

Marielle, Nagisa's Angel

[C] All your other Charas with either ::Weapon:: and/or ::Magic:: gain +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. Put this in Stock if that card was a Climax card.

Magic - Swimsuit | LH/SE20-01 T: None

L0
C0

Akatsuki, Assassin

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[S] [Rest 1 of your Charas] This gains +1000 Pow for the turn.

Weapon - Ninja | LH/SE20-02 T: None

L0
C0

Akatsuki, Master's Ninja

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "Two's Waltz" is in the CZ, this gains +4000 Pow and the following ability for the turn: "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Weapon - Ninja | LH/SE20-03 T: Soul

L3
C2

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Serara, Crescent Moon Alliance

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

Magic | LH/SE20-04 T: None

L0
C0

Isuzu

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

Weapon - Music | LH/SE20-05 T: None

L1
C0

Akatsuki, Not Good at Dressing Herself?

[A] **ENCORE** [Put the top card of your LB in your Clock]
[S] [Rest 1 of your ::Magic:: Charas] This gains +1000 Pow for the turn.

Weapon - Ninja | LH/SE20-06 T: None

L1
C1

Log Horizon Extra Pack

Rundelhaus, Adventurer

[C] This cannot Side Attack.
[C] This cannot be Reversed by your Opp.'s Charas' [A] effects.

Magic | LH/SE20-07 T: None

L1
C1

Serara

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When one of your other Charas in Battle becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic | LH/SE20-08 T: Soul

L2
C1

Akatsuki, Maiden's Heart

[A] When this is placed to the Stage, reveal the top card of your LB. Put it in your hand if that card is a Chara with either ::Weapon:: and/or ::Magic::, and discard a card from hand to the WR. (Otherwise put the card back where it was)
[A] **CHANGE** [(2) Discard a card from hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Akatsuki, Master's Ninja" in your WR and put it in the Slot this was in.

Weapon - Ninja | LH/SE20-09 T: Soul

L2
C1

Isuzu, Rudy's Owner?

[C] All your other Charas with "Rundelhaus" in name gain +500 Pow.
[A] [(1) Discard a card from 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 ::Weapon:: and/or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Weapon - Music | LH/SE20-10 T: None

L0
C0

Akatsuki, Two's Waltz

[C] If you have no other Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Weapon - Ninja | LH/SE20-11 T: None

L0
C0

Henrietta

[A] When this is placed from hand to the Stage, if you have no other ::Magic:: Charas, put this in the WR.

Weapon - Glasses | LH/SE20-12 T: None

L0
C0

Henrietta, Reliable Accountant

[A] **BOND**/"Marielle, Cleric" [(1)]

Weapon - Glasses | LH/SE20-13 T: None

L1
C0

Akatsuki, Quiet Worker

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Weapon - Ninja | LH/SE20-14 T: Soul

L2
C1

Rundelhaus, Sorcerer

[C] For each of your other Chara with either ::Weapon:: and/or ::Magic::, this gains +500 Pow.
[A] [(3) Discard 2 cards from hand to the WR] When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Magic | LH/SE20-15 T: Soul

L2
C2

Rundelhaus

[A] **CHANGE** [(1) Discard a card from hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Rundelhaus, Adventurer" in your WR and put it in the Slot this was in.

Magic | LH/SE20-16 T: None

L0
C0

Serara, Loves Nyanta-san

--No Text--

Magic | LH/SE20-17 T: None

L0
C0

Marielle, Owner of Crescent Moon

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Magic | LH/SE20-18 T: None

L1
C0

Shouryu

[A] When this is placed from hand to the Stage, if you have another Chara with "Marielle" in name, this gains +2000 Pow for the turn.

Weapon | LH/SE20-19 T: None

L1

C0

Puchi Akatsuki

--No Text--

Weapon - Ninja | LH/SE20-20 T: None

L1

C0

Marielle, Cleric

[A] [(1) Put the top card of your LB in your Clock] When this attacks, if "Crescent Moon Alliance" is in the CZ, may pay. If so, choose up to 2 Charas in your WR and return them to your hand, and this gains +2000 Pow for the turn.

Magic | LH/SE20-21 T: Soul

L2

C1

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Isuzu, Bard

[C] If you have 3 or more other Charas with either ::Weapon:: and/or ::Magic::, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Weapon - Music | LH/SE20-22 T: Soul

L2

C2

Akatsuki-chan Changed Clothes

Choose up to 2 Charas in your WR and return them to your hand.

LH/SE20-23 T: None

L2

C2

Two's Waltz

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

LH/SE20-24 T: Salvage

Log Horizon Extra Pack

Crescent Moon Alliance

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

LH/SE20-25 T: 2 Soul

Nyanta

[A] When your other Chara with either ::Weapon:: and/or ::Magic:: attacks, this gains +1000 Pow.
[A] [(1) Discard a card from hand to the WR] At the start of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Charas, Stand that Chara and move it to another empty Slot on your Opp.'s Stage, and this gains +1000 Pow for the turn.

Weapon - Cook | LH/SE20-26 T: Soul

L2

C1

Minori, Field Monitor

[A] [(1)] When "Simplified Full Control Encount" is placed in the CZ, if this is in the Front Row, may pay. If so, all your other Charas gain +2500 Pow and the following ability for the turn: "[A] When the Battle Opp. of this becomes Reversed, you may put it on the Bottom of the LB."

Magic - Twins | LH/SE20-27 T: Soul

L2

C1

Shiroe, Log Horizon Representative

[C] You do not take Damage from your Opp.'s Charas [A] effects.
[C] **ASSIST** All your Charas with either ::Weapon:: and/or ::Magic:: in front of this gain +X Pow, X = 1000 times Level of that Chara.
[A] [(1) Rest this] During your turn, when the Battle Opp. of your other Chara becomes Reversed, if this is Standing, may pay. If so, choose 1 of your Charas in battle, and that Chara gains the following ability until the next end of your Opp.'s turn: "[C] Chara Opposite this gets -2 Soul."

Magic - Glasses | LH/SE20-28 T: Soul

L3

C2

Shiroe, Full Control Encount

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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, draw up to 1 card.

Magic - Glasses | LH/SE20-29 T: None

L0

C0

Shiroe, Two's Waltz

[C] If there are 4 or more cards in your hand, this gains +1500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Magic - Glasses | LH/SE20-30 T: None

L1

C0

Nyanta, Log Horizon

[A] [(1) Put this in the WR] When your other Chara becomes Front Attacked, may pay. If so, return that Chara to hand.
[S] [Rest 2 of your ::Magic:: Charas] This may Side Attack this turn without Soul Penalty.

Weapon - Cook | LH/SE20-31 T: None

L1

C0

Shiroe, Determiation to Change the World

[A] [(1) Rest this] When your other Chara attacks, if "Log Horizon" is in the CZ and this is Standing, may pay. If so, that Chara gains +1500 Pow and the following ability for the turn: "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas with either ::Weapon:: and/or ::Magic::, and that Chara gains +1500 Pow for the turn.

Magic - Glasses | LH/SE20-32 T: None

L1

C1

Naotsugu, Reliable Partner

[A] When this becomes Reversed in Battle, your Opp. may draw a card. If so, your Opp. discards a card from his or her hand to the WR.

Weapon | LH/SE20-33 T: None

L1

C1

Naotsugu, Guardian

[C] For each of your other Charas with either ::Weapon:: and/or ::Magic::, this gains +500 Pow.
[C] **BODYGUARD**

Weapon | LH/SE20-34 T: Soul

L3

C2

Shiroe, Guildmaster

[A] **BOND**/"Naotsugu, Reliable Partner" [(1)]
[S] [(1)] Draw a card, and discard a card from hand to the WR.

Magic - Glasses | LH/SE20-35 T: None

L0

C0

Lenessia

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.
[S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of the LB.

Daughter | LH/SE20-36 T: None

L0

C0

Soujirou

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +2000 Pow.

Weapon - Yukata | LH/SE20-37 T: None

L0

C0

Nyanta, Everyone's Chief

[A] When this becomes Reversed in Battle, if you have 1 or fewer other Charas with either ::Weapon:: and/or ::Magic::, put this in Clock.

Weapon - Cook | LH/SE20-38 T: None

L0

C0

Crusty

[C] During your Opp.'s turn, this gains +1000 Pow.

Weapon - Glasses | LH/SE20-39 T: None

L1

C0

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Minori

[C] All your other "Touya, Samurai" and "Touya" gain +1000 Pow.
[C] During your Opp.'s turn, all your other Charas with either ::Weapon:: and/or ::Magic:: gain +1000 Pow.

Magic - Twins | LH/SE20-40 T: Soul

L1

C1

Minori, Maiden's Heart

[S] [(1) Rest this] Choose 1 of your Charas with either ::Weapon:: and/or ::Magic::, and it gains +1500 Pow until the next end of your Opp.'s turn.

Magic - Twins | LH/SE20-41 T: None

L0

C0

Puchi Naotsugu

[S] [Rest 2 of your Charas] This gains +1000 Pow until the next end of your Opp.'s turn.

Weapon | LH/SE20-42 T: None

L0

C0

Log Horizon Extra Pack

Touya, Samurai

[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.

Weapon - Twins | LH/SE20-43 T: None

L0

C0

Touya

[C] If you have another Chara with "Minori" in name, this gains +1500 Pow.
[C] During your Opp.'s turn, if this is in the Front Row and not Reversed, all your other Charas gain +1000 Pow.

Weapon - Twins | LH/SE20-44 T: None

L1

C1

Puchi Shiroe

--No Text--

Magic - Glasses | LH/SE20-45 T: Soul

L2

C1

Shiroe, Scribe

[C] If the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow.

Magic - Glasses | LH/SE20-46 T: Soul

L2

C2

Isaac

[A] [Discard a Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Weapon - Brigade Chief | LH/SE20-47 T: Soul

L2

C2

Mind Shock

[Counter] Choose 1 of your Charas with either ::Weapon:: and/or ::Magic::, and that Chara gains +3500 Pow for the turn.

LH/SE20-48 T: None

L1

C1

Log Horizon

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

LH/SE20-49 T: Soul Gate

Simplified Full Control Encount

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

LH/SE20-50 T: Draw