

### Caius Qualls, Awakened Bloodlines

[A] When this is placed from hand to the Stage, this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your ::Adventure:: Charas.

[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's an ::Adventure:: Chara, put it in your hand, and discard a card from your hand to your WR. (Otherwise put it back where it was)

TAL/S126-T01 | Adventure - The Tempest | T:None

L0  
C0

### Caius Qualls, Awakened Bloodlines

[A] When this is placed from hand to the Stage, this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your ::Adventure:: Charas.

[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's an ::Adventure:: Chara, put it in your hand, and discard a card from your hand to your WR. (Otherwise put it back where it was)

TAL/S126-T01R | Adventure - The Tempest | T:None

L0  
C0

### Mint Adenade, Healer

[C] All your other "Cress Albane, Albane School of Sword Fighting" gain the following 2 abilities. "[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of your other ::Adventure:: Charas." "[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this." [C] **ASSIST** All your Charas in front of this gain +500 Pow.

TAL/S126-T02 | Adventure - Fantasia | T:None

L0  
C0

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### Mint Adenade, Divine Power Wielder

[C] All your other "Cress Albane, Albane School of Sword Fighting" gain the following 2 abilities. "[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of your other ::Adventure:: Charas." "[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this." [C] **ASSIST** All your Charas in front of this gain +500 Pow.

TAL/S126-T02R | Adventure - Fantasia | T:None

L0  
C0

### Emil Castagnier, Shy Boy

[A] When your CX is placed in the CX Zone, choose 1 of your ::Adventure:: Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

TAL/S126-T03 | Adventure - Dawn of the New World | T:None

L0  
C0

### Emil Castagnier, Shy Boy

[A] When your CX is placed in the CX Zone, choose 1 of your ::Adventure:: Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

TAL/S126-T03R | Adventure - Dawn of the New World | T:None

L0  
C0

## Tales of Series Trial Deck

### Marta Lualdi, Mysterious Girl

[A] [Discard an ::Adventure:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, draw a card.

[A] [Discard a CX from your hand to the WR, put another Chara from your Stage in the WR] When this is placed from hand to Stage, may pay. If so, choose a CX in your WR and return it to your hand.

TAL/S126-T04 | Adventure - Dawn of the New World | T:None

L0  
C0

### Marta Lualdi, Mysterious Girl

[A] [Discard an ::Adventure:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, draw a card.

[A] [Discard a CX from your hand to the WR, put another Chara from your Stage in the WR] When this is placed from hand to Stage, may pay. If so, choose a CX in your WR and return it to your hand.

TAL/S126-T04R | Adventure - Dawn of the New World | T:None

L0  
C0

### Marta Lualdi, Mysterious Girl

[A] [Discard an ::Adventure:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, draw a card.

[A] [Discard a CX from your hand to the WR, put another Chara from your Stage in the WR] When this is placed from hand to Stage, may pay. If so, choose a CX in your WR and return it to your hand.

TAL/S126-T04SP | Adventure - Dawn of the New World | T:None

L0  
C0

### Cress Albane, Albane School of Sword Fighting

--No Text--

TAL/S126-T05 | Adventure - Fantasia | T:None

L1  
C0

### Cress Albane, Albane School of Sword Fighting

--No Text--

TAL/S126-T05S | Adventure - Fantasia | T:None

L1  
C0

### Tear Grants, Fonist

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

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

TAL/S126-T06 | Adventure - The Abyss | T:Soul

L2  
C1

### Tear Grants, Fonist

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

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

TAL/S126-T06R | Adventure - The Abyss | T:Soul

L2  
C1

### Colette Brunel, Hidden Will

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When your CX is triggered, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose 1 of your ::Adventure:: Charas, and that Chara gains +1500 Pow for the turn.

TAL/S126-T07 | Adventure - Symphonia | T:Soul

L2  
C1

### Colette Brunel, Hidden Will

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When your CX is triggered, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose 1 of your ::Adventure:: Charas, and that Chara gains +1500 Pow for the turn.

TAL/S126-T07R | Adventure - Symphonia | T:Soul

L2  
C1

### Lloyd Irving, Straightforward

[C] During your turn, if you have another ::Adventure:: Chara, this gains +6000 Pow.

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

TAL/S126-T08 | Adventure - Symphonia | T:Soul

L2  
C1

### Lloyd Irving, Straightforward

[C] During your turn, if you have another ::Adventure:: Chara, this gains +6000 Pow.

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

TAL/S126-T08R | Adventure - Symphonia | T:Soul

L2  
C1

### Luke fon Fabre, Son of the Duke

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Adventures: Charas.

[A] **1/Turn** [(3) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Adventure:: Charas, may pay. If so, Stand this.

TAL/S126-T09 | Adventure - The Abyss | T:Soul

L3  
C2

Luke fon Fabre, Son of the Duke

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Adventure:: Charas.  
[A] **1/Turn** [(3) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Adventure:: Charas, may pay. If so, Stand this.

TAL/S126-T09R | Adventure - The Abyss | T:Soul

L3  
C2

Luke fon Fabre, Son of the Duke

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Adventure:: Charas.  
[A] **1/Turn** [(3) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Adventure:: Charas, may pay. If so, Stand this.

TAL/S126-T09SP | Adventure - The Abyss | T:Soul

L3  
C2

Reid Hershel, Young Hunter

[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, put it in any Slot on the Stage, and this gains +3500 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "The Adventure Continues" is in the CX Zone, you may deal 1 Damage to your Opp.. (DC can occur)

TAL/S126-T10 | Adventure - Eternia | T:Soul

L3  
C2

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Reid Hershel, Young Hunter

[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, put it in any Slot on the Stage, and this gains +3500 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "The Adventure Continues" is in the CX Zone, you may deal 1 Damage to your Opp.. (DC can occur)

TAL/S126-T10R | Adventure - Eternia | T:Soul

L3  
C2

Farah Oersted, Bright and Lively Girl

[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, if all your Charas are ::Adventure::, may pay. If so, reveal the top card of your LB, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur. Put the revealed card back where it was)

TAL/S126-T11 | Adventure - Eternia | T:Soul

L3  
C2

Farah Oersted, Bright and Lively Girl

[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, if all your Charas are ::Adventure::, may pay. If so, reveal the top card of your LB, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur. Put the revealed card back where it was)

TAL/S126-T11R | Adventure - Eternia | T:Soul

L3  
C2

Tales of Series Trial Deck

Farah Oersted, Bright and Lively Girl

[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, if all your Charas are ::Adventure::, may pay. If so, reveal the top card of your LB, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur. Put the revealed card back where it was)

TAL/S126-T11SP | Adventure - Eternia | T:Soul

L3  
C2

The Adventure Continues

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

TAL/S126-T12 | T:Salvage

The Adventure Continues

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

TAL/S126-T12R | T:Salvage

Senel Coolidge, Marine Trooper

[A] [(1) Discard an ::Adventure:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

TAL/S126-T13 | Adventure - Legandia | T:None

L0  
C0

Senel Coolidge, Marine Trooper

[A] [(1) Discard an ::Adventure:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

TAL/S126-T13R | Adventure - Legandia | T:None

L0  
C0

Yuri Lowell, Young Man from the Lower Quarter

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.  
[A] [(1) Put an ::Adventure:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Adventure:: Charas, reveal them, put the in your hand, and put the rest in the WR.

TAL/S126-T14 | Adventure - Vesperia | T:None

L0  
C0

Yuri Lowell, Young Man from the Lower Quarter

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.  
[A] [(1) Put an ::Adventure:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Adventure:: Charas, reveal them, put the in your hand, and put the rest in the WR.

TAL/S126-T14R | Adventure - Vesperia | T:None

L0  
C0

Asbel Lhant, Knight Trainee

[A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Adventure:: Chara in your WR and return it to your hand. X = # of "Sophie, Girl with Amnesia" in your WR.  
[A] When this attacks, if you have 2 or more other ::Adventure:: Charas, this gains +4000 Pow for the turn.

TAL/S126-T15 | Adventure - Graces f | T:None

L1  
C0

Asbel Lhant, Knight Trainee

[A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Adventure:: Chara in your WR and return it to your hand. X = # of "Sophie, Girl with Amnesia" in your WR.  
[A] When this attacks, if you have 2 or more other ::Adventure:: Charas, this gains +4000 Pow for the turn.

TAL/S126-T15R | Adventure - Graces f | T:None

L1  
C0

Sophia, Girl with Amnesia

[A] When this attacks, if you have another ::Adventure:: Chara, this gains +3000 Pow for the turn.  
[A] **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "The Story Continues" is in your CX Zone and you have 2 or more other ::Adventure:: Charas, may pay. If so, search your LB for up to 2 ::Adventure:: Charas, reveal them, put them in your hand, and shuffle your LB.

TAL/S126-T16 | Adventure - Graces f | T:None

L1  
C0

Sophia, Girl with Amnesia

[A] When this attacks, if you have another ::Adventure:: Chara, this gains +3000 Pow for the turn.  
[A] **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "The Story Continues" is in your CX Zone and you have 2 or more other ::Adventure:: Charas, may pay. If so, search your LB for up to 2 ::Adventure:: Charas, reveal them, put them in your hand, and shuffle your LB.

TAL/S126-T16R | Adventure - Graces f | T:None

L1  
C0

Estelle, Healer Living in the Castle

[A] When your other ::Adventure:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Adventure:: Charas.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

TAL/S126-T17 | Adventure - Vesperia | T:None

L1  
C1

Estelle, Healer Living in the Castle

[A] When your other ::Adventure:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Adventure:: Charas.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

TAL/S126-T17R | Adventure - Vesperia | T:None

L1  
C1

Veigue Lungberg, Quiet Swordsman

**BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Adventure:: Chara in your WR and return it to your hand. X = # of ::Adventure:: Charas among those cards.

TAL/S126-T18 | T:None

L1  
C0

Veigue Lungberg, Quiet Swordsman

**BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Adventure:: Chara in your WR and return it to your hand. X = # of ::Adventure:: Charas among those cards.

TAL/S126-T18R | T:None

L1  
C0

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The Story Continues

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

TAL/S126-T19 | T:Soul Gate

The Story Continues

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

TAL/S126-T19R | T:Soul Gate

Tales of Series Trial Deck