, Oil-Paper Umbrella Spirit**  
--No Text--

BT09/055 Murakumo/Ghost T: Stand

G0

**Ninja Fiend, River Child**

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

BT09/056 Murakumo/Gillman T: Heal

G0

**Ninja Beast, Cat Devil**

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

BT09/057 Murakumo/Warbeast T: Critical

G0

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**Deck Sweeper**

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

BT09/058 Aqua Force/Aquaroid No Trigger

G1

**Light Signal Penguin Soldiers**

[A]: [SB: (2)] When this is placed to (R), if you have an ::Aqua Force:: VG, may pay. If so, draw a card.

BT09/059 Aqua Force/Hi-Beast No Trigger

G1

**Officer Cadet, Astorea**

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

[A] [(R)]: [CB: (1), Put this in Soul] When this Boosts an ::Aqua Force:: and the attack hits a VG, may pay. If so, Stand 1 of your ::Aqua Force:: RGs.

BT09/060 Aqua Force/Aquaroid No Trigger

G0

### Set 9: Clash of the Knights and Dragons Booster Pack

**Blue Dragon Soldier of Diamond Gaze**

--No Text--

BT09/061 Aqua Force/Dragonman T: Stand

G0

**Supersonic Sailor**

[S] [(R)]: [Put this in Soul] If you have an ::Aqua Force:: VG, turn 1 card in your Damage Zone face-up.

BT09/062 Aqua Force/Aquaroid T: Critical

G0

**Gentle Jim**

[A] [(V)/(R)]: [SB: (1), discard a card from your hand] When this attacks a VG, may pay. If so, choose 1 of your other ::Oracle Thinktank:: That unit gains +3000 Pow for the turn.

BT09/063 Oracle Thinktank/Ghost No Trigger

G3

**Oracle Guardian, Sphinx**

[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

BT09/064 Oracle Thinktank/Battroid No Trigger

G2

**Rock Witch, Gaga**

[A] [(V)/(R)]: When this attacks, if you have no cards in your Soul, draw a card, and put a card from your hand on bottom of the LB.

BT09/065 Oracle Thinktank/Human No Trigger

G2

**Battle Sister, Cream**

[A] [(R)]: [CB: (1)] When this Boosts "Battle Sister, Cookie", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

BT09/066 Oracle Thinktank/Elf No Trigger

G1

**Machine Gun Talk Lion**

[A] [(V)/(R)]: [SB: (1), discard a card from your hand] When this attacks a VG, may pay. If so, choose 1 of your other ::Oracle Thinktank:: That unit gains +3000 Pow for the turn.

BT09/067 Oracle Thinktank/Ghost No Trigger

G1

**Maiden of the Sun, Uzume**

[S] [(R)]: [CB: (1), Retire 2 of your ::Oracle Thinktank:: RGs] Search your LB for up to 1 "Goddess of the Sun, Amaterasu", reveal it, and put it in your hand. Shuffle your LB.

BT09/068 Oracle Thinktank/Noble No Trigger

G0

**Princess of Nayotake, Kaguya**

[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 ::Oracle Thinktank:: That unit gains +3000 Pow for the turn.

BT09/069 Oracle Thinktank/Noble No Trigger

G0

**Heroic Honey**

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

BT09/070 Nova Grappler/Alien No Trigger

G2

**Tranceraizer**

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

BT09/071 Nova Grappler/Battroid No Trigger

G2

**Burstraizer**

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

BT09/072 Nova Grappler/Battroid No Trigger

G1

**Stoic Honey**

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

BT09/073 Nova Grappler/Alien No Trigger

G1

**Evolution Reincarnation, Miraïou**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call 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 ::Nova Grappler::, reveal it, and put it in your hand. Shuffle your LB.

BT09/074 Nova Grappler/Battlroid No Trigger

G0

**Lionet Heat**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Nova Grappler:: That unit gains +3000 Pow for the turn.

BT09/075 Nova Grappler/Warbeast No Trigger

G0

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**Crimson Drive, Aphrodite**

[S] [Damage Zone]: [Turn this card from face-up to face-down] Choose 1 of your ::Angel Feather:: VGs. That unit gains +3000 Pow for the turn.

BT09/076 Angel Feather/Angel No Trigger

G2

**Examine Angel**

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

BT09/077 Angel Feather/Angel No Trigger

G2

**Crimson Mind, Baruk**

[S] [Damage Zone]: [Turn this card from face-up to face-down] Choose 1 of your ::Angel Feather:: VGs. That unit gains +3000 Pow for the turn.

BT09/078 Angel Feather/Angel No Trigger

G1

**Set 9: Clash of the Knights and Dragons Booster Pack****Emergency Vehicle**

[A]: [CB: (1)] When this is placed to (G), if you have an ::Angel Feather:: VG, may pay. If so, this gains +5000 Shield for the battle.

BT09/079 Angel Feather/Walkaroid No Trigger

G1

**Candlelight Angel**

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

BT09/080 Angel Feather/Angel No Trigger

G1

**Crimson Heart, Nahas**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [Put this in Soul, Put a "Crimson Mind, Baruk" from your (R) in Soul] If "Crimson Drive, Aphrodite" is in your (V), search your LB for up to 1 "Crimson Impact, Metatron" and Ride it. Shuffle your Lbrary.

BT09/081 Angel Feather/Angel No Trigger

G0

**Rampage Cart Angel**

--No Text--

BT09/082 Angel Feather/Angel T: Critical

G0

**Fever Therapy Nurse**

[S] [Damage Zone]: [Turn this card from face-up to face-down] Choose 1 of your ::Angel Feather:: VGs. That unit gains +3000 Pow for the turn.

BT09/083 Angel Feather/Angel T: Draw

G0

**Vocal Chicken**

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

BT09/084 Great Nature/Hi-Beast No Trigger

G3

**Pianica Cat**

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

BT09/085 Great Nature/Hi-Beast No Trigger

G2

**Parabola Moose**

[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

BT09/086 Great Nature/Hi-Beast No Trigger

G2

**Barcode Zebra**

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

BT09/087 Great Nature/Hi-Beast No Trigger

G2

**Recorder Dog**

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

BT09/088 Great Nature/Hi-Beast No Trigger

G1

**Sharpener Beaver**

[A]: When this is placed to (R), choose 1 of your other Grade 3 ::Great Nature:: That unit gains +3000 Pow for the turn.

BT09/089 Great Nature/Hi-Beast No Trigger

G1

**Protractor Peacock**

[A]: [CB: (1)] When this is placed to (G), if you have an ::Great Nature:: VG, may pay. If so, this gains +5000 Shield for the battle.

BT09/090 Great Nature/Hi-Beast No Trigger

G1

**Gardening Mole**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[A] [(R)]: [CB: (1), Put this in Soul] During your End Phase, when another of your ::Great Nature:: RGs is placed in the DZ, may pay. If so, put that card in your hand.  
*BT09/091 Great Nature/Hi-Beast No Trigger*

**G0****Castanet Donkey**

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

*BT09/092 Great Nature/Hi-Beast T: Draw***G0****Holy Magician of Violent Wind**

[A]: When this is placed to (R), choose 1 of your other Grade 3 ::Gold Paladin:: That unit gains +3000 Pow for the turn.

*BT09/093 Gold Paladin/Human No Trigger***G1**

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**Defense of Black Chain, Hoiei**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [Put this in Soul] Choose up to 1 of your ::Gold Paladin:: That unit gains +3000 Pow for the turn.

*BT09/094 Gold Paladin/Human No Trigger***G0****Dandegal**

--No Text--

*BT09/095 Gold Paladin/Hi-Beast T: Critical***G0****Runebal**

[S] [(R)]: [CB: (1), Put this in Soul] Look at the top card of your LB and choose up to 1 ::Gold Paladin:: and Call it to a vacant (R). Put the rest on bottom of the LB.

*BT09/096 Gold Paladin/Hi-Beast T: Stand***G0****Set 9: Clash of the Knights and Dragons Booster Pack****Sealed Priest, RowRow**

[A]: When this is placed to (V) or (R), choose 1 [C] ability on 1 of your ::Narukami:: VG or RG. That unit loses that ability for the turn.

*BT09/097 Narukami/Human No Trigger***G1****Fuushin Child, Soukou**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[C] [(V)/(R)]: Restraint (This cannot attack)  
[C] [(R)]: This cannot Boost a RG.

*BT09/098 Narukami/Demon No Trigger***G0****Spark Edge Dracokid**

--No Text--

*BT09/099 Narukami/Thunder Dragon T: Critical***G0****Sealed Priest, Rinrin**

[A]: When this is placed to (V) or (R), choose 1 [C] ability on 1 of your ::Narukami:: VG or RG. That unit loses that ability for the turn.

*BT09/100 Narukami/Human T: Stand***G0****Magical Partner**

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

*BT09/101 Pale Moon/Elf No Trigger***G1****Smiling Presenter**

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 10 cards from top of your LB and choose up to 1 ::Pale Moon:: and put it in Soul. Shuffle your LB.

*BT09/102 Pale Moon/Human No Trigger***G0****Stealth Demonic Dragon, Magatsu Storm**

[S] [(V) [LB:(4)]: [CB: (2)] This gains +3000 Pow for the turn. Search your LB for up to 2 "Stealth Demonic Dragon, Magatsu Storm" and Call them to separate (R). Shuffle your LB. At the end of the turn, put the units Called this way on bottom of the LB in any order.  
[C] [(V)]: If "Ninja Dragon, Magatsu Gale" is in your Soul, this gains +1000 Pow.

*BT09/S01 Murakumo/Abyss Dragon No Trigger***G3****Blue Storm Emperor Dragon, Glory Maelstrom**

[A] [(V) [LB:(5)]: [CB: (1)] When this attacks a VG, may pay. If so, this gains +5000 Pow for the battle, and your Opp. may not Call Grade 1 or higher unit from hand to (G) this battle.  
[C] [(V)]: If "Blue Storm Dragon, Maelstrom" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

*BT09/S02 Aqua Force/Tear Dragon No Trigger***G3****Goddess of the Sun, Amaterasu**

[A] [(V) [LB:(4)]: [CB: (2)] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 ::Oracle Thinktank::, reveal it, and put it in your hand. Shuffle your LB.  
[C] [(V)]: If "CEO Amaterasu" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

*BT09/S03 Oracle Thinktank/Noble No Trigger***G3****Super Beast Deity, Illuminal Dragon**

[A] [(V) [LB:(4)]: [CB: (3)] When this attacks a VG, may pay. If so, Stand up to 2 of your RGs with "Beast Deity" in name.  
[C] [(V)]: If "Beast Deity, Azure Dragon" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)  
*BT09/S04 Nova Grappler/Battlroid No Trigger*

**G3****Crimson Impact, Metatron**

[S] [(V) [LB:(4)]: [CB: (1), choose 2 of your ::Angel Feather:: RGs and put them in Damage Zone] Call 2 face-up ::Angel Feather:: from your Damage Zone to (R). This ability may not be used again this turn.  
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

*BT09/S05 Angel Feather/Angel No Trigger***G3****Brilliant Lion, Platinum Ezel**

[S] [(V) [LB:(5)]: [CB: (3)] Choose up to 5 of your ::Gold Paladin:: RGs. They gain +5000 Pow for the turn.  
[C] [(V)]: If "Incandescent Lion, Blond Ezel" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

*BT09/S06 Gold Paladin/Human No Trigger***G3**

**Conviction Dragon, Chrome Jailer Dragon**  
[S] [(V)] [LB:(4)]: [CB: (2), Retire 2 of your ::Gold Paladin:: RGs] This gains +10000 Pow and +1 Crit for the turn.  
[S] [(V)]: [CB: (1), discard a "Conviction Dragon, Chrome Jailer Dragon" from your hand] Look at up to 4 cards from top of your LB and choose up to 2 ::Gold Paladin:: Call them to separate vacant (R), and put the rest on bottom of the LB in any order.

*BT09/S07 Gold Paladin/Abyss Dragon No Trigger*

G3

**Dragonic Kaiser, Vermillion "THE BLOOD"**  
[S] [(V)] [LB:(5)]: [CB: (3)] This gains +5000 Pow, +1 Crit, and "[C] [(V)]: This unit battles all units in your Opp.'s Front Row with every attack" for the turn.  
[C] [(V)]: If "Dragonic Kaiser, Vermillion" is in your Soul, this gains +2000 Pow.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

*BT09/S08 Narukami/Thunder Dragon No Trigger*

G3

**Battle Sister, Cookie**  
[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, draw 2 cards, and discard a card.

*BT09/S09 Oracle Thinktank/Elf No Trigger*

G3

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**Starlight Melody Tamer, Faala**  
[S] [(V)] [LB:(4)]: [CB: (1), Discard a "Starlight Melody Tamer, Faala" from your hand] SC: (2), and Call up to 1 ::Pale Moon:: from your Soul to (R). That unit gains +3000 Pow for the turn.  
[C] [(V)/(R)]: Leader (If you have a unit on the field that doesn't share a clan with this, this cannot attack)

*BT09/S10 Pale Moon/Warbeast No Trigger*

G3

**Blaster Blade Spirit**  
[A]: [CB: (1)] When this is placed from LB to (R), may pay. If so, choose a Grade 2 or higher RG in your Opp.'s Front Row and retire it.  
[A] [(R)]: At the end of the battle in which this was attacked, Retire this.  
[C]: This unit also belongs to ::Gold Paladin::.

*BT09/S11 Royal Paladin/Human No Trigger*

G2

**Blaster Dark Spirit**  
[A]: [CB: (1)] When this is placed from LB to (R), may pay. If so, choose a Grade 2 or lower RG in your Opp.'s Front Row and retire it.  
[A] [(R)]: At the end of the battle in which this was attacked, Retire this.  
[C]: This unit also belongs to ::Gold Paladin::.

*BT09/S12 Shadow Paladin/Human No Trigger*

G2

Set 9: Clash of the Knights and Dragons Booster Pack