

# QUEEN'S BLADE



千変の刺客

Melona

the Protean Assassin

LOST  
Worlds



3

**Melona** Knockdown

When becoming the active stamina due to damage, reveal your hand to your opponent.

Illustration: F.S.

P020



20

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3

**Melona 2P** Stance of Readiness

If no characters are present in Melona 2P's range, she can only receive damage when attacking.

Illustration: F.S.

P039



10

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2

**Melona** Massive Absorption

When Melona is blocked, if the blocking character discards their active stamina, Melona is deactivated.

Illustration: いるまかみり

292



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1

**Melona** Transformation

When playing other stamina for Melona, you may choose to ignore its ability requirements.

Illustration: F.S.

293



30

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3

**Melona** Dragon Kick

When played, activate Melona and move her to short range. Activate any character that has less stamina than Melona.

Illustration: F.S.

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5

**Melona** Acid Spray

⊗: Choose an opponents character and deal ⊗ × 10 damage to them.

Illustration: F.S.

295



20

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1

**Melona** Regeneration

When played, reveal 2 cards from the top of your deck. If any of the cards are of Melona, place them at the bottom of her stamina pile, if not, discard them.

Illustration: F.S.

296



20

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3

**Melona** Dagger Throw

When played, discard 1 of Melona's stamina and deal 20 damage to an opponents character.

Illustration: F.S.

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4

**Melona** Hammer Blow

Any character that blocks Melona and has less stamina than her is activated.

Illustration: F.S.

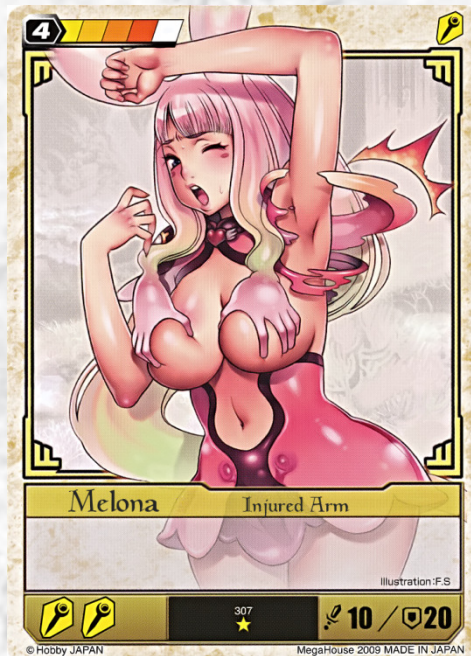
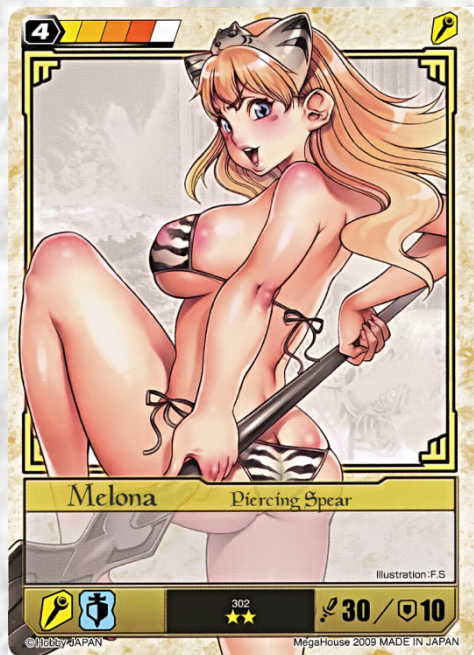
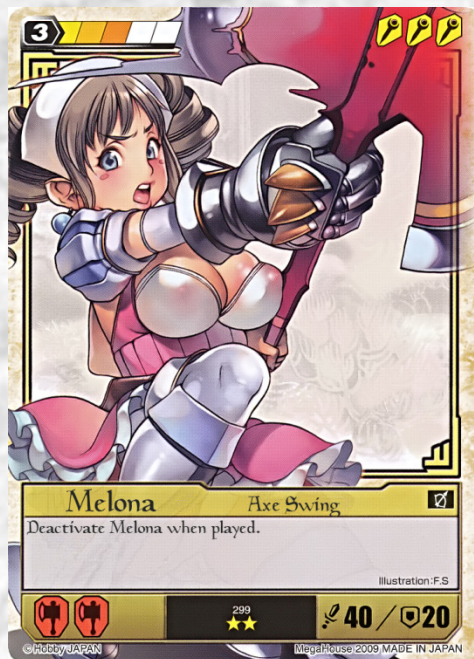
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3

Melona Evade

Illustration: F.S.

308 ★ — / 30

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4

Melona Duck

Melona can only receive damage when attacking.

Illustration: F.S.

309 ★ — / 10

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5

Melona Stance of Readiness

Deactivate this card when played.

Illustration: F.S.

310 ★ 10 / 20

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4

Melona Back Attack

When played, draw 1 card.

Illustration: F.S.

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5

Melona Off Balance

Illustration: F.S.

312 ★ — / 10

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4

Melona Jump

When played, move Melona to any range.

Illustration: F.S.

313 ★ — / 20

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1

Melona Acid Burst

When played, choose an opponents character at short range and deal  $X \times 10$  damage to them, where  $X$  is equal to the number of Melona's stamina. If their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina cards until completely absorbed.

Illustration: F.S.

465 ★★★★★ — / 30

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2

Melona Lost Weapon

When becoming the active stamina due to damage, choose 1 of Melona's stamina and place it as her active stamina.

Illustration: F.S.

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3

Melona Shield Block

When blocking, if Melona has stamina she gains +30 defence.

Illustration: F.S.

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5



**Melona** Turned Back

If this card is your life card at the beginning of the game, your opponent takes the first turn. ♣: Until the end of the turn this card produces one additional ability of your choice. Illustration: F.S.

468 ★★ ♣ — / ♠ 10

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4



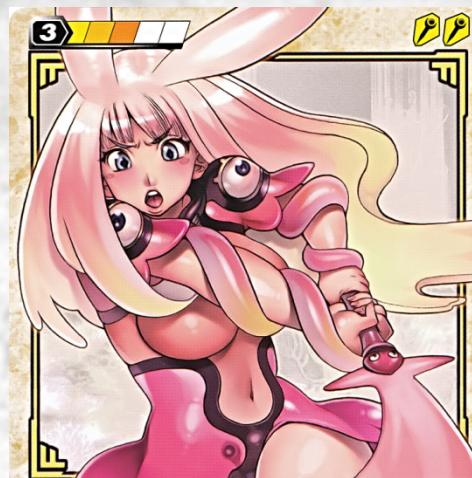
**Melona** Card Toss

When played, discard 1 stamina from Melona and deal 10 damage to all of your opponents characters at short range. Illustration: F.S.

469 ★ ♣ — / ♠ 10

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3



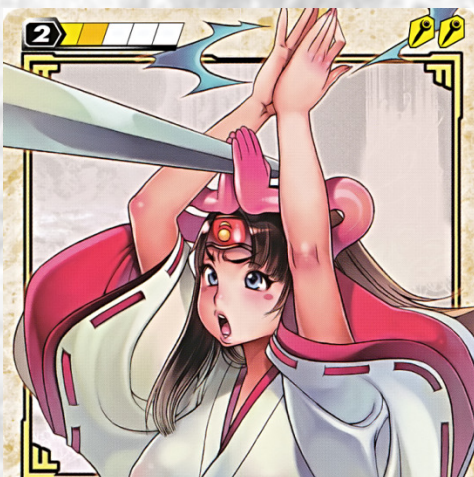
**Melona** Sword Swing

Illustration: F.S.

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2



**Melona** Parry

Illustration: F.S.

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1




**Melona** Hip Attack

When a characters blocks Melona and has less stamina than her and discards a stamina card, activate all of your opponents characters that are in the same range. Illustration: F.S.

651 ★★ ♣ 30 / ♠ 40

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4



**Melona** Rest

When played, draw 2 cards from the top of your deck. If 1 of the cards is Melona's stamina, place it in your hand and discard the other. Illustration: F.S.

652 ★ ♣ — / ♠ 10

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4



**Melona** Bye Bye

When becoming the active stamina due to damage, choose an opponents character and return their active stamina to your opponents hand. Illustration: F.S.

653 ★ ♣ — / ♠ 10

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5



**Melona** Appear

えへ  
ボクはオミだ  
えへ  
ベックリした？

This card does not count towards the maximum number of cards played for a character per turn. Illustration: F.S.

654 ★ ♣ 30 / ♠ 10

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2



**Melona** Morph: Nowa

Illustration: F.S.

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