

Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P038	Claudette 2P Colour	Stance of Readiness	If no characters are present in Claudette 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P039	Melona 2P Colour	Stance of Readiness	If no characters are present in Melona 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P040	Echidna 2P Colour	Stance of Readiness	If no characters are present in Echidna 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P041	Elina 2P Colour	Stance of Readiness	If no characters are present in Elina 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P042	Menace 2P Colour	Stance of Readiness	If no characters are present in Menace 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P043	Ymir 2P Colour	Stance of Readiness	If no characters are present in Ymir 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P044	Alleyne 2P Colour	Stance of Readiness	If no characters are present in Alleyne 2P's range, she can only receive damage when attacking.	★★★	3				-	10
P045	Shizuka 2P Colour	Counterattack	When Shizuka is in play, Shizuka 2P gains +10 attack and +10 defence.	★★★	4				30	10
P046	Nyx 2P Colour	Counterattack	When Nyx is in play, Nyx 2P gains +10 attack and +10 defence.	★★★	4				20	20
P047	Nanael 2P Colour	Stance of Readiness	When Nanael is in play, Nanael 2P can only receive damage when attacking.	★★★	3				-	10
P048	Anarista 2P Colour	Stance of Readiness	When Anarista is in play, Anarista 2P can only receive damage when attacking.	★★★	3				-	10
P049	Alleyne	Tree of Spirits		★★★	5	-			10	10
P050	Airi	Appear from the Sky		★★★	5	-			10	10
472	Anarista	Scorpion Stinger	When a character that blocks Anarista that is at short range, if their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina card and they are activated.	★★★★	1			Short	40	10
473		Giant Swing	A①: Choose an opponents character that is active, then choose an opponents character that has less defence than the first character and discard 1 stamina from them.	★★★	3				-	20
474		Twin Noose	When attacking with Anarista, you can also attack with Menace at the same time. If you do, both must be blocked by the same character, Anarista's damage is dealt first.	★★★	2				50	20
475		Chokehold	When played, choose an opponents character at short range and discard 1 stamina from them. If they have no stamina, discard the characters active stamina card.	★★★	3			Short	-	20
476		Unbreakable Spirit	When played, deactivate Anarista. The number of cards in your damage area x10 is added to Anarista's attack.	★★★	1				20	20
477		Head Kick	When blocked, activate the blocking character if they have less stamina than Anarista. If activated, the character does not deactivate during your opponents next active phase.	★★★	3			Short	30	10
478		Drop Kick	When played, activate Anarista. Choose an opponents character at short range and activate them.	★★★	4			Short	30	10
479		Elbow		★★	3			Short	60	30
480		Low Tackle	When played, deactivate Anarista and move her to short range.	★★	3				30	20
481		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★★	1				-	20
482		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
483		Back Attack	When played, draw 1 card.	★★	3				-	20
484		Horizontal Chop		★★	4			Short	30	10
485		Turned Around	When played, activate Anarista and draw 1 card.	★★	3				-	20
486		Indulgence	Menace gains +20 attack.	★★	4			Long	-	10
487		Evade		★	2				10	30
488		Stance of Readiness	Deactivate Anarista when played.	★	3				20	20
489		Injured Leg		★	3				-	10
490		Fist		★	4			Short	30	10
491		Injured Arm		★	4				10	20
492		Off Balance		★	5	-			10	10

493	Aldra	Release	Deactivate Aldra when played. At the end of your turn discard 1 stamina from Aldra. Aldra's attack is 90.	★★★	1				90	20
494		Trample	If Aldra is blocked, you may activate one of your characters to deactivate Aldra after the battle.	★★★	2				30	20
495		Demon Blade	When a character blocks Aldra, if their active stamina card is destroyed, the remaining damage is dealt to all of your opponents characters at the same range.	★★★★	2				40	10
496		Evil Eye	When played, activate all opponents characters that have no stamina. These character do not deactivate during your opponents next active phase.	★★★	5				-	20
497		Jewel Flash	AⓈ: All characters that have no attack power are activated.	★★★	3				-	20
498		Bewildering Kiss	When played, choose an opponents active character at short range. Deal damage to that character equal to their attack.	★★★	3			Short	-	20
499		Secret Blade	If your attack deals damage to your opponents life, your opponent must discard 1 card.	★★★	4				20	20
500		Charge	When played, deactivate Aldra and move her to short range.	★★	3				40	10
501		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★★	1				-	20
502		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
503		Jump Away	When played, deactivate Aldra and move her to long range.	★★	2				-	20
504		Back Attack	When played, draw 1 card.	★★	3				-	20
505		Heal Wounds	When played, move Aldra to long range and reveal 1 card from the top of your deck. If the card is Aldra, add it as stamina, if not, discard the card.	★★	4				-	10
506		Kick	When Aldra is at short range, activate any character that blocks her.	★★	4				30	10
507		Low Swing		★	3				50	10
508		Stance of Readiness	Deactivate Aldra when played.	★	3				20	20
509		Chop		★	4				30	10
510		Duck	Aldra can only receive damage when attacking.	★	5				-	10
511		Retrieve Weapon	②: Return one card from Aldra's stamina to your hand.	★	5				-	10
512	Airi	Soul Hunt	When Airi attacks, you can discard X stamina. Any character that has less than X stamina can not block Airi.	★★★★	1				40	20
513		Elegant Meal	When played, reveal 3 card from the top of your deck. If the cards are of Airi or Melona, add them to their stamina, if not, discard the cards.	★★★	2				-	10
514		Hidden Might	When becoming the active stamina due to damage, activate all of your opponents characters that have no stamina.	★★★	1				-	20
515		Low Parry	Deactivate Airi when played.	★★	2				-	20
516		Drop Weapon	When played, you can reveal another stamina card for Airi and play it at no cost.	★★	4				-	10
517		Turned Around	When played, activate Airi and draw 1 card.	★★	3				-	20
518		Broken Weapon	When becoming the active stamina due to damage, discard 1 card from your hand.	★	3				-	20
519	Alleyne	Parrying Lesson	When becoming the active stamina due to damage, your opponents turn is paused. Deactivate Alleyne, you may attack with her at this time. Your opponents turn is then resumed.	★★★	2				30	10
520		Drop of Spirits	A①: Choose a character other than Alleyne and deactivate them.	★★★	1				-	30
521		High Ground	Deactivate Alleyne when played.	★★	3				-	10
522		Retrieve Weapon	②: Return one card from Alleyne's stamina to your hand.	★	5				-	10
523	Risty	Battle of Gluttony	When played, if you have Elina in play, deactivate Elina and Risty. Compare Elina and Risty's stamina and discard 1 stamina from the one that has the most stamina.	★★★	2				30	20
524		Drop Weapon	When played, you can reveal another stamina card for Risty and play it at no cost.	★★	4				-	10
525		Evade		★	4				10	20
526		Intercept	At the end of your turn you may discard 1 of Risty's stamina to deactivate her.	★	4				30	10
527		Duck	This card is not affected by your opponents abilities that require it to activate.	★	4				-	30
528		Knocked Off Balance		★	5				10	10

529	Ymir	War Hammer	When played, choose an opponents character that is active and discard 1 stamina from them.	★★★★	2			Short	50	10
530		Provoke	When played, all opponents characters that have a higher attack than Ymir are moved to short range.	★★★	4				10	10
531		Broken Weapon	When played, your life is reduced to 1.	★★★	3				-	10
532		High Parry	When blocking, if Ymir has more stamina than the character she blocks, Ymir gains +30 defence.	★★	3				-	20
533		Drop Weapon	When played, you can reveal another stamina card for Ymir and play it at no cost.	★★	4				-	10
534		Duck	This card is not affected by your opponents abilities that require it to activate.	★	4				-	30
535		Unsteady Guard		★	5	-			10	10
536	Cattleya	Chop	When a character blocks Cattleya, if their active stamina card is destroyed and they have no stamina, the remaining damage is dealt to your opponents life.	★★★	3			Short	60	10
537		Protect	Your characters that have stamina can only receive damage when attacking.	★★★	3				-	20
538		Javelin Pierce	AⓈ: Choose an opponents character at long range and deal 10 damage to them.	★★	4				30	10
539		Turned Around	When played, activate Cattleya and draw 1 card.	★★	4				-	10
540		Side Swing		★	4				50	10
541		Intercept	At the end of your turn you may discard 1 of Cattleya's stamina to deactivate her.	★	4				30	10
542	Nanael	Flying Parry	When playing this card you may place it either as stamina or as the active stamina card. When becoming the active stamina due to damage, move the active stamina of the character that damaged Nanael into their stamina pile.	★★★	3				-	20
543		False Prayer	When played, you can choose 1 of Melpha's Prayer stamina from your discard pile and place it in your hand.	★★★	3				-	20
544		Landing	If this card is your life card at the beginning of the game, your opponent takes the first turn.	★★	5				-	10
545		Turned Around	When played, activate Nanael and draw 1 card.	★★	3				-	20
546		Evade		★	2				10	30
547		Injured Wing	When played, move Nanael to short range.	★	4				-	10
548	Nyx	Phoenix	A②: Deal 100 damage to an opponents character.	★★★★	3				30	20
549		Drop Weapon	When played, you can reveal another stamina card for Nyx and play it at no cost.	★★	4				-	10
550		Turned Around	When played, activate Nyx and draw 1 card.	★★	3				-	20
551		Chop		★	3				40	20
552		Kick	When Nyx is at short range, activate any character that blocks her.	★	5				20	20
553		Duck	Nyx can only receive damage when attacking.	★	4				-	10
554		Intercept	At the end of your turn you may discard 1 of Nyx's stamina to deactivate her.	★	4				30	10
555		Hypnotic Enslavement	When played, all characters that have no stamina are activated.	★★★★	1				-	20
556	Menace	Spinning Kick	AⓈ: Choose an opponents character at short range that has less stamina than Menace and activate them.	★★★	4			Short	30	10
557		Drop Weapon	When played, you can reveal another stamina card for Menace and play it at no cost.	★★	4				-	10
558		Turned Around	When played, activate Menace and draw 1 card.	★★	3				-	20
559		Parry		★	2				10	30
560		Swing		★	4				20	20
561		Unsteady Guard		★	5	-			10	10
562		Prayer: Mystery	When any player is required to draw a card from an ability, the other player may also draw a card.	★★★	5				-	10
563	Melpha	Friendship	At the end of your turn if Nanael is active, deactivate her.	★★★	3				-	20
564		Drop Weapon	When played, you can reveal another stamina card for Melpha and play it at no cost.	★★	4				-	10
565		Prayer: Destruction of Evil	AⓈ: Deal 10 damage to all characters other than Melpha.	★★	5				-	20
566		Parry	When playing this card you may place it either as stamina or as the active stamina card.	★	2				-	30
567		Squat	When playing this card you may place it either as stamina or as the active stamina card. Melpha can only receive damage when attacking.	★	4				10	10