

**King of Knights, Alfred**

[C] [(V)]: This cannot be Boosted.  
 [C] [(V)]: During your turn, for each ::Royal Paladin:: RG you have, this gains +2000 Pow.  
 [S] [(V)/(R)]: [CB (3)] Search your LB for a Grade 2 or less ::Royal Paladin::, Call it to (R), and shuffle your LB.

BT01/001 Royal Paladin/Human No Trigger

G3

**Blaster Blade**

[A] [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and retire it.  
 [A] [CB: (2)] When this is placed to (R), if you have a ::Royal Paladin:: VG, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and retire it.

BT01/002 Royal Paladin/Human No Trigger

G2

**Barcgal**

[A] When another ::Royal Paladin:: Rides on this, you may Call this to (R).  
 [S] [(R)]: [Rest this] Search your LB for 1 "Future Knight, Llew" or 1 "Flogal", Call it to (R), and shuffle your LB.

BT01/003 Royal Paladin/Hi-Beast No Trigger

G0

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**Dragonico Overlord**

[C] [(V)/(R)]: If you do not have another ::Kagero:: VG or RG, this gets -2000 Pow.  
 [S] [(V)/(R)]: [CB: (3)] For the turn, this gains +5000 Pow, gains "[A] [(V)/(R)]: When this unit hits an Opp.'s RG, Stand this.", and loses Twin Drive.

BT01/004 Kagero/Flame Dragon No Trigger

G3

**Embodiment of Victory, Aleph**

[S] [(V)/(R)]: [CB: (4)] For the turn, this gains +3000 Pow and +1 Crit.  
 [S] [(V)]: [Move 1 "Dragon Knight, Aleph", 1 "Embodiment of Armor, Bahr", and 1 "Embodiment of the Spear, Tahr" from your Soul to your DZ] Turn all cards in your Damage Zone face-up.

BT01/005 Kagero/Demon No Trigger

G3

**CEO Amaterasu**

[C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +4000 Pow.  
 [A] [(V)]: At the start of your MP, SC: (1), look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] [(V)/(R)]: [SB: (8), CB (5)] When this hits with an attack, may pay. If so, draw up to 5 cards.

BT01/006 Oracle Thinktank/Noble No Trigger

G3

Set 1: Descent of the King of Knights Booster Pack

**Battle Sister, Cocoa**

[A] When this is placed to (V) or (R), if you have an ::Oracle Thinktank:: VG, look at the top card of your LB and put it either on top or bottom of your LB.

BT01/007 Oracle Thinktank/Elf No Trigger

G1

**Asura Kaiser**

[C] [(V)/(R)]: If you do not have another ::Nova Grappler:: VG or RG, this gets -2000 Pow.  
 [A] [(V)]: When the Drive Check of this reveals a Grade 3 ::Nova Grappler::, you may Stand 1 of your RGs.

BT01/008 Nova Grappler/Battlroid No Trigger

G3

**Demon Slaying Knight, Lohengrim**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.  
 [A] [(V)/(R)]: [SB: (8) CB: (5)] When this hits with an attack, may pay. If so, retire all of your Opp.'s RGs.

BT01/009 Royal Paladin/Human No Trigger

G3

**Solitary Knight, Gancelot**

[S] [(V)]: [CB: (2)] If "Blaster Blade" is in your Soul, this gains +5000 Pow and +1 Crit for the turn.  
 [S] [Hand]: [Reveal this card to your Opp. and put this on top of your LB] Search your LB for "Blaster Blade", add it to your hand, shuffle your LB.

BT01/010 Royal Paladin/Elf No Trigger

G3

**Flash Shield, Iseult**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard a ::Royal Paladin:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Royal Paladin:: being attacked. That unit cannot be hit for the battle.

BT01/011 Royal Paladin/Human No Trigger

G1

**Future Knight, Llew**

[S] [CB: (1), put 1 "Future Knight, Llew", 1 "Barcgal", and 1 "Flogal" from your (R) to Soul] If your VG is Grade 1, search your LB for up to 1 "Blaster Blade", Ride it, and shuffle your LB.

BT01/012 Royal Paladin/Human T: Critical

G0

**Vortex Dragon**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.  
 [A] [(V)/(R)]: [SB: (8) CB: (5)] Retire up to 3 of your Opp.'s RGs.

BT01/013 Kagero/Flame Dragon No Trigger

G3

**Dragon Knight, Aleph**

[S] [V] [CB: (1), put "Embodiment of Armor, Bahr" and "Embodiment of the Spear, Tahr" from your (R) to Soul] Search your LB for up to 1 "Embodiment of Victory, Aleph", Ride it, and shuffle your LB.

BT01/014 Kagero/Human No Trigger

G2

**Wyvern Guard, Barri**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard a ::Kagero:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Kagero:: being attacked. That unit cannot be hit for the battle.

BT01/015 Kagero/Dragonman No Trigger

G1

**Lizard Soldier, Conroe**

[A] When another ::Kagero:: Rides on this, you may Call this to (R).  
 [S] [(R)]: [CB: (1), retire this] Search your LB for a Grade 1 or lower ::Kagero::, reveal it, and put it in your hand. Shuffle your LB.

BT01/016 Kagero/Dragonman No Trigger

G0

**Maiden of Libra**

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have an ::Oracle Thinktank:: VG, may pay. If so, draw 1 card.

BT01/017 Oracle Thinktank/Angel No Trigger

G2

**Battle Sister, Mocha**

[A] [(V)/(R)]: When this attacks, if you have 4 or more cards in hand, this gains +3000 Pow for this battle.

BT01/018 Oracle Thinktank/Human No Trigger

G2

**Battle Sister, Chocolat**

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)  
 [A]: [Discard an ::Oracle Thinktank:: card from your hand] When this is placed to (G), may pay. If so, choose 1 of your ::Oracle Thinktank:: being attacked. That unit cannot be hit for the battle.

BT01/019 Oracle Thinktank/Elf No Trigger

G1

**Juggernaut Maximum**

[C] [(V)/(R)]: If you do not have another ::Spike Brothers:: VG or RG, this gets -2000 Pow.  
 [A] [(R)] [SB: (1)] When this attacks, may pay. If so, this gains +5000 Pow, and at the Start of the Close Step of the battle, put this on top of your LB and shuffle your LB.

BT01/020 Spike Brothers/Giant No Trigger

G3

**Knight of Silence, Gallatin**

--No Text--

BT01/021 Royal Paladin/Human No Trigger

G2

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**Dragon Knight, Nehalem**

--No Text--

BT01/022 Kagero/Human No Trigger

G2

**Wyvern Strike, Tejas**

[C] [(V)/(R)]: When this attacks, it may target an Opp.'s unit that is in the Back Row of the same column that this is in.

BT01/023 Kagero/Wing Dragon No Trigger

G2

**Embodiment of the Spear, Tahr**

--No Text--

BT01/024 Kagero/Demon T: Critical

G0

### Set 1: Descent of the King of Knights Booster Pack

**Oracle Guardian, Apollon**

[A] [(V)] [CB: (2)] When this hits with an attack, may pay. If so, draw 2 cards, then put 1 card from your hand on the top of LB, and shuffle your LB.  
 [A] [(R)] [CB: (2)] When this hits with an attack, may pay. If so, draw 1 card.

BT01/025 Oracle Thinktank/Battlroid No Trigger

G3

**Oracle Guardian, Wiseman**

--No Text--

BT01/026 Oracle Thinktank/Battlroid No Trigger

G2

**Lozenge Magus**

(you may have no more than 4 ::Heal Trigger:: in your Deck)

[A] When another ::Oracle Thinktank:: Rides on this, you may Call this to (R).

[A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.

BT01/027 Oracle Thinktank/Elf T: Heal

G0

**Mr. Invincible**

[A] [(V)]: At the start of your MP, SC: (1), and turn 1 card in your Damage Zone face-up.  
 [A] [(V)/(R)]: [SB: (8) CB: (5)] When this hits with an attack, may pay. If so, Stand all your units.

BT01/028 Nova Grappler/Alien No Trigger

G3

**Genocide Jack**

[C] [(V)/(R)]: Restraint (this unit cannot attack)  
 [S] [(V)/(R)]: [CB: (1)] This loses Restraint for the turn.

[A] [(V)]: When this is Boosted by a ::Nova Grappler::, this gains +5000 Pow for the battle.

BT01/029 Nova Grappler/Battlroid No Trigger

G2

**King of Sword**

--No Text--

BT01/030 Nova Grappler/Battlroid No Trigger

G2

**Queen of Hearts**

[A] [(R)]: When this Boosts "King of Sword", the Boosted Unit gains +4000 Pow this battle.

BT01/031 Nova Grappler/Battlroid No Trigger

G1

**Battleraizer**

[A]: When another ::Nova Grappler: Rides on this, you may Call this to (R).

[A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.

BT01/032 Nova Grappler/Battlroid T: Stand

G0

**Tyrant Deathrex**

[A] [(V)]: When this attacks, this gains +5000 Pow.

[A] [(V)]: When this hits with an attack, retire 1 of your RGs.

BT01/033 Tachikaze/Dino Dragon No Trigger

G3

**Assault Dragon, Blightops**

[A] [CB: (1)]: When this is placed from (R) to the DZ, may pay. If so, search your LB for up to 1 "Ironclad Dragon Sheldor", reveal it, and put it in your hand. Shuffle your LB.

BT01/034 Tachikaze/Dino Dragon No Trigger

G2

**Ninja Dragon, Voidmaster**

[A] [(V)]: When this attacks, if there are more cards in your hand than your Opp.'s hand, this gains +3000 Pow for the battle.

[A] [(V)/(R)]: [CB: (1)] If there are fewer cards in your hand than your Opp.'s hand, may pay. If so, your Opp. chooses and discards 1 card from his or her hand.

BT01/035 Nubatama/Shadow Dragon No Trigger

G3

**Demon Eater**

[A] [(V)]: At start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[A] [(V)/(R)]: [SB: (8) CB: (5)] When this his with an attack, may pay. If so, retire all your Opp.'s RGs.

BT01/036 Dark Irregulars/Elf No Trigger

G3

**Monster Frank**  
 [S] [DZ] [CB: (3)] If your VG is Grade 2, Ride this card.  
  
*BT01/037 Granblue/Walkaroid No Trigger*

G3

**Commodore Blueblood**  
 --No Text--  
  
*BT01/038 Granblue/Vampire No Trigger*

G2

**Hell Spider**  
 [C] [(V)]: During your turn, if all of your Opp.'s VG and RGs are Rested, this gains +3000 Pow.  
 [A] [CB: (2)] When this is placed to (V) or (R), may pay. If so, choose 1 of your Opp.'s RG. That unit does not Stand during your Opp.'s next Stand Phase.  
*BT01/039 Megacolony/Insect No Trigger*

G3

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**Bloody Hercules**  
 --No Text--  
  
*BT01/040 Megacolony/Insect No Trigger*

G2

**Covenant Knight, Randolph**  
 [A] [(V)/(R)] When this attacks, if there are more cards in your hand than your Opp.'s hand, this gains +3000 Pow for this battle.

G2

**Little Sage, Marron**  
 --No Text--  
  
*BT01/042 Royal Paladin/Giant No Trigger*

G1

Set 1: Descent of the King of Knights Booster Pack

**Lake Maiden, Lien**  
 [S] [(V)/(R)] [Rest this, discard 1 card]: Draw 1 card.

G1

**Wingal**  
 [A] [(R)] When this Boosts "Blaster Blade", that "Blaster Blade" gains +4000 Pow for the battle.

G1

**Weapons Dealer, Govannon**  
 --No Text--  
  
*BT01/045 Royal Paladin/Gnome T: Draw*

G0

**Flogal**  
 --No Text--  
  
*BT01/046 Royal Paladin/Hi-Beast T: Stand*

G0

**Yggdrassil Maiden, Elaine**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

G0

**Embodiment of Armor, Bahr**  
 --No Text--  
  
*BT01/048 Kagero/Demon No Trigger*

G1

**Dragon Monk, Gojo**  
 [S] [(V)/(R)] [Rest this, discard 1 card]: Draw 1 card.

G1

**Wyvern Strike, Jarran**  
 [A] [(R)] When this Boosts "Wyvern Strike, Tejas", that "Wyvern Strike, Tejas" gains +4000 Pow for this battle.

G1

**Dragon Dancer, Monica**  
 --No Text--  
  
*BT01/051 Kagero/Human T: Draw*

G0

**Lizard Soldier, Ganlu**  
 --No Text--  
  
*BT01/052 Kagero/Dragonman T: Stand*

G0

**Dragon Monk, Genjo**  
 (you may have no more than 4 ::Heal Trigger:: in your Deck)

G0

**Oracle Guardian, Gemini**  
 --No Text--  
  
*BT01/054 Oracle Thinktank/Battroid No Trigger*

G1

**Weather Girl, Milk**

[A] [(R)]: When this Boosts an ::Oracle Thinktank:: VG, if you have 4 or more cards in hand, the Boosted Unit gains +4000 Pow this battle.

BT01/055 Oracle Thinktank/Sylph No Trigger

**G1**

**Oracle Guardian, Nike**

--No Text--

BT01/056 Oracle Thinktank/Battroid T: Critical

**G0**

**Dream Eater**

--No Text--

BT01/057 Oracle Thinktank/Hi-Beast T: Draw

**G0**

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**Miracle Kid**

--No Text--

BT01/058 Oracle Thinktank/Hi-Beast T: Draw

**G0**

**Hungry Dumpty**

[A]: When this is played to (R), if you have a ::Nova Grappler:: VG, turn 1 card in your Damage Zone face-up.

BT01/059 Nova Grappler/Alien No Trigger

**G2**

**Tough Boy**

--No Text--

BT01/060 Nova Grappler/Battroid No Trigger

**G1**

**Set 1: Descent of the King of Knights Booster Pack**

**Screamin' and Dancin' Announcer, Shout**

[S] [(V)/(R)] [Rest this, discard 1 card]: Draw 1 card.

BT01/061 Nova Grappler/Alien No Trigger

**G1**

**Clay-doll Mechanic**

[A]: When this is placed to (R), if you have a ::Nova Grappler:: VG, turn 1 card in your Damage Zone face-up.

BT01/062 Nova Grappler/Alien No Trigger

**G1**

**Shining Lady**

--No Text--

BT01/063 Nova Grappler/Battroid T: Critical

**G0**

**Lucky Girl**

--No Text--

BT01/064 Nova Grappler/Hi-Beast T: Stand

**G0**

**Ring Girl, Clara**

(you may have no more than 4 ::Heal Trigger:: in your Deck)

BT01/065 Nova Grappler/Walkaroid T: Heal

**G0**

**Sonic Noa**

--No Text--

BT01/066 Tachikaze/Dino Dragon No Trigger

**G1**

**Ironclad Dragon, Shieldon**

--No Text--

BT01/067 Tachikaze/Dino Dragon No Trigger

**G0**

**Ninja Beast, Chigasumi**

[A] [(V)/(R)]: When this attacks, if there are more cards in your hand than your Opp.'s hand, this gains +3000 Pow for this battle.

BT01/068 Nubatama/Warbeast No Trigger

**G2**

**Ninja Dragon, Dreadmaster**

[A] [(R)]: [CB: (1)] When this Boosts a ::Nubatama:: and the attack hits, if there are fewer cards in your hand than your Opp.'s hand, may pay. If so, your Opp. discards 1 card.

BT01/069 Nubatama/Shadow Dragon No Trigger

**G1**

**Ninja Beast, Hagakure**

[A]: [CB: (1)] When this is called to (G), if you have a ::Nubatama:: VG and there are fewer cards in your hand than your Opp.'s hand, may pay. If so, your Opp. discards 1 card.

BT01/070 Nubatama/Warbeast No Trigger

**G0**

**Blue Dust**

[A] [(V)/(R)]: When this hits with an attack, if you have a ::Dark Irregulars:: VG, you may SC: (1).

BT01/071 Dark Irregulars/Human No Trigger

**G2**

**Nightmare Baby**

[A] [(R)]: When this Boosts "Blue Dust", the Boosted Unit +4000 Pow this battle.

BT01/072 Dark Irregulars/Demon No Trigger

**G1**

**Rock the Wall**

[A]: When this card moves from (G) to the DZ, move it to your Soul.

BT01/073 Dark Irregulars/Ogre No Trigger

G0

**Highspeed, Brakki**

[A] [(R)] [SB: (1)]: When this attacks, may pay. If so, this gains +5000 Pow for this battle. At the Start of the Close Step of the battle, put this on top of your LB, and shuffle your LB.

BT01/074 Spike Brothers/Warbeast No Trigger

G2

**Wonder Boy**

--No Text--

BT01/075 Spike Brothers/Goblin No Trigger

G1

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**Redshoe, Milly**

[A]: When this card moves from (G) to the DZ, move it to your Soul.

BT01/076 Spike Brothers/Succubus No Trigger

G0

**Dandy Guy, Romario**

--No Text--

BT01/077 Granblue/Zombie No Trigger

G1

**Guiding Zombie**

[A]: When another ::Granblue:: Rides on this, you may Call this to (R).

[S] [(R)]: [Put this in Soul]: Put the top 3 cards of your LB in the DZ.

BT01/078 Granblue/Zombie No Trigger

G0

Set 1: Descent of the King of Knights Booster Pack

**Karma Queen**

[A] [CB: (2)]: When this card is played as a (V) or (R), may pay. If you do, pick 1 of your Opp.'s RGs. That unit cannot Stand during the Opp.'s next Stand Phase.

BT01/079 Megacolony/Insect No Trigger

G1

**Madame Mirage**

--No Text--

BT01/080 Megacolony/Insect No Trigger

G0

**King of Knights, Alfred**

[C] [(V)]: This cannot be Boosted.

[C] [(V)]: During your turn, for each ::Royal Paladin:: RG you have, this gains +2000 Pow.

[S] [(V)/(R)]: [CB (3)] Search your LB for a Grade 2 or less ::Royal Paladin::, Call it to (R), and shuffle your LB.

BT01/S01 Royal Paladin/Human No Trigger

G3

**Blaster Blade**

[A]: [CB: (2)] When this is placed to (V), may pay. If so, choose 1 of your Opp.'s RGs and retire it.

[A]: [CB: (2)] When this is placed to (R), if you have a ::Royal Paladin:: VG, may pay. If so, choose 1 of your Opp.'s Grade 2 or higher RGs and retire it.

BT01/S02 Royal Paladin/Human No Trigger

G2

**Barcgal**

[A] When another ::Royal Paladin:: Rides on this, you may Call this to (R).

[S] [(R)]: [Rest this] Search your LB for 1 "Future Knight, Liew" or 1 "Flogal", Call it to (R), and shuffle your LB.

BT01/S03 Royal Paladin/Hi-Beast No Trigger

G0

**Dragonic Overlord**

[C] [(V)/(R)]: If you do not have another ::Kagero:: VG or RG, this gets -2000 Pow.

[S] [(V)/(R)]: [CB: (3)] For the turn, this gains +5000 Pow, gains "[A] [(V)/(R)]: When this unit hits an Opp.'s RG, Stand this.", and loses Twin Drive.

BT01/S04 Kagero/Flame Dragon No Trigger

G3

**CEO Amaterasu**

[C] [(V)]: During your turn, if you have 4 or more cards in your hand, this gains +4000 Pow.

[A] [(V)]: At the start of your MP, SC: (1), look at the top card of your LB and put it either on top or bottom of the LB.

[A] [(V)/(R)]: [SB: (8), CB (5)] When this hits with an attack, may pay. If so, draw up to 5 cards.

BT01/S05 Oracle Thinktank/Noble No Trigger

G3

**Battle Sister, Cocoa**

[A] When this is placed to (V) or (R), if you have an ::Oracle Thinktank:: VG, look at the top card of your LB and put it either on top or bottom of your LB.

BT01/S06 Oracle Thinktank/Elf No Trigger

G1

**Asura Kaiser**

[C] [(V)/(R)]: If you do not have another ::Nova Grappler:: VG or RG, this gets -2000 Pow.

[A] [(V)]: When the Drive Check of this reveals a Grade 3 ::Nova Grappler::, you may Stand 1 of your RGs.

BT01/S07 Nova Grappler/Battroid No Trigger

G3

**Solitary Knight, Gancelot**

[S] [(V)]: [CB: (2)] If "Blaster Blade" is in your Soul, this gains +5000 Pow and +1 Crit for the turn.

[S] [Hand]: [Reveal this card to your Opp. and put this on top of your LB] Search your LB for "Blaster Blade", add it to your hand, shuffle your LB.

BT01/S08 Royal Paladin/Elf No Trigger

G3

**Vortex Dragon**

[A] [(V)]: At the start of your MP, SC: (1), and this gains +2000 Pow for the turn.

[A] [(V)/(R)]: [SB: (8) CB: (5)] Retire up to 3 of your Opp.'s RGs.

BT01/S09 Kagero/Flame Dragon No Trigger

G3

**Maiden of Libra**

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have an ::Oracle Thinktank:: VG, may pay. If so, draw 1 card.

BT01/S10 Oracle Thinktank/Angel No Trigger

G2

(you may have no more than 4 ::Heal Trigger:: in your Deck)  
 [A] When another ::Oracle Thinktank:: Rides on this, you may Call this to (R).  
 [A] ((R)): When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.  
*BT01/S11 Oracle Thinktank/Elf T: Heal*

[A]: When another ::Nova Grappler: Rides on this, you may Call this to (R).

[A] [(R)]: When this Boosts, the Boosted unit gains +3000 Pow for the battle. At the start of the End Phase of the turn, return this to your LB and shuffle that LB.

*BT01/S12 Nova Grappler/Battlroid T: Stand*

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## Set 1: Descent of the King of Knights Booster Pack