

Fate Grand Order Duel

- collection figure -
フェイト/グランドオーダーデュエル

SKILL CARD GLOSSARY

— FIRST RELEASE —



ALTRIA PENDRAGON SABER

- Charisma**
[Continuous] During your turn, increase all allies' power by 1.
- Mana Burst**
[Continuous] When this Servant battles, increase its Buster card power by 1.
- Intuition**
Draw 2 cards.



MERLIN CASTER

- Dreamlike Charisma**
[Cost: Use 1 NP]
[Continuous] During your turn, increase all allies' power by 1.
[Continuous] You may use this card as 2 NP. Remove this card from the game afterwards.
- Illusion**
During the next turn, all ally Servants will not be eliminated if they lose a battle by a power difference of 5 or less.
- Hero Creation**
[Cost: Use 4 NP]
Send all Buster cards in your Trash Zone to the bottom of your Command Deck in any order.
[Continuous] Select a single ally Servant; increase that Servant's Buster card power by 1 during battle.



GILGAMESH ARCHER

- Charisma**
[Cost: Use 4 NP]
[Continuous] During your turn, increase all allies' power by 2.
- Golden Rule**
Discard up to 3 Arts cards from your hand to the Trash Zone, then draw the same number of cards from your Command Deck.
- Collector**
[Cost: Use 2 NP]
Add 1 Quick card from the Trash Zone to your hand.



"FIRST HASSAN" ASSASSIN

- Battle Continuation**
[Continuous] When this Servant loses a battle, reveal the top card of your Command Deck. If the revealed card is a Command Card with a power of 5 or more, this Servant is not eliminated. Place the revealed card in the Trash Zone and remove this card from the game.
- Protection of Faith**
[Cost: Use 3 NP]
[Continuous] This Servant is not affected by enemy Skills.
[Continuous] Increase this Servant's power by 2.
- Evening Bell**
[Continuous] When this Servant wins a battle during the opponent's turn, reveal the top card of your Command Deck. If the revealed card is a Buster card belonging to this Servant, eliminate the enemy Servant. Place the revealed card in the Trash Zone.



SCÁTHACH LANCER

- Wisdom of Dún Scáith**
[Cost: Use 1 NP]
At the end of this turn, you may send a Command Card from your hand to the Trash Zone to move this Servant to an empty adjacent area (except Master Areas).
- Primordial Rune**
[Cost: Use 2 NP]
[Continuous] Select a single ally Servant; increase that Servant's Quick card power by 2 during battle.
- God-Slayer**
[Continuous] When this Servant battles on your turn, increase their power by 5 if the enemy is an Archer or Berserker.



CÚ CHULAINN (Alter) BERSERKER

- Madness of the Spirits**
Select up to 3 Command Cards from your opponent's Trash Zone and return them to the top of the Command Deck in any order.
- Protection From Arrows**
At the end of this turn, you may send a Command Card belonging to this Servant from your hand to the Trash Zone to move the Servant to an empty adjacent area (except Master Areas).
- Battle Continuation**
[Continuous] When this Servant loses a battle, reveal the top card of your Command Deck. If the revealed card is a Command Card with a power of 5 or more, this Servant is not eliminated. Place the revealed card in the Trash Zone and remove this card from the game.



QUEEN MEDB RIDER

- Golden Rule (Body)**
[Cost: Use 4 NP]
[Continuous] When your turn ends, return a single Command Card from the Trash Zone to the bottom of the Command Deck.
- Charisma**
[Continuous] During your turn, increase all allies' power by 1.
- Siren Song**
Select an enemy Servant and one Command Card type. If the opponent's hand contains any Command Cards of that type which belong to the Servant you selected, the opponent must discard those cards into the Trash Zone and then draw the same number of cards from the Command Deck.



MASH KYRIELIGHT EXTRA

- Transient Wall of Snowflakes**
[Continuous] During your opponent's turn, increase all ally Servants' power by 1.
- Obscurant Wall of Chalk**
Select a single ally Servant. During the next turn, the selected Servant will not be eliminated if they lose a battle by a power difference of 5 or less.
- Shield of Rousing Resolution**
During the next turn, enemy Servants must move to this Servant's Area if possible.

SECOND RELEASE



JEANNE D'ARC EXTRA

- Revelation**
[Cost: Use 3 NP]
[Continuous] When this Servant engages in battle during the opponent's turn, draw 1 card.
- True Name Revelation**
[Cost: Use 2 NP]
Look at the opponent's hand.
- Divine Judgment**
[Cost: Use 2 NP]
During this turn, nullify the opponent's CHAIN bonus.



KARNA LANCER

- Knowledge of the Deprived**
[Cost: Use 2 NP]
Remove an enemy's [Continuous] Skill Card from the game.
- Mana Burst (Flame)**
[Cost: Use 2 NP]
[Continuous] During battle, increase this Servant's Buster card power by 2.
- Uncrowned Arms Mastery**
Draw 1 card.
[Continuous] You may use this card as 1 NP. Remove this card from the game afterwards.



EURYALE ARCHER

- Vampirism**
Select 1 random card from the opponent's hand and place it in their Trash Zone.
[Continuous] You may use this card as 1 NP. Remove this card from the game afterwards.
- Siren Song**
[Cost: Use 1 NP]
Select a single enemy Servant. If the opponent's hand contains any Command Cards belonging to that Servant, they must discard those cards into the Trash Zone and then draw the same number of cards from the Command Deck.
- Whim of the Goddess**
[Cost: Use 3 NP]
[Continuous] During battle, increase this Servant's Arts card power by 2.



GILLES DE RAIS CASTER

- Mental Corruption**
[Cost: Use 3 NP]
Look at your Command Deck and rearrange the cards in any order.
- Aesthetic Appreciation**
Look at 4 random cards from your opponent's hand.
- Evil Eye of the Abyss**
[Cost: Use 1 NP]
During this turn, your opponent's Quick CHAIN and Arts CHAIN power bonuses are nullified.



ASTERIOS BERSERKER

- Monstrous Strength**
[Continuous] During your turn, increase this Servant's power by 2.
- Natural Demon**
[Cost: Use 2 NP]
[Continuous] This Servant is not affected by enemy skills.
[Continuous] During the opponent's turn, increase this Servant's power by 2.
- Labrys of the Abyss**
[Cost: Use 2 NP]
Add 1 Quick card from your Trash Zone to your hand.

THIRD RELEASE



JEANNE D'ARC (Alter) EXTRA

- Self-Modification**
[Cost: Use 2 NP]
[Continuous] Increase this Servant's power by 1 for every 2 Quick cards in your Trash Zone.
- Dragon Witch**
[Cost: Use 3 NP]
[Continuous] During your turn, increase all ally Servants' power by 1. In addition, increase the power of any ally Servants adjacent to this Servant by 1.
- Ephemeral Dream**
[Cost: Use 1 NP]
[Continuous] During battle, increase this Servant's Buster card power by 1. In addition, during battle, increase this Servant's power by 1 if this Servant's Brave CHAIN is triggered.



ARJUNA ARCHER

- Clairvoyance**
[Continuous] Treat this card as 2 Quick cards in the Trash Zone.
- Hero of the Endowed**
When discarding Command Cards used in battle during this turn to the Trash Zone, select up to 2 cards and return them to the bottom of the Command Deck in any order.
[Continuous] You may use this card as 1 NP. Remove this card from the game afterwards.
- Mana Burst (Flame)**
[Cost: Use 2 NP]
[Continuous] When this Servant battles, increase their Buster card power by 2.



STHENO ASSASSIN

- Vampirism**
Select 1 random card from the opponent's hand and place it in their Trash Zone.
[Continuous] You may use this card as 1 NP. Remove this card from the game afterwards.
- Siren Song**
[Cost: Use 1 NP]
Select a single enemy Servant. If the opponent's hand contains any Command Cards belonging to that Servant, they must discard those cards into the Trash Zone and then draw the same number of cards from the Command Deck.
- Whim of the Goddess**
[Cost: Use 3 NP]
[Continuous] During your turn, increase all ally Servants' power by 1. In addition, during your turn, increase all ally Servants' power by 1 if your Trash Zone contains an odd number of cards.



MEDUSA RIDER

- Mystic Eyes**
[Cost: Use 2 NP]
During this turn, your opponent's CHAIN bonuses are nullified.
- Monstrous Strength**
[Continuous] During your turn, increase this Servant's power by 2.
- Blood Fort Andromeda**
Reveal 2 cards from the top of your Command Deck and place them in the Trash Zone.
[Continuous] You may use this card as 1 NP. Remove this card from the game afterwards.



GILLES DE RAIS SABER

- Tactics**
[Continuous] When you use Quick, Arts, and Buster cards in a single battle, increase all ally Servants' power by 1.
- Golden Rule**
Discard up to 2 Arts cards from your hand to the Trash Zone, then draw the same number of cards from your Command Deck.
- Prelati's Encouragement**
[Cost: Use 1 NP]
[Continuous] During battle, increase this Servant's Buster card power by 2.
[Continuous] If this Servant loses a battle on your turn, the Servant is eliminated.

FOURTH RELEASE



OZYMANDIAS RIDER

Charisma
[Continuous] During your turn, all allies' power increases +1.

Imperial Privilege
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Place 1 Command Card from the Trash Zone to the bottom of the Command Deck. During this turn, this Servant's power increases +3.

Protection of the Sun God
Discard 1 Command Card from your hand to the Trash Zone, then draw 1 card.
[Continuous] You may count this card as 1 NP. Remove this card from the game.



NITOCRIS CASTER

Egyptian Magecraft
[Cost: Spend 5 NP]
When this Servant engages in a battle on your turn, eliminate the enemy without power calculation if this Servant's Brave CHAIN occurs.

Rapid Words of Divine
[Cost: Spend 1 NP]
[Continuous] You may count this card as 3 NP. Remove this card from the game.

Affection of the Sky God
[Continuous] When this Servant loses a battle, reveal the top 2 cards on your Command Deck. This Servant will not be eliminated if the revealed cards have a combined power of 8 or more. Place the revealed Command Cards in the Trash Zone, and remove this card from the game.



NERO CLAUDIUS SABER

Migraine
[Cost: Spend 1 NP]
[Continuous] This Servant is not affected by enemy skills.

Imperial Privilege
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Place 1 Command Card from the Trash Zone to the bottom of the Command Deck. During this turn, this Servant's power increases +3.

Invictus Spiritus
[Cost: Spend 2 NP]
[Continuous] When this Servant loses a battle, reveal the top 3 cards on your Command Deck. This Servant will not be eliminated if one of the revealed cards has a power of 5 or more. Place the revealed Command Cards in the Trash Zone, and remove this card from the game.



USHIWAKAMARU RIDER

Tengu's Strategy
Discard 1 Command Card from your hand to the Trash Zone, then draw 1 card. You may use another Skill Card during this turn.

Charisma
[Continuous] During your turn, all allies' power increases +1.

Art of the Swallow
[Cost: Spend 4 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Move this Servant to an empty ally starting area.



MUSASHIBOU BENKEI LANCER

Vengeful Spirit Exorcism
[Cost: Spend 2 NP]
[Trigger: When an enemy is about to use a "Trigger" skill] Nullify that skill and remove it from the game.

Imposing Stance
[Cost: Spend 2 NP]
During the next turn, the enemy Servants must move to this Servant's area whenever possible. During the next turn, this Servant's power increases +2.

Blank Subscription List
[Cost: Spend 2 NP]
Remove 1 enemy [Continuous] skill from the game.

FIFTH RELEASE



ARTHUR PENDRAGON SABER

Mana Burst
[Continuous] During battle, this Servant's Buster card power increases +1.

Intuition
Draw 2 cards.

Giant Beast Hunt
[Cost: Spend 2 NP]
[Continuous] During battle, for each enemy power bonus triggered by CHAIN, this Servant's power increases +2.



CLEOPATRA ASSASSIN

Imperial Privilege
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Place 1 Command Card from the Trash Zone to the bottom of the Command Deck. During this turn, this Servant's power increases +3.

Golden Rule (Rich & Body)
[Continuous] Place 1 chip on this Skill Card at the end of your start phase. You may count this card as (number of chips) NP. Remove this card from the game.

Protection of the Goddess
During the next turn, if this Servant loses a battle with a power difference less than 5, this Servant will not be eliminated.



NERO CLAUDIUS (Bride) SABER

Stars for the Sky
Discard up to 3 Arts cards from your hand to the Trash Zone. Then draw the same number of cards from your Command Deck.

Flowers for the Earth
[Cost: Spend 3 NP]
[Continuous] Select a single ally Servant. The selected Servant's power increases +2 during battle on your turn.

Love for the People
[Cost: Spend 3 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Return 1 Command Card from the Trash Zone to the bottom of the Command Deck. During this turn, ally Servants' power increases +3 in battle.



GAIUS JULIUS CAESAR SABER

Tactics
[Continuous] When you use 1 Quick, 1 Arts, and 1 Buster in a single battle, all ally Servants' power increases +1.

Charisma
[Continuous] During your turn, all allies' power increases +1.

Incite
[Cost: Spend 3 NP]
[Continuous] Select a single ally Servant. For every 2 Quick cards in your Trash Zone, the selected Servant's power increases +1.



ARASH ARCHER

Toughness
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Remove 1 Command Card in your hand from the game. During this turn, this Servant's power increases +3.

Clairvoyance
[Continuous] Treat this card as "having 2 Quick cards in the Trash Zone."

Arrow Construction
[Continuous] By removing this card from the game, you may count this card as 1 NP.
[Continuous] When this card is removed from the game, select up to 2 Command Cards from the Trash Zone and return them to the bottom of the Command Deck.

SIXTH RELEASE



ALTRIA PENDRAGON ARCHER

- Summer Splash**
[Cost: Spend 3 NP]
[Trigger: When enemy Servants attempt to move to ally Servants' area] During this turn, ally Servants' power increases +3 in battle. When this Servant engages in battle on the turn, this Servant's Arts card power increases +1.
- Beach House Protection**
[Cost: Spend 2 NP]
Place 4 Command Cards from your Trash Zone to the bottom of your Command Deck in any order.
- Beach Flower**
[Cost: Spend 1 NP]
Draw 1 card.
[Continuous] During your turn, all allies' power increases +1.



MARTHA RULER

- Saint of the Shore**
[Continuous] You may count this card as 1 NP. After this effect activates, remove this card from the game.
[Continuous] During the turn when this card is removed from the game, this Servant's power increases +1.
- Natural Body (Sea)**
[Cost: Spend 1 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] When discarding Command Cards used in battle during this turn into the trash, select up to 3 cards and return them to the bottom of the Command Deck in any order.
- Jacob's Limbs**
[Continuous] When this Servant wins a battle, place 1 chip on this card.
[Continuous] This Servant's power increases +3 if there are 3 or more chips on this card.



HELENA BLAVATSKY ARCHER

- Summer Vacation**
[Cost: Spend 1 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] When discarding Command Cards used in battle during this turn into the trash, select up to 3 cards and return them to the bottom of the Command Deck in any order.
- NYARF!**
[Continuous] When you have 6 or more cards in your Trash Zone, this Servant's power increases +2.
- Colonel's Summer Vacation**
[Continuous] During battle, this Servant's Arts card power increases +1.



PARACELSUS VON HOHENHEIM CASTER

- Rapid Casting**
[Cost: Spend 1 NP]
[Continuous] You may count this card as 3 NP. After this effect activates, remove this card from the game.
- Elemental**
[Cost: Spend 2 NP]
[Continuous] All ally Servants' power increases +1 when 2 or more Arts cards are used during battles.
- Philosopher's Stone**
[Cost: Spend 2 NP]
[Continuous] Select a single ally Servant. When the selected Servant loses a battle, reveal the top 2 cards on your Command Deck. The selected Servant will not be eliminated if the revealed cards have a combined power of 8 or more. Place the revealed Command Cards in the Trash Zone, and remove this card from the game.



MEPHISTOPHELES CASTER

- Curse**
[Continuous] When enemy Servants attempt to move to this Servant's area, the opponent must randomly discard 1 card from their hand to the Trash Zone. Afterwards, the opponent draws 1 card.
- Innocent Monster**
[Continuous] At the beginning of your and opponent's Charge Phase, you may spend 3 NP to activate this card's effect. When this card's effect is activated, you may draw until you have 6 cards instead of 5 during this Charge Phase.
- Clown's Laughter**
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] During this turn and next turn, power bonuses resulting from your enemy's skills are nullified.

SEVENTH RELEASE



ALTRIA PENDRAGON (Alter) RIDER

- Summer Sweeper**
[Cost: Spend 1 NP]
[Continuous] During your turn, this Servant's power increases +1.
[Continuous] All ally Servants' power increases +1 when 2 or more Quick cards are used during battles.
- Coaching**
[Continuous] When any ally Servant uses any skill other than [Continuous] skills, you may remove this card instead. When this card is removed, you can return the Skill Card used back on the field face down.
- Reloading**
[Continuous] During battle, this Servant's Quick card power increases +1.



MINAMOTO- NO-RAIKOU LANCER

- Discipline Committee of the Shadow**
[Cost: Spend 2 NP]
[Trigger: When enemy Servants attempt to move to this Servant's area] Add 2 Quick cards from the your trash pile to your hand.
- Tempered Steel Yoyo**
[Cost: Spend 2 NP]
[Continuous] Select a single ally Servant; the selected Servant's Buster card power increases +1 during battle.
- Summer Catastrophe**
[Cost: Spend 1 NP]
Draw 1 card.
[Continuous] During your turn, all allies' power increases +1.



MARIE ANTOINETTE CASTER

- Beach Flower**
[Cost: Spend 1 NP]
Draw 1 card.
[Continuous] During your turn, all allies' power increases +1.
- Sparkling Sunflower A**
[Cost: Spend 3 NP]
[Continuous] When enemy Servant attempts to move to this Servant's area, draw 1 card.
- Beautiful Princess (Sea)**
During the next turn, if this Servant loses a battle with a power difference less than 5, this Servant will not be eliminated.



HENRY JEKYLL & HYDE ASSASSIN

- Monstrous Strength**
[Continuous] During your turn, this Servant's power increases +1. If your Command Deck has less than 1 card, it becomes +3 instead of +1.
- Panicky Voice**
[Cost: Spend 2 NP]
During this turn, opponent cannot trigger any CHAIN. In addition, if your Command Deck has less than 1 card, during this turn, nullify the opponent's CHAIN bonus.
- Self-Modification**
[Continuous] For every 3 Quick cards in your Trash Zone, this Servant's power increases +1. If your Command Deck has less than 1 card, it becomes +2 instead of +1.



WOLFGANG AMADEUS MOZART CASTER

- Protection of Muse (Fake)**
[Cost: Spend 3 NP]
[Continuous] Your Arts CHAIN bonus becomes +4 instead of +3.
- Aesthetic Appreciation**
[Cost: Spend 2 NP]
Look at your opponent's hand.
- Eine kleine Nachtmusik**
[Cost: Spend 5 NP]
Draw 4 cards. Then discard Command Cards from your hand to the Trash Zone until you have 5 cards in your hand.