

Amaterasu & Tsukuyomi

[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

God - Healer - Attacker | PAD/S105-001 T: None

L0
C0

Amaterasu & Tsukuyomi

[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

God - Healer - Attacker | PAD/S105-001SP T: None

L0
C0

Bonding Colorful Dragon Caller, Ideal

[C] If you have 2 or more other Charas, this gains +1500 and RED.
[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** When this attacks, if "Overjoyed Ash Phantom Demon, Ilmina" is the CZ and the # of colors among Charas on your Stage is 4 or more, choose up to 1 "Colorful Dragon Caller's Son, Artura" in your WR and return it to your hand, this gains +1500 Pow until the next end of your Opp.'s turn, and perform the following action. "[2] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Dragon (KMD) - Healer - Attacker | PAD/S105-002 T: Soul

L3
C2

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Bonding Colorful Dragon Caller, Ideal

[C] If you have 2 or more other Charas, this gains +1500 and RED.
[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** When this attacks, if "Overjoyed Ash Phantom Demon, Ilmina" is in the CZ and the # of colors among Charas on your Stage is 4 or more, choose up to 1 "Colorful Dragon Caller's Son, Artura" in your WR and return it to your hand, this gains +1500 Pow until the next end of your Opp.'s turn, and perform the following action. "[2] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Dragon (KMD) - Healer - Attacker | PAD/S105-002SP T: Soul

L3
C2

Sweet Cipher Dragon Caller, Ney

[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock and put it on the bottom of the LB.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Super Reincarnated Ra Dragon" is in the CZ, may pay. If so, put the top 7 cards of your LB in the WR. If there are 3 or more cards with a Soul Trigger Icon among them, deal 4 Damage to your Opp.. If there are 4 or more cards with a Soul Trigger Icon among them, choose up to 3 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB. If there are 6 or more cards with a Soul Trigger Icon among them, deal 4 Damage to your Opp. (DC can occur)

Dragon (KMD) - Balance | PAD/S105-003 T: Soul

L3
C2

Sweet Cipher Dragon Caller, Ney

[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock and put it on the bottom of the LB.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Super Reincarnated Ra Dragon" is in the CZ, may pay. If so, put the top 7 cards of your LB in the WR. If there are 3 or more cards with a Soul Trigger Icon among them, deal 4 Damage to your Opp.. If there are 4 or more cards with a Soul Trigger Icon among them, choose up to 3 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB. If there are 6 or more cards with a Soul Trigger Icon among them, deal 4 Damage to your Opp. (DC can occur)

Dragon (KMD) - Balance | PAD/S105-003SP T: Soul

L3
C2

Puzzle & Dragons Booster Pack

Bridal Symphony Draconic Songstress on Trumpet,

[C] All your other YELLOW or ::Dragon (KMD):: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your YELLOW or ::Dragon (KMD):: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Dragon (KMD) - Healer | PAD/S105-004 T: None

L0
C0

Bridal Symphony Draconic Songstress on Trumpet,

[C] All your other YELLOW or ::Dragon (KMD):: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your YELLOW or ::Dragon (KMD):: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Dragon (KMD) - Healer | PAD/S105-004S T: None

L0
C0

Soccer Club's Striker, Kio

[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 the LB.
[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 YELLOW or ::Dragon (KMD):: Chara in your WR and return it to your hand.

Dragon (KMD) - Attacker - Physical | PAD/S105-005 T: None

L0
C0

Soccer Club's Striker, Kio

[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 the LB.
[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 YELLOW or ::Dragon (KMD):: Chara in your WR and return it to your hand.

Dragon (KMD) - Attacker - Physical | PAD/S105-005S T: None

L0
C0

Supreme Kouryu Emperor, Fagan - Rai

[C] **CX COMBO** Your other "Super Reincarnated Ra Dragon" in all your Zones gain a Soul Trigger Icon.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Reveal the top card of your LB. If that card has at least 1 Soul Trigger Icon, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn. (Put revealed card back where it was)

Dragon (KMD) | PAD/S105-006 T: Soul

L2
C1

Supreme Kouryu Emperor, Fagan - Rai

[C] **CX COMBO** Your other "Super Reincarnated Ra Dragon" in all your Zones gain a Soul Trigger Icon.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Reveal the top card of your LB. If that card has at least 1 Soul Trigger Icon, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn. (Put revealed card back where it was)

Dragon (KMD) | PAD/S105-006S T: Soul

L2
C1

Great Witch of Fresh Snow, Reeche

[C] If the # of colors among Charas on your Stage is 4 or more, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Demon - Balance | PAD/S105-007 T: Soul

L3
C2

Great Witch of Fresh Snow, Reeche

[C] If the # of colors among Charas on your Stage is 4 or more, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Demon - Balance | PAD/S105-007S T: Soul

L3
C2

Incarnation of Kirin, Sakuya

[C] If you have 1 or fewer other Chara, this gains +1 Level and +2500 Pow.

God | PAD/S105-008 T: None

L0
C0

Holy Night Siblings, Castor & Pollux

[C] If this is in the Front Row Center Slot, this gains +1 Soul.
[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 YELLOW Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Machine - God | PAD/S105-009 T: None

L0
C0

Mellow Keyboardist, Mille

[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 Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Dragon (KMD) - Machine - God | PAD/S105-010 T: Soul

L1
C0

New Year's Dandy, Maeda Keiji

[C] During your turn, for each of your other YELLOW Charas, this gains +1000 Pow.
[A] [Return 2 Charas from your WR to the LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

God - Balance | PAD/S105-011 T: Soul

L1
C0

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

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

[A] When your Chara's Trigger check reveals a Climax card with a Choice Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

$$\frac{L1}{C1}$$

[C] During your turn, if the # of colors among Charas on your Stage is 4 or more, this gains +6000 Pow.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, if the # of colors among Charas on your Stage is 4 or more, draw up to 1 card.

$$\frac{L2}{C1}$$

(C) For each of your other "Sacred Flame Bride, Bride", this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Silverwing White Conqueror, Daytona" is in the CZ and you have 4 or more other YELLOW Charas, choose 1 of the following 2 effects and perform it. "Choose up to 1 YELLOW Chara in your WR and return it to yourhand, choose up to 1 YELLOW Chara in yourWR and put it in yourStock." "[2] may pay. If so, deal 1 Damage to yourOpp., and this gains +5000 Pow for the turn." (DC can occur)

$$\frac{L2}{C1}$$

[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.

[A] [Clock] **SHIFT Level 0**

LO
CO

[S] [(1) Put this in the WR] Choose up to 1 YELLOW Chara in your hand whose Level is less or equal to your Level and put it in the Slot this was in.

[S] [Put this in the WR] Choose 1 of your YELLOW Charas, and that Chara gains +1 Soul for the turn.

$$\frac{L0}{C0}$$

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [2]".

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

LO
CO

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

L1
C0

[C] During your turn, if you have 2 or more other YELLOW or ::God: Charas, this gains +2000 Pow.

[A] ([1] Rest 1 of your other Standing YELLOW or ::God: Charas) During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 YELLOW or ::God: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L1}{C0}$$

[A] [Discard 3 YELLOW cards from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose up to 3 of your Charas, and those Charas gain +2000 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of Opp.'s effects.

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

$$\frac{L1}{C1}$$

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain +1500 Pow for the turn.

[S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and return it to their hand.

$$\frac{L2}{C1}$$

[Counter] Choose 1 of your [Chara 002], and that Chara gains the following ability for hte turn. "[C] Chara Opposite this gets -3 Soul."

L3
C0

[Counter] Choose 1 of your [Chara 002], and that Chara gains the following ability for hte turn. "[C] Chara Opposite this gets -3 Soul."

L3
C0

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

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

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

PAD/S105-024 T: Choice

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

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

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

PAD/S105-025R T: Choice

Diamond & Gold & Green REMDra

[A] When this attacks, if there isn't another Chara in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.
[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 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dragon (KMD) - Machine | PAD/S105-026 T: None

L0
C0

Diamond & Gold & Green REMDra

[A] When this attacks, if there isn't another Chara in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.
[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 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Dragon (KMD) - Machine | PAD/S105-026SP T:

L0
C0

Alexander the Commander

[A] **CX COMBO** This ability activates up to once per turn. At the end of this card's attack, if "Mega Awoken Goddess of Pow, Kai" is in the CZ, choose 1 of the following 2 effects and perform it. "Choose up to 2 Charas in your WR and return them to your hand, choose up to 1 Level 1 or lower Charas in your WR and put it in your Stock, and this gains +1000 Pow until the next end of your Opp.'s turn."
[(1) Discard a card from your hand to the WR] If you have 2 or more other Charactres, may pay. If so, Stand this."

God - Balance | PAD/S105-027 T: Soul

L3
C2

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Alexander the Commander

[A] **CX COMBO** This ability activates up to once per turn. At the end of this card's attack, if "Mega Awoken Goddess of Pow, Kai" is in the CZ, choose 1 of the following 2 effects and perform it. "Choose up to 2 Charas in your WR and return them to your hand, choose up to 1 Level 1 or lower Charas in your WR and put it in your Stock, and this gains +1000 Pow until the next end of your Opp.'s turn."
[(1) Discard a card from your hand to the WR] If you have 2 or more other Charactres, may pay. If so, Stand this."

God - Balance | PAD/S105-027S T: Soul

L3
C2

Great Witch of the Forest Cloak, Aljae

[C] If you have 2 or more other Charas, this gains YELLOW.
[A] At the start of your Climax Phase, if the # of colors among Charas on your Stage is 4 or more, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Demon - Healer | PAD/S105-028 T: None

L0
C0

Great Witch of the Forest Cloak, Aljae

[C] If you have 2 or more other Charas, this gains YELLOW.
[A] At the start of your Climax Phase, if the # of colors among Charas on your Stage is 4 or more, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Demon - Healer | PAD/S105-028S T: None

L0
C0

Puzzle & Dragons Booster Pack

Solitary Peak Bride, Zela

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When "Drillspear Jade Conqueror, Nautilus" is placed in your CZ, if you have 2 or more other Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."
"[A] When this is Front Attacked, you may return this to your hand."

Demon - Attacker | PAD/S105-029 T: None

L1
C0

Solitary Peak Bride, Zela

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When "Drillspear Jade Conqueror, Nautilus" is placed in your CZ, if you have 2 or more other Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."
"[A] When this is Front Attacked, you may return this to your hand."

Demon - Attacker | PAD/S105-029S T: None

L1
C0

Hopeful Hunting Princess, Artemis

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if there is a Climax card with a Treasure Trigger Icon in your CZ, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger check twice during that attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

God - Attacker | PAD/S105-030 T: None

L1
C0

Hopeful Hunting Princess, Artemis

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if there is a Climax card with a Treasure Trigger Icon in your CZ, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger check twice during that attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

God - Attacker | PAD/S105-030S T: None

L1
C0

Florid Fairy Illusionary Artist, Atelie

[C] If you have 2 or more other Charas, this gains BLUE.
[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +X Pow. X = Level of that Chara.
[S] [(1) Rest this] If the # of colors among Charas on your Stage is 4 or more, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Balance | PAD/S105-031 T: Soul

L2
C1

Florid Fairy Illusionary Artist, Atelie

[C] If you have 2 or more other Charas, this gains BLUE.
[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +X Pow. X = Level of that Chara.
[S] [(1) Rest this] If the # of colors among Charas on your Stage is 4 or more, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Balance | PAD/S105-031S T: Soul

L2
C1

Watchful Grove Dragon Healer, Alynna

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Put up to 1 card from top of your Clock in the WR, and this gains +3000 Pow for the turn." "Your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock."

Healer - Dragon (KMD) | PAD/S105-032 T: Soul

L3
C2

Watchful Grove Dragon Healer, Alynna

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Put up to 1 card from top of your Clock in the WR, and this gains +3000 Pow for the turn." "Your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock."

Healer - Dragon (KMD) | PAD/S105-032S T: Soul

L3
C2

Bequeathing Ancient Dragon Knight - Rex

[C] **RECOLLECTION** If there are 2 or more "Raving Bassist, Roche" in your Memory, this gets -1 Level while in your hand.
[A] When this attacks, you may put the top card of your LB in the WR. If it's either a card with at least 1 Soul Trigger Icon or "Raving Bassist, Roche", deal 1 Damage to your Opp.. (DC can occur)
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may choose a ::Dragon (KMD):: Chara in your WR and put it in your Stock.

Dragon (KMD) - Machine - Balance | PAD/S105-033 T: Soul

L3
C2

Bequeathing Ancient Dragon Knight - Rex

[C] **RECOLLECTION** If there are 2 or more "Raving Bassist, Roche" in your Memory, this gets -1 Level while in your hand.
[A] When this attacks, you may put the top card of your LB in the WR. If it's either a card with at least 1 Soul Trigger Icon or "Raving Bassist, Roche", deal 1 Damage to your Opp.. (DC can occur)
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may choose a ::Dragon (KMD):: Chara in your WR and put it in your Stock.

Dragon (KMD) - Machine - Balance | PAD/S105-033S T: Soul

L3
C2

Holy Night Hell Demon, Scarlet

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.
[A] [(1)] Choose a GREEN Chara in your WR and put it on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 GREEN Charas, reveal them, put them in your hand, and put the rest in the WR.

Demon - Physical | PAD/S105-034 T: None

L0
C0

Homebound Class Monitor, Athena

[A] [Discard a Climax card 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, choose a Level 1 or higher Chara in your WR and return it to your hand.

God - Healer - Attacker | PAD/S105-035 T: None

L0
C0

North Loving Goddess, Meimei

[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1) Discard a card from your hand to the WR, put this in the WR] Choose up to 1 [Chara 027] in your hand and put it in the Slot this was in."

[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 Chara in your WR and return it to your hand.

God - Healer | PAD/S105-036 T: None

L0C0

Holy Feast Fairy Maid, Pattie

[A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.

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

Healer - Attacker | PAD/S105-037 T: Soul

L2C1

All Illuminating Bride, Rushana

[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[S] [Put this on the bottom of the LB] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara."

God - Balance | PAD/S105-038 T: Soul

L2C1

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Holy Festival's Hell Phantom Heiress, Romia

[C] During your turn, for each of your Opp.'s Back Row Charas, this gains +3000 Pow.

[A] [Discard 3 GREEN cards from your hand to the WR] When this attacks, may pay. If so, this gains +2500 Pow, +1 Soul, and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Demon - Physical - Attacker | PAD/S105-039 T: Soul

L2C1

Emerald Dragon

[S] [(1) Put this in the WR] Choose up to 1 GREEN Chara in your hand whose Level is less or equal to your Level and put it in the Slot this was in.

[S] [Put this in the WR] Choose 1 of your GREEN Charas, and that Chara gains +2000 Pow for the turn.

Enhance Material | PAD/S105-040 T: None

L0C0

Mystical Forest Pixie, Alraune

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

[A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1500 Pow for the turn.

Healer | PAD/S105-041 T: Soul

L1C1

Puzzle & Dragons Booster Pack

Woodsie

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

[A] [Clock] **SHIFT Level 0**

Balance | PAD/S105-042 T: None

L0C0

Sweet Tooth Phantom Dragon King, Zeroag Infinity

[A] [Return 2 ::Dragon (KMD):: Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s Front Row, and that Chara gets +1000 Pow for the turn.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Raving Bassist, Roche" in your WR and return it to your hand.

Dragon (KMD) - Demon | PAD/S105-043 T: None

L0C0

Old Castle Watchcat, Bastet

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[S] [(1) Put this in the WR] Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of those cards. (Climax cards are considered to be Level 0 for this effect)

God - Demon | PAD/S105-044 T: None

L1C0

Reincarnated Oichi

[C] During your turn, if you have 2 or more other GREEN or ::God:: Charas, this gains +2000 Pow.

[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a GREEN or ::God:: Chara in your WR and return it to your hand.

Attacker - Demon - God | PAD/S105-045 T: None

L1C0

Super Reincarnated Osiris

[C] During your turn, if you have 2 or more other ::God:: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 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 a ::God:: Chara in your WR and return it to your hand.

God - Physical - Demon | PAD/S105-046 T: None

L1C0

Raving Bassist, Roche

Put the top 4 cards of your LB in the WR, choose up to 1 Level X or lower ::Dragon (KMD):: Chara in your WR and return it to your hand. X = # of Soul Trigger Icons among those cards. Send this to Memory.

[A] **RECOLLECTION** [(1) Turn another face-up "Raving Bassist, Roche" and this in your Memory face-down] If this is in Memory, at the start of your Attack Phase, may pay. If so, look at up to 6 cards from top of your LB, choose 3 of them and put them in the WR, and put the rest on top of the LB in any order.

PAD/S105-047 T: None

L1C1

Mega Awoken Goddess of Power, Kali

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

PAD/S105-048 T: Treasure

Mega Awoken Goddess of Power, Kali

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

PAD/S105-048R T: Treasure

Drillspear Jade Conqueror, Nautilus

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

PAD/S105-049 T: Treasure

Drillspear Jade Conqueror, Nautilus

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

PAD/S105-049R T: Treasure

Head of the Ministry of Mystics, Mikage

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

PAD/S105-050 T: Treasure

Great Witch of the Lower Castle, Madoo

[C] If there are 5 or more cards in your hand, this gains +1500 Pow.

[A] At the start of your Opp.'s Attack Phase, you may either move this to an empty Front Row Center Slot or have this gain the following ability. "[A] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this."

Demon - Attacker | PAD/S105-051 T: None

L0C0

Great Witch of the Lower Castle, Madoo

[C] If there are 5 or more cards in your hand, this gains +1500 Pow.
[A] At the start of your Opp.'s Attack Phase, you may either move this to an empty Front Row Center Slot or have this gain the following ability. "[A] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this."

Demon - Attacker | PAD/S105-051SP T: None

L0
C0

Ra & Horus

[A] When this attacks, if you have 3 or more other Charas, this gains +2000 Pow for the turn.
[A] **CX COMBO** At the start of your Encore Step, if "Blazearn Scarlet Conqueror, Sea Wolf" is in the CZ and this is in the Front Row, choose 1 of the following 2 effects and perform it. "If the # of colors among Charas on your Stage is 4 or more and the Chara Opposite this is Reversed, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR." "Choose a Level 2 or higher Chara in your WR and return it to your hand."

God | PAD/S105-052 T: None

L1
C0

Ra & Horus

[A] When this attacks, if you have 3 or more other Charas, this gains +2000 Pow for the turn.
[A] **CX COMBO** At the start of your Encore Step, if "Blazearn Scarlet Conqueror, Sea Wolf" is in the CZ and this is in the Front Row, choose 1 of the following 2 effects and perform it. "If the # of colors among Charas on your Stage is 4 or more and the Chara Opposite this is Reversed, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR." "Choose a Level 2 or higher Chara in your WR and return it to your hand."

God | PAD/S105-052SP T: None

L1
C0

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Avenging Exorcist, Seina

[A] **CX COMBO** When "Head of the Ministry of Mystics, Mikage" is placed in your CZ, if you have 2 or more other :God:: Charas, look at up to 4 cards from the top of your LB and search for up to 1 :God:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Attacker - God | PAD/S105-053 T: None

L0
C0

Avenging Exorcist, Seina

[A] **CX COMBO** When "Head of the Ministry of Mystics, Mikage" is placed in your CZ, if you have 2 or more other :God:: Charas, look at up to 4 cards from the top of your LB and search for up to 1 :God:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Attacker - God | PAD/S105-053S T: None

L0
C0

Rival Dragonbounds, Rikuu & Distel

[C] During your turn, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the # of colors among Charas on your Stage is 4 or more, 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.

Dragon (KMD) - Balance | PAD/S105-054 T: None

L1
C0

Puzzle & Dragons Booster Pack

Rival Dragonbounds, Rikuu & Distel

[C] During your turn, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the # of colors among Charas on your Stage is 4 or more, 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.

Dragon (KMD) - Balance | PAD/S105-054S T: None

L1
C0

Great Witch of the Dream Beasts, Remu

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Super Reincarnated Shiva Dragon" from your CZ in the WR] At the start of your Attack Phase, if this is in the Front Row and there are 5 or fewer cards in your hand, may pay. If so, choose 1 of your other Charas and Stand it.

Balance - Demon | PAD/S105-055 T: None

L1
C1

Great Witch of the Dream Beasts, Remu

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Super Reincarnated Shiva Dragon" from your CZ in the WR] At the start of your Attack Phase, if this is in the Front Row and there are 5 or fewer cards in your hand, may pay. If so, choose 1 of your other Charas and Stand it.

Balance - Demon | PAD/S105-055S T: None

L1
C1

Mega Awoken Primordial Divinity, Kamimusubi

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, if you have 3 or more other :God:: Charas and there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.

God - Healer | PAD/S105-056 T: Soul

L2
C1

Mega Awoken Primordial Divinity, Kamimusubi

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, if you have 3 or more other :God:: Charas and there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.

God - Healer | PAD/S105-056S T: Soul

L2
C1

Holy Night Greeter, Gremory

[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.
[A] [(3)] When this attacks, may pay. If so, choose 1 of your other Charas, and that Chara gains 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)

Demon - God - Balance | PAD/S105-057 T: Soul

L3
C2

Holy Night Greeter, Gremory

[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.
[A] [(3)] When this attacks, may pay. If so, choose 1 of your other Charas, and that Chara gains 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)

Demon - God - Balance | PAD/S105-057S T: Soul

L3
C2

Water Shrine Beast Princess, Ruka & Mitsuki

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
[A] **CX COMBO EXPERIENCE** [Put a "Flaming Wonderbloom Empress, Echidna-Sara" from your CZ in the WR] At the start of your Attack Phase, if there is a [Chara 058] in your Level Zone, may pay. If so, Stand this, and your Opp. puts the top 10 cards of their LB in the WR.
[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Healer | PAD/S105-058 T: Soul

L3
C2

Water Shrine Beast Princess, Ruka & Mitsuki

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
[A] **CX COMBO EXPERIENCE** [Put a "Flaming Wonderbloom Empress, Echidna-Sara" from your CZ in the WR] At the start of your Attack Phase, if there is a [Chara 058] in your Level Zone, may pay. If so, Stand this, and your Opp. puts the top 10 cards of their LB in the WR.
[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Healer | PAD/S105-058S T: Soul

L3
C2

Daylight Suzaku Princess, Leilan

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] [(1)] 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 Climax card in your WR and return it to your hand.

God - Dragon (KMD) | PAD/S105-059 T: None

L0
C0

Daylight Suzaku Princess, Leilan

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is a Climax card among them, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Dragon (KMD) - Attacker - Healer | PAD/S105-060 T: None

L1
C0

Masquerade Vampire Princess, Inahime

[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.
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.

God - Demon - Attacker | PAD/S105-061 T: None

L1
C0

[C] If the # of colors among Charas on your Stage is 4 or more, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[A] When this attacks, if there's a Climax card in your CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put the revealed card back where it was)

L1
C0

[C] **ASSIST** All your RED Charas in front of this gain +1500 Pow.

[S] [Put this on bottom of the LB] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

L2
C1

[C] If your Opp. has a Level 3 or higher Chāra, this gets -1 Level while in your hand.

[A] At the start of your Attack Phase, if this is in the Front Row, you may choose 1 of your Opp.'s Level 1 or higher Chāras. If so, your Opp. chooses a Level X or lower Chāra in their WR and Swaps the chosen Chāras. $X = \text{Level of the Chāra you chose} - 3$.

[A] [Choose 3 or fewer cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp. twice. (DC can occur).

L3
C2

[S] ([1]) Put this in the WR] Choose up to 1 RED Chara in your hand whose Level is less or equal to your Level and put it in the Slot this was in.
[S] [Put this in the WR] Choose 1 of your RED Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Level 1 or lower Chara in your Opp.'s Front Row and put it in the WR."

$$\frac{L0}{C0}$$

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 card and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

LO
CO

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.

[A] ([1] Return this to your hand) When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a RED Chara in your WR and return it to your hand."

LO
CO

[S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

$$\frac{L0}{C0}$$

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Spring Orchid Virtue, Xiang Mei" in your WR and return it to your hand.

[A] [Clock] **SHIFT Level 0**

LO
CO

[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]

L2
C1

[C] EXPERIENCE If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +3500 Pow and the following 2 abilities. "[A] During your turn, when the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

$$\frac{L2}{C2}$$

[Counter] If you don't have a RED Chara, you cannot play this from hand. You may put the top card of your Clock in the WR. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

[A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] If this is in Memory, at the start of your MP, may pay. If so, return this to your hand.

L3
C1

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

1-

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

—

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

1-

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

1-

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

—

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

1-

[A] When your Climax card is placed in the CZ, you may choose 1 of your Charas without Markers and put this face-up under that Chara as Marker. If so, that Chara 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."
 [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 Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

Carat & Silk & Cameo

[A] When your Climax card is placed in the CZ, you may choose 1 of your Charas without Markers and put this face-up under that Chara as Marker. If so, that Chara 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."
[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 Chara in your WR and return it to your hand.

Attacker - Healer | PAD/S105-076SP T: None

L0
C0

Cooling Draconic Songstress on Koto, Minaka

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Floating Draconic Songstress on Euphonium, Mariel" is in the CZ and you have 3 or more other Charas, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 2 or higher, put up to 1 card from the bottom of your LB in your Stock. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Healer - Dragon (KMD) | PAD/S105-077 T: Soul

L1
C0

Cooling Draconic Songstress on Koto, Minaka

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Floating Draconic Songstress on Euphonium, Mariel" is in the CZ and you have 3 or more other Charas, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 2 or higher, put up to 1 card from the bottom of your LB in your Stock. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Healer - Dragon (KMD) | PAD/S105-077S T: Soul

L1
C0

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Fallen Angel Lucifer & Seraph Lucifer

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

God - Demon | PAD/S105-078 T: Soul

L3
C2

Fallen Angel Lucifer & Seraph Lucifer

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

God - Demon | PAD/S105-078SP T: Soul

L3
C2

Poised Guitarist, Sonia Clea

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If the revealed card has at least 1 Soul Trigger Icon, this gains +2000 Pow for the turn. X = Level of the card revealed this way. limax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dragon (KMD) - Physical - Machine | PAD/S105-079 T: None

L0
C0

Puzzle & Dragons Booster Pack

Poised Guitarist, Sonia Clea

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If the revealed card has at least 1 Soul Trigger Icon, this gains +2000 Pow for the turn. X = Level of the card revealed this way. limax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Dragon (KMD) - Physical - Machine | PAD/S105-079S T: None

L0
C0

Darkstar Goddess of Bliss, Uruka

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

God - Dragon (KMD) | PAD/S105-080 T: None

L0
C0

Darkstar Goddess of Bliss, Uruka

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

God - Dragon (KMD) | PAD/S105-080S T: None

L0
C0

Club Manager, Qilin

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other BLUE Charas.
[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 BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Physical - Attacker | PAD/S105-081 T: None

L1
C0

Club Manager, Qilin

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other BLUE Charas.
[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 BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Physical - Attacker | PAD/S105-081S T: None

L1
C0

Harmonic Tempresses of the Night Sea, Siren & Lilith

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow and +1 Soul.
[A] **CX COMBO** This ability activates up to once per turn. When Damage dealt by this is Cancelled, if "Greatsword Cobalt Conqueror, Royal Oak" is in your CZ and you have 3 or more other Charas, put up to 1 card from top of your Clock in the WR, choose up to 1 Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Healer - Demon | PAD/S105-082 T: Soul

L2
C1

Harmonic Tempresses of the Night Sea, Siren & Lilith

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow and +1 Soul.
[A] **CX COMBO** This ability activates up to once per turn. When Damage dealt by this is Cancelled, if "Greatsword Cobalt Conqueror, Royal Oak" is in your CZ and you have 3 or more other Charas, put up to 1 card from top of your Clock in the WR, choose up to 1 Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Healer - Demon | PAD/S105-082S T: Soul

L2
C1

Great Witch of the Beach, Veroah

[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] **CX COMBO** [Discard 3 BLUE cards from your hand to the WR] When "Thousand-Armed Dragon, Senkyo" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Demon - Balance | PAD/S105-083 T: Soul

L3
C2

Great Witch of the Beach, Veroah

[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] **CX COMBO** [Discard 3 BLUE cards from your hand to the WR] When "Thousand-Armed Dragon, Senkyo" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Demon - Balance | PAD/S105-083S T: Soul

L3
C2

Dancing Seiryuu Princess, Karin

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.
[S] **BRAINSTORM** [(1) Rest this] If the # of colors among Charas on your Stage is 4 or more, flip over the top 5 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, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

God - Dragon (KMD) | PAD/S105-084 T: None

L0
C0

Ice Knife Bride, Yuri

[A] At the start of your Climax Phase, choose 1 of your BLUE or ::God:: Charas, and that Chara gains +1000 Pow for the turn.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Healer - God | PAD/S105-085 T: None

L0
C0

Summer Vacation's Promise, Barbara & Julie

[A] [(1) Discard a card from your hand to WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Dragon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Dragon (KMD) - Machine | PAD/S105-086 T: None

L0
C0

Watcher of Paradise, Metatron

[A] [(1) Discard a 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 and return it to your hand.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

God - Healer - Physical | PAD/S105-087 T: None

L0
C0

Plundering Pirate Dragon, Blackbeard

[A] When this attacks, choose 1 of your other BLUE or ::Dragon (KMD):: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other BLUE or ::Dragon (KMD):: Charas.
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] When the Trigger Check of this reveals a Climax card with a Gate Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR."

Dragon (KMD) - Demon - Attacker | PAD/S105-088 T: None

L1
C0

Yin and Yang Dragon of Rivalry, Ryuunsai

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their 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.

Dragon (KMD) | PAD/S105-089 T: Soul

L2
C1

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Blue Pirate Dragon, Awilda

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Opp.'s Charas.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Dragon (KMD) | PAD/S105-090 T: Soul

L2
C1

Sapphire Dragon

[S] [(1) Put this in the WR] Choose up to 1 BLUE Chara in your hand whose Level is less or equal to your Level and put it in the Slot this was in.
[S] [Put this in the WR] Choose 1 of your BLUE Charas, and that Chara gains the following ability for the turn. "[C] This may Side Attack without Soul Penalty."

Enhance Material | PAD/S105-091 T: None

L0
C0

Baddie

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Dark Gleam Divine Queen, Hera" in your WR and return it to your hand.
[A] [Clock] **SHIFT Level 0**

Balance | PAD/S105-092 T: None

L0
C0

Puzzle & Dragons Booster Pack

Drawn Joker

[C] For each of your Opp.'s Back Row Charas, this gains +2000 Pow.
[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Choose a Chara in your WR and return it to your hand.

Dragon (KMD) - Demon | PAD/S105-093 T: None

L1
C0

Wicked Lady

[C] If there is a Climax card with a Gate Trigger Icon in your CZ, this card gains [Gate Trigger] Trigger Icon while in any Zone.
[C] **ASSIST** All your BLUE Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card with a Gate Trigger Icon is placed in the CZ, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Demon | PAD/S105-094 T: Soul

L1
C1

Super Reincarnated Nut

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When your Chara's Trigger check reveals a Climax card, look at up to 2 cards from top of your LB, put them on top of the LB in any order, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

God - Physical - Attacker | PAD/S105-095 T: Soul

L2
C1

Sea Deity Neptune

[C] If you have 4 or more BLUE or ::God:: Charas, this gets -1 Level while in your hand.
[A] During your turn, when your Opp. uses an Event or **BACKUP**, if this is in the Front Row, your Opp. puts the top card of their Stock in the WR.
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use [A] **ENCORE**' for the turn." (This includes "[A] **ENCORE** [(3)] provided by rules")

God | PAD/S105-096 T: Soul

L3
C2

Dark Gleam Divine Queen, Hera

Send this to Memory.
Reveal the top card of your LB. If it's a BLUE Chara or an Event, put it in your hand. (Otherwise put it back where it was)
[A] **RECOLLECTION** [(2) Put 2 other "Dark Gleam Divine Queen, Hera" and this from your Memory in the WR] If this is in Memory, at the start of your Encore Step, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

PAD/S105-097 T: None

L1
C1

Floating Draconic Songstress on Euphonium, Mariel

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

PAD/S105-098 T: Soul Gate

Floating Draconic Songstress on Euphonium, Mariel

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

PAD/S105-098R T: Soul Gate

Greatsword Cobalt Conqueror, Royal Oak

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

PAD/S105-099 T: Soul Gate

Greatsword Cobalt Conqueror, Royal Oak

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

PAD/S105-099R T: Soul Gate

Thousand-Armed Dragon, Senkyo

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

PAD/S105-100 T: Soul Gate