

Darkness

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Adventurer:: Charas, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.
[A] [(2) Discard a card from your hand to the WR] During battles involving this, when the Damage taken by you is not Cancelled, may pay. If so, deal the same amount of Damage to your Opp.. (DC can occur)

Adventurer - Worries | KS/W49-001 T: Soul

L3
C2

Darkness

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Adventurer:: Charas, this gains +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.
[A] [(2) Discard a card from your hand to the WR] During battles involving this, when the Damage taken by you is not Cancelled, may pay. If so, deal the same amount of Damage to your Opp.. (DC can occur)

Adventurer - Worries | KS/W49-001SP T: Soul

L3
C2

"Steal Successful...?" Chris

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adventurer:: Charas.
[A] [(1) Discard 2 Charas from your hand to the WR] When this attacks, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them in the WR, return the rest to the LB and shuffle that LB.

Adventurer - Rogue | KS/W49-002 T: Soul

L3
C2

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"Steal Successful...?" Chris

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, choose 1 of your other ::Adventurer:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adventurer:: Charas.
[A] [(1) Discard 2 Charas from your hand to the WR] When this attacks, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them in the WR, return the rest to the LB and shuffle that LB.

Adventurer - Rogue | KS/W49-002R T: Soul

L3
C2

Kazuma

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 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.

Adventurer - Magic | KS/W49-003 T: None

L0
C0

Kazuma

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 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.

Adventurer - Magic | KS/W49-003S T: None

L0
C0

KonoSuba Booster Pack

"Shameful Abuse" Darkness

[A] [(1) Discard 2 cards 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 2 Charas with either ::Worries:: or ::Rogue::, reveal them, put them in your hand, and shuffle your LB.
[A] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.

Adventurer - Worries | KS/W49-004 T: None

L0
C0

"Full of Concerns" Kazuma

[A] **CX COMBO** [Discard an ::Adventurer:: or ::Goddess:: Chara from your hand to the WR] When "Recharging Mana" is placed in your CZ, may pay. If so, search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.
[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 Chara with either ::Adventurer:: or ::Goddess::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | KS/W49-005 T: None

L0
C0

"Hardcore Pervert" Darkness

[C] During your Opp.'s turn, this gains +X Pow. X = 4000 times Level of the Chara Opposite this.
[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.

Adventurer - Worries | KS/W49-006 T: None

L0
C0

"Hardcore Pervert" Darkness

[C] During your Opp.'s turn, this gains +X Pow. X = 4000 times Level of the Chara Opposite this.
[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.

Adventurer - Worries | KS/W49-006S T: None

L0
C0

"Specialty: Delusion" Darkness

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Worries | KS/W49-007 T: None

L0
C0

"Specialty: Delusion" Darkness

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Worries | KS/W49-007R T: None

L0
C0

"Skill Lecture" Chris

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Thievery Skill" is in the CZ, put the top card of your LB in the WR. If it's a Level 0 or lower Chara, your Opp. puts up to 1 card from top of his or her LB in Stock. If it's not, you put the top 2 cards of your LB in your Stock.

Adventurer - Rogue | KS/W49-008 T: None

L1
C0

"Decide How Much Your Own Panties Are Worth" Chris

[A] When this is placed from hand to the Stage, your Opp. declares a number between 0, 1, or 2. You put the top card of your LB in the WR, and if the Level of that card is the same as the number declared, you draw up to X cards. X = 1 plus the number declared. (Climax cards are considered Level 0 for this effect)

Adventurer - Rogue | KS/W49-009 T: None

L0
C0

"Rescue Successful!" Darkness

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other YELLOW Charas and return it to your hand.

Adventurer - Worries | KS/W49-010 T: None

L0
C0

"Kingdom Persecutor" Sena

[A] [Put 1 of your Charas with "Kazuma" in name from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Glasses::, put it in your hand. (Otherwise put it back where it was)

Glasses | KS/W49-011 T: None

L0
C0

Luna

[A] [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 ::Adventurer:: Chara, reveal it, put it in your hand, and shuffle your LB.

KS/W49-012 T: None

L1
C0

"Striking a Pose with Arms Open" Darkness

[A] When you use the **BACKUP** of this, if you have an ::Adventurer:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Worries | KS/W49-013 T: Soul

L2
C1

"Something You Must Protect" Darkness

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] **CX COMBO** [Rest this] When "Masochist Crusader" is placed in your CZ, if this is Standing, may pay. If so, choose a ::Worries:: Chara in your WR and put it face-down under this as Marker.
[A] [Put a Marker from under this in the WR] When your other Chara is placed from the Stage to the WR, may pay. If so, put that Chara Rested in the Slot it was in.

Adventurer - Worries | KS/W49-014 T: Soul

L2
C1

"Use Me as Cover!!" Darkness

[A] When this is placed from hand to the Stage, if there are fewer cards in your hand than your Opp.'s hand, you may put the top card of your LB in your Stock.
[A] **CX COMBO** When this attacks, if "Humiliation by the Demon King's Army..." is in the CZ and you have 2 or more other ::Adventurer:: Charas, look at up to 3 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.

Adventurer - Worries | KS/W49-015 T: Soul

L2
C1

"Create Water" Kazuma

[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 ::Goddess::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a "Freeze" in your WR and return it to your hand.

Adventurer - Magic | KS/W49-016 T: None

L0
C0

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"Invitation to Obtaining Skills" Chris

[C] During your turn, all your other "Danger Sense" Darkness' gain +2000 Pow.
[A] **BOND**/"Danger Sense" Darkness' [(1)]

Adventurer - Rogue | KS/W49-017 T: None

L0
C0

"Model Knight?" Darkness

[C] All your other ::Adventurer:: Charas gain +500 Pow.
[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Adventurer - Worries | KS/W49-018 T: None

L0
C0

Ruffian

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the same order.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with "Megumin" in name and return it to your hand.

Adventurer - Mohawk | KS/W49-019 T: None

L0
C0

KonoSuba Booster Pack

Mitsurugi

[C] If there's a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Quest Clear" Aqua' in your WR and put it face-down under this as Marker.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Adventurer:: or ::Goddess::, Rest it, and move it to an empty Slot in the Back Row.

Adventurer - Weapon | KS/W49-020 T: None

L1
C0

"Adventurer" Kazuma

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."
[A] When your other Chara becomes Reversed in battle, this gains +1000 Pow for the turn.

Adventurer - Magic | KS/W49-021 T: None

L1
C0

"Skill Obtaining Completed" Kazuma

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains the following ability. "[A] When this attacks, choose 1 Chara Opposite this, and for the turn, that Chara gets -1000 Pow and this gains +1000 Pow."

Adventurer - Magic | KS/W49-022 T: None

L1
C0

"Danger Sense" Darkness

[C] If you have other "Full of Concerns" Kazuma', "Crimson Demon" Megumin', and "Supplying Mana" Aqua', this gains +4 Soul.

Adventurer - Worries | KS/W49-023 T: None

L1
C0

"Charge!" Darkness

[A] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gets -2 Soul for the turn.
[A] During battles involving this, when the Damage taken by you is not Cancelled, this gains +1500 Pow for the turn.

Adventurer - Worries | KS/W49-024 T: None

L1
C0

"Somehow Happy" Darkness

[C] For each of your other ::Adventurer:: Charas in the Back Row, this gains +500 Pow.
[A] When this becomes Reversed in battle, put the top card of your LB in your Clock and Rest this.

Adventurer - Worries | KS/W49-025 T: None

L1
C1

"Steal" Kazuma

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1 Level, +2000 Pow, and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] **ENCORE** [Discard a Chara with either ::Adventurer:: or ::Goddess:: from your hand to the WR]

Adventurer - Magic | KS/W49-026 T: Soul

L2
C1

"Listening to Ideas" Chris

[C] **EXPERIENCE** If "'Steal Successful...?" Chris' is in your Level Zone, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Adventurer:: Charas, you may choose an ::Adventurer:: Chara in your WR and put it in your Stock.

Adventurer - Rogue | KS/W49-027 T: Soul

L2
C1

Freeze

If you are Level 2 or lower and your Opp. is Level 1 or lower, you may discard 3 cards from your hand to the WR. If so, put this in your Level Zone, and you gain an additional turn.

KS/W49-028 T: None

L1
C1

Shaking From Pleasure

Send this to Memory
[A] **RECOLLECTION** [Put this in the WR] When the Damage taken by you is not Cancelled, if this is in Memory and the Damage was 3 or more, may pay. If so, search your LB for up to 2 ::Worries:: Charas, reveal them, put them in your hand, choose a card in your hand and put it in your Stock, and shuffle your LB.

KS/W49-029 T: None

L1
C1

Thievery Skill

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

KS/W49-030 T: Soul Bounce

Recharging Mana

[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow and +1 Soul for the turn.

KS/W49-031 T: 2 Soul

Masochist Crusader

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

KS/W49-032 T: Soul Shot

Humiliation by the Demon King's Army...?

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

KS/W49-033 T: Soul Bounce

"Crimson Demon" Megumin

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR, and choose up to 1 of your Opp.'s Level X or lower Charas and put it in the WR. X = the Level of that card. (Climax cards are considered Level 0 for this effect)
[A] **CX COMBO** [Discard a card from your hand to the WR] At the start of your Encore Step, if "Explosion Magic" is in your CZ, you have another "Full of Concerns" Kazuma, and this is in the Front Row, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W49-034 T: Soul

L3
C2

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"Crimson Demon" Megumin

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR, and choose up to 1 of your Opp.'s Level X or lower Charas and put it in the WR. X = the Level of that card. (Climax cards are considered Level 0 for this effect)
[A] **CX COMBO** [Discard a card from your hand to the WR] At the start of your Encore Step, if "Explosion Magic" is in your CZ, you have another "Full of Concerns" Kazuma, and this is in the Front Row, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Adventurer - Magic | KS/W49-034R T: Soul

L3
C2

Megumin

[A] When this is placed from hand to the Stage, look at up to 3 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.
[A] **CX COMBO** [(1)] At the start of your Attack Phase, if "Real Explosion Magic" is in the CZ and this is Standing in the Front Row, may pay. If so, deal 4 Damage to your Opp., choose a Level 3 or lower Chara Opposite this and put it in Clock, and Rest this. (DC can occur)

Adventurer - Magic | KS/W49-035 T: Soul

L3
C2

Megumin

[A] When this is placed from hand to the Stage, look at up to 3 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.
[A] **CX COMBO** [(1)] At the start of your Attack Phase, if "Real Explosion Magic" is in the CZ and this is Standing in the Front Row, may pay. If so, deal 4 Damage to your Opp., choose a Level 3 or lower Chara Opposite this and put it in Clock, and Rest this. (DC can occur)

Adventurer - Magic | KS/W49-035SP T: Soul

L3
C2

KonoSuba Booster Pack

"Lich" Wiz

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the Stage, your Opp. may choose a Cost 0 or lower Chara in his or her WR and put it in any Slot on the Stage.

Death - Magic | KS/W49-036 T: Soul

L3
C2

"Lich" Wiz

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the Stage, your Opp. may choose a Cost 0 or lower Chara in his or her WR and put it in any Slot on the Stage.

Death - Magic | KS/W49-036R T: Soul

L3
C2

"Board Game" Megumin

[A] [Discard a Climax card 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] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Adventurer - Magic | KS/W49-037 T: None

L0
C0

"Board Game" Megumin

[A] [Discard a Climax card 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] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Adventurer - Magic | KS/W49-037R T: None

L0
C0

"Guide to Obtaining Skills" Megumin

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 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, choose up to 1 Chara in your WR and return it to your hand.

Adventurer - Magic | KS/W49-038 T: None

L0
C0

"Guide to Obtaining Skills" Megumin

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 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, choose up to 1 Chara in your WR and return it to your hand.

Adventurer - Magic | KS/W49-038S T: None

L0
C0

"Proper Manner" Yunyun

[C] If you have no other Charas, this gains +2000 Pow.
[A] **BOND/"Megumin"** [Discard a card from your hand to the WR]

Adventurer - Magic | KS/W49-039 T: None

L0
C0

"Proper Manner" Yunyun

[C] If you have no other Charas, this gains +2000 Pow.
[A] **BOND/"Megumin"** [Discard a card from your hand to the WR]

Adventurer - Magic | KS/W49-039S T: None

L0
C0

"Problematic Act" Megumin

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | KS/W49-040 T: None

L0
C0

"Problematic Act" Megumin

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | KS/W49-040S T: None

L0
C0

"Serving Tea" Wiz

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Death - Magic | KS/W49-041 T: None

L0
C0

"Good Explosion!" Megumin

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Magic | KS/W49-042 T: None

L1
C0

"Good Explosion!" Megumin

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

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

Adventurer - Magic | KS/W49-042S T: None

L1
C0

"Cannot Spit It Out" Yunyun

[A] **CX COMBO** When this attacks, if "Megumin's Rival" is in the CZ and you have another Chara with "Megumin" in name, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | KS/W49-043 T: None

L1
C0

"Cannot Spit It Out" Yunyun

[A] **CX COMBO** When this attacks, if "Megumin's Rival" is in the CZ and you have another Chara with "Megumin" in name, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | KS/W49-043R T: None

L1
C0

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"Simultaneous Fire!!" Wiz

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

[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] At the start of your Attack Phase, if "Real Explosion Magic" is in the CZ and you have another "Megumin", may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Death - Magic | KS/W49-044 T: Soul

L2
C1

"Simultaneous Fire!!" Wiz

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

[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] At the start of your Attack Phase, if "Real Explosion Magic" is in the CZ and you have another "Megumin", may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Death - Magic | KS/W49-044S T: Soul

L2
C1

"Super Archwizard" Wiz

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand.

Death - Magic | KS/W49-045 T: None

L0
C0

KonoSuba Booster Pack

"Bothering Megumin" Yunyun

[C] All your other "Marbled Red Crab" Megumin gain +1000 Pow.

[A] When your other Chara becomes Reversed in battle, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Adventurer - Magic | KS/W49-046 T: None

L0
C0

"Shaken" Megumin

[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Adventurer - Magic | KS/W49-047 T: None

L1
C0

"Quiet Today" Megumin

[C] **EXPERIENCE** If "Explosion Magic Everyday!" is in your Level Zone, this gains +2000 Pow and +1 Soul.

[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 "Explosion Magic Everyday!" in your WR and return it to your hand.

Adventurer - Magic | KS/W49-048 T: None

L1
C0

"Well-Known in Town" Wiz

[C] If this is on the Stage, this gets -1 Level and gains ::Adventurer::.

[C] Chara Opposite this gains "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Death - Magic | KS/W49-049 T: None

L1
C0

"Doll Horror" Megumin

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

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. Deal X Damage to your Opp.. X = # of Climax cards revealed this way. (DC can occur)

Adventurer - Magic | KS/W49-050 T: Soul

L2
C1

"Calling for Sensei" Megumin

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Adventurer - Magic | KS/W49-051 T: Soul

L2
C1

"Insufficient Mana" Wiz

[S] [Rest 2 of your Charas] If there's no Marker under this, look at the top card of your LB and put it face-down under this as Marker.

[S] [Rest this] Put a Marker from under this in your Stock.

Death - Magic | KS/W49-052 T: None

L0
C0

Professor

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack."

[S] [Rest 2 of your Charas] If there's no Marker under this, choose a "Destroyer Alert!" in your WR and put it face-down under this as Marker.

[S] [Rest 2 of your Charas] Return a Marker from under this to your hand.

KS/W49-053 T: None

L0
C0

"Marbled Red Crab" Megumin

--No Text--

Adventurer - Magic | KS/W49-054 T: None

L0
C0

"Insistence" Megumin

[C] If you have no other Chara with either ::Adventurer:: or ::Magic::, this does not Stand during your Stand Phase.

Adventurer - Magic | KS/W49-055 T: None

L0
C0

Giant Toad

[C] For each Marker under this, this gets -2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it face-down under this as Marker.

Frog | KS/W49-056 T: None

L0
C0

Cabbage

[C] You may have as many copies of cards with the same name as this in your deck.

[A] At the start of your Climax Phase, this gains +X Pow for the turn. X = 2000 times # of other "Cabbage" in your Front Row.

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

KS/W49-057 T: None

L1
C0

"Black-Purplish Smoke" Verdia

[A] [(1) Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 3 Level 0 or lower Charas in your WR and put them in separate Slots on the Stage.
[A] [Discard a ::Death:: Chara from your hand to the WR] At the start of your Opp.'s Draw Phase, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Charas, and that Chara gains the following ability for the turn. "[A] At the start of your Encore Step, put this in the WR."

Death - Weapon | KS/W49-058 T: None

L1
C0

"Spell Chanting" Megumin

[A] At the start of your Encore Step, if this is in the Front Row, your Opp. reveals the top card of his or her LB. If it's a Level 3 or higher Chara, your Opp. may put it in any Slot on the Stage. (Otherwise put it back where it was)

Adventurer - Magic | KS/W49-059 T: None

L1
C0

"Kind Lich" Wiz

[A] **CX COMBO** [Discard 2 ::Magic:: Charas from your hand to the WR] When "Returning of the Soul" is placed in your CZ, may pay. If so, choose a card in your Opp.'s WR and Send it to Memory.
[A] When your other Chara in battle becomes Reversed, choose 1 of your ::Magic:: Charas, and that Chara gains +2000 Pow for the turn.

Death - Magic | KS/W49-060 T: Soul

L1
C1

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"My Name Is" Yunyun

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

Adventurer - Magic | KS/W49-061 T: Soul

L2
C1

"Negotiating a Long-Term Contract" Megumin

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[C] If you have no other Charas with either ::Adventurer:: or ::Magic::, this does not Stand during your Stand Phase.

Adventurer - Magic | KS/W49-062 T: Soul

L2
C1

Rookie Succubus

[A] [(1) Discard 2 cards from your hand to the WR] When this is Front Attacked, may pay. If so, choose a Chara Opposite this, and that Chara gains +6 Soul for the turn.

Worries | KS/W49-063 T: Soul

L2
C1

KonoSuba Booster Pack

Explosion Magic Everyday!

If you are Level 2 or lower and your Opp. is Level 1 or lower, you may discard a ::Magic:: Chara from your hand to the WR. If so, put this in your Level Zone, and perform the following action 6 times. "Deal 1 Damage to your Opp.." (DC can occur)

KS/W49-064 T: None

L1
C1

Drain Touch

If you have no Charas with either "Wiz" or "Kazuma" in name, you cannot play this from your hand.
You may choose 1 of your Opp.'s Level 1 or lower Charas and put it in the WR. If so, your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.
Put this in your Stock.

KS/W49-065 T: None

L2
C0

Destroyer Alert!

Return all your Opp.'s Level 3 or lower Charas to the LB, and your Opp. shuffles that LB. Put this in your Clock.

KS/W49-066 T: None

L3
C9

Real Explosion Magic

[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/W49-067 T: 2 Soul

Megumin's Rival

[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow and +1 Soul for the turn.

KS/W49-068 T: 2 Soul

Explosion Magic

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

KS/W49-069 T: Salvage

Returning of the Soul

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

KS/W49-070 T: Salvage

"Troublemaker" Aqua

[C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Adventurer - Goddess | KS/W49-071 T: None

L0
C0

"Troublemaker" Aqua

[C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Adventurer - Goddess | KS/W49-071R T: None

L0
C0

"May You Be Blessed with Kind Encounters" Eris

[C] If "Meaning for Killing Snow Sprites?" Aqua is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may choose a Chara with either ::Adventurer:: or ::Goddess:: in your WR and return it to your hand.
[A] [(1) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, may pay. If so, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Goddess::, Stand this. (Put the revealed card back where it was)

Goddess | KS/W49-072 T: Soul

L3
C2

"May You Be Blessed with Kind Encounters" Eris

[C] If "Meaning for Killing Snow Sprites?" Aqua is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may choose a Chara with either ::Adventurer:: or ::Goddess:: in your WR and return it to your hand.
[A] [(1) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, may pay. If so, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Goddess::, Stand this. (Put the revealed card back where it was)

Goddess | KS/W49-072R T: Soul

L3
C2

Aqua

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] [(1) When this is placed from hand to the Stage, may pay. If so, your Opp. chooses 2 Climax cards in his or her WR, then return all cards in his or her WR other than those cards to the LB and shuffles the LB.
[A] **CX COMBO** [Discard a card from your hand to the WR] When "Resurrection" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Chara in your Clock with either ::Adventurer:: or ::Goddess:: and put it in any Slot on the Stage.

Adventurer - Goddess | KS/W49-073 T: Soul

L3
C2

Aqua

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses 2 Climax cards in his or her WR, then return all cards in his or her WR other than those cards to the LB and shuffles the LB.
[A] **CX COMBO** [Discard a card from your hand to the WR] When "Resurrection" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Chara in your Clock with either ::Adventurer:: or ::Goddess:: and put it in any Slot on the Stage.

Adventurer - Goddess | KS/W49-073SP T: Soul

L3
C2

"Kind Goddess" Eris

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either ::Adventurer:: or ::Goddess::, and that Chara gains +1000 Pow for the turn.
[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, draw a card, and discard a card from your hand to the WR.

Goddess | KS/W49-074 T: None

L0
C0

"Meaning for Killing Snow Sprites?" Aqua

[A] [Put a card from your hand in Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Goddess:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Goddess | KS/W49-075 T: None

L0
C0

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"Meaning for Killing Snow Sprites?" Aqua

[A] [Put a card from your hand in Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Goddess:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Goddess | KS/W49-075R T: None

L0
C0

"Kind Smile" Eris

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** When "Revive" is placed in your CZ, if this is in the Front Row and you have another ::Goddess:: Chara, you may choose a Cost 0 or lower Chara in your WR with either ::Adventurer:: or ::Goddess:: and put it in any Slot on the Stage.

Goddess | KS/W49-076 T: None

L1
C0

"Kind Smile" Eris

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.
[A] **CX COMBO** When "Revive" is placed in your CZ, if this is in the Front Row and you have another ::Goddess:: Chara, you may choose a Cost 0 or lower Chara in your WR with either ::Adventurer:: or ::Goddess:: and put it in any Slot on the Stage.

Goddess | KS/W49-076S T: None

L1
C0

KonoSuba Booster Pack

"Sacred Create Water" Aqua

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either ::Adventurer:: or ::Goddess::, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Goddess | KS/W49-077 T: None

L1
C0

"Sacred Create Water" Aqua

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either ::Adventurer:: or ::Goddess::, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Goddess | KS/W49-077S T: None

L1
C0

"Sacred Turn Undead" Aqua

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

Adventurer - Goddess | KS/W49-078 T: None

L1
C0

"Sacred Turn Undead" Aqua

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

Adventurer - Goddess | KS/W49-078S T: None

L1
C0

"Embarrassed" Eris

[A] [(1) Discard 2 cards 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 whose Level is equal to or lower than your Level and put it in any Slot on the Stage.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Goddess | KS/W49-079 T: Soul

L2
C1

"Covered in Slime" Aqua

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)

Adventurer - Goddess | KS/W49-080 T: None

L0
C0

"Full of Smiles" Aqua

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

Adventurer - Goddess | KS/W49-081 T: None

L0
C0

"Flattery" Aqua

[A] When this is placed from hand to the Stage, choose 1 of your Standing Charas and Rest it.

[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in your Front Row, may pay. If so, Rest this.

Adventurer - Goddess | KS/W49-082 T: None

L0
C0

"Sound Asleep" Aqua

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, Rest this.

Adventurer - Goddess | KS/W49-083 T: None

L0
C0

"Her Style: Adding Fuel to the Fire" Aqua

[C] If there are 3 or fewer cards in your Stock, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Adventurer - Goddess | KS/W49-084 T: None

L1
C0

"Supplying Mana" Aqua

[C] All your other "Crimson Demon" Megumin gain the following ability.
"[A] At the start of your Encore Step, 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."

[C] All your other Charas with either ::Adventurer:: or ::Goddess:: gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Adventurer - Goddess | KS/W49-085 T: Soul

L2
C1

"Full Power!" Aqua

[C] For each of your other Charas with either ::Adventurer:: or ::Goddess::, this gains +1000 Pow.

[A] **CX COMBO** When this attacks, if "Sacred Break Spell" is in the CZ, choose a Chara in your Opp.'s Front Row, and for the turn, that Chara gets -3000 Pow and gains the following ability. "[C] During battles involving this, you cannot play Events or **BACKUP** from hand."

Adventurer - Goddess | KS/W49-086 T: Soul

L2
C1

"Here's Where the Adventure Starts...?" Aqua
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas with either ::Adventurer:: or ::Goddess::, and that Chara gains +1000 Pow for the turn.

Adventurer - Goddess | KS/W49-087 T: None

L0
C0

"Goddess in Charge of Backwater?" Eris
[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 ::Goddess:: among those cards.

Goddess | KS/W49-088 T: None

L0
C0

"Quest Clear" Aqua
--No Text--

Adventurer - Goddess | KS/W49-089 T: None

L0
C0

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"Real Goddess?" Aqua
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Adventurer - Goddess | KS/W49-090 T: None

L1
C0

"Nature's Beauty" Aqua
[C] All your other Charas with either ::Adventurer:: or ::Goddess:: gain +500 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Adventurer - Goddess | KS/W49-091 T: None

L1
C0

"Boss of the Axis Cult" Aqua
[A] When your other Chara with either ::Adventurer:: or ::Goddess:: attacks, this gains +1000 Pow for the turn.

Adventurer - Goddess | KS/W49-092 T: None

L1
C0

KonoSuba Booster Pack

"Demanding Apology" Aqua
[C] For each of your other Charas with either ::Adventurer:: or ::Goddess::, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Goddess | KS/W49-093 T: None

L1
C1

"Ways to Make the Drink Tastier" Aqua
[C] If "'Flattery" Aqua' is in your Clock, this gets -1 Level while in your hand.
[A] When you Level-Up, this gains "[A] **ENCORE** [(1)]" for the turn.

Adventurer - Goddess | KS/W49-094 T: Soul

L2
C1

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

Adventurer - Goddess | KS/W49-095 T: Soul

L2
C2

God Blow
Choose 1 of your ::Goddess:: Charas, and that Chara gains +50 Soul and the following 3 abilities for the turn. "[C] This cannot Side Attack." "[C] Chara Opposite this does not Reverse." "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, draw up to 3 cards, and discard 2 cards from your hand to the WR."

KS/W49-096 T: None

L1
C0

Senpai Appears
[Counter] If you have no ::Goddess:: Charas, you cannot play this from your hand.
Choose up to 2 of your Charas with either ::Adventurer:: or ::Goddess::, and they gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

KS/W49-097 T: None

L2
C1

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

KS/W49-098 T: Soul Gate

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

KS/W49-099 T: Draw

Sacred Break Spell
[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow and +1 Soul for the turn.

KS/W49-100 T: 2 Soul