

"Seven Blazing Shots" Luvia
 [A] [(3) Discard a ::Gem:: Chara from hand to the WR] When this attacks, if you have another "Five Storm Shots" Rin' in the Front Row, may pay. If so, deal 7 Damage to your Opp.. (DC can occur)

Gem - Daughter | PI/SE18-01 T: Soul

L2
C1

"Five Storm Shots" Rin
 [C] All your other Charas gain "[C] This cannot Side Attack."
 [C] **EXPERIENCE** If the sum of the Level of cards in your Level Zone is 3 or higher, this gains +1000 Pow.

Gem | PI/SE18-02 T: Soul

L2
C1

Rin, Kaleid Ruby
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Gem - Magic | PI/SE18-03 T: None

L0
C0

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Rin, Former Master
 [C] For each of your other "Luvia, Former Master", this gains +1500 Pow and Chara Opposite this gains +1 Soul.

Gem | PI/SE18-04 T: None

L0
C0

Luvia, Former Master
 [C] For each of your other "Rin, Former Master", this gains +1500 Pow and Chara Opposite this gains +1 Soul.

Gem - Daughter | PI/SE18-05 T: None

L0
C0

Luvia, Overbearing Lady
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Gem - Daughter | PI/SE18-06 T: None

L1
C0

Fate/kaleid liner Prisma Illya Extra Pack

Luvia, Kaleid Sapphire
 --No Text--

Gem - Magic | PI/SE18-07 T: None

L1
C0

Rin, Top Candidate for Clock Tower
 [C] For each of your other ::Gem:: Chara, this gains +500 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Gem | PI/SE18-08 T: None

L1
C1

Illya, Normal Girl
 [A] When this attacks, if "Birth! Magical Girl!" is in the CZ, put the top 2 cards of your LB in the WR. If those cards are all ::Magic:: Charas, draw a card.

Master - Magic | PI/SE18-09 T: None

L0
C0

Illya, Kaleid Magical Girl
 [C] **EXPERIENCE** If the sum of the Level of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Master - Magic | PI/SE18-10 T: None

L1
C0

Miyu, Perfect Supergirl?
 [A] When this attacks, if there's a BLUE climax card in the CZ, draw a card, and discard a card from your hand to the WR.

Master - Magic | PI/SE18-11 T: None

L1
C0

Miyu in Maid Uniform
 [A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 500 times the number of your Charas with either "Illya" or "Miyu" in name.
 [S] [Counter] **BACKUP 500, Level 1** [(1) Discard this card from your hand to the WR]

Master - Magic | PI/SE18-12 T: Soul

L1
C1

Illya, Dreaming Girl
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [C] **EXPERIENCE** If the sum of the level of cards in your Level Zone is 3 or higher, your other Chara in the Front Row Center Slot gains +500 Pow.
 [A] **CHANGE** [(1) Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Kaleidoscope" Illya' in your WR and put it in the slot this was in.

Master - Magic | PI/SE18-13 T: Soul

L2
C1

"Mother" Irisviel
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times the Level of that Chara.
 [A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.

Homunculus - Alchemy | PI/SE18-14 T: Soul

L2
C1

Illya, End of the Night
 [A] When this attacks, if "Class Card Archer" is in the CZ, this gains the following ability until the next end of your Opp.'s turn. "[C] This gains +X Pow. X = 1500 times the Level of the Chara Opposite this."

Master - Magic | PI/SE18-15 T: Soul

L2
C1

Miyu the Realist
 [A] **ENCORE** [Put the top card of your LB in your Clock]
 [A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Kaleidoscope" Miyu' in your WR and put it in the slot this was in.

Master - Magic | PI/SE18-16 T: Soul

L2
C2

"Kaleidoscope" Illya
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [Discard a "Class Card Saber" from your hand to the WR] When "Class Card Saber" is placed in your CZ, if you have another "Kaleidoscope" Miyu', put the top card of your LB in the WR. If it's Level 1 or lower, may pay. If so, all your Charas gain the following ability for the turn. "[A] When this attacks, deal 1 Damage to your Opp.." (Climax card is considered to be Level 0 for this effect. DC can occur)

Master - Magic | PI/SE18-17 T: Soul

L3
C2

"Kaleidoscope" Miyu
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, look up to X cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR. X = # of your ::Magic:: Charas.
 [A] When "Class Card Saber" is placed in your CZ, if this is in the Front Row, draw a card, and this gains +1500 Pow and the following ability for the turn.
 "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB."

Master - Magic | PI/SE18-18 T: Soul

L3
C2

Illya, Practicing Magic
 [A] **BOND**/"Miyu, Perfect Supergirl?" [(1)]
 [S] [(1) Rest this] Choose 1 of your Charas with "Miyu" in name, and that Chara gains +1500 Pow for the turn.

Master - Magic | PI/SE18-19 T: None

L0
C0

Magical Sapphire
 [C] If there are 5 or more cards in your hand, all your other Charas gain +500 Pow.
 [C] When you pay the cost for [S] abilities of a Chara in your hand or on Stage, you may put a Marker from under this in the WR in place of a Stock.
 [A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic | PI/SE18-20 T: None

L0
C0

Miyu, Kaleid Magical Girl
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each climax card revealed this way, draw up to 1 card.

Master - Magic | PI/SE18-21 T: None

L0
C0

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Sella & Leys, Einzbern Household
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Master:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Homunculus - Maid | PI/SE18-22 T: None

L0
C0

"Promise" Illya
 [C] If there are 6 or more cards in your hand, this gains +1500 Pow.

Master - Magic | PI/SE18-23 T: None

L0
C0

Miyu, Sudden Transfer Student
 [C] If you have no other Charas in the Front Row, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Master - Magic | PI/SE18-24 T: None

L0
C0

Fate/kaleid liner Prisma Illya Extra Pack

Miyu in Casual Clothing
 --No Text--

Master - Magic | PI/SE18-25 T: None

L0
C0

Magical Ruby
 [A] [Discard a ::Gem:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Master:: Chara, reveal it, and put it in your hand. Shuffle your LB.
 [S] [Discard a Climax card from hand to the WR] Choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

Magic | PI/SE18-26 T: None

L1
C0

"Believing" Miyu
 [C] If there are 6 or more cards in your hand, this gains +1500 Pow.
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Class Card Lancer" is in the CZ, may pay. If so, draw a card, and this gains +1000 Pow for the turn.

Master - Magic | PI/SE18-27 T: None

L1
C0

Illya, Guided Fate
 [S] [Discard a ::Magic:: Chara from hand to the WR] Reveal the top card of your LB. If it's Level 0 or lower, this gains the following ability for the turn.
 [C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara.
 (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Master - Magic | PI/SE18-28 T: None

L1
C0

Illya in Pajamas
 [A] When this is placed from hand to the Stage, this gets -1500 Pow for the turn.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Magic | PI/SE18-29 T: None

L1
C1

Miyu, Moonstruck
 [C] If all your Charas have either "Illya" and/or "Miyu" in name, this gains +2000 Pow.

Master - Magic | PI/SE18-30 T: Soul

L2
C1

Miyu, the Other Magical Girl
 --No Text--

Master - Magic | PI/SE18-31 T: Soul

L2
C1

"Friends" Illya & Miyu
 [C] For each of your other "'Friends" Illya & Miyu', this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Master - Magic | PI/SE18-32 T: Soul

L3
C2

Birth! Magical Girl!
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

PI/SE18-33 T: 2 Soul

Class Card, Archer
 [A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in Stock, and all your Charas gain +1 Soul for the turn.

PI/SE18-34 T: 2 Soul

Class Card Lancer
 [C] All your Charas gain +1000 Pow and +1 Soul.

PI/SE18-35 T: Draw

Class Card Saber
 [C] All your Charas gain +1000 Pow and +1 Soul.
 (GATE trigger: When this card is triggered, you may choose 1 climax card in your WR and return it to your hand)

PI/SE18-36 T: Soul Gate