

Dancer Chacha Wahine

When this Adventurer card is attacked, it can use any Magic Shield Chip regardless of the attribute.

Dragon Warrior Largo Daiman

This Adventurer card cannot be attacked by your own Zodiac card.

Bernadette Octavia

[When appearing: 1 Magic Shield Chip of any player may be revived]
Cannot be attacked by Zodiac cards of 10, 11 or 12 value.

Shino-bishi Hishimochi

This Adventurer card cannot be attacked by [Wind] Zodiac cards.

Weapon Master Amdy

Choose 1 Zodiac Card attacking this Adventurer. It does not receive damage from said Zodiac card.

Wizard Mishibili

This Adventurer card cannot be attacked by [Fire] Zodiac cards.

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This Adventurer card cannot be attacked by [Water] Zodiac cards.

Cryptic Assassin Christ

Select 1 card of [Even value] attacking this adventurer.
It does not receive damage from said Zodiac card.

Mad Warrior Rapante

This Adventurer card cannot be attacked by [Fire] Zodiac cards.

Shadow Assassin Maa

Select 1 card of [Even value] attacking this adventurer.
It does not receive damage from said Zodiac card.

Magician Durrulai

This Adventurer card cannot be attacked by [Water] Zodiac cards.

Guardian Knight Silvarie

Choose 1 Zodiac card attacking this adventurer. It does not receive damage from said Zodiac card.

Shino-bishi Mamemoshi

This Adventurer card cannot be attacked by [Wind] Zodiac cards.

Hermit Lucie Mermanx

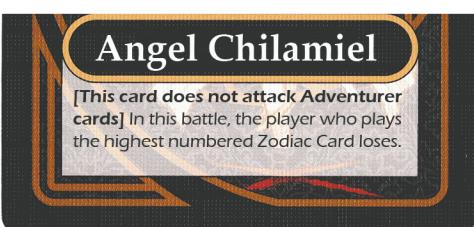
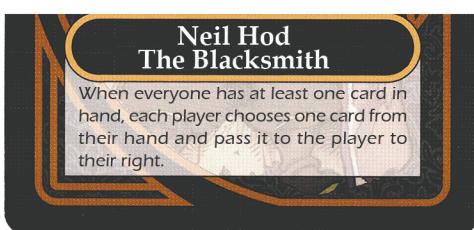
Add as many Zodiac card to your hand as you have destroyed Magic Shield Chip.

Jamil Hendock

[When it appears: choose one attribute. The other players destroy their Magic Shield Chip of that attribute] Cannot be attacked by Zodiac cards 10, 11 or 12.

Symbolist Merilda Naoma

When you win a battle, heal this Adventurer card by up to 1 damage.



語り部一覽カード

Angel Chilamiel

[This card does not attack Adventurer cards] In this battle, the player who plays the highest numbered Zodiac Card loses



Chappo Ian

In this battle, all cards attack their owner's Adventurer card.

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Sasha and Skald

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Neil Hod, the Blacksmith

In this battle, all Magic Shield Chips in hand and on the field become the attributes of the field.



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Wandering Merchant Coffs

Choose up to one Zodiac Card from the discard pile and put it on the field in exchange for this card.



Vagus and Urimir

Select up to 1 Magic Shield Chip on the field and restore it.



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In this battle, all Magic Shield Chips on the field are restored. [This does not apply to Magic Shield Chips that have already been destroyed on previous turn.]



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