

Card No.	Card Name	Card Category	Effect	Question	Answer	
1	EB01-001	Kouzuki Oden	Leader	All of your {Land of Wano} type Character cards without a Counter have a +1000 Counter, according to the rules. [DON!! x1] [When Attacking] If you have a {Land of Wano} type Character with a cost of 5 or more, this Leader gains +1000 power until the start of your next turn.	I had a {Land of Wano} type Character card with a cost of 5 or more when I activated this [When Attacking] effect and this Leader gained +1000 power. If I no longer have a {Land of Wano} type Character with a cost of 5 or more during my opponent's next turn, does this Leader still have +1000 power?	Yes, it still has +1000 power.
2	EB01-003	Kid & Killer	Character	[Rush] (This card can attack on the turn in which it is played.) [When Attacking] If your opponent has 2 or less Life cards, this Character gains +2000 power during this turn.	If this Character gains +2000 power according to this [When Attacking] effect, and then during that turn the number of my opponent's Life cards becomes 3, does this Character still have +2000 power?	Yes, it still has +2000 power.
3	EB01-008	LittleOars Jr.	Character	[Once Per Turn] If this Character would be K.O.'d by an effect, you may trash 1 Event or Stage card from your hand instead.	Can this [Once Per Turn] effect prevent this Character from being K.O.'d by an effect even if I don't have an Event or Stage card in my hand?	No, it cannot.
4	EB01-011	Mini-Merry	Stage	[Activate: Main] You may rest this card and place 1 of your Characters with 1000 base power at the bottom of your deck: Draw 1 card.	Can I place a Character with 1000 base power but a current power of 2000 or more due to having DON!! cards given to it at the bottom of my deck and draw 1 card according to this [Activate: Main] effect?	Yes, you can.
5	EB01-012	Cavendish	Character	[On Play]/[When Attacking] If your Leader has the {Supernovas} type and you have no other [Cavendish] Characters, set up to 2 of your DON!! cards as active.	If I do not have an "EB01-012 Cavendish" on my field, but I do have 1 "OP01-008 Cavendish", and I play an "EB01-012 Cavendish", can I use this [On Play] effect to set 2 of my DON!! cards as active?	No, you cannot.
6	EB01-020	Chambres	Event	[Main] If your Leader has the {Supernovas} type, return 1 of your Characters to the owner's hand, and play up to 1 Character card with a cost of 2 or less from your hand that is a different color than the returned Character. [Trigger] Activate this card's [Main] effect.	If I have no Characters, can I use this [Main] effect to play a Character card with a cost of 2 or less from my hand?	No, you cannot.
7	EB01-021	Hannyabal	Leader	[End of Your Turn] You may return 1 of your {Impel Down} type Characters with a cost of 2 or more to the owner's hand: Add up to 1 DON!! card from your DON!! deck and set it as active.	If I have no cards in my DON!! deck, can I use this [End of Your Turn] effect to return 1 of my {Impel Down} type Characters with a cost of 2 or more to the owner's hand?	Yes, you can.
8	EB01-022	Inazuma	Character	[End of Your Turn] If you have 2 or less cards in your hand, draw 2 cards.	If my Leader is "OP02-049 Emporio Ivankov" and I have no cards in my hand at the end of my turn, after drawing 2 cards according to that Leader's [End of Your Turn] effect, can I use this card's [End of Your Turn] effect to draw 2 more cards?	Yes, you can.
9	EB01-024	Hamlet	Character	If you have 4 or less cards in your hand, all of your {SMILE} type Characters gain +1000 power.	If I have 4 or less cards in my hand, does this card gain +1000 power according to this card's effect?	Yes, it does.
10	EB01-028	Gum-Gum Champion Rifle	Event	[Counter] If your Leader has the {Impel Down} type, up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, your opponent returns 1 of their active Characters to the owner's hand. [Trigger] Return up to 1 Character with a cost of 3 or less to the bottom of the owner's deck.	Which player chooses which Character to return to the owner's hand according to this [Counter] effect?	The opponent of the player who activated this [Counter] effect chooses.
11	EB01-028	Gum-Gum Champion Rifle	Event	[Counter] If your Leader has the {Impel Down} type, up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, your opponent returns 1 of their active Characters to the owner's hand. [Trigger] Return up to 1 Character with a cost of 3 or less to the bottom of the owner's deck.	If my Leader does not have the {Impel Down} type, can I still use this [Counter] effect to have my opponent return 1 of their active Characters to the owner's hand?	No, you cannot.
12	EB01-029	Sorry, I'm a Goner.	Event	[Counter] Reveal 1 card from the top of your deck. If the revealed card has a cost of 4 or more, return up to 1 of your Characters to the owner's hand. Then, place the revealed card at the bottom of your deck. [Trigger] Return up to 1 Character with a cost of 8 or less to the owner's hand.	If the cost of the card revealed according to this [Counter] effect is 3 or less, what happens to the revealed card?	The revealed card is returned face-down to the top of your deck.
13	EB01-038	Oh Come My Way	Event	[Counter] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): If your Leader's type includes "Baroque Works", select 1 of your Characters. Change the attack target to the selected Character. [Trigger] DON!! -1: Draw 2 cards.	Can I use this [Counter] effect to change my opponent's attack target to my active Character?	Yes, you can.

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14	EB01-038	Oh Come My Way	Event	[Counter] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): If your Leader's type includes "Baroque Works", select 1 of your Characters. Change the attack target to the selected Character. [Trigger] DON!! -1: Draw 2 cards.	If I use this [Counter] effect to change my opponent's attack target to a Character with [Blocker], can that Character activate its [Blocker] effect?	No, it cannot.
15	EB01-040	Kyros	Leader	[Activate: Main] [Once Per Turn] You may turn 1 card from the top of your Life cards face-up: K.O. up to 1 of your opponent's Characters with a cost of 0.	If the card at the top of my Life cards is face-up, can I still use this [Activate: Main] effect to K.O. 1 of my opponent's Characters with a cost of 0?	No, you cannot.
16	EB01-042	Scarlet	Character	[Activate: Main] You may trash this Character: Play up to 1 {Dressrosa} type Character card with a cost of 3 or less other than [Scarlet] from your hand rested. Then, give up to 1 of your opponent's Characters -2 cost during this turn.	I used this [Activate: Main] effect to play an "OP04-082 Kyros" from my hand, and then gave 1 of my opponent's Characters with a cost of 3 -2 cost. Can I use the [On Play] effect of my played "OP04-082 Kyros" to K.O. my opponent's Character that has been given -2 cost?	Yes, you can.
17	EB01-045	Brook	Character	[On Play] If your opponent has a Character with a cost of 0, this Character gains [Rush] during this turn. (This card can attack on the turn in which it is played.)	If, after this Character gains [Rush] according to this [On Play] effect, my opponent no longer has a Character with a cost of 0 during that turn, can this Character still attack?	Yes, it can.
18	EB01-047	Laboon	Character	[Once Per Turn] When a Character is K.O.'d, draw 1 card and trash 1 card from your hand.	If only this 1 Character is K.O.'d, can I activate this Character's "When a Character is K.O.'d" effect?	Yes, you can.
19	EB01-051	Finger Pistol	Event	[Main] You may trash 2 cards from the top of your deck: K.O. up to 1 of your opponent's Characters with a cost of 5 or less. [Trigger] Activate this card's [Main] effect.	If I have 1 or less cards in my deck, can I use this [Main] effect to trash my deck and K.O. 1 of my opponent's Characters with a cost of 5 or less?	No, you cannot.
20	EB01-052	Viola	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Play] Choose one: • Look at all of your opponent's Life cards and place them back in their Life area in any order. • Turn all of your Life cards face-down.	When I use this [On Play] effect to look at all of my opponent's Life cards and place them back in their Life area in any order, do I return the face-up Life cards face-down?	No. You return face-down Life cards face-down, and face-up Life cards face-up.
21	EB01-052	Viola	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Play] Choose one: • Look at all of your opponent's Life cards and place them back in their Life area in any order. • Turn all of your Life cards face-down.	When I use this [On Play] effect to turn all of my Life cards face-down, can I change the order of my Life cards?	No, you cannot.
22	EB01-059	Kingdom Come	Event	[Main] K.O. up to 1 of your opponent's Characters. Then, trash cards from the top of your Life cards until you have 1 Life card. [Trigger] K.O. up to 1 of your opponent's Characters with a cost equal to or less than the total of your and your opponent's Life cards.	If I have 1 or less Life cards, does this [Main] effect increase or decrease my number of Life cards?	No, it does not change the number of Life cards you have.
23	EB01-059	Kingdom Come	Event	[Main] K.O. up to 1 of your opponent's Characters. Then, trash cards from the top of your Life cards until you have 1 Life card. [Trigger] K.O. up to 1 of your opponent's Characters with a cost equal to or less than the total of your and your opponent's Life cards.	I had 2 Life cards and my opponent had 2 Life cards when my Leader took 1 damage. At this time, if the card I check on the top of my Life cards is this card, can I use this [Trigger] effect to K.O. my opponent's Character with a cost of 4?	No, you cannot. In this case, you can use this [Trigger] effect to K.O. your opponent's Character with a cost of 3 or less.
24	EB01-060	Did Someone Say...Kami?	Event	[Main] Play up to 1 [Enel] with a cost of 7 or less from your hand or trash. Then, trash cards from the top of your Life cards until you have 1 Life card. [Trigger] Draw 2 cards and trash 1 card from your hand.	If I have 1 Life card or less, does this [Main] effect increase or decrease my number of Life cards?	No, it does not change the number of Life cards you have.
25	EB01-061	Mr.2.Bon.Kurei(Bentham)	Character	[On Play] Add up to 1 DON!! card from your DON!! deck and set it as active. [When Attacking] Select up to 1 of your opponent's Characters. This Character's base power becomes the same as the selected Character's power during this turn.	When I use this Character to attack with 1 DON!! card given to it and I choose 1 of my opponent's Characters with 5000 power according to this [When Attacking] effect, does this Character's power become 6000?	Yes, it becomes 6000.