

# クイーンズブレイド

# 古代の女王

## QUEEN'S BLADE

### LOST Worlds

character created by  
F.S

対戦型ビジュアルブック  
ロストワールド





3

**Menace** Knockdown

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

Illustration: F.S.

P011 ★★

— / 20

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4

**Menace** Anticipating Gaze

When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.

Illustration: F.S.

P015 ★★

— / 10

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2

**Menace** Skim Along Body

When becoming the active stamina due to damage, draw 1 card.

Illustration: F.S.

P032 ★★

— / 20

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3

**Menace 2P** Stance of Readiness

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

Illustration: F.S.

P042 ★★

— / 10

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4

**Menace** Ancient Princess

This card does not count towards the maximum number of cards played for a character per turn. Melona gains +10 attack.

Illustration: F.S.

P059 ★★

— / 10

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1

**Menace** hidden Might

When becoming the active stamina due to damage, deactivate Menace.

Illustration: F.S.

185 ★★

50 / 30

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2

**Menace** Shout!

When played, all characters at short range other than Menace are activated.

Illustration: 香合い

186 ★★

— / 20

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1

**Menace** Tangled Bandages

When played, all characters other than Menace discard 1 stamina.

Illustration: あさしいちこ

187 ★★

— / 30

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4

**Menace** Radiant Pyramid

When played, deactivate this card. Any character that blocks this card is activated.

Illustration: F.S.

188 ★★

50 / 10

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2

**Menace** Cursed Punch

When Menace is at short range, characters that block her must discard 1 stamina.

Illustration: F.S.

189 ★★★ 30 / 20

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5

**Menace** Royal headbutt

Characters that block this card and discard their active stamina must discard 2 additional stamina and Menace discards 1 stamina.

Illustration: F.S.

190 ★★★ 40 / 20

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2

**Menace** Jump Away

When played, deactivate Menace and move her to long range.

Illustration: F.S.

191 ★★ 20 / 20

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5

**Menace** Cursed Bandage

Any character that blocks Menace is activated unless they discard 1 stamina.

Illustration: F.S.

192 ★★ 30 / 20

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2

**Menace** Injured Body

When becoming the active stamina due to damage, draw 1 card.

Illustration: F.S.

193 ★★ — / 20

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5

**Menace** Charge

When played, deactivate this card and move it to short range.

Illustration: F.S.

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5

**Menace** Chop

Illustration: F.S.

195 ★ 50 / 20

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5

**Menace** Retrieve Weapon

②: Return one card from Menace's stamina to your hand.

Illustration: F.S.

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3

**Menace** Injured Leg

Illustration: F.S.

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4

Menace Injured Arm

Illustration: F.S.

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3

Menace Evade

Illustration: F.S.

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5

Menace Pierce

Illustration: F.S.

200 ★ 30 / 20

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5

Menace Stance of Readiness

Deactivate this card when played.

Illustration: F.S.

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4

Menace Back Attack

When played, draw 1 card.

Illustration: F.S.

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5

Menace Off Balance

Illustration: F.S.

203 ★ — / 10

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4

Menace Jump

When played, move Menace to any range.

Illustration: F.S.

204 ★ 10 / 10

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3

Menace Scream

When becoming the active stamina due to damage, deal 10 damage to all characters at short range and deactivate this card.

Illustration: 同享

354 ★ — / 30

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5

Menace Curse

Deactivate this card when played. When Menace is at short range, characters that block this card discard 1 stamina.

Illustration: F.S.

355 ★ 20 / 10

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1

**Menace** Head Blow

When becoming the active stamina due to damage, discard 1 card and draw 1 card.

Illustration: F.S.

356 ★

10/20

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4

**Menace** Duck

Menace can only receive damage when attacking.

Illustration: F.S.

357 ★

10

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1

**Menace** Hypnotic Enslavement

When played, all characters that have no stamina are activated.

Illustration: F.S.

555 ★★★★★

20

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4

**Menace** Spinning Kick

☞: Choose an opponents character at short range that has less stamina than Menace and activate them.

Illustration: F.S.

556 ★★★★★

30/10

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4

**Menace** Drop Weapon

When played, you can reveal another stamina card for Menace and play it at no cost.

Illustration: F.S.

557 ★★

10

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3

**Menace** Turned Around

When played, activate Menace and draw 1 card.

Illustration: F.S.

558 ★★

20

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2

**Menace** Parry

Illustration: F.S.

559 ★

10/30

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4

**Menace** Swing

Illustration: F.S.

560 ★

20/20

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5

**Menace** Unsteady Guard

Illustration: F.S.

561 ★

10/10

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3



**Menace** Full Swing

When Menace attacks, choose an opponents character at short range and return their active stamina to your opponents hand.

Illustration: F.S.

642 ★★ 50 / 30

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3



**Menace** Cursed Touch

When Menace is at the same range as your character that must discard a stamina due to an opponents ability, choose an opponents character and they must also discard 1 stamina.

Illustration: F.S.

643 ★★ — / 10

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1



**Menace** Setra's Friendship

This card does not count towards the maximum number of cards played for a character per turn. Deactivate Menace when played.

Illustration: F.S.

644 ★★ — / 30

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4



**Menace** Rest

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

Illustration: F.S.

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5



**Menace** Appear

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

Illustration: F.S.

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