

Thorn of the Desert, Rubia

[C] If there is another "Desert Flower, Sylvia" in your Front Row, this gains +3000 Pow and +1 Soul.

[C] All your other "Desert Flower, Sylvia" gain +1000 Pow.

[A] [Discard an ::RPG:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Desert Flower, Sylvia", reveal it, put it in your hand, and shuffle your LB.

RPG - Original | BRD/W139-T01 T: None

L0C0

Thorn of the Desert, Rubia

[C] If there is another "Desert Flower, Sylvia" in your Front Row, this gains +3000 Pow and +1 Soul.

[C] All your other "Desert Flower, Sylvia" gain +1000 Pow.

[A] [Discard an ::RPG:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Desert Flower, Sylvia", reveal it, put it in your hand, and shuffle your LB.

RPG - Original | BRD/W139-T01S T: None

L0C0

Top Idol, Helena

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[S] [(1) Discard a card from your hand to the WR, Rest this] Look at up to 2 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Original | BRD/W139-T02 T: None

L0C0

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Top Idol, Helena

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[S] [(1) Discard a card from your hand to the WR, Rest this] Look at up to 2 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Original | BRD/W139-T02S T: None

L0C0

White Cat, Rou

[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR this way. (CX are considered to be Level 0 for this effect)

[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

RPG - Original | BRD/W139-T03 T: None

L0C0

White Cat, Rou

[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR this way. (CX are considered to be Level 0 for this effect)

[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

RPG - Original | BRD/W139-T03S T: None

L0C0

Brown Dust 2 Trial Deck

Fallen Wings, Olivier

[C] During your turn, this gains +9000 Pow.

[A] [Put the top card of your LB in your Clock, Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put 4 cards from the bottom of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

RPG - Original | BRD/W139-T04 T: Soul

L2C1

Fallen Wings, Olivier

[C] During your turn, this gains +9000 Pow.

[A] [Put the top card of your LB in your Clock, Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put 4 cards from the bottom of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

RPG - Original | BRD/W139-T04S T: Soul

L2C1

The Gluttonous, Refithea

[C] All your other ::RPG:: Charas gain +1000 Pow.

[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

RPG - Original | BRD/W139-T05 T: Soul

L2C1

The Gluttonous, Refithea

[C] All your other ::RPG:: Charas gain +1000 Pow.

[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

RPG - Original | BRD/W139-T05S T: Soul

L2C1

Snow White, Ventana

[C] If you have 2 or more other ::RPG:: Charas, this gains +2500 Pow and the following ability. "[C] During battles involving this, you do not take damage from effects of [A] of your Opp.'s Charas."

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::RPG:: Charas.

RPG - Fairy Tales | BRD/W139-T06 T: Soul

L3C2

Snow White, Ventana

[C] If you have 2 or more other ::RPG:: Charas, this gains +2500 Pow and the following ability. "[C] During battles involving this, you do not take damage from effects of [A] of your Opp.'s Charas."

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::RPG:: Charas.

RPG - Fairy Tales | BRD/W139-T06S T: Soul

L3C2

Knight of Blood, Justia

[A] When this is placed from hand to the Stage, choose up to 1 ::RPG:: Chara in your Clock, put it either on top of your Library or in the WR.

[A] **CX COMBO** When this attacks, if "Defeating Evil, That Is My Mission" is in the CX Zone, reveal the top card of your LB. If it's an ::RPG:: Chara, deal 3 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

RPG - Original | BRD/W139-T07 T: Soul

L3C2

Knight of Blood, Justia

[A] When this is placed from hand to the Stage, choose up to 1 ::RPG:: Chara in your Clock, put it either on top of your Library or in the WR.

[A] **CX COMBO** When this attacks, if "Defeating Evil, That Is My Mission" is in the CX Zone, reveal the top card of your LB. If it's an ::RPG:: Chara, deal 3 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

RPG - Original | BRD/W139-T07S T: Soul

L3C2

Knight of Blood, Justia

[A] When this is placed from hand to the Stage, choose up to 1 ::RPG:: Chara in your Clock, put it either on top of your Library or in the WR.

[A] **CX COMBO** When this attacks, if "Defeating Evil, That Is My Mission" is in the CX Zone, reveal the top card of your LB. If it's an ::RPG:: Chara, deal 3 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

RPG - Original | BRD/W139-T07SP T: Soul

L3C2

Defeating Evil, That Is My Mission

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

BRD/W139-T08 T: Salvage

Defeating Evil, That Is My Mission

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

BRD/W139-T08S T: Salvage

Apostle, Morpeah

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

RPG - Original | BRD/W139-T09 T: None

L0C0

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

LO
CO

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] ([1] Discard a CX from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

L0	
C0	

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] ([1] Discard a CX from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

LO
CO

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

L0
C0

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

$$\frac{L0}{C0}$$

LO	
CO	

$$\frac{L0}{C0}$$

[C] During your turn, if you have 2 or more other ::RPG:: Charas, this gains +4000 Pow.

A) CX COMBO When this attacks, if "Lapis Aqua Magic" is in the CX Zone and you have 2 or more other ::RPG:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

$$\frac{L1}{C0}$$

[C] During your turn, if you have 2 or more other ::RPG:: Charas, this gains +4000 Pow.

[A] **CX COMBO** When this attacks, if "Lapis Aqua Magic" is in the CX Zone and you have 2 or more other ::RPG:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[C] During your turn, if you have 2 or more other ::RPG:: Charas, this gains +4000 Pow.

[A] **CX COMBO** When this attacks, if "Lapis Aqua Magic" is in the CX Zone and you have 2 or more other ::RPG:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

$$\frac{L1}{C0}$$

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

L1
C0

[Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

$$\frac{L2}{C1}$$

Choose up to 1 Chara in your WR and return it to your hand, and you may perform the following effect. "Your Opp. returns all of their Stock to their LB, shuffles their LB, then puts the same number of cards from top of their LB in their Stock."

L3
C1

Choose up to 1 Chara in your WR and return it to your hand, and you may perform the following effect. "Your Opp. returns all of their Stock to their LB, shuffles their LB, then puts the same number of cards from top of their LB in their Stock."

L3
C1

Lapis Aqua Magic
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

BRD/W139-T17 T: Soul Gate

Lapis Aqua Magic
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

BRD/W139-T17S T: Soul Gate

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Brown Dust 2 Trial Deck