

"Everyone's Brother" Shirou
 [C] If you have no other Chara with ::Phantasm:: and/or ::Weapon::, this does not Stand during your Stand Phase.
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Phantasm:: or ::Weapon::. Rest it, and move it to an empty Slot in the Back Row.

Phantasm - Weapon | PI/SE36-01 T: None

L0
C0

"True Human Training" Shinji
 [A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Phantasm - Weapon | PI/SE36-02 T: None

L0
C0

Erica
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
 [A] When this attacks, choose 1 of your ::Phantasm:: or ::Doll:: Charas, and for the turn that Chara gains +1500 Pow.

Phantasm - Doll | PI/SE36-03 T: None

L0
C0

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Tanaka, Over-the-Top Girl
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Phantasm:: or ::Hungry:: Chara from your WR, return it to hand, choose 1 of your other ::Phantasm:: or ::Hungry:: Charas and for the turn that Chara gains +1000 Pow.

Phantasm - Hungry | PI/SE36-04 T: None

L0
C0

Sakura, Perfect Smile
 [A] When you use the **BACKUP** of this, if you have a ::Phantasm:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Phantasm - Sports | PI/SE36-05 T: None

L1
C0

Beatrice
 [A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either ::Phantasm:: or ::Weapon::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Phantasm - Weapon | PI/SE36-06 T: Soul

L1
C1

Fate/kaleid liner Prisma Illya Prisma Phantasm Extra Pack

Angelica
 [A] **EXPERIENCE** When this attacks, if the sum of the Levels of the cards in your Level Zone is 5 or more, choose 1 of your Charas, and for the turn, that Chara gains +3000 Pow.
 [A] **ENCORE** [Discard a Chara with either ::Phantasm:: or ::Weapon:: from your hand to the WR]

Phantasm - Weapon | PI/SE36-07 T: Soul

L2
C1

"Teasing Girl" Kuroe
 [C] If this is on the Stage, this gains ::Weapon::.
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **EXPERIENCE** When this attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, choose 1 of your Charas and for the turn that Chara gains +1000 Pow.
 (TL Note: "Kuroe" is used over "Chloe" so that this card is a valid choice as a Chara with "Kuro" in name)

Phantasm - Magic | PI/SE36-08 T: None

L0
C0

"Teasing Girl" Kuroe
 [C] If this is on the Stage, this gains ::Weapon::.
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **EXPERIENCE** When this attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, choose 1 of your Charas and for the turn that Chara gains +1000 Pow.
 (TL Note: "Kuroe" is used over "Chloe" so that this card is a valid choice as a Chara with "Kuro" in name)

Phantasm - Magic | PI/SE36-08SP T: None

L0
C0

"Senior Magician" Rin
 [A] If you have 5 or more cards in your hand, this card gains +1 Level, +1500 Pow, and the following ability. "[C] The card across from this cannot Side Attack."
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Phantasm - Gem | PI/SE36-09 T: None

L0
C0

"Senior Magician" Luvia
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
 [A] [Discard a card from hand to the WR] When this is placed from Stage to the WR, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Phantasm:: or ::Gem:: Chara from among them, show it to your Opp., place it in your hand, and place the remaining cards in the WR.

Phantasm - Gem | PI/SE36-10 T: None

L0
C0

"Kuro's Camp" Kuroe
 [C] If this is on the Stage, this gains ::Weapon::.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] **CX COMBO EXPERIENCE** [(1) When this attacks, if "Prisma Kick-The-Can Game" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 6 or higher, may pay. If so, reveal the top 9 cards of your LB, shuffle your LB, and Deal X Damage to your Opp.. X equals the number of Standby Trigger Icons among those cards. (DC can occur. Put the revealed cards back)
 (TL Note: "Kuroe" is used over "Chloe" so that this card is a valid choice as a Chara with "Kuro" in name)

Phantasm - Magic | PI/SE36-11 T: Soul

L3
C2

Caren, This is my Job
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Phantasm:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Phantasm - Infirmary | PI/SE36-12 T: None

L0
C0

Bazett, For Life
 [C] If you have 2 or more other ::Phantasm:: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Phantasm - Male Dressing | PI/SE36-13 T: None

L1
C1

Gilgamesh, High-Level Vision
 [C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 3 or higher, this gains +1500 Pow and
 [A] **ENCORE** [Discard a ::Phantasm:: or ::Weapon:: Chara from your hand to the WR]
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1500 Pow.

Phantasm - Weapon | PI/SE36-14 T: Soul

L2
C2

Prisma Kick-The-Can Game
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

PI/SE36-15 T: Soul Standby

L0
C0

"Red Camp" Illya
 [A] At the beginning of your Climax Phase, choose 1 of your ::Phantasm:: or ::Magic:: Charas, and for the turn that Chara gains +500 Pow.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and place them in the WR. For each Climax card placed in the WR in this way, search your LB for up to 1 ::Phantasm:: or ::Magic:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Phantasm - Magic | PI/SE36-16 T: None

L0
C0

"Kuro's Camp" Miyu
 [C] During your turn, this gains +1000 Pow.
 [A] **CX COMBO EXPERIENCE** [Discard a card from hand to the WR] When this attacks, if "End of the Festival" is in your CZ and the sum of the Levels of the cards in your Level Zone is 2 or greater, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 3 ::Phantasm:: and/or ::Magic:: Charas, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Phantasm - Magic | PI/SE36-17 T: None

L1
C0

"Kuro's Camp" Miyu
 [C] During your turn, this gains +1000 Pow.
 [A] CX COMBO EXPERIENCE [Discard a card from hand to the WR] When this attacks, if "End of the Festival" is in your CZ and the sum of the Levels of the cards in your Level Zone is 2 or greater, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 3 ::Phantasm:: and/or ::Magic:: Charas, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Phantasm - Magic | PI/SE36-17SP T: None

L1
C0

Miyu, Cool Girl
 [C] If you have 4 or more Charas with ::Phantasm:: or ::Magic::, this gets -1 Level while in your hand.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone is 5 or greater, for the turn this gains +2500 Pow.

Phantasm - Magic | PI/SE36-18 T: Soul

L3
C2

Ilya, Full of Energy
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO EXPERIENCE [(1) Discard 2 cards from hand to the WR] When this attacks, if "End of the Game" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 6 or higher, may pay. If so, do the following two actions once each in any order. "Look at up to 2 cards from the top of your Opp.'s LB, place as many cards from among them in the WR, and put the remaining cards back on top of their LB in any order." "Deal 2 Damage to your Opp." (DC can occur)

Phantasm - Magic | PI/SE36-19 T: Soul

L3
C2

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Ilya, Full of Energy
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] CX COMBO EXPERIENCE [(1) Discard 2 cards from hand to the WR] When this attacks, if "End of the Game" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 6 or higher, may pay. If so, do the following two actions once each in any order. "Look at up to 2 cards from the top of your Opp.'s LB, place as many cards from among them in the WR, and put the remaining cards back on top of their LB in any order." "Deal 2 Damage to your Opp." (DC can occur)

Phantasm - Magic | PI/SE36-19SP T: Soul

L3
C2

Mimi, Always Together
 [C] All your other ::Phantasm:: Charas gain +500 Pow.
 [A] [Discard a card from hand to the WR] When your Chara reveals a Gate Trigger Icon on a Climax during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the remaining cards in the WR.

Phantasm - Book | PI/SE36-20 T: None

L0
C0

Nanami, Always Together
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Phantasm:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Phantasm:: Chara in your WR and return it to your hand.

Phantasm | PI/SE36-21 T: None

L0
C0

Fate/kaleid liner Prisma Ilya Prisma Phantasm Extra Pack

"First Victim" Irisviel
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Phantasm:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantasm | PI/SE36-22 T: None

L0
C0

Housework Skill, Sera
 [C] EXPERIENCE On your turn, if the sum of the Levels on the cards in your Level Zone is 2 or greater, this gains +2000 Pow and the following ability.
 [A] When this attacks, if the card Opposite this is Level 2, for the turn this gains +6000 Pow.
 [A] [Rest another of your Standing ::Phantasm:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR, swap them, choose up to 1 of your Charas, and for the turn that Chara gets +1 Level.

Phantasm - Maid | PI/SE36-23 T: None

L1
C0

Tatsuko, Always Together
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Phantasm:: Charas.
 [A] [Discard a Climax Card with a Gate Trigger Icon from hand to the WR] When this attacks may pay. If so, for the turn this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Phantasm - Sports | PI/SE36-24 T: None

L1
C0

Free Tiger, Taiga
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Phantasm - Teacher | PI/SE36-25 T: Soul

L1
C1

Suzuka, Always Together
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax with a Gate Icon, may pay. If so, look at up to 2 cards from the top of your LB, place them back on top of your LB in any order, and draw a card.

Phantasm - Otaku | PI/SE36-26 T: Soul

L2
C1

Leysritt, Escape Watcher
 [C] EXPERIENCE If the sum of the Levels of the cards in your Level Zone is 5 or greater, this gains +1000 Pow and the following ability.
 [A] When the Level 2 or greater Battle Opp. of this becomes Reversed, you may put the top card of your LB to your Stock.
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Phantasm:: Charas.

Phantasm - Maid | PI/SE36-27 T: Soul

L2
C1

"Enthusiastic Welcome" Kirei
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn.
 [A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in Memory, then put all cards in Memory that were not chosen into your WR."

Phantasm - Priest | PI/SE36-28 T: Soul

L2
C1

Looking for Challenger
 [Counter] You may discard 2 cards from your hand to the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.

PI/SE36-29a T: None

L3
C4

Looking for Challenger
 [Counter] You may discard 2 cards from your hand to the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.

PI/SE36-29b T: None

L3
C4

Looking for Challenger
 [Counter] You may discard 2 cards from your hand to the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.

PI/SE36-29c T: None

L3
C4

End of the Game
 [C] All your Charas gain +1000 Pow and +1 Soul.

PI/SE36-30 T: Soul Gate

End of the Festival
 [C] All your Charas gain +1000 Pow and +1 Soul.

PI/SE36-31 T: Soul Gate

"Future Bride" Illya
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] For each of your other Charas in your Front Row that is either GREEN or ::Phantasm::, 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/SE36-32 T: Soul

L3
C2

"Future Bride" Illya
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] For each of your other Charas in your Front Row that is either GREEN or ::Phantasm::, 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/SE36-32OFR T: Soul

L3
C2

"Ruby Pirates" Illya
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Weapon:: Charas, and that Chara gains +2000 Pow for the turn.

Magic - Weapon | PI/SE36-33 T: None

L1
C0

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"Ruby Pirates" Illya
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Weapon:: Charas, and that Chara gains +2000 Pow for the turn.

Magic - Weapon | PI/SE36-33OFR T: None

L1
C0

"Ninja Under the Moon" Illya
 [A] **CX COMBO** [(1)] When "Stay Like This Forever" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Weapon:: Charas and Stand it.

Magic - Weapon | PI/SE36-34 T: None

L1
C0

"Ninja Under the Moon" Illya
 [A] **CX COMBO** [(1)] When "Stay Like This Forever" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Weapon:: Charas and Stand it.

Magic - Weapon | PI/SE36-34OFR T: None

L1
C0

Fate/kaleid liner Prisma Illya Prisma Phantasm Extra Pack

"Slumber Party" Miyu & Kuroe & Illya
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may return this to your hand.
 [A] When this becomes Reversed, if you have 2 or more other Charas with either ::Weapon:: or ::Magic:: and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Battle Opp..

Magic - Weapon | PI/SE36-35 T: Soul

L3
C2

"Slumber Party" Miyu & Kuroe & Illya
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may return this to your hand.
 [A] When this becomes Reversed, if you have 2 or more other Charas with either ::Weapon:: or ::Magic:: and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Battle Opp..

Magic - Weapon | PI/SE36-35OFR T: Soul

L3
C2

Stay Like This Forever
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

PI/SE36-36 T: Soul Standby

Stay Like This Forever
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

PI/SE36-36OFR T: Soul Standby

"Midsummer Sunshine" Illya
 [A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Master - Magic | PI/SE36-37 T: None

L1
C0

"Midsummer Sunshine" Illya
 [A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Master - Magic | PI/SE36-37SP T: None

L1
C0

"Quiet Time" Illya
 [A] [(1) Discard a ::Magic:: Chara from your hand to the WR, put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it on the bottom of the LB.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Master - Magic | PI/SE36-38 T: Soul

L2
C1

"Quiet Time" Illya
 [A] [(1) Discard a ::Magic:: Chara from your hand to the WR, put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it on the bottom of the LB.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Master - Magic | PI/SE36-38OFR T: Soul

L2
C1

"Freezing Cold" Illya
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn.
 [S] [(2) Rest 2 of your Charas] Draw a card.

Master - Magic | PI/SE36-39 T: Soul

L2
C1

"Freezing Cold" Illya
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn.
 [S] [(2) Rest 2 of your Charas] Draw a card.

Master - Magic | PI/SE36-39OFR T: Soul

L2
C1

"Cheer Girl" Illya
 [C] **ASSIST** All your Charas in front of this gain the following ability. "[C] During battles involving this, your Opp. may not play Events from hand."
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains the following ability. "[C] **ASSIST** All your ::Magic:: Charas in front of this gain +X Pow. X equals that Chara's Level times 1000."
 [A] When this is placed from hand to the Stage, draw 2 cards and discard a card from hand to the WR.

Master - Magic | PI/SE36-40 T: Soul

L3
C2

"Cheer Girl" Illya
 [C] **ASSIST** All your Charas in front of this gain the following ability. "[C] During battles involving this, your Opp. may not play Events from hand."
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains the following ability. "[C] **ASSIST** All your ::Magic:: Charas in front of this gain +X Pow. X equals that Chara's Level times 1000."
 [A] When this is placed from hand to the Stage, draw 2 cards and discard a card from hand to the WR.

Master - Magic | PI/SE36-40OFR T: Soul

L3
C2