

### 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 Magic Support Card.

### Bernadette Octavia

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

### Shino-bishi Hishimochi

This Adventurer card cannot be attacked by [Wind] Magic Support Cards.

### Weapon Master Amdy

Choose 1 Magic Support Card attacking this adventurer. It does not receive damage from this Magic Support Card.

### Wizard Mishibili

This Adventurer card cannot be attacked by [Fire] Magic Support Cards.

### Wizard Mishibili

This Adventurer card cannot be attacked by [Water] Magic Support Cards.

### Cryptic Assassin Christ

Select 1 card of [Even value] attacking this adventurer.  
It does not receive damage from this Magic Support Card.

### Mad Warrior Rapante

This Adventurer card cannot be attacked by [Fire] Magic Support Cards.

### Shadow Assassin Maa

Select 1 card of [Even value] attacking this adventurer.  
It does not receive damage from this Magic Support Card.

### Magician Durrulai

This Adventurer card cannot be attacked by [Water] Magic Support Cards.

### Guardian Knight Silvarie

Choose 1 Magic Support Card attacking this adventurer. It does not receive damage from this Magic Support Card.

### Shino-bishi Mamemoshi

This Adventurer card cannot be attacked by [Wind] Magic Support Cards.

### Hermit Lucie Mermanx

Add as many Magic Support Card to your hand as you have destroyed Magic Shield Chip.

### Jamil Hendock

[When it appears: choose one attribute. The other players destroy the chosen Magic Shield Chip] Cannot be attacked by Magic Support Cards 10, 11 or 12.

### Symbolist Merilda Naoma

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

語り部一覧カード

**Angel Chilamiel**



[This card does not attack Adventurer cards] In this battle, the player who plays the highest number of Magic Support Cards is the loser.

**Neil Hod, the Blacksmith**



When everyone has at least one card in hand, each player chooses one card from their hand and passes it to the player to their right.

**Chappo Ian**



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

**King's Crystal Tribe Beanets**



In this battle, all Magic Shield Chips on the field are not destroyed. (This does not apply to Magic Shield Chips that have already been destroyed.)

**Jana Tensen**



In this battle, all magic shield cards in hand and on the field become attributes of the field.

**Wandering Merchant Coffs**



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

**Sasha and Skald**

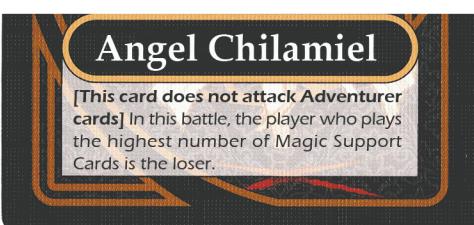
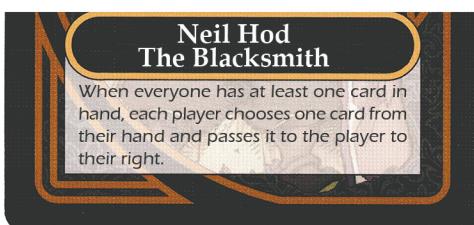


Select up to 1 adventurer card in the field and heal up to 1 damage.

**Vagus and Urimir**



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



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