

Combat Card

Not Transferable

Bufula

3

Deals elemental Ice damage.

Too Late

Combat Card

Not Transferable

Twin Cut

3

Deals physical damage.

Too Late

Combat Card

Not Transferable

Bufudyne

4

Deals elemental Ice damage.

Too Late

Combat Card

Not Transferable

Rejuvenate

\*

One target gets back one card they already played to reuse.

Too Late

Combat Card

Not Transferable

Mabufu

1

Attacks any number of targets. Deals elemental Ice damage.

Too Late

Combat Card

Not Transferable

Mabufula

2

Attacks any number of targets. Deals elemental Ice damage.

Too Late

Combat Card

Not Transferable

Bufu

2

Deals elemental Ice damage.

Too Late

Combat Card

Not Transferable

Twisting Curse

\*

Choose a target; their next attack can only have a single target.

Too Late

Combat Card

Not Transferable

Glacial Blast

5

Deals elemental Ice damage.

Too Late

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Starting Card  
(see other side)

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Starting Card  
(see other side)

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Experience Card  
(see other side)

Too Late

Ayumu  
Starting Card  
(see other side)

Combat CardNot Transferable

Niflheim

5

Attacks any number of targets. Deals elemental Ice damage.

Too Late

Combat CardNot Transferable

Zanma

3

Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Bufu

1

Deals elemental Ice damage.

Too Late

Combat CardNot Transferable

Bufudyne

4

Deals elemental Ice damage.

Too Late

Combat CardNot Transferable

Mabufula

2

Attacks any number of targets. Deals elemental Ice damage.

Too Late

Combat CardNot Transferable

Slice

1

Deals physical damage.

Too Late

Combat CardNot Transferable

Twin Cut

3

Deals physical damage.

Too Late

Combat CardFreely Transferable

Wicked Knife

2

Freely transferable item. Deals physical damage.

Too Late

Combat CardNot Transferable

Zan

1

Deals elemental Blast damage.

Too Late

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Too Late

Ayumu's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

Agilao

3

Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Heat Wave

3

Deals physical damage.

Too Late

Combat Card

Not Transferable

Agidyne

4

Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Forge’s Heat

\*

Your next single-target fire attack is 3 higher and can attack up to two targets.

Too Late

Combat Card

Not Transferable

Maragi

1

Attacks any number of targets. Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Maragilao

2

Attacks any number of targets. Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Agi

1

Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Mighty Surge

\*

If you make a physical attack next turn, add 6 to it.

Too Late

Combat Card

Not Transferable

Ragnarok

5

Deals elemental Fire damage.

Too Late

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Starting Card  
(see other side)

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Starting Card  
(see other side)

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Experience Card  
(see other side)

Too Late

Chiaki  
Starting Card  
(see other side)

Combat CardNot Transferable

Inferno

5

Attacks any number of targets. Deals elemental Fire damage.

Too Late

Combat CardNot Transferable

Maragilao

2

Attacks any number of targets. Deals elemental Fire damage.

Too Late

Combat CardNot Transferable

Zan

2

Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Agidyne

4

Deals elemental Fire damage.

Too Late

Combat CardNot Transferable

Skull Cracker

2

Deals physical damage.

Too Late

Combat CardNot Transferable

Agi

1

Deals elemental Fire damage.

Too Late

Combat CardNot Transferable

Zanma

3

Deals elemental Blast damage.

Too Late

Combat CardFreely Transferable

Iron Hammer

2

Freely transferable item. Deals physical damage.

Too Late

Combat CardNot Transferable

Bash

1

Deals physical damage.

Too Late

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Too Late

Chiaki's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

**Psy**

**1**

Deals elemental Mind damage.

Too Late

Too Late

Chiaki's Shadow  
Shadow Card  
(see other side)

Combat Card

Not Transferable

Garudyne

4

Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Garula

3

Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Spiral Sword

4

Deals physical damage.

Too Late

Combat Card

Not Transferable

Daring Leap

?

Has strength equal to your Courage. Deals physical damage.

Too Late

Combat Card

Not Transferable

Magaru

1

Attacks any number of targets. Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Magarula

2

Attacks any number of targets. Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Garu

1

Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Create Opening

\*

Choose a target. Discard a card to make their next physical attack 6 higher.

Too Late

Combat Card

Not Transferable

Panta Rhei

5

Deals elemental Wind damage.

Too Late

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Starting Card  
(see other side)

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Starting Card  
(see other side)

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Experience Card  
(see other side)

Too Late

Kazumi  
Starting Card  
(see other side)

Combat CardNot Transferable

Killer Wind

6

Attacks any number of targets. Deals elemental Wind damage.

Too Late

Combat CardNot Transferable

Garudyne

4

Deals elemental Wind damage.

Too Late

Combat CardNot Transferable

Garula

3

Deals elemental Wind damage.

Too Late

Combat CardNot Transferable

Megido

5

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat CardNot Transferable

Spiral Sword

4

Deals physical damage.

Too Late

Combat CardNot Transferable

Magarula

2

Attacks any number of targets. Deals elemental Wind damage.

Too Late

Combat CardNot Transferable

Soul Slice

5

Deals physical damage.

Too Late

Combat CardFreely Transferable

Ancient Sword

3

Freely transferable item. Deals physical damage.

Too Late

Combat CardNot Transferable

Garu

2

Deals elemental Wind damage.

Too Late

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Too Late

Kazumi's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

Adames

3

Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Mighty Thrust

3

Deals physical damage.

Too Late

Combat Card

Not Transferable

Adamadyne

4

Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Clever Strike

?

Has strength equal to your Knowledge.  
Deals physical damage.

Too Late

Combat Card

Not Transferable

Maladama

1

Attacks any number of targets. Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Maladames

2

Attacks any number of targets. Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Skewer

2

Deals physical damage.

Too Late

Combat Card

Not Transferable

Upgrade

\*

Pick yourself or a target you have a social link with; their next item attack is 4 higher and can affect any number of targets.

Too Late

Combat Card

Not Transferable

Iron Rain

5

Deals elemental Metal damage.

Too Late

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Starting Card  
(see other side)

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Starting Card  
(see other side)

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Experience Card  
(see other side)

Too Late

Masami  
Starting Card  
(see other side)

Combat Card

Not Transferable

Orichalcum Chains

6

Attacks any number of targets. Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Adamadyne

4

Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Maladames

2

Attacks any number of targets. Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Megido

5

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat Card

Freely Transferable

Crossbow

3

Freely transferable item. Deals physical damage.

Too Late

Combat Card

Not Transferable

Zan

2

Deals elemental Blast damage.

Too Late

Combat Card

Not Transferable

Flurry Stab

5

Deals physical damage.

Too Late

Combat Card

Not Transferable

Adames

3

Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Adama

1

Deals elemental Metal damage.

Too Late

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Too Late

Masami's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

Pierce

1

Deals physical damage.

Too Late

Too Late

Masami's Shadow  
Shadow Card  
(see other side)

Combat Card

Not Transferable

**Vanara****3**

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

**Torrent Shot****3**

Deals physical damage.

Too Late

Combat Card

Not Transferable

**Vanadyne****4**

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

**Divine Aim****\***

Your next physical attack is 4 higher. It can attack up to two targets.

Too Late

Combat Card

Not Transferable

**Mavana****1**

Attacks any number of targets. Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

**Mavanara****2**

Attacks any number of targets. Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

**Vana****2**

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

**Hunter's Awareness****1**

When defending, can dodge an attack of any strength.

Too Late

Combat Card

Not Transferable

**Yggdrasill****5**

Deals elemental Wood damage.

Too Late

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Starting Card  
(see other side)

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Starting Card  
(see other side)

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Experience Card  
(see other side)

Too Late

Ren  
Starting Card  
(see other side)

Combat Card

Not Transferable

Eitr Thorns

5

Attacks any number of targets. Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

Mavanadyne

3

Attacks any number of targets. Deals elemental Wood damage.

Too Late

Combat Card

Freely Transferable

Moonstone Bow

2

Freely transferable item. Deals physical damage.

Too Late

Combat Card

Not Transferable

Vanadyne

4

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

Torrent Shot

3

Deals physical damage.

Too Late

Combat Card

Not Transferable

Vana

2

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Psyo

3

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Needle Shot

1

Deals physical damage.

Too Late

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Too Late

Ren's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

Magnara

3

Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Fatal End

3

Deals physical damage.

Too Late

Combat Card

Not Transferable

Magnadyne

4

Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Earth’s Blessing

\*

Pick a target you have a social link with; their next elemental attack is 2 higher.

Too Late

Combat Card

Not Transferable

Mamagna

1

Attacks any number of targets. Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Mamagnara

2

Attacks any number of targets. Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Magna

1

Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Breath of Restoration

\*

Up to two targets each get back one card they already played to reuse.

Too Late

Combat Card

Not Transferable

Avalance

5

Deals elemental Earth damage.

Too Late

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Starting Card

(see other side)

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Starting Card

(see other side)

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Experience Card

(see other side)

Too Late

Shigeri  
Starting Card

(see other side)

Combat Card

Not Transferable

Titanomachia

5

Attacks any number of targets. Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Psyo

3

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Magna

1

Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Magnadyne

4

Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Mamagnara

2

Attacks any number of targets. Deals elemental Earth damage.

Too Late

Combat Card

Not Transferable

Chop

1

Deals physical damage.

Too Late

Combat Card

Not Transferable

Fatal End

3

Deals physical damage.

Too Late

Combat Card

Freely Transferable

Shadow Chain

2

Freely transferable item. Deals physical damage.

Too Late

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Too Late

Shigeri's Shadow  
Shadow Card

(see other side)

Combat Card

Not Transferable

**Aques****3**

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Swift Strike****3**

Deals physical damage.

Too Late

Combat Card

Not Transferable

**Aquadyne****4**

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Insightful Strike****?**

Has strength equal to your Empathy. Deals physical damage.

Too Late

Combat Card

Not Transferable

**Malaqua****1**

Attacks any number of targets. Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Malaques****2**

Attacks any number of targets. Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Brain Shake****2**

Deals physical damage.

Too Late

Combat Card

Not Transferable

**Mind Charge****\***

If you make an elemental attack next turn, double its base strength.

Too Late

Combat Card

Not Transferable

**Rainy Death****5**

Deals elemental Water damage.

Too Late

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Starting Card

(see other side)

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Starting Card

(see other side)

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Experience Card

(see other side)

Too Late

Yuki

Starting Card

(see other side)

Combat Card

Not Transferable

**Fear Torrent****5**

Attacks any number of targets. Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Malaques****2**

Attacks any number of targets. Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Aqua****1**

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Aquadyne****4**

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Aqua****2**

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

**Bash****1**

Deals physical damage.

Too Late

Combat Card

Not Transferable

**Swift Strike****3**

Deals physical damage.

Too Late

Combat Card

Freely Transferable

**Rowan Staff****2**

Freely transferable item. Deals physical damage.

Too Late

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

**Too Late**

**Yuki's Shadow  
Shadow Card**  
(see other side)

Combat CardNot Transferable

Megidolaon

7

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat CardNot Transferable

Panta Rhei

5

Deals elemental Wind damage.

Too Late

Combat CardNot Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Megido

5

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat CardNot Transferable

Magnadyne

4

Deals elemental Earth damage.

Too Late

Combat CardNot Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Yggdrasill

5

Deals elemental Wood damage.

Too Late

Combat CardNot Transferable

Adamadyne

4

Deals elemental Metal damage.

Too Late

Combat CardNot Transferable

Vile Assault

4

Deals physical damage.

Too Late

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Combat Card

Not Transferable

Aques

3

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

Psyo

3

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Psy

2

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Zionga

3

Deals elemental Lightning damage.

Too Late

Combat Card

Not Transferable

Mapsyo

2

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Psy

2

Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Agilao

3

Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Mapsyo

2

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat Card

Not Transferable

Kill Rush

2

Deals physical damage.

Too Late

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Combat Card

Not Transferable

Chop

1

Deals physical damage.

Too Late

Combat Card

Not Transferable

Slap

1

Deals physical damage.

Too Late

Too Late

Death  
Starting Card  
(see other side)

Too Late

Death  
Starting Card  
(see other side)

Combat Card

Not Transferable

Megidolaon

7

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat Card

Not Transferable

Yggdrasill

5

Deals elemental Wood damage.

Too Late

Combat Card

Not Transferable

Adamadyne

4

Deals elemental Metal damage.

Too Late

Combat Card

Not Transferable

Black Viper

6

Deals physical damage.

Too Late

Combat Card

Not Transferable

Panta Rhei

5

Deals elemental Wind damage.

Too Late

Combat Card

Not Transferable

Zandyne

4

Deals elemental Blast damage.

Too Late

Combat Card

Not Transferable

Megido

5

Attacks any number of targets. Deals Almighty damage.

Too Late

Combat Card

Not Transferable

Magnadyne

4

Deals elemental Earth damage.

Too Late

Combat Card

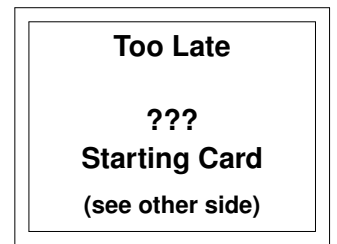
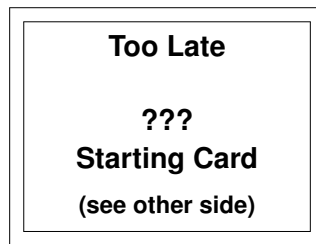
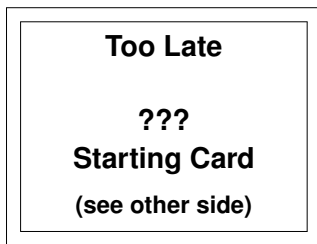
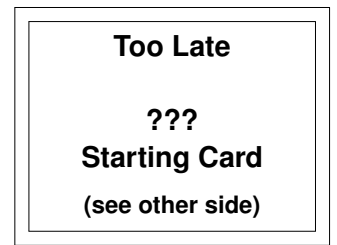
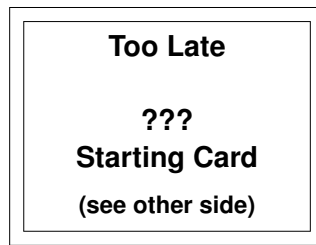
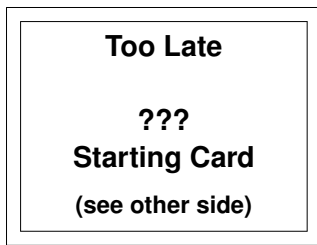
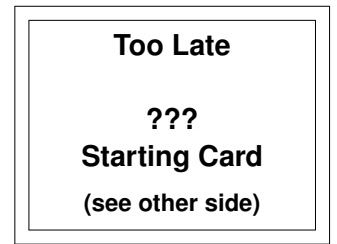
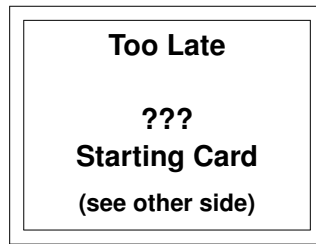
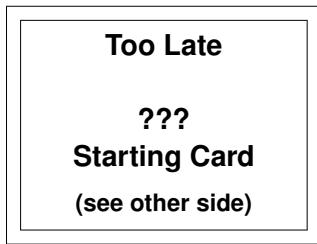
Not Transferable

Zandyne

4

Deals elemental Blast damage.

Too Late



Combat Card

Not Transferable

Savage Bite

4

Deals physical damage.

Too Late

Combat Card

Not Transferable

Agilao

3

Deals elemental Fire damage.

Too Late

Combat Card

Not Transferable

Zan

2

Deals elemental Blast damage.

Too Late

Combat Card

Not Transferable

Aques

3

Deals elemental Water damage.

Too Late

Combat Card

Not Transferable

Zanma

3

Deals elemental Blast damage.

Too Late

Combat Card

Not Transferable

Zan

2

Deals elemental Blast damage.

Too Late

Combat Card

Not Transferable

Zionga

3

Deals elemental Lightning damage.

Too Late

Combat Card

Not Transferable

Mazanma

2

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat Card

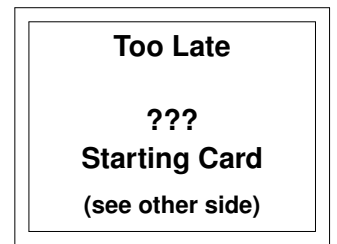
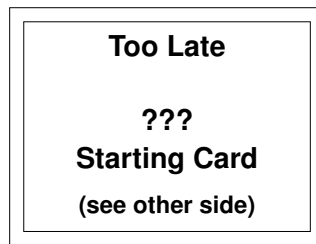
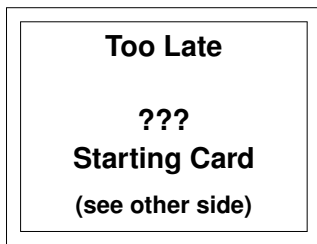
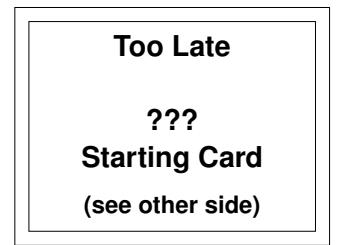
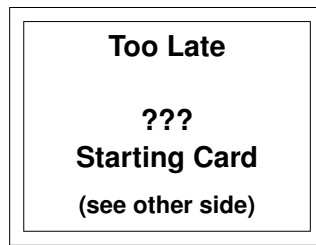
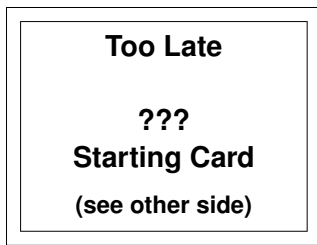
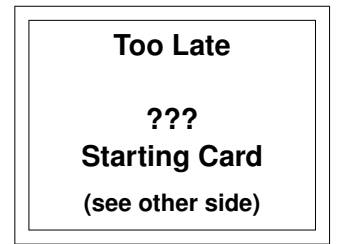
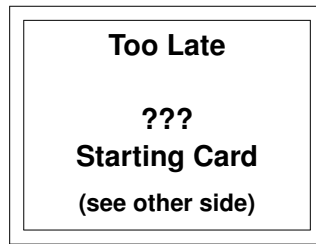
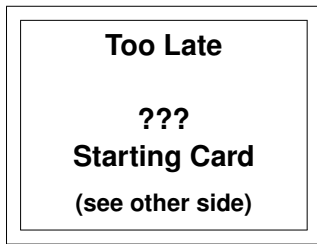
Not Transferable

Double Fangs

2

Deals physical damage.

Too Late



Combat Card

Not Transferable

Scratch

1

Deals physical damage.

Too Late

Combat Card

Not Transferable

Flail

1

Deals physical damage.

Too Late

**Too Late**  
  
**???**  
**Starting Card**  
(see other side)

**Too Late**  
  
**???**  
**Starting Card**  
(see other side)

Combat CardNot Transferable

Mazan

1

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Vile Assault

4

Deals physical damage.

Too Late

Combat CardNot Transferable

Mapsy

1

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mazanma

2

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Zandyne

4

Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Mazandyne

3

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Angelic Grace

1

When defending, can block a non-Almighty elemental attack of any value.

Too Late

Combat CardNot Transferable

Mapsdyne

3

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Combat CardNot Transferable

Savage Bite

4

Deals physical damage.

Too Late

Combat CardNot Transferable

Mazan

1

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Bone Crush

4

Deals physical damage.

Too Late

Combat CardNot Transferable

Mapsyo

2

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mazanma

2

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Melt into Shadow

1

When defending, can block a physical attack of any value.

Too Late

Combat CardNot Transferable

Mazandyne

3

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Angelic Grace

1

When defending, can block a non-Almighty elemental attack of any value.

Too Late

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Combat CardNot Transferable

Mapsy

1

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Gigantic Fist

4

Deals physical damage.

Too Late

Combat CardNot Transferable

Zandyne

4

Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

Mapsyo

2

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mapsdyne

3

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Melt into Shadow

1

When defending, can block a physical attack of any value.

Too Late

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Too Late

Darkness Card

(see other side)

Combat CardNot Transferable

**Zandyne**

**4**

Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

**Constrict**

**3**

Deals physical damage.

Too Late

Combat CardNot Transferable

**Mazan**

**1**

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

**Bone Crush**

**4**

Deals physical damage.

Too Late

Combat CardNot Transferable

**Mazanma**

**2**

Attacks any number of targets. Deals elemental Blast damage.

Too Late

Combat CardNot Transferable

**Zanma**

**3**

Deals elemental Blast damage.

Too Late

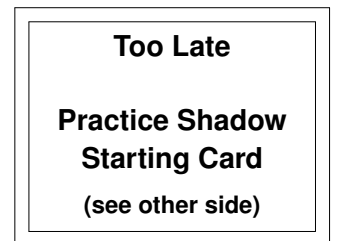
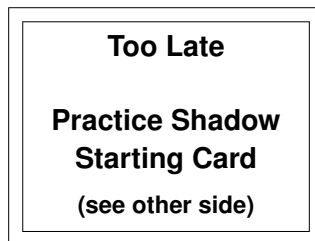
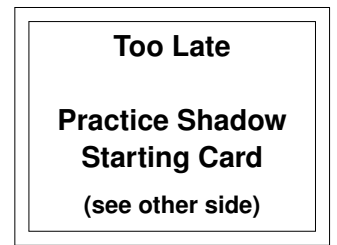
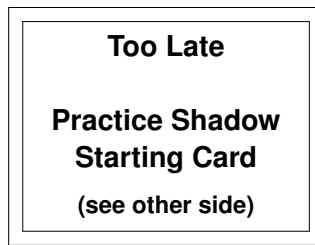
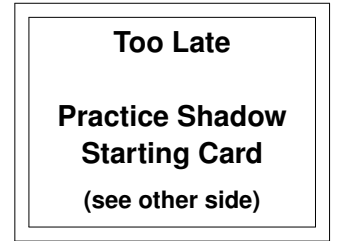
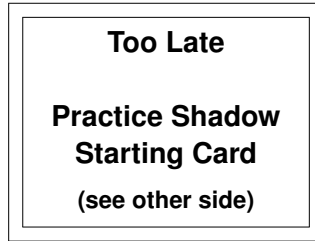
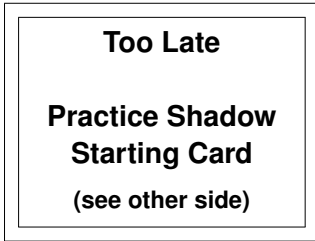
Combat CardNot Transferable

**Tail Smash**

**2**

Deals physical damage.

Too Late



Combat CardNot Transferable

Mapsy

1

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Assault Dive

3

Deals physical damage.

Too Late

Combat CardNot Transferable

Flail

1

Deals physical damage.

Too Late

Combat CardNot Transferable

Psydyne

4

Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mapsyo

2

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mapsy

1

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Mapsdyne

3

Attacks any number of targets. Deals elemental Mind damage.

Too Late

Combat CardNot Transferable

Sonic Punch

2

Deals physical damage.

Too Late

Combat CardNot Transferable

Slice

1

Deals physical damage.

Too Late

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

**Too Late**  
**Death  
Strength Card**  
(see other side)

Combat Card

Not Transferable

**Mpsy**

**1**

Attacks any number of targets. Deals elemental Mind damage.

Too Late

**Too Late**

**Death**

**Strength Card**

(see other side)