

Description



When this character is sent to the bench both players draw 1 card.

#28

Relevant Cards

/Combos



- The effect triggers when sent to the bench in any way.
- Good early defense.
- Material for Mimika and Filio.
- Will trigger if used as material with Walking In The Dark.
- Can trigger with Yeel's effect.

Description

During the end phase, you can change the battle position of this character.
Retiliates even in defense position.



#29 Relevant Cards

/Combos



- Excellent for both offense and defense at the same time.
- Can take out many low level characters.
- Retaliates on defense, hard to overcome.
- Great rotation with Vowl Sentinel and Dark Hunter.
- Connecting him with Come At Me makes for a very solid defense.

Description

When an enemy attacks; If it's a unit, defeat them.
Otherwise, stun them.

- Great response to attacks.
- Can stun the leader.
- Can stun Filitio because it doesn't defeat him.

#30 Relevant Cards

/Combos



Description

When this character is sent from the field to the bench, it leaves a Masked Spirit token in its place.



#31 Relevant Cards

/Combos



- The effect is mandatory.
- The token must be placed in the same position.
- Great switch to Tiloonbail.
- Token can be used both aggressively and defensively.

Description

Can be brought to the field by the effect of Masquerade Lady.

- The token of Masquerade Lady. Nothing more to say.



#32 Relevant Cards

/Combos



Description



While in defense position, cannot be defeated by enemy units.
Cannot be targeted.

#33 Relevant Cards

/Combos



- Really high attack, can defeat most enemies.
- The first effect is kinda niche, but can be situationally useful.
- The second effect is great, because she cannot be defeated by the Unexpected Find.
- Good combo with Masq Lady, because it also generates a token.
- Most common materials are; Masq Lady, Teewheel and Elifyr.

Description



Upon arrival increase your level by 1 until the end of this turn.

#34 Relevant Cards

/Combos



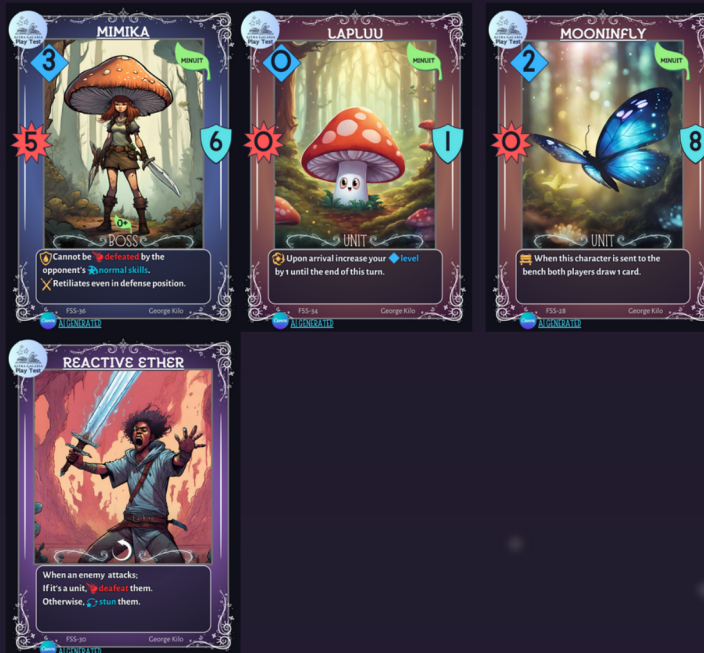
- Free recruit.
- Easy switch up to Filitio or Mimika.
- Good combo with Celina, because you can go plus 2 level.
- Can be searched with Parade Of The Small Ones.

Description



#35 Relevant Cards

/Combos



Cannot be defeated by the opponent's counter skills.
When attacking, enemies do not retaliate.

- Great offensive tool.
- Can take out even some of the strongest bosses without them fighting back.
- Immune to Ambush, Devastating Radiation and Caving Darkness.
- Can receive Reactive Ether, because it does not defeat him.
- Susceptible to Unexpected Find.
- Can be switched to Mimika for defense.
- Unit materials are Lapluu and Mooninfly.

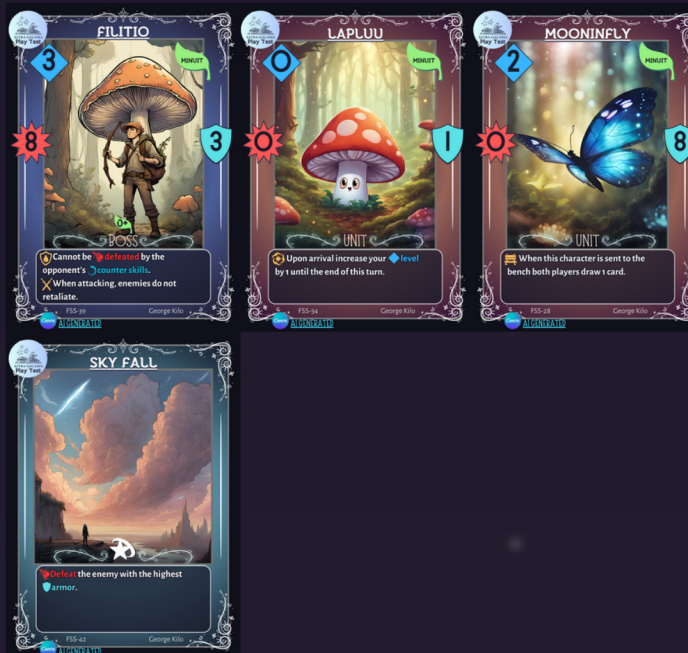
Description



Cannot be defeated by the opponent's normal skills.
Retaliates even in defense position.

#36 Relevant Cards

/Combos



- Good early game fighter.
- Will fight back even in defense making it hard to overcome without consequences.
- Immune to Sky Fall.
- Can be switched to Filitio for an aggressive play.
- Unit materials are Lapluu and Mooninfly.