

"Seeing Off" Chris

[C] During your turn, your other Chara in the Front Row Center Slot gains +1500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 YELLOW or ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Rogue | KS/W55-001 T: None

L0C0

"Seeing Off" Chris

[C] During your turn, your other Chara in the Front Row Center Slot gains +1500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 YELLOW or ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Rogue | KS/W55-001s T: None

L0C0

"Iron Wall Crusader" Darkness

[A] When this attacks, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "My Heart Will Nev-" is in your CZ, search your LB for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Worries | KS/W55-002 T: None

L1C0

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"Iron Wall Crusader" Darkness

[A] When this attacks, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "My Heart Will Nev-" is in your CZ, search your LB for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Worries | KS/W55-002sp T: None

L1C0

"Duke of Hell" Vanir

[C] During your turn, this gains +2000 Pow.

[A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in your WR, and deal X Damage to your Opp.. X = 1 plus Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

[A] [Put this in the WR] At the start of your Opp.'s Draw Phase, may pay. If so, choose a "Pow of the Mask" Darkness' in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Mask - Magic | KS/W55-003 T: Soul

L3C2

"Duke of Hell" Vanir

[C] During your turn, this gains +2000 Pow.

[A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in your WR, and deal X Damage to your Opp.. X = 1 plus Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

[A] [Put this in the WR] At the start of your Opp.'s Draw Phase, may pay. If so, choose a "Pow of the Mask" Darkness' in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Mask - Magic | KS/W55-003s T: Soul

L3C2

KonoSuba 2 Booster Pack

"Running Off" Darkness

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(1) When this attacks, if "First Time Feeling Uplifted" is in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp.." (DC can occur)

Adventurer - Worries | KS/W55-004 T: Soul

L3C2

"Running Off" Darkness

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** [(1) When this attacks, if "First Time Feeling Uplifted" is in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp.." (DC can occur)

Adventurer - Worries | KS/W55-004s T: Soul

L3C2

"Sniping" Kazuma

[A] When this becomes Reversed in battle, you may choose a card in your Opp.'s Clock and put it in the WR. If so, your Opp. puts the top card of his or her LB in Clock.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adventurer - Magic | KS/W55-005 T: None

L0C0

"Decoy" Kazuma

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

[S] [Put this on the bottom of your LB] Choose up to 1 "Beautiful Goddess of Water" Aqua' in your hand whose Level is equal to or lower than your Level and put it in any Slot on your Stage.

Adventurer - Magic | KS/W55-006 T: None

L0C0

"Precious Thing" Chris

[A] **CX COMBO** When "Give Me Back My Panties-!!" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 YELLOW or ::Adventurer:: Chara, reveal it, put it in your hand, and put the rest in the WR."

[S] [Rest this] Choose 1 of your Charas that is either YELLOW or ::Adventurer::, and that Chara gains +1500 Pow for the turn.

Adventurer - Rogue | KS/W55-007 T: None

L0C0

"Sightseeing in Arcanretia" Darkness

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 YELLOW Charas, reveal them, put them in your hand, and put the rest in the WR.

Adventurer - Worries | KS/W55-008 T: None

L0C0

Darkness in Swimsuit

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Adventurer - Worries | KS/W55-009 T: None

L0C0

Darkness in Swimsuit

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Adventurer - Worries | KS/W55-009s T: None

L0C0

"Forerunner" Darkness

[A] When this attacks, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Adventurer:: or ::Magic::.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Worries | KS/W55-010 T: None

L1C0

"Power of the Mask" Darkness

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas with either ::Adventurer:: or ::Magic::, and this, then Stand and Swap them.

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Duke of Hell" Vanir' in your WR and put it in the Slot this was in.

Adventurer - Worries | KS/W55-011 T: Soul

L3C2

"Running Off" Kazuma

[C] **RECOLLECTION** If there are 2 or more "Emblem of a Distinguished Family" in your Memory, this gets -1 Level while in your hand.

[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 Charas with either ::Adventurer:: or ::Goddess::.

Adventurer - Magic | KS/W55-012 T: Soul

L3C2

"Dignity of the Head of the Family" Darkness's Father

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your ::Worries:: Charas, and that Chara gains +3000 Pow for the turn.

No Traits | KS/W55-013 T: None

L0C0

### "Questioning Witnesses" Sena

[A] [Discard a card 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 Chara with either "Chris", "Mitsurugi", "Clemaire", or "Fio" in name, reveal it, put it in your hand, and shuffle your LB.

Glasses | KS/W55-014 T: None

L1  
C0

### "Lady of the Distinguished Family" Darkness

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +1500 Pow for the turn.

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Forerunner" Darkness' in your WR and put it in the Slot this was in.

Adventurer - Worries | KS/W55-015 T: None

L1  
C0

### "Strongest at Rock-Paper-Scissors" Kazuma

[A] **EXPERIENCE** When this is placed from hand to the stage, if the sum of Level of cards in your Level Zone is 2 or higher, you play Rock-Paper-Scissors with your Opp. until you lose. If you win 4 or more times, you may deal 4 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W55-016 T: None

L1  
C0

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### "New Quest" Kazuma

[C] For each of your other Charas with either ::Adventurer:: or ::Goddess::, this gains +500 Pow.

[A] **CX COMBO** When this attacks, if "To the Next Adventure!" is in the CZ, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Goddess::, put it in your hand. (Otherwise put it back where it was)

Adventurer - Magic | KS/W55-017 T: None

L1  
C1

### "Seeing Off" Ruffian

[C] During your turn, your other Chara with "Kazuma" in name in the Front Row Center Slot gains +1500 Pow.

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Adventurer:: Charas, and that Chara gains +3000 Pow for the turn.

Adventurer - Mohawk | KS/W55-018 T: Soul

L2  
C1

### "100&#37; Hit Rate" Darkness

[C] **ASSIST** All your Level 3 and higher Charas in front of this gain +2000 Pow.

[A] This ability activates up to once per turn. When your other Chara with either ::Adventurer:: or ::Magic:: is placed from hand to the Stage, choose another Chara, and that Chara gains +1 Level until the end of the turn following this turn.

Adventurer - Worries | KS/W55-019 T: Soul

L2  
C1

## KonoSuba 2 Booster Pack

### "Stubborn Will" Darkness

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adventurer - Worries | KS/W55-020 T: Soul

L2  
C1

### "Temporal Butler" Kazuma

[C] All your other Charas with "Darkness" in name in your Front Row gain +1000 Pow and the following ability. "[C] This does not Stand during your Stand Phase."

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times the total # of Soul Trigger Icons among those cards.

Adventurer - Magic | KS/W55-021 T: None

L0  
C0

### "Witness No. 3" Clemaire & Fio

[C] All your other "Witness No. 2" Mitsurugi' gain +1000 Pow and +1 Soul.

[A] **BOND**"Witness No. 2" Mitsurugi' [Discard a card from your hand to the WR]

Adventurer - Weapon | KS/W55-022 T: None

L0  
C0

### "Gratitude" Driver

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

No Traits | KS/W55-023 T: None

L0  
C0

### "Tranced" Darkness

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Adventurer - Worries | KS/W55-024 T: None

L0  
C0

### "Dignified" Darkness

[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, choose an "Emblem of a Distinguished Family" in your WR and return it to your hand.

Adventurer - Worries | KS/W55-025 T: None

L0  
C0

### "Second" Vanir

[A] **CX COMBO** [Reveal a Chara in your hand and put it in your Stock] When this attacks, may pay. If so, choose an "Exceptional Desire for Self-Ruinution" in your CZ and return it to your hand.

Mask - Magic | KS/W55-026 T: None

L0  
C0

### "Masked Devil" Vanir

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] [(3)] Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose up to 1 "Pow of the Mask" Darkness' in your hand and put it in any Slot on the Stage Rested.

Mask - Magic | KS/W55-027 T: None

L1  
C0

### "Witness No. 1" Chris

[C] If there is 1 or fewer Chara in your Back Row, this cannot Attack.

[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a Level 0 or lower Chara, put the top card of your Stock in the WR. (Put the revealed card back where it was)

Adventurer - Rogue | KS/W55-028 T: None

L1  
C0

### "Witness No. 2" Mitsurugi

--No Text--

Adventurer - Weapon | KS/W55-029 T: None

L1  
C1

### "Freeze" Kazuma

[A] [(1)] Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Cost 1 or higher Charas, and that Chara gets -1 Soul for the turn.

[S] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W55-030 T: Soul

L2  
C1

### "Embarrassed" Sena

[C] If there are 5 or fewer cards in your hand, this gains +4500 Pow.

[A] **ENCORE** [Discard a Chara with either ::Adventurer:: or ::Glasses:: from your hand to the WR]

Glasses | KS/W55-031 T: Soul

L2  
C2

Emblem of a Distinguished Family

Look at up to 3 cards from top of your LB and search for up to 1 YELLOW card, up to 1 RED card, and up to 1 BLUE card, reveal them, put them in your hand, put the rest in the WR, and discard a card from your hand to the WR. Send this to Memory.

KS/W55-032 T: None

L1

C1

Lurking Skill

All your Charas with either ::Adventurer:: or ::Goddess: gain +2500 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects." Put this on the bottom of the LB.

KS/W55-033 T: None

L2

C0

Lie Detector

Your Opp. looks at the top card of his or her LB and declares either 0, 1, 2, or 3. You declare "truth" or "lie". Your Opp. reveals the top card of his or her LB. If the Level of that card is the number your Opp. declared and you declared "truth", you draw up to 2 cards. If the Level of that card is not the number your Opp. declared and you declared "lie", you draw up to 2 cards. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

KS/W55-034 T: None

L2

C0

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Chicken Race

Choose 1 of your Opp.'s Charas with the highest Pow. That Chara does not Stand during your Opp.'s next Stand Phase.

KS/W55-035 T: None

L2

C0

My Heart Will Nev-

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

KS/W55-036 T: Soul Bounce

My Heart Will Nev-

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

KS/W55-036r T: Soul Bounce

KonoSuba 2 Booster Pack

First Time Feeling Uplifted

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

KS/W55-037 T: 2 Soul

To the Next Adventure!

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

KS/W55-038 T: Soul Shot

Exceptional Desire for Self-Ruinaton

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

KS/W55-039 T: 2 Soul

Give Me Back My Panties-!!

[A] When this is placed from hand to the CZ, choose up to 2 of your YELLOW Charas, and they gain +2000 Pow and +2 Soul for the turn.

KS/W55-040 T: 2 Soul

Megumin in Swimsuit

[C] You cannot play Events or **BACKUP** from hand. [A] This ability activates up to once per turn. When this becomes Reversed in battle, put the top card of your LB in the WR. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect)

Adventurer - Magic | KS/W55-041 T: None

L0

C0

Megumin in Swimsuit

[C] You cannot play Events or **BACKUP** from hand. [A] This ability activates up to once per turn. When this becomes Reversed in battle, put the top card of your LB in the WR. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect)

Adventurer - Magic | KS/W55-041s T: None

L0

C0

"Bunny Girl" Yunyun

[C] If all your Charas are ::Magic::, this gains +2000 Pow. [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Light of Saber!" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-042 T: None

L1

C0

"Bunny Girl" Yunyun

[C] If all your Charas are ::Magic::, this gains +2000 Pow. [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Light of Saber!" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-042sp T: None

L1

C0

"Explosion Girl" Megumin

[C] If "Megumin in Swimsuit" is in your Clock, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Chara with either ::Adventurer:: or ::Magic:: among them, put up to 1 card from top of your LB in your Stock. If there are at least 2, choose a Chara in your Opp.'s Front Row, and that Chara gets -4000 Pow for the turn. If there are at least 3, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W55-043 T: Soul

L3

C2

"Explosion Girl" Megumin

[C] If "Megumin in Swimsuit" is in your Clock, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Chara with either ::Adventurer:: or ::Magic:: among them, put up to 1 card from top of your LB in your Stock. If there are at least 2, choose a Chara in your Opp.'s Front Row, and that Chara gets -4000 Pow for the turn. If there are at least 3, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W55-043sp T: Soul

L3

C2

"Ice Witch" Wiz

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Magic::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was) [A] **CX COMBO** [(2) Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Cursed Crystal Prison" is in your CZ, may pay. If so, Stand this, and your Opp. cannot use [S] abilities of Charas on his or her Stage until the next end of your Opp.'s turn.

Death - Magic | KS/W55-044 T: Soul

L3

C2

"Ice Witch" Wiz

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Magic::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was) [A] **CX COMBO** [(2) Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Cursed Crystal Prison" is in your CZ, may pay. If so, Stand this, and your Opp. cannot use [S] abilities of Charas on his or her Stage until the next end of your Opp.'s turn.

Death - Magic | KS/W55-044sp T: Soul

L3

C2

### "Having a Nightmare" Wiz

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(1) Rest this] Choose 1 of your Charas with either ::Adventurer:: or ::Magic::, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Death - Magic | KS/W55-045 T: None

L0  
C0

### "Feeling Happy" Wiz

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Death - Magic | KS/W55-046 T: None

L0  
C0

### "Nomming" Megumin

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +1000 Pow for the turn.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-047 T: None

L0  
C0

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### "Nomming" Megumin

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +1000 Pow for the turn.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-047s T: None

L0  
C0

### "Lying in Wait" Yunyun

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Megumin", reveal it, put it in your hand, and shuffle your LB.  
[S] **RESONANCE** [(1) Reveal a "Megumin" in your hand, Rest this] Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | KS/W55-048 T: None

L0  
C0

### "Eyes Lighting Up" Megumin

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.

Adventurer - Magic | KS/W55-049 T: None

L1  
C0

## KonoSuba 2 Booster Pack

### "A Little Embarrassed" Yunyun

[C] If all your Charas are either ::Adventurer:: or ::Magic::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Adventurer - Magic | KS/W55-050 T: None

L1  
C1

### "Running Off" Megumin

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.  
[A] **CX COMBO** When this attacks, if "New Explosion Magic" is in the CZ, choose up to 1 Level 1 or higher card in your WR and put it in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-051 T: Soul

L2  
C1

### "Running Off" Megumin

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.  
[A] **CX COMBO** When this attacks, if "New Explosion Magic" is in the CZ, choose up to 1 Level 1 or higher card in your WR and put it in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | KS/W55-051s T: Soul

L2  
C1

### "Forever Rival" Yunyun

[C] If you have "Explosion Girl" Megumin', this gets -1 Level while in your hand.  
[C] For each of your other "Explosion Girl" Megumin' in the Front Row, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | KS/W55-052 T: Soul

L3  
C2

### "Forever Rival" Yunyun

[C] If you have "Explosion Girl" Megumin', this gets -1 Level while in your hand.  
[C] For each of your other "Explosion Girl" Megumin' in the Front Row, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | KS/W55-052s T: Soul

L3  
C2

### "Explosion Magic Powered Up" Megumin

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W55-053 T: Soul

L3  
C2

### "Winning Streak" Megumin

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.  
[A] **BOND/"Bunny Girl"** Yunyun' [Discard a card from your hand to the WR]

Adventurer - Magic | KS/W55-054 T: None

L0  
C0

### Chomusuke

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose up to 1 of your Charas with "Megumin" in name, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara."

Animal | KS/W55-055 T: None

L0  
C0

### "Bright Smile" Megumin

[C] Your other Chara with either ::Adventurer:: or ::Magic:: in the Front Row Center Slot gains +1500 Pow.  
[A] **CX COMBO** [Put a "Within the Steam" from your CZ in your Clock] At the start of your Encore Step, may pay. If so, put up to 1 card from top of your LB in your Stock, and choose up to 1 Chara with either ::Adventurer:: or ::Magic:: in your WR and return it to your hand.

Adventurer - Magic | KS/W55-056 T: None

L0  
C0

### "Sudden Realization" Yunyun

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
[S] [Discard a card from your hand to the WR, put this in the WR] If you have another "Megumin", choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Adventurer - Magic | KS/W55-057 T: None

L0  
C0

### "Grocery Store Owner" Wiz

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, and that Chara gains +2000 Pow for the turn.

Death - Magic | KS/W55-058 T: None

L0  
C0

### "Growth Battle" Yunyun

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Megumin" in name and this. Choose 1 Chara with the highest Pow among those Charas, and that Chara gains +1 Soul for the turn, choose 1 Chara with the lowest Pow among those Charas, and that Chara gets -1 Soul for the turn.  
(T: Note: If the 2 Charas have different Pow, the one with the higher Pow gains +1 Soul and the other gets -1 Soul. If the 2 Charas are tied in Pow, you may choose the same Chara for both clauses which will cancel each other out.)

Adventurer - Magic | KS/W55-059 T: None

L0  
C0

### "Birthday Alone" Yunyun

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Adventurer - Magic | KS/W55-060 T: None

L0  
C0

### "Deadly Poison Slime" Hans

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, Send that Chara to Memory.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Slime - Poison | KS/W55-061 T: None

L1  
C0

### "Nice Assist" Wiz

[A] When you use the **BACKUP** of this, if all your Charas are either ::Adventurer:: or ::Magic::, you may put the top card of your LB in your Stock.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Death - Magic | KS/W55-062 T: Soul

L1  
C1

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### Hans

[S] [Discard 2 cards from your hand to the WR, put this in the WR] Choose a Chara in your WR whose Level is equal to or lower than your Level and put it in the Slot this was in.

Slime - Poison | KS/W55-063 T: None

L0  
C0

### "Eager to Go" Yunyun

[A] [Discard an "Insufficient Mana" Megumin' from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Adventurer:: or ::Magic:: and return it to your hand.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose an "Insufficient Mana" Megumin' in your WR and put it in any Slot on the Stage Rested.

Adventurer - Magic | KS/W55-064 T: None

L0  
C0

### "Accepting the Challenge" Megumin

[A] This ability activates up to three times per turn. When your other Chara is placed from the WR to the Stage, this gains +2000 Pow for the turn.

Adventurer - Magic | KS/W55-065 T: None

L1  
C0

## KonoSuba 2 Booster Pack

### "Reunion With Old Allies" Wiz

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Adventurer:: or ::Magic:: among those cards.

Death - Magic | KS/W55-066 T: None

L1  
C0

### "Insufficient Mana" Megumin

--No Text--

Adventurer - Magic | KS/W55-067 T: None

L1  
C0

### "Brought Gifts" Yunyun

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gains +3000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When your "Nomming" Megumin' is placed from the Stage to the WR, if this is in the WR, may pay. If so, put this in any Slot on the Stage Rested.

Adventurer - Magic | KS/W55-068 T: None

L1  
C0

### "After a Bath" Wiz

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Adventurer:: or ::Magic::.

Death - Magic | KS/W55-069 T: None

L1  
C1

### "This Has Meaning!" Megumin

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W55-070 T: Soul

L2  
C1

### "Within the Dream" Wiz

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::Adventurer:: or ::Magic::.

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Death - Magic | KS/W55-071 T: Soul

L2  
C1

### "Real Power of the General of the Devil King's Army" Wiz

[C] This gets -2 Level while on the Stage.

[C] For each of your other Level 0 or lower Charas, this gains +1000 Pow.

Death - Magic | KS/W55-072 T: Soul

L2  
C1

### "Rival Has Appeared" Yunyun

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 1000 times # of your Charas with **ASSIST**.

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, you may choose a Chara in your WR with either ::Adventurer:: or ::Magic:: and put it in your Stock.

Adventurer - Magic | KS/W55-073 T: Soul

L2  
C2

### The Friendship Crystal

From your WR, choose up to 1 Chara with "Megumin" in name and up to 1 Chara with "Yunyun" in name and return them to your hand, and discard a card from your hand to the WR.

All players reveal all cards in their hands.

KS/W55-074 T: None

L1  
C1

### New Explosion Magic

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

KS/W55-075 T: Salvage

### New Explosion Magic

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

KS/W55-075r T: Salvage

### Light of Saber!

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

KS/W55-076 T: Salvage

Light of Saber!

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

KS/W55-076r T: Salvage

Within the Steam

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

KS/W55-077 T: 2 Soul

Cursed Crystal Prison!

[A] When this is placed from hand to the CZ, choose up to 2 of your RED Charas, and they gain +3000 Pow and +1 Soul for the turn.

KS/W55-078 T: 2 Soul

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Cursed Crystal Prison!

[A] When this is placed from hand to the CZ, choose up to 2 of your RED Charas, and they gain +3000 Pow and +1 Soul for the turn.

KS/W55-078r T: 2 Soul

"Running Off" Aqua

[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "In the Name of the Goddess" is in your CZ, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 Charas with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, reveal them, put them in your hand, and put the rest in the WR.

Adventurer - Goddess | KS/W55-079 T: None

L1  
C0

"Running Off" Aqua

[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "In the Name of the Goddess" is in your CZ, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 Charas with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, reveal them, put them in your hand, and put the rest in the WR.

Adventurer - Goddess | KS/W55-079s T: None

L1  
C0

KonoSuba 2 Booster Pack

"Beautiful Goddess of Water" Aqua

[C] If you have 4 or more Charas with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, this gets -1 Level while in your hand.  
[C] During your turn, if all your Charas are either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, this gains +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Adventurer - Goddess | KS/W55-080 T: Soul

L3  
C2

"Beautiful Goddess of Water" Aqua

[C] If you have 4 or more Charas with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, this gets -1 Level while in your hand.  
[C] During your turn, if all your Charas are either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, this gains +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Adventurer - Goddess | KS/W55-080sp T: Soul

L3  
C2

Eris in Swimsuit

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1) Rest this] Reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Goddess::, put it in your hand. (Otherwise put it back where it was)

Goddess | KS/W55-081 T: None

L0  
C0

Eris in Swimsuit

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1) Rest this] Reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Goddess::, put it in your hand. (Otherwise put it back where it was)

Goddess | KS/W55-081s T: None

L0  
C0

"Salvation of the Soul" Aqua

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Adventurer - Goddess | KS/W55-082 T: None

L0  
C0

"Power of Magic Is Part of Luck" Aqua

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. If there is at least 1 "Walking on the Street" Axis Cultist among them, choose a Chara in your WR with either ::Goddess:: or ::Axis Cultist:: and return it to your hand.

Adventurer - Goddess | KS/W55-083 T: None

L0  
C0

Aqua in Swimsuit

[C] If you have another "Troublemaker" Aqua, this gains +3000 Pow.

Adventurer - Goddess | KS/W55-084 T: None

L1  
C0

Aqua in Swimsuit

[C] If you have another "Troublemaker" Aqua, this gains +3000 Pow.

Adventurer - Goddess | KS/W55-084s T: None

L1  
C0

"Fist of Fury" Aqua

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] At the start of your Climax Phase, choose up to 3 "Walking on the Street" Axis Cultist in your WR and put them face-up under this as Markers in any order.  
[A] **CX COMBO** When this attacks, if "Fury of the Goddess" is in the CZ, your Opp. puts the top X cards of his or her LB in the WR. If there is at least 1 Climax card among them, choose a Level 3 or lower Chara Opposite this and put it in Clock. X = # of Markers under this.  
[A] At the end of the turn, put all Markers from under this in the WR.

Adventurer - Goddess | KS/W55-085 T: Soul

L3  
C2

"Fist of Fury" Aqua

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] At the start of your Climax Phase, choose up to 3 "Walking on the Street" Axis Cultist in your WR and put them face-up under this as Markers in any order.  
[A] **CX COMBO** When this attacks, if "Fury of the Goddess" is in the CZ, your Opp. puts the top X cards of his or her LB in the WR. If there is at least 1 Climax card among them, choose a Level 3 or lower Chara Opposite this and put it in Clock. X = # of Markers under this.  
[A] At the end of the turn, put all Markers from under this in the WR.

Adventurer - Goddess | KS/W55-085s T: Soul

L3  
C2

"Decoy" Aqua

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 Chara among them, this may Side Attack without Soul Penalty for the turn.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Adventurer - Goddess | KS/W55-086 T: None

L0  
C0

"A Secret Between Us" Eris

[C] During your Opp.'s turn, all your other Charas with either ::Adventurer:: or ::Goddess:: gain +1000 Pow.  
[A] **CX COMBO** [(1)] When "Well, Have A Safe Trip" is placed in your CZ, may pay. If so, choose a Chara in your WR with either ::Adventurer:: or ::Goddess:: and return it to your hand.

Goddess | KS/W55-087 T: None

L1  
C0

"I'm the" Aqua

[C] During your Opp.'s turn, for each of your other Charas with either ::Adventurer::, ::Goddess::, or ::Axis Cultist::, this gains +1000 Pow.  
[C] If your Opp. has a ::Death:: Chara, this gains "[C] BODYUGARD".

Adventurer - Goddess | KS/W55-088 T: Soul

L2  
C2

"Walking on the Street" Axis Cultist

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] All your other "Walking on the Street" Axis Cultist' and "Happy Smile" Axis Cultist' gain +1500 Pow.

Axis Cultist | KS/W55-089a T: None

L0  
C0

"Walking on the Street" Axis Cultist

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] All your other "Walking on the Street" Axis Cultist' and "Happy Smile" Axis Cultist' gain +1500 Pow.

Axis Cultist | KS/W55-089b T: None

L0  
C0

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"Walking on the Street" Axis Cultist

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] All your other "Walking on the Street" Axis Cultist' and "Happy Smile" Axis Cultist' gain +1500 Pow.

Axis Cultist | KS/W55-089c T: None

L0  
C0

"Walking on the Street" Axis Cultist

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] All your other "Walking on the Street" Axis Cultist' and "Happy Smile" Axis Cultist' gain +1500 Pow.

Axis Cultist | KS/W55-089d T: None

L0  
C0

"Ditzy Maid" Aqua

[A] When your Climax is placed in the CZ, reveal the top card of your LB, and this gains +X Pow for the turn. X = 3000 times Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Adventurer - Goddess | KS/W55-090 T: None

L0  
C0

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"Purification" Aqua

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[C] All Charas in your Opp.'s LB lose all traits."  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Adventurer - Goddess | KS/W55-091 T: None

L1  
C0

"Happy Smile" Axis Cultist

[A] When this attacks, choose a Chara in your Opp.'s Front Row that isn't ::Axis Cultist::, and that Chara gets -1000 Pow for the turn.

Axis Cultist | KS/W55-092 T: None

L1  
C0

"Puzzled" Eris

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Adventurer:: or ::Goddess::.  
[A] **ENCORE** [Discard a Chara with either ::Adventurer:: or ::Goddess:: from your hand to the WR]

Goddess | KS/W55-093 T: Soul

L2  
C1

"Drunkard" Aqua

[C] If there is 1 or fewer Chara in your Back Row, this cannot Attack.  
[C] For each of your other "Drunkard" Aqua' in the Front Row, this gains +2000 Pow.

Adventurer - Goddess | KS/W55-094 T: Soul

L2  
C1

Power of Purification

[Counter] Choose 1 of your Opp.'s Level 1 or lower Charas and Rest it.

KS/W55-095 T: None

L2  
C2

Foreclosure

[Counter] Put all of your Opp.'s Stock in the WR, and at the end of the turn, your Opp. puts the same number of cards from top of his or her LB in his or her Stock.

KS/W55-096 T: None

L2  
C3

Axis Doctrine

Draw up to 2 cards, discard a card from your hand to the WR, and choose up to 3 "Walking on the Street" Axis Cultist' in your WR and put them face-up under your "Fist of Fury" Aqua' as Markers in any order.

KS/W55-097 T: None

L3  
C0

In the Name of the Goddess

[A] When this is placed from hand to the CZ, choose up to 2 of your BLUE Charas, and they gain +3000 Pow and +1 Soul for the turn.

KS/W55-098 T: 2 Soul

In the Name of the Goddess

[A] When this is placed from hand to the CZ, choose up to 2 of your BLUE Charas, and they gain +3000 Pow and +1 Soul for the turn.

KS/W55-098r T: 2 Soul

Fury of the Goddess

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

KS/W55-099 T: Draw

Well, Have A Safe Trip

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

KS/W55-100 T: Soul Gate

Puchi Vanir

[C] If there are 2 or fewer cards in your Stock, this cannot Attack.

Mask - Magic | KS/W55-101 T: None

L1  
C0

**Puchi Wiz**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, this gains the following ability for the turn. "[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may Reverse that Chara."  
  
*Death - Magic | KS/W55-102 T: None*

L0  
C0

**Puchi Yunyu**  
[A] This ability activates up to twice per turn. When your other Chara with either ::Adventurer:: or ::Magic:: is placed from hand to the Stage, this gains +1000 Pow for the turn.  
  
*Adventurer - Magic | KS/W55-103 T: None*

L0  
C0

**Puchi Eris**  
[C] This cannot Direct Attack.  
[C] Chara Opposite this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
  
*Goddess | KS/W55-104 T: None*

L1  
C0

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