

Frieren, Gathering Spells

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

[S] **RECOLLECTION** [Put this in the WR] If you are Level 3 or higher and there is a "Himmel, Blue-Moon Weed" in your Memory, choose up to 1 "Frieren: Beyond Journey's End" in your hand, put it in the Slot this was in, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."

Adventurer - Magic | SFN/S108-T01 T: None

L0C0

Frieren, Gathering Spells

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

[S] **RECOLLECTION** [Put this in the WR] If you are Level 3 or higher and there is a "Himmel, Blue-Moon Weed" in your Memory, choose up to 1 "Frieren: Beyond Journey's End" in your hand, put it in the Slot this was in, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."

Adventurer - Magic | SFN/S108-T01R T: None

L0C0

Heiter, Next Job

[C] All your other Charas with either ::Adventurer:: or ::Magic:: gain +500 Pow.

[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | SFN/S108-T02 T: None

L0C0

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Heiter, Next Job

[C] All your other Charas with either ::Adventurer:: or ::Magic:: gain +500 Pow.

[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | SFN/S108-T02R T: None

L0C0

Eisen, Next Job

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

Adventurer - Weapon | SFN/S108-T03 T: None

L0C0

Eisen, Next Job

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

Adventurer - Weapon | SFN/S108-T03R T: None

L0C0

Frieren Trial Deck

"Hero" Himmel

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Our Adventure" is in the CZ and you have another ::Adventurer:: or ::Magic:: Chara, look at up to 4 cards from top of your LB and search for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Weapon | SFN/S108-T04 T: Soul

L1C0

"Hero" Himmel

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Our Adventure" is in the CZ and you have another ::Adventurer:: or ::Magic:: Chara, look at up to 4 cards from top of your LB and search for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Weapon | SFN/S108-T04SP T: Soul

L1C0

Himmel, Victorious Return

[C] During your turn, if you have another "Frieren, Gathering Spells", this gains +4000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Adventurer - Weapon | SFN/S108-T05 T: None

L1C0

Himmel, Victorious Return

[C] During your turn, if you have another "Frieren, Gathering Spells", this gains +4000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Adventurer - Weapon | SFN/S108-T05R T: None

L1C0

"Priest" Heiter

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Adventurer:: or ::Magic:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Adventurer - Magic | SFN/S108-T06 T: Soul

L2C1

"Priest" Heiter

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Adventurer:: or ::Magic:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Adventurer - Magic | SFN/S108-T06R T: Soul

L2C1

"Warrior" Eisen

[C] If you have 4 or more other ::Adventurer:: or ::Magic:: Charas, this gains +4500 Pow.

Adventurer - Weapon | SFN/S108-T07 T: Soul

L2C1

"Warrior" Eisen

[C] If you have 4 or more other ::Adventurer:: or ::Magic:: Charas, this gains +4500 Pow.

Adventurer - Weapon | SFN/S108-T07R T: Soul

L2C1

Himmel, Today's Feeling

[C] During your turn, if you have another "Frieren, Gathering Spells" in the Back Row, this gains +6000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Adventurer - Weapon | SFN/S108-T08 T: Soul

L2C1

Himmel, Today's Feeling

[C] During your turn, if you have another "Frieren, Gathering Spells" in the Back Row, this gains +6000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Adventurer - Weapon | SFN/S108-T08R T: Soul

L2C1

Our Adventure

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SFN/S108-T09 T: Choice

Our Adventure

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SFN/S108-T09R T: Choice

Comet with Half-Century Period

[C] All your Charas gain +2 Soul.

SNF/S108-T10 T: 2 Soul

Comet with Half-Century Period

[C] All your Charas gain +2 Soul.

SNF/S108-T10R T: 2 Soul

"Mage" Frieren

[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 in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adventurer - Magic | SNF/S108-T11 T: None

L0  
C0

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"Mage" Frieren

[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 in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adventurer - Magic | SNF/S108-T11SP T: None

L0  
C0

Heiter, Asking a Favor

[C] All your other "'Apprentice Mage' Fern" gain +2000 Pow.  
[A] **BOND**/"'Apprentice Mage' Fern" "Fern, New Year's Festival" [Discard a card from your hand to the WR]

Magic | SNF/S108-T12 T: None

L0  
C0

Heiter, Asking a Favor

[C] All your other "'Apprentice Mage' Fern" gain +2000 Pow.  
[A] **BOND**/"'Apprentice Mage' Fern" "Fern, New Year's Festival" [Discard a card from your hand to the WR]

Magic | SNF/S108-T12R T: None

L0  
C0

Frieren Trial Deck

Himmel, Blue-Moon Weed

[A] [Put a card from your hand in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, shuffle your LB, if there are 2 or fewer cards in your Memory, choose up to 1 "Himmel, Blue-Moon Weed" in your WR and send it to Memory.

Adventurer - Weapon | SNF/S108-T13 T: None

L0  
C0

Himmel, Blue-Moon Weed

[A] [Put a card from your hand in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, shuffle your LB, if there are 2 or fewer cards in your Memory, choose up to 1 "Himmel, Blue-Moon Weed" in your WR and send it to Memory.

Adventurer - Weapon | SNF/S108-T13R T: None

L0  
C0

"Apprentice Mage" Fern

--No Text--

Magic | SNF/S108-T14 T: None

L1  
C0

"Apprentice Mage" Fern

--No Text--

Magic | SNF/S108-T14R T: None

L1  
C0

Frieren, Cleaning Request

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SNF/S108-T15 T: Soul

L1  
C1

Frieren, Cleaning Request

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SNF/S108-T15R T: Soul

L1  
C1

Fern, Taking Care of Her Master

[C] During your turn, if you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +4000 Pow.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Adventurer - Magic | SNF/S108-T16 T: None

L1  
C1

Fern, Taking Care of Her Master

[C] During your turn, if you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +4000 Pow.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Adventurer - Magic | SNF/S108-T16R T: None

L1  
C1

Frieren: Beyond Journey's End

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Blue-Moon Seed of Promise" is in the C2 and you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, may pay. If so, deal 4 Damage to your Opp., choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +2000 Pow for the turn. (DC can occur)

Adventurer - Magic | SNF/S108-T17 T: Soul

L3  
C2

Frieren: Beyond Journey's End

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Blue-Moon Seed of Promise" is in the C2 and you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, may pay. If so, deal 4 Damage to your Opp., choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +2000 Pow for the turn. (DC can occur)

Adventurer - Magic | SNF/S108-T17OFR T: Soul

L3  
C2

Frieren: Beyond Journey's End

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Blue-Moon Seed of Promise" is in the C2 and you have 2 or more other ::Adventurer:: and/or ::Magic:: Charas, may pay. If so, deal 4 Damage to your Opp., choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +2000 Pow for the turn. (DC can occur)

Adventurer - Magic | SNF/S108-T17S T: Soul

L3  
C2

Fern, New Year's Festival

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)

Adventurer - Magic | SNF/S108-T18 T: Soul

L3  
C2

Fern, New Year's Festival

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(†) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Adventurer - Magic | SFN/S108-T18R T: Soul

L3

C2

Defensive Spell

[Counter] If you have 5 or more ::Adventurer:: and/or ::Magic:: Charas, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."  
Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

SFN/S108-T19 T: None

L2

C3

[Counter] If you have 5 or more ::Adventurer:: and/or ::Magic:: Charas, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."  
Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

SFN/S108-T19R T: None

L2

C3

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Blue-Moon Seed of Promise

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

SFN/S108-T20 T: Soul Gate

Blue-Moon Seed of Promise

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

SFN/S108-T20OFR T: Soul Gate

Frieren Trial Deck