

### Ouka, Reason for Isolation

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, choose a Chara in your Opp.'s Front Row, and that Chara gets +3000 Pow for the turn.  
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in your WR. If it was a Level 0 or lower Chara, put that Chara in any Slot in your Back Row.

Fantasia Bunko - Weapon | F35/W65-034 T: None

L0  
C0

### Isuzu, Deputy Manager

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other Charas with ::Fantasia Bunko:: and/or ::Amagi Brilliant Park::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Fantasia Bunko:: or ::Amagi Brilliant Park::, this gains the following ability for the turn. "[A] When the Battle Opp. of this is Reversed, you may put that Chara in Clock." (Put the revealed card back)

Fantasia Bunko - Amagi Brilliant Park - Gun | Fab/W65-025 T: Soul

L3  
C2

### Isuzu, Deputy Manager

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other Charas with ::Fantasia Bunko:: and/or ::Amagi Brilliant Park::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Fantasia Bunko:: or ::Amagi Brilliant Park::, this gains the following ability for the turn. "[A] When the Battle Opp. of this is Reversed, you may put that Chara in Clock." (Put the revealed card back)

Fantasia Bunko - Amagi Brilliant Park - Gun | Fab/W65-025S T: Soul

L3  
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

### Latifa, First Princess of Maple Land

[A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[A] When you Level Up, put all Markers under this in the WR.  
[S] [Rest this] Look at the top card of your LB, and place it facedown under this as Marker. Choose 1 of your Charas, and that Chara gets +X Pow for the turn. X = the number of Markers under this x 1000.

Fantasia Bunko - Amagi Brilliant Park - Princess | Fab/W65-026 T: None

L0  
C0

### Latifa, First Princess of Maple Land

[A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[A] When you Level Up, put all Markers under this in the WR.  
[S] [Rest this] Look at the top card of your LB, and place it facedown under this as Marker. Choose 1 of your Charas, and that Chara gets +X Pow for the turn. X = the number of Markers under this x 1000.

Fantasia Bunko - Amagi Brilliant Park - Princess | Fab/W65-026S T: None

L0  
C0

### Muse, Water Fairy

[A] When you use the **BACKUP** of this, if you have a Chara with ::Fantasia Bunko:: and/or ::Amagi Brilliant Park::, 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]

Fantasia Bunko - Amagi Brilliant Park - Music | Fab/W65-029 T: None

L1  
C0

## Fujimi Fantasia Bunko Booster Pack

### Isuzu & Latifa, First Cultural Festival

[C] If you have 2 or more total other ::Fantasia Bunko:: and/or ::Amagi Brilliant Park:: Charas this card gets +1500 Pow and "[A] **ENCORE** [Discard a Chara with ::Fantasia Bunko:: and/or ::Amagi Brilliant Park:: from your hand to the WR]".  
[A] **CX COMBO** When this attacks, if "Welcome to Amagi Brilliant Park" is in your CZ, choose up to 1 ::Fantasia Bunko:: and/or ::Amagi Brilliant Park:: Chara in your WR and put it to Stock, reveal the top card of your LB, if it is a ::Fantasia Bunko:: and/or ::Amagi Brilliant Park:: Chara, put it in your hand. (otherwise put it back)

Fantasia Bunko - Amagi Brilliant Park | Fab/W65-032 T: Soul

L2  
C1

### Muse, Sylphy, Kobory, & Salama, The Four Daughters of

[A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in his or her Stock.  
[A] When this attacks, choose 1 of your other Charas with ::Fantasia Bunko:: and/or ::Amagi Brilliant Park::, and that Chara gains +1000 Pow for the turn.  
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.  
[S] [(1)] This gains +1 Soul for the turn.

Fantasia Bunko - Amagi Brilliant Park - Music | Fab/W65-036 T: None

L1  
C0

### Welcome to Amagi Brilliant Park!

[A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

Fab/W65-040 T: 2 Soul

### Welcome to Amagi Brilliant Park!

[A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

Fab/W65-040R T: 2 Soul

### Moffle & Macaron & Tiramy, Three Crows of Amagi

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Fantasia Bunko:: or ::Amagi Brilliant Park:: among them.  
[A] When this attacks, Rest all your other Standing Charas.

Fantasia Bunko - Amagi Brilliant Park - Mascot | Fab/W65-108 T: None

L0  
C0

### Asia, Healing Girl

[C] All your other Charas with either ::Fantasia Bunko:: or ::Demon:: gain +1500 Pow.  
[C] **CX COMBO** If "First Friend" is in your CZ, all of your Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Fantasia Bunko - Demon - Bishop | Fdd/W65-043 T: Soul

L3  
C2

### Asia, Healing Girl

[C] All your other Charas with either ::Fantasia Bunko:: or ::Demon:: gain +1500 Pow.  
[C] **CX COMBO** If "First Friend" is in your CZ, all of your Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Fantasia Bunko - Demon - Bishop | Fdd/W65-043SP T: Soul

L3  
C2

### Rias, Red-Haired Princess

[C] Your other Front Row Center Slot Chara gains +500 Pow.  
[A] [(1)] When a Climax is placed to your CZ, may pay. If so, choose 1 "Believe in a Dream Together" from your WR and return it to hand.

Fantasia Bunko - Demon - King | Fdd/W65-044 T: None

L0  
C0

### Rias, Red-Haired Princess

[C] Your other Front Row Center Slot Chara gains +500 Pow.  
[A] [(1)] When a Climax is placed to your CZ, may pay. If so, choose 1 "Believe in a Dream Together" from your WR and return it to hand.

Fantasia Bunko - Demon - King | Fdd/W65-044S T: None

L0  
C0

### Akeno, Ultimate Sadist

[C] All of your other Charas gain the following ability.  
"[C] This card cannot Side Attack."  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Demon - Queen | Fdd/W65-048 T: None

L0  
C0

### Akeno, Ultimate Sadist

[C] All of your other Charas gain the following ability.  
"[C] This card cannot Side Attack."  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Demon - Queen | Fdd/W65-048S T: None

L0  
C0

### Rias, Time for a Reward

[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Demon - King | Fdd/W65-049 T: None

L1  
C1

### Rias, Time for a Reward

[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Demon - King | Fdd/W65-049S T: None

L1  
C1

### Rias, Devilish Smile

[A] When this is placed from hand to the stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level, place it in any Slot on the Stage, and for the turn that Chara gains +1 Soul and ::Demon::.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::Fantasia Bunko:: or ::Demon::.

Fantasia Bunko - Demon - King | Fdd/W65-052 T: Soul

L3  
C2

### Rias, Devilish Smile

[A] When this is placed from hand to the stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level, place it in any Slot on the Stage, and for the turn that Chara gains +1 Soul and ::Demon::.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::Fantasia Bunko:: or ::Demon::.

Fantasia Bunko - Demon - King | Fdd/W65-052FBR T: Soul

L3  
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

### Gasper, Half-Vampire in Female Clothing

[A] [Put this in the WR] When your other Chara with ::Fantasia Bunko:: and/or ::Demon:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Fantasia Bunko - Demon - Bishop | Fdd/W65-054 T: None

L0  
C0

### Koneko, Silent White Cat

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
[A] When this becomes Reversed in Battle, if the Battle Opp. of this is Level 1 or lower, you may Reverse that Chara.

Fantasia Bunko - Demon - Rook | Fdd/W65-056 T: None

L1  
C0

### Rossweiße, Silver-Haired Former Valkyrie

[A] [Put this in the WR] When your other Chara with ::Fantasia Bunko:: and/or ::Demon:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.

Fantasia Bunko - Demon - Rook | Fdd/W65-059 T: Soul

L2  
C1

## Fujimi Fantasia Bunko Booster Pack

### Rias & Issei, Master-Slave Relationship

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Fantasia Bunko - Demon - Pawn | Fdd/W65-060 T: None

L0  
C0

### Asia, Contractor of Golden Dragon

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE**" provided by rules)

Fantasia Bunko - Demon - Bishop | Fdd/W65-062 T: None

L0  
C0

### Xenovia, Master of the Holy Sword

[C] All of your other Charas gain the following ability. "[C] This card cannot Side Attack."  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with ::Fantasia Bunko:: and/or ::Demon:: among those cards.

Fantasia Bunko - Demon - Knight | Fdd/W65-064 T: None

L1  
C0

### Yuuto, Godspeed Sword Technique

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

Fantasia Bunko - Demon - Knight | Fdd/W65-065 T: Soul

L1  
C1

### Believe in a Dream Together

Move the top 2 cards of your LB to the WR, choose 1 Chara with ::Fantasia Bunko:: and/or ::Demon:: in your WR whose Level is equal to or lower than X, and return it to your hand. X = the sum of the Levels of the cards moved to WR in this way. (Climax cards are considered Level 0 for this effect)

Fdd/W65-068 T: None

L1  
C0

### First Friend

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

Fdd/W65-071 T: Soul Standby

### First Friend

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

Fdd/W65-071R T: Soul Standby

### Rias, Goddess in Swimsuit

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with ::Fantasia Bunko:: and/or ::Demon::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back)  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE**" provided by rules)

Fantasia Bunko - Demon - King | Fdd/W65-110 T: Soul

L3  
C2

### Kurumi, Mad Flower of "Nightmare"

[A] [(1)] When this is played from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Kurumi, Mad Flower of "Nightmare", place it to any Slot on the Stage, and shuffle your LB.  
[A] **CX COMBO** When this attacks, if "Journey of Death" is in the CZ, perform the following action. "If there are 2 or less cards in your Clock, choose up to 1 card in your WR, return it to your LB, and shuffle your LB. If you have 3 or more cards in your Clock, your Opp. moves the bottom 4 cards of their LB to their WR, and deal your Opp. X Damage, and this gains +3000 Pow for the turn. X = number of Climax Cards moves to the WR in this manner. (DAmage cancel can occur)

Fantasia Bunko - Elemental - Time | Fdl/W65-074 T: Soul

L3  
C2

### Kurumi, Mad Flower of "Nightmare"

[A] [(1)] When this is played from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Kurumi, Mad Flower of "Nightmare", place it to any Slot on the Stage, and shuffle your LB.  
[A] **CX COMBO** When this attacks, if "Journey of Death" is in the CZ, perform the following action. "If there are 2 or less cards in your Clock, choose up to 1 card in your WR, return it to your LB, and shuffle your LB. If you have 3 or more cards in your Clock, your Opp. moves the bottom 4 cards of their LB to their WR, and deal your Opp. X Damage, and this gains +3000 Pow for the turn. X = number of Climax Cards moves to the WR in this manner. (DC can occur)

Fantasia Bunko - Elemental - Time | Fdl/W65-074SP T: Soul

L3  
C2

### Origami, White Winged "Angel"

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Fantasia Bunko - Elemental - Wings | Fdl/W65-076 T: None

L0  
C0

### Origami, White Winged "Angel"

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

Fantasia Bunko - Elemental - Wings | Fdl/W65-076S T: None

L0  
C0

[C] On your turn, if you have 2 or less cards in Clock, this gains +2000 Pow.  
[C] If you have 3 or more cards in Clock, this gains +1 Soul.

L1  
C0

[C] On your turn, if you have 2 or less cards in Clock, this gains +2000 Pow.  
[C] If you have 3 or more cards in Clock, this gains +1 Soul.

L1  
CO

[C] For each of your other Back Row Charas with ::Fantasia Bunko:: and/or ::Spirit (DL)::, this gains +1500 Pow.  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other Charas with ::Fantasia Bunko:: and/or ::Spirit (DL)::.

L2  
C1

[C] For each of your other Back Row Charas with ::Fantasia Bunko:: and/or ::Spirit (DL)::, this gains +1500 Pow.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other Charas with ::Fantasia Bunko:: and/or ::Spirit (DL)::.

L2
C1

[A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

LC  
CC

[S] [(1) Rest 2 Charas] Look at up to 3 cards from the top of your LB, choose up to 1 Chara with ::Fantasia Bunko:: and/or ::Spirit (DL):: from among them, reveal it, put it to hand, and put the rest of the revealed cards in the WR.

LO
CO

[S] [Rest this card] Choose 1 of your Charas with ::Fantasia Bunko:: and/or ::Spirit (DL)::, for the turn it gains +2500 Pow.  
[S] [Discard a card from hand to WR, Rest this] Choose 1 of your Opp.'s Cost 0 or lower Front Row Charas, and put it on the bottom of their LB.  
[S] [(2) Rest this] Put the top card of your Clock in your WR.

$$\frac{L1}{C1}$$

[C] All your other Charas with ::Fantasia Bunko:: and/or ::Spirit (DL):: gain +500 Pow.

$$\frac{LC}{CC}$$

[A] When this is placed form hand to the Stage, this gains +X Pow for the turn. X = 500 times the # of your ::Fantasia Bunko:: Charas.

**L1**  
**C0**

[A] **CX COMBO** When this attacks, if "Steel Raid" is in your CZ, until the next end of your Opp.'s turn this gains the following ability. "[A] When this is Front Attacked, you may return it to your hand."

$$\frac{L1}{C0}$$

[Counter] Choose a Trait on a Chara on your Opp.'s Stage, and all of your Opp.'s Charas lose all instances of that Trait for the turn.

**L2**  
**CO**

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

—

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

—

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

1-

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.  
 [A] [(5) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, may pay. If so, Stand this card.

**L3**  
**C2**

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with ::Fantasia Bunko:: and/or ::Magic:: and return it to your hand, and put the top card of your LB in your Clock.

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 from among them, put it on top of your LB, and put the remaining cards into your WR.

**LO**  
**CO**

[A] [(1) Put the top card of your LB in Clock] When this is moved to WR from the Stage, may pay. If so, search your LB for up to 1 Cost 0 or Lower Chara with ::Fantasia Bunko:: and/or ::Whispered:: whose Level is equal to or less than your Level and place it to any Slot on the Stage Rested, and Shuffle your LB.

**LC**  
**CO**

[A] [(1) Put the top card of your LB in Clock] When this is moved to WR from the Stage, may pay. If so, search your LB for up to 1 Cost 0 or Lower Chara with :Fantasia Bunko:: and/or :Whispered:: whose Level is equal to or less than your Level and place it to any Slot on the Stage Rested, and Shuffle your LB.

$$\frac{L_0}{C_0}$$

Teletha, Captain of the Tuatha De Danaan

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

[A] **CX COMBO** When "Beginning of Battle" is placed to your CZ, this is in your Front Row, and you have 4 or more other ::Fantasia Bunko:: and/or ::Mithril:: Charas, look at up to the top 3 cards of your Opp.'s LB and choose up to 3 cards from among them, put those cards in the WR, return the remaining cards to your Opp.'s LB, and your Opp. shuffles their LB.

Fantasia Bunko - Mithril - Whispered | Ffp/W65-028 T: Soul

L3  
C2

Teletha, Captain of the Tuatha De Danaan

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

[A] **CX COMBO** When "Beginning of Battle" is placed to your CZ, this is in your Front Row, and you have 4 or more other ::Fantasia Bunko:: and/or ::Mithril:: Charas, look at up to the top 3 cards of your Opp.'s LB and choose up to 3 cards from among them, put those cards in the WR, return the remaining cards to your Opp.'s LB, and your Opp. shuffles their LB.

Fantasia Bunko - Mithril - Whispered | Ffp/W65-028S T: Soul

L3  
C2

Sousuke, Callsign Urzu-7

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with ::Fantasia Bunko:: and/or ::Mithril::.

Fantasia Bunko - Mithril - Weapon | Ffp/W65-030 T: None

L1  
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

ARX-8 Laevatein

[C] If there are Markers under this, this card gets +8500 Pow and the following ability. "[C] In this card's Battle, you do not take Damage from your Opp.'s Chara's [A] abilities."

[A] When this is placed from hand to the Stage, you may choose an "Sousuke, Callsign Urzu-7" in your WR and put it face-up under this as Marker.

Fantasia Bunko - Mithril - Arm Slave | Ffp/W65-031 T: Soul

L2  
C1

Beginning of Battle

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

Ffp/W65-041 T: Treasure

Beginning of Battle

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

Ffp/W65-041R T: Treasure

Fujimi Fantasia Bunko Booster Pack

Bonta-kun, Fashionable Style

[C] This cannot Side Attack.

[C] All your other ::Fantasia Bunko:: Charas gain +500 Pow.

Fantasia Bunko | Ffp/W65-107 T: None

L0  
C0

Chaika, Magician Bearing a Coffin

[A] [(2)] When this is played from hand to the Stage, may pay. If so, choose 1 Chara with ::Fantasia Bunko:: and/or ::Magic:: in your WR and return it to hand.

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Fantasia Bunko - Magic - Death | Fhc/W65-090 T: None

L0  
C0

Suzuka, Thoughts of her Brother

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara with ::Fantasia Bunko:: and/or ::Novel::, reveal it, put it in your hand, and shuffle your LB.

Fantasia Bunko - Novel - Brother Complex | Fii/W65-072 T: None

L0  
C0

Suzuka, Thoughts of her Brother

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara with ::Fantasia Bunko:: and/or ::Novel::, reveal it, put it in your hand, and shuffle your LB.

Fantasia Bunko - Novel - Brother Complex | Fii/W65-072S T: None

L0  
C0

Mai, Eternal Oath of a Rival

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.

[A] When this attacks, choose 1 of your Charas with ::Fantasia Bunko:: and/or ::Novel::, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with ::Fantasia Bunko:: and/or ::Novel::.

Fantasia Bunko - Novel - Rival | Fii/W65-082 T: Soul

L3  
C2

Mai, Eternal Oath of a Rival

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.

[A] When this attacks, choose 1 of your Charas with ::Fantasia Bunko:: and/or ::Novel::, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with ::Fantasia Bunko:: and/or ::Novel::.

Fantasia Bunko - Novel - Rival | Fii/W65-082S T: Soul

L3  
C2

Suzuka, Collecting Data on Valentines?

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

Fantasia Bunko - Novel - Brother Complex | Fii/W65-085 T: None

L0  
C0

Suzuka, Bashful Sister

[A] When this is placed from hand to the Stage, if you have another Chara with ::Fantasia Bunko:: and/or ::Novel::, this gains +2000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Princess" Love Story' is in your CZ, choose up to 1 Chara with ::Fantasia Bunko:: and/or ::Novel:: from your WR, put it to Stock, Choose 1 of your Charas, and for the turn that Chara gains +3000 Pow.

Fantasia Bunko - Novel - Brother Complex | Fii/W65-087 T: None

L1  
C0

Ahegao W Peace Sensei, Illustrator from England

[A] When this is placed from hand to the Stage, all players reveal the top card of their LB. If the Level of your card revealed in this way is equal to or higher than the Level of the card revealed by your Opp. in this way, you may choose up to 1 of your Opp.'s Level 2 or lower Charas and put it in the WR. (Climax cards are considered to be Level 0 for this effect. Put the revealed cards back)

Fantasia Bunko - Glasses - Cosplay | Fii/W65-096 T: Soul

L2  
C1

"Princess" Love Story

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

Fii/W65-105 T: Soul Gate

"Princess" Love Story

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

Fii/W65-105R T: Soul Gate

Sakura, Sister's Voice

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Fantasia Bunko - Voice Actor - Heroine | Fii/W65-111 T: None

L0  
C0

Misora, Magical Swordswoman's Egg

[C] This cannot Side Attack.

[C] For each Marker under this, this gains +1500 Pow.

[A] [(1) Discard a card from hand to the WR] When this card is Reversed in battle, may pay. If so, look at the top card of your LB, place it underneath this as Marker, and Rest this.

Fantasia Bunko - Magic - Weapon | Fkm/W65-095 T: None

L1C1

Aliceliese, Ice Witch

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Level 1 or lower Charas, that Chara does not Stand during your Opp.'s next Stand Phase.

Fantasia Bunko - Royalty - Ice | Fks/W65-015 T: None

L1C0

Haruna, Tsundere Magikewl Girl

[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] **CX COMBO** [(3)] When this attacks, if "Daily Nonsense" is in your CZ, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Fantasia Bunko - Weapon - Magikewl Girl | Fkz/W65-002 T: Soul

L3C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Haruna, Tsundere Magikewl Girl

[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] **CX COMBO** [(3)] When this attacks, if "Daily Nonsense" is in your CZ, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Fantasia Bunko - Weapon - Magikewl Girl | Fkz/W65-002SP T: Soul

L3C2

Eu, Silver-Haired Necromancer

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR, and put those Charas in separate Slots on the Stage.

Fantasia Bunko - Weapon - Death | Fkz/W65-003 T: None

L0C0

Eu, Silver-Haired Necromancer

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your WR, and put those Charas in separate Slots on the Stage.

Fantasia Bunko - Weapon - Death | Fkz/W65-003FBR T: None

L0C0

Fujimi Fantasia Bunko Booster Pack

Eu, From Each Festival

[A] When this goes from the Stage to the WR, look at up to the top 4 cards of your LB, choose up to 1 YELLOW Climax, reveal it to your Opp., add it to your hand, and put the remaining cards in the WR. If you added a card to your hand, choose 1 card from your hand and discard it to the WR.

Fantasia Bunko - Weapon - Death | Fkz/W65-005 T: None

L0C0

Sera, Blood-Sucking Ninja

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Solid Situation Panic" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Fantasia Bunko - Ninja - Blood | Fkz/W65-006 T: None

L1C0

Sera, Blood-Sucking Ninja

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Solid Situation Panic" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Fantasia Bunko - Ninja - Blood | Fkz/W65-006S T: None

L1C0

Tomonori, Healthy Outdoor Girl

[C] For each of your other Back Row ::Fantasia Bunko:: and/or ::Ninja:: Charas, this gains +2500 Pow.

Fantasia Bunko - Ninja - Blood | Fkz/W65-007 T: Soul

L2C2

Tomonori, Healthy Outdoor Girl

[C] For each of your other Back Row ::Fantasia Bunko:: and/or ::Ninja:: Charas, this gains +2500 Pow.

Fantasia Bunko - Ninja - Blood | Fkz/W65-007S T: Soul

L2C2

Haruna, Broken Heart Magnum

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

Fantasia Bunko - Weapon - Magikewl Girl | Fkz/W65-008 T: None

L0C0

Sera, Ideal Awakening

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::Fantasia Bunko:: or ::Ninja::.

Fantasia Bunko - Ninja - Blood | Fkz/W65-011 T: Soul

L2C1

Eu, Exposing Business Shirt

[C] If there are 5 or fewer cards in your LB, this card gets -1 Level while in your hand.

[C] During your turn, for each of your other Charas with ::Fantasia Bunko:: and/or ::Weapon::, this gains +500 Pow.

[A] When this is placed from hand to the Stage, you may choose a Chara with ::Fantasia Bunko:: and/or ::Weapon:: in your WR and return it to your hand.

Fantasia Bunko - Weapon - Death | Fkz/W65-012 T: Soul

L3C2

Taeko, Top Honor Student

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, this gains +2 Soul for the turn.

[A] When this attacks, choose 1 of your other ::Fantasia Bunko:: Charas, and that Chara gains +1000 Pow for the turn.

Fantasia Bunko - Honor Student | Fkz/W65-014 T: None

L0C0

Ayumu, Kinda Gross Feeling

[S] [(1) Send this to the WR] Choose up to 1 Chara from your hand with Level equal to or lower than your Level, place it in the Slot this card was in.

Fantasia Bunko - Magikewl Girl - Death | Fkz/W65-016 T: None

L1C0

Seras, Two-Faced Vampire Ninja

[C] All your Charas gain the following ability. "[C] When this is Reversed in Battle, put this on the bottom of your LB."

Fantasia Bunko - Ninja - Blood | Fkz/W65-018 T: None

L1C0

Impenetrable Interval

[Counter] Choose up to 2 of your Opp.'s Charas, and those Charas get -2 Soul for the turn. Send this to Memory.

Fkz/W65-019 T: None

L3C4

Daily Nonsense

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

Fkz/W65-020 T: Soul Bounce

Daily Nonsense

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

Fkz/W65-020R T: Soul Bounce

Solid Situation Panic

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

Fkz/W65-021 T: Soul Shot

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Yuna, Single-Minded Sorcerer

[C] For each of your other Charas with ::Fantasia Bunko:: and/or ::Magic::, this gains +500 Pow.  
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Essence of Mother and Child Teachings" is in your CZ, put up to 2 cards from the top your LB to your Stock.

Fantasia Bunko - Magic - Heroine | Fmr/W65-024 T: None

L1

C0

Yuna, Single-Minded Sorcerer

[C] For each of your other Charas with ::Fantasia Bunko:: and/or ::Magic::, this gains +500 Pow.  
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Essence of Mother and Child Teachings" is in your CZ, put up to 2 cards from the top your LB to your Stock.

Fantasia Bunko - Magic - Heroine | Fmr/W65-024S T: None

L1

C0

Rin, Swordmaster

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Fantasia Bunko:: or ::Magic::, Rest it, and move it to an empty Slot in the Back Row.

Fantasia Bunko - Magic - Weapon | Fmr/W65-027 T: None

L0

C0

Fujimi Fantasia Bunko Booster Pack

Rin, Swordmaster

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Fantasia Bunko:: or ::Magic::, Rest it, and move it to an empty Slot in the Back Row.

Fantasia Bunko - Magic - Weapon | Fmr/W65-027S T: None

L0

C0

Kuriko, Noble Princess

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Fantasia Bunko:: and/or ::Magic::.  
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +3500 Pow for the turn.

Fantasia Bunko - Magic - Daughter | Fmr/W65-033 T: Soul

L3

C2

Kazuki, Secret Qualities

[A] When this attacks, if the Level of the Battle Opp. of this is 3 or higher, this gains +6000 Pow for the turn.

Fantasia Bunko - Magic | Fmr/W65-038 T: Soul

L2

C1

Essence of Mother and Child Teachings

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

Fmr/W65-039 T: Treasure

Essence of Mother and Child Teachings

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

Fmr/W65-039R T: Treasure

Yuna & Kuriko & Rin, Hot-Spring Moment

[A] This ability may be activated up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the 4 cards of your LB, and put them in the WR. For each Climax card revealed this way, perform the following action. "Draw 2 cards, then choose a card from your hand and discard it to the WR."  
Fantasia Bunko - Magic | Fmr/W65-109 T: None

L1

C0

Mamako, Hero's Mother

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -1500 Pow for the turn.  
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this Attack's Trigger Step.

Fantasia Bunko - Family - Weapon | Fos/W65-037 T: Soul

L2

C1

Nobuna, Rule the Empire by Force

[C] During your turn, this gains +1000 Pow.  
[A] [(3)] When this is placed from hand to the Stage, may pay. If so, put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from the top of their LB in the Stock.

Fantasia Bunko - Sengoku - Daimyo Princess | Foy/W65-001 T: None

L0

C0

Nobuna, Rule the Empire by Force

[C] During your turn, this gains +1000 Pow.  
[A] [(3)] When this is placed from hand to the Stage, may pay. If so, put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from the top of their LB in the Stock.

Fantasia Bunko - Sengoku - Daimyo Princess | Foy/W65-001S T: None

L0

C0

Hanbei, Fragile Yin Yang Master

[C] During your turn, all your other Charas gain +500 Pow.  
[A] [Put the top card of your LB in your Clock] When a Climax card is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 Level 1 or higher card, reveal it, put it in your hand, put the rest of those cards in the WR. (Climax cards are considered Level 0 for this effect)

Fantasia Bunko - Sengoku - Yin Yang Arts | Foy/W65-004 T: None

L0

C0

Hanbei, Fragile Yin Yang Master

[C] During your turn, all your other Charas gain +500 Pow.  
[A] [Put the top card of your LB in your Clock] When a Climax card is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 Level 1 or higher card, reveal it, put it in your hand, put the rest of those cards in the WR. (Climax cards are considered Level 0 for this effect)

Fantasia Bunko - Sengoku - Yin Yang Arts | Foy/W65-004S T: None

L0

C0

Nobuna, Zipang's Queen

[A] When this card attacks, if "Those Who Aspire" is in your CZ, and you have another ::Fantasia Bunko:: or ::Sengoku:: Chara, put the top 2 cards of your LB into the WR, choose a ::Fantasia Bunko:: or ::Sengoku:: Chara with Level X or lower in your WR, and return that card to your hand. X is the total Level of cards sent to WR this way.

Fantasia Bunko - Sengoku - Daimyo Princess | Foy/W65-009 T: None

L1

C0



Celica, One of the Continent's Leading Magicians

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this s higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Fantasia Bunko - Magic | Fra/W65-098 T: Soul

L2  
C1

Black Destruction Magic

You may choose 1 card from your hand and move it to the WR. If so, choose 1 of your Opp.'s Level 3 or lower Front Row Charas, put it on the bottom of their LB, and put this on the bottom of your LB.

Fra/W65-100 T: None

L2  
C1

"Paradise" Everlasting

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

Fra/W65-102 T: Draw

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

"Paradise" Everlasting

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

Fra/W65-102R T: Draw

Important Things You Don't Want to Lose

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

Fra/W65-104 T: Soul Gate

Rumia & Re=L, Untitled Story

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose 1 Chara of Level X or lower in WR and return it to hand. X = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fantasia Bunko - Magic | Fra/W65-112 T: None

L1  
C0

Fujimi Fantasia Bunko Booster Pack

Mafuyu, Hekiyou Academy Student Council Accountant

[A] When a Climax card is placed in your CZ, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Dozing Off" is in your CZ, look at up to 4 cards from top of your LB, search them for up to 1 Chara with ::Fantasia Bunko:: and/or ::Student Council::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Fantasia Bunko - Student Council - Otaku | Fsi/W65-042 T: None

L1  
C0

Mafuyu, Hekiyou Academy Student Council Accountant

[A] When a Climax card is placed in your CZ, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Dozing Off" is in your CZ, look at up to 4 cards from top of your LB, search them for up to 1 Chara with ::Fantasia Bunko:: and/or ::Student Council::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Fantasia Bunko - Student Council - Otaku | Fsi/W65-042SP T: None

L1  
C0

Kurimu, Hekiyou Academy Student Council President

[A] **CX COMBO** [(1)] When "Irreplaceable Student Council" is placed in your CZ, may pay. If so, choose 1 of your "Chizuru, Hekiyou Academy Student Council Chronicler" or "Chizuru, Scent of Lilies" and Stand it.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

Fantasia Bunko - Student Council - Sweets | Fsi/W65-045 T: None

L0  
C0

Kurimu, Hekiyou Academy Student Council President

[A] **CX COMBO** [(1)] When "Irreplaceable Student Council" is placed in your CZ, may pay. If so, choose 1 of your "Chizuru, Hekiyou Academy Student Council Chronicler" or "Chizuru, Scent of Lilies" and Stand it.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

Fantasia Bunko - Student Council - Sweets | Fsi/W65-045S T: None

L0  
C0

Kurimu, Absolute God

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or into the WR.  
[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, choose a Chara in your WR with ::Fantasia Bunko:: and/or ::Student Council:: and return it to your hand.

Fantasia Bunko - Student Council - Sweets | Fsi/W65-047 T: None

L0  
C0

Kurimu, Absolute God

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or into the WR.  
[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, choose a Chara in your WR with ::Fantasia Bunko:: and/or ::Student Council:: and return it to your hand.

Fantasia Bunko - Student Council - Sweets | Fsi/W65-047S T: None

L0  
C0

Minatsu, Hekiyou Academy Student Council Vice

[A] [Discard 2 cards from your hand to 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 your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fantasia Bunko - Student Council - Passion | Fsi/W65-050 T: Soul

L2  
C1

Minatsu, Hekiyou Academy Student Council Vice

[A] [Discard 2 cards from your hand to 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 your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fantasia Bunko - Student Council - Passion | Fsi/W65-050S T: Soul

L2  
C1

Chizuru, Hekiyou Academy Student Council Secretary

[C] If you have another "Kurimu, Hekiyou Academy Student Council President", this gains +3000 Pow.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Student Council - Honor Student | Fsi/W65-051 T: Soul

L2  
C2

Chizuru, Hekiyou Academy Student Council Secretary

[C] If you have another "Kurimu, Hekiyou Academy Student Council President", this gains +3000 Pow.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Chara in the Front Row, may pay. If so, Rest this.

Fantasia Bunko - Student Council - Honor Student | Fsi/W65-051FBR T: Soul

L2  
C2

Minatsu, Tsundere Maid

[C] For each Marker under this, this gains +1500 Pow.  
[A] When this card is placed from hand to the Stage, you may look at up to 2 cards from the top of your LB, choose up to 1 Level 0 or lower Chara from among them, reveal it to your Opp., put it facedown under this as a Marker, and put the rest of those cards in the WR.  
[A] When this is placed from hand to the Stage, you may choose a "Mafuyu, Otaku Girl" in your WR and put it face-up under this as Marker.

Fantasia Bunko - Student Council - Passion | Fsi/W65-053 T: None

L0  
C0

Chizuru, Flowers Reflected on a Mirror, Moon Reflected

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or into the WR.  
[A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Fantasia Bunko - Student Council - Honor Student | Fsi/W65-055 T: None

L0  
C0



[A] When this card attacks, if you have 4 or more other Charas with ::Fantasia Bunko:: and/or ::Student Council::, choose 1 Chara, and for the turn, that Chara gains +2 Soul.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

$$\frac{L2}{C1}$$

[S] [(2) Rest 2 of your Charas] Put the top card of your Clock in your WR.

L2
C1

[A] [Discard a Climax card from hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose 1 Chara with ::Fantasia Bunko:: and/or ::Student Council:: from your WR and return it to your hand.

L0  
C0

L1  
C0

L1
C1

**L3**  
**C2**

**LO**  
**CO**

**L1**  
**C0**

