

"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/W75-001 T: None

L1
C0

"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/W75-001SP T: None

L1
C0

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/W75-002 T: Soul

L3
C2

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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/W75-002SP 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/W75-003 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/W75-003SP T: Soul

L3
C2

KonoSuba Re:Edit Booster Pack

"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/W75-004 T: None

L0
C0

"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/W75-004S T: None

L0
C0

"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/W75-005 T: None

L0
C0

"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/W75-006 T: None

L1
C0

"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/W75-007 T: Soul

L3
C2

"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/W75-007S T: Soul

L3
C2

"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/W75-008 T: Soul

L3
C2

"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/W75-009 T: Soul

L3
C2

Chris, Thief

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either an ::Adventurer:: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
[S] [(1) Choose 1 of your ::Adventurer:: Charas, and that Chara gains +1 Soul for the turn.

Adventurer - Rogue | KS/W75-010 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/W75-011 T: None

L0
C0

"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/W75-012 T: None

L0
C0

"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/W75-012S 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/W75-013 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/W75-014 T: None

L0
C0

"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/W75-015 T: None

L0
C0

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Darkness in Swimsuit

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

Adventurer - Worries | KS/W75-016 T: None

L0
C0

Darkness, Daughter of the Dustiness Family

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

Adventurer - Worries | KS/W75-017 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/W75-018 T: Soul

L2
C1

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"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/W75-019 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/W75-020 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/W75-021 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/W75-022 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/W75-023 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/W75-024 T: None

L1
C0

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

Adventurer - Magic | KS/W75-025 T: Soul

L2
C1

"100% 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/W75-026 T: Soul

L2
C1

"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/W75-027 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/W75-028 T: None

L1
C1

My Heart Will Nev-

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

KS/W75-029 T: Soul Bounce

My Heart Will Nev-

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

KS/W75-029R T: Soul Bounce

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/W75-030 T: 2 Soul

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/W75-031 T: 2 Soul

Megumin, Genius Crimson Demon

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
[A] [(1) 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 ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | KS/W75-032 T: None

L0
C0

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Megumin, Genius Crimson Demon

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
[A] [(1) 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 ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | KS/W75-032S 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/W75-033 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/W75-033S T: None

L0
C0

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"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/W75-034 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/W75-034SP T: None

L1
C0

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/W75-035 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/W75-035SP 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/W75-036 T: None

L0
C0

"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/W75-036S 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/W75-037 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/W75-037S 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/W75-038 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/W75-038S 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/W75-039 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/W75-039S 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/W75-040 T: None

L0
C0

"Let's Go Home" Aqua & Megumin

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Goddess::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Goddess | KS/W75-041 T: None

L0
C0

"Let's Go Home" Aqua & Megumin

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Goddess::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Goddess | KS/W75-041S T: None

L0
C0

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"To Further Heights" Megumin

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Real Explosion Magic" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Megumin" in your WR and return it to your hand.

Adventurer - Magic | KS/W75-042 T: None

L1
C0

"To Further Heights" Megumin

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Real Explosion Magic" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Megumin" in your WR and return it to your hand.

Adventurer - Magic | KS/W75-042S T: None

L1
C0

"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/W75-043 T: Soul

L3
C2

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"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/W75-044 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/W75-044SP 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/W75-045 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/W75-046 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/W75-046SP T: Soul

L3
C2

"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/W75-047 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/W75-048 T: None

L0
C0

Yunyun, Chief Daughter of the Crimson Demon Clan

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Adventurer - Magic | KS/W75-049 T: None

L1
C0

"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/W75-050 T: None

L1
C1

"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/W75-050S T: None

L1
C1

"We Are the Presents~" Megumin & Aqua

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either ::Adventurer:: or ::Magic::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W75-051 T: Soul

L2
C1

Megumin & Yunyun

[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)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Adventurer - Magic | KS/W75-052 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/W75-053 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/W75-054 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/W75-055 T: Soul

L2
C1

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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/W75-056 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/W75-057 T: Soul

L3
C2

"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/W75-058 T: None

L0
C0

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"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/W75-059 T: None

L1
C0

"Trouble" Megumin

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Adventurer:: or ::Magic::.

Adventurer - Magic | KS/W75-060 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/W75-061 T: Soul

L1
C1

Wiz, Poor Shopkeeper

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Level 3 or lower Back Row Charas. That Chara does not Stand during your Opp.'s next Stand Phase.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Death - Magic | KS/W75-062 T: Soul

L2
C1

"Objection!" 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, put that Chara into your Opp.'s Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | KS/W75-063 T: Soul

L2
C1

Megumin & Yunyun, Rivalry

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR]

Adventurer - Magic | KS/W75-064 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/W75-065 T: None

L1
C1

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/W75-066 T: 2 Soul

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/W75-066R T: 2 Soul

Light of Saber!

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

KS/W75-067 T: Salvage

Light of Saber!

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

KS/W75-067R T: Salvage

Explosion Magic

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

KS/W75-068 T: Salvage

Explosion Magic

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

KS/W75-069 T: Salvage

New Explosion Magic

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

KS/W75-069R T: Salvage

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/W75-070 T: 2 Soul

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"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/W75-071 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/W75-071SP 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/W75-072 T: Soul

L3
C2

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"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/W75-072SP 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/W75-073 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/W75-073SP T: Soul

L3
C2

"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/W75-074 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/W75-074S 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/W75-075 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/W75-075S T: None

L0
C0

"Elite Goddess in Charge of Japan...?" Aqua

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in your WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Adventurer - Goddess | KS/W75-076 T: None

L0
C0

"Elite Goddess in Charge of Japan...?" Aqua

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in your WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Adventurer - Goddess | KS/W75-076S 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/W75-077 T: None

L0
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/W75-078 T: None

L1
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/W75-079 T: None

L0
C0

Aqua in Swimsuit

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

Adventurer - Goddess | KS/W75-080 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/W75-081 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/W75-082 T: None

L1
C0

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"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/W75-083 T: Soul

L2
C1

"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/W75-084 T: Soul

L3
C2

"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/W75-085 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/W75-086a 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/W75-086b 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/W75-086c 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/W75-086d T: None

L0
C0

"Civil Engineering Worker" Aqua

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

Adventurer - Goddess | KS/W75-087 T: None

L0
C0

"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/W75-088 T: None

L1
C0

"Applauding a New Skill" Aqua

[A] When this is placed from hand to the Stage, if you have another ::Adventurer:: Chara, this gains +2000 Pow for the turn.
[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 1 of your Opp.'s Charas and Send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from his or her Memory in any Slot on the Stage.

Adventurer - Goddess | KS/W75-089 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/W75-090 T: None

L1
C0

Eris, Real Goddess

[A] [Discard a card from hand to WR] When this card is placed from hand to Stage, may pay. If so, choose a level 0 or lower Chara in your WR and place it to any slot on the Stage.

Goddess | KS/W75-091 T: None

L1
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/W75-092 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/W75-093 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/W75-094 T: Soul

L2
C1

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/W75-095 T: None

L2

C3

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/W75-095S 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/W75-096 T: None

L3

C0

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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/W75-097 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/W75-097R T: 2 Soul

Resurrection

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

KS/W75-098 T: Soul Gate

KonoSuba Re:Edit Booster Pack

Resurrection

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

KS/W75-098R T: Soul Gate

Revive

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

KS/W75-099 T: Draw

Fury of the Goddess

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

KS/W75-100 T: Draw