

Emilia, Girl Trapped in Ice
 [A] When a Climax is placed to your CZ, if that Climax has a Treasure icon, choose 1 of your Charas, and until the next end of your Opp.'s turn that Chara gains +1000 Pow.
 [A] [(1)] When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Emilia" or "Puck" in name, show it to your Opp., put it in your hand, and put the remaining cards in your WR.

Magic - Elemental | RZ/SE35-01 T: None

L0
C0

Puck, Resisting Fate
 [C] During your turn if you have 2 or more Charas with "Emilia" and/or "Puck" in name, this gains +1 Level and +1500 Pow.
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Weapon::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Elemental | RZ/SE35-02 T: None

L0
C0

Puck, Resisting Fate
 [C] During your turn if you have 2 or more Charas with "Emilia" and/or "Puck" in name, this gains +1 Level and +1500 Pow.
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Weapon::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Elemental | RZ/SE35-02SP T: None

L0
C0

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

"Freezing Bond" Puck & Emilia
 [A] CX COMBO [Discard a GREEN card from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Sacred Question" is in your CZ and you have another ::Magic:: or ::Weapon:: Charas, may pay. If so, search your LB for up to 2 Charas with ::Magic:: and/or ::Weapon::, show them to your Opp., put them in your hand, and shuffle your LB.

Magic - Elemental | RZ/SE35-03 T: None

L1
C0

Emilia & Puck, Contractor and Spirit
 [C] RECOLLECTION If you have 2 or more Chara with ::Magic:: and/or ::Weapon:: in Memory, this gains +3000 Pow.
 [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 When "Future of the Two" is placed to your CZ, for the turn this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Clock." "[A] [Discard a card from hand to the WR] When this Direct Attacks, may pay. If so, deal 2 Damage to your Opp.." (DC may occur)

Magic - Elemental | RZ/SE35-04 T: Soul

L3
C2

Emilia & Puck, Contractor and Spirit
 [C] RECOLLECTION If you have 2 or more Chara with ::Magic:: and/or ::Weapon:: in Memory, this gains +3000 Pow.
 [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 When "Future of the Two" is placed to your CZ, for the turn this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Clock." "[A] [Discard a card from hand to the WR] When this Direct Attacks, may pay. If so, deal 2 Damage to your Opp.." (DC may occur)

Magic - Elemental | RZ/SE35-04SP T: Soul

L3
C2

Re:Zero Frozen Bonds Extra Pack

Puck, Believe in That Time
 [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 with either ::Magic:: or ::Weapon::, this gains +500 Pow.
 [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.

Magic - Elemental | RZ/SE35-05 T: Soul

L3
C2

Emilia, Contracting with Tiny Spirits
 [A] When this attacks, choose 1 of your Charas with ::Magic:: or ::Weapon:: and for the turn that Chara gains +1500 Pow.
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Magic - Elemental | RZ/SE35-06 T: None

L0
C0

Emilia, Glide Action!
 [A] [Put this in the WR] When your other Chara with "Emilia" in name is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.
 [S] [Rest this] Choose 1 of your Charas with "Emilia" in name, and that Chara gains +1500 Pow for the turn.

Magic - Elemental | RZ/SE35-07 T: None

L0
C0

Puck, Charity
 [C] If you do not have another Chara with "Emilia" or "Puck" in name, this does not Stand during your Stand Phase.
 [S] [(1)] Send this to Memory [Look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Emilia" or "Puck" in name, show it to your Opp., put it in your hand, and put the remaining cards in your WR.]

Magic - Elemental | RZ/SE35-08 T: None

L0
C0

Emilia, Forest Exploration
 [C] RECOLLECTION If there is a card in your Memory, this gains +3000 Pow.
 [A] [Discard a Climax with a Treasure Icon from hand to the WR] When this attacks, may pay. If so, for the turn this gets +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Magic - Elemental | RZ/SE35-09 T: None

L1
C0

"Your Father" Puck
 [A] CX COMBO When "The Two Meet" is placed to your CZ, if you have another ::Magic:: or ::Weapon:: Chara, for the turn this gains the following 2 abilities. "[A] When this attacks, you may choose a ::Magic:: or ::Weapon:: Chara in your WR and put it to Stock." "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [A] When this card triggers a Climax during the Trigger Step, if that card has a Stock (Bag) Icon, you may choose a Chara from your WR and return it to your hand.

Magic - Elemental | RZ/SE35-10 T: None

L1
C0

Emilia Alone
 [C] All your other "Call My Name" Puck gain +1000 Pow.
 [C] ASSIST All your Charas with either ::Magic:: or ::Weapon:: in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [(1)] Put the top card of your LB to your Clock. Rest this [Search your LB for up to 1 Chara with "Emilia" or "Puck" in name, show it to your Opp., put it in your hand, shuffle your LB, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow.]

Magic - Elemental | RZ/SE35-11 T: Soul

L1
C1

Emilia, Mana Release
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Magic - Elemental | RZ/SE35-12 T: Soul

L1
C1

Emilia, Won't Leave Nature Alone
 [A] When you use the BACKUP of this, reveal the top card of your LB. If it's a Chara with either ::Magic:: 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 2500, Level 2 [(1)] Discard this card from your hand to the WR

Magic - Elemental | RZ/SE35-13 T: Soul

L2
C1

"Just" Emilia
 [C] RECOLLECTION If "Emilia Alone" is in your Memory, this gains the following ability. "[C] This cannot be chosen by your Opp.'s effects."
 [S] RECOLLECTION If you have 3 or more cards in Memory, this gains "[C] ASSIST All 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 or by the [S] effect of "Call My Name" Puck to the Stage, you may choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to hand.

Magic - Elemental | RZ/SE35-14 T: Soul

L3
C2

Emilia, Desperate Resistance
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(3)] Discard 2 cards from your hand to the WR [When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)]

Magic - Elemental | RZ/SE35-15 T: Soul

L3
C2

"Star Beast" Puck
 [C] All your other "Emilia, Desperate Resistance" gain +1000 Pow.
 [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 and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.
 [A] CX COMBO When this attacks, if "Clash of the Great Spirits" is in your CZ, put all of your Opp.'s Stock in the WR, and put an equal number cards from the top of their LB into their Stock.

Magic - Elemental | RZ/SE35-16 T: Soul

L3
C2

Emilia, Deepening Bond

[A] When your Chara's Trigger Check reveals a "Emilia, Glittering Mining" or "Your Father" Puck, you may return the top card of your Stock to your hand.
[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 Chara in your WR and return it to your hand.

Magic - Elemental | RZ/SE35-17 T: None

L0
C0

Emilia, Glittering Mining

[A] [Discard 3 card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to 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, choose a "Glittering Stone" in your WR and return it to your hand.

Magic - Elemental | RZ/SE35-18 T: None

L0
C0

Emilia, The Two Meet

[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 Chara in your WR with either ::Magic:: or ::Weapon:: and return it to your hand.

Magic - Elemental | RZ/SE35-19 T: None

L0
C0

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

Puck, Talented Individual

[A] When you use the **BACKUP** of this, if you have a Chara with "Emilia" or "Puck" in name, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Elemental | RZ/SE35-20 T: None

L1
C0

"Call My Name" Puck

[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1) Send an "Emilia Alone" and this to Memory] Choose a "Just" Emilia in your WR and place it to the Slot this was in."
[A] [Discard a card from hand to the WR] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Magic - Elemental | RZ/SE35-21 T: Soul

L2
C1

Puck, Punishment Time

[C] If there's a Marker under this, this gains +2500 Pow.
[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
[A] When this is placed from hand to the Stage, you may choose an "Emilia, Pure and Innocent" or "Emilia, Girl Trapped in Ice" in your WR and place it facedown under this as Marker.

Magic - Elemental | RZ/SE35-22 T: Soul

L3
C2

Re:Zero Frozen Bonds Extra Pack

Puck, Invitation to the Outside

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Emilia" or "Puck" in name, show it to your Opp., pt it in your hand, and Shuffle your LB.

Magic - Elemental | RZ/SE35-23 T: None

L0
C0

Puck, Forest Exploration

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[C] **RECOLLECTION** If you have a card in Memory, this gains the following ability. "[S] [(2) Rest this] Choose a Chara in your WR and return it to hand."
[A] At the beginning of your MP, you may choose 1 of your Stock and look at it. (put the revealed card back)

Magic - Elemental | RZ/SE35-24 T: None

L0
C0

Emilia, Remember the Old Days

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Magic - Elemental | RZ/SE35-25 T: None

L0
C0

Emilia, Visit to the Village

[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 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Magic - Elemental | RZ/SE35-26 T: None

L0
C0

Puck, Disturbing Premonition

[C] Chara Opposite this cannot move to another Slot.
[A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

Magic - Elemental | RZ/SE35-27 T: None

L0
C0

Emilia, Now that Everyone is Here

[C] If you do not have another Chara with "Emilia" or "Puck" in name, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage, if there are 5 or more Climax cards in your Opp.'s WR, Rest this.

Magic - Elemental | RZ/SE35-28 T: None

L0
C0

Emilia, Unreasonable Accusation

[C] During battles involving this, no player may play **BACKUP** from hand.
[A] [(1) Send this to Memory] When this is Front Attacked, may pay. If so, choose up to 1 "Call My Name" Puck in your hand and place it to the slot this was in as the Defending Chara.
[S] [Rest 1 of your ::Magic:: or ::Weapon:: Charas] For the turn this gains +1000 Pow.

Magic - Elemental | RZ/SE35-29 T: None

L1
C0

"I'll Always Be Here" Puck

[C] If you have another Chara with "Emilia" in name, this gains +3000 Pow.
[A] [Clock] **ALARM** If this is on top of your Clock, at the start of Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock into their WR. If so, put that Chara to your Opp.'s Clock."

Magic - Elemental | RZ/SE35-30 T: None

L1
C0

Puck, Choosing Between Oath and Contract

[C] **RECOLLECTION** On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability.
"[A] When this attacks, if the Chara across from this is Level 2, for the turn this gains +6000 Pow."
[A] **ENCORE** [Put the top card of your LB in your Clock]

Magic - Elemental | RZ/SE35-31 T: None

L1
C0

Emilia, Living in the Forest

[C] If there are 6 or more cards in your Stock, this gains +3000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Elemental | RZ/SE35-32 T: None

L1
C0

Emilia, Advice from Kindness

[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 Reverse, you may put the top card of your LB to Stock."

Magic - Elemental | RZ/SE35-33 T: None

L1
C0

Puck, Surging Anger

[C] If you have 2 or more other Charas with ::Magic:: and/or ::Weapon::, This gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Elemental | RZ/SE35-34 T: None

L1
C1

Emilia, Dyed in the Setting Sun
 [C] If you have another "Puck, Thinking of Emilia", this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]."
 [C] **RECOLLECTION** If you have 3 or more cards in Memory, this gains +4000 Pow and +1 Soul.

Magic - Elemental | RZ/SE35-35 T: Soul

L2
C1

Puck, Thinking of Emilia
 [C] During your turn, if you have another "Emilia, Dyed in the Setting Sun", this gains +4000 Pow.
 [A] [Discard a GREEN card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Emilia, Dyed in the Setting Sun" in your WR and place it to any slot on the Stage.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic - Elemental | RZ/SE35-36 T: Soul

L2
C1

Ice Flower
 If you don't have a Chara with "Emilia" in name, you cannot play this from hand.
 Choose 1 of the following effects and perform it.
 *Put 3 cards from the top of your Stock in the WR. If you do, choose 1 of your Opp.'s Front Row Level 3 or Lower Charas and put it on the bottom of their LB."
 *For the turn all of your Opp.'s Charas get -500 Pow. Send this to Memory."

RZ/SE35-37 T: None

L1
C0

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

Glittering Stone
 If you don't have a Chara with "Emilia" in name, you cannot play this from hand.
 Rest 1 of your Standing Charas. If you do, search your Stock for up to 1 Climax with a Stock Icon, show it to your Opp., put it in your hand, and shuffle your Stock.

RZ/SE35-38 T: None

L1
C0

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

RZ/SE35-39 T: Treasure

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

RZ/SE35-40 T: Treasure

Re:Zero Frozen Bonds Extra Pack

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

RZ/SE35-41 T: Stock

Clash of the Great Spirits
 [C] All your Charas gain +1000 Pow and +1 Soul.

RZ/SE35-42 T: Stock

Ram in Hakama
 [C] If you have 2 or more other Charas with "Rem" or "Ram" in name, this gains +1000 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Natsuki Subaru Decoy Operation" is in your CZ, put up to 1 card from the top of your LB to your Stock, choose up to 1 "Ram, Pink-Haired Maid" in your WR and return it to your hand.

Magic - Maid | RZ/SE35-43 T: None

L1
C0

Ram in Hakama
 [C] If you have 2 or more other Charas with "Rem" or "Ram" in name, this gains +1000 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Natsuki Subaru Decoy Operation" is in your CZ, put up to 1 card from the top of your LB to your Stock, choose up to 1 "Ram, Pink-Haired Maid" in your WR and return it to your hand.

Magic - Maid | RZ/SE35-43SP T: None

L1
C0

Chap, Bandit Appearing in the Forest
 [C] If you are Level 2 or higher, this gains the following ability. [S] [Place this in the WR] Choose up to 1 "Chap, Avenger" from your hand and place it to the Slot this was in.
 [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, choose up to 2 "Black Water" in your WR and return them to your hand.

Weapon | RZ/SE35-44 T: None

L0
C0

"Arbitrator" Melakuera
 [C] You may have up to 7 cards sharing the same name as this in your Deck.
 [C] **EXPERIENCE** For each "Arbitrator" Melakuera in your Level Zone this gains +2000 Pow.
 [A] CX COMBO When this attacks, if "World-Ending Blaze Burning Up" is in your CZ, deal 1 Damage to your Opp., and until the next end of your Opp.'s turn this gains +1000 Pow and the following ability. [A] When the Battle Opp. of this is Reversed, you may put that Chara on top of your Opp.'s LB. (DC can occur)
 [A] When this becomes Reversed in battle, Send this to Memory.

Magic - Elemental | RZ/SE35-45 T: Soul

L3
C2

Black Water
 [C] You may have as many copies of cards with the same name as this in your deck.
 [C] **EXPERIENCE** For each "Arbitrator" Melakuera in your Level Zone, this gains +1500 Pow.
 [A] **RESONANCE** [Reveal a "Black Water" in your hand] At the start of your Climax Phase, may pay. If so, this gains the following ability for the turn. [A] When the Battle Opp. of this is Reversed, you may put that Chara on top of your Opp.'s LB."

Magic | RZ/SE35-46 T: None

L1
C0

"Four Large" Melakuera
 [C] If there are 2 or more "Black Water" in your WR, this gets -1 Level while in your hand.
 [C] All your other RED Charas gain +1000 Pow.
 [C] **RECOLLECTION** If you are Level 3 or higher, and "Arbitrator" Melakuera is in your Memory, this gains the following ability. [S] [(1)] Choose an "Arbitrator" Melakuera in your Level and this and Swap them."

Magic - Elemental | RZ/SE35-47 T: Soul

L2
C1

Chap, Avenger
 [C] all of your Opp.'s Charas with "Emilia" in name gain ::Witch::.
 [C] If there is a Marker under this, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]"
 [C] **EXPERIENCE** For each "Arbitrator" Melakuera in your Level Zone this gains +1500 Pow.
 [A] When this is placed from hand or WR to the Stage, you may choose a "Chap, Bandit Appearing in the Forest" in your WR and put it face-down under this as Marker.

Magic - Elemental | RZ/SE35-48 T: Soul

L2
C2

World-Ending Blaze Burning Up
 [C] All your Charas gain +1000 Pow and +1 Soul.

RZ/SE35-49 T: Salvage

Rem in Hakama
 [A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)
 [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 ::Magic:: or ::Weapon:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Magic - Maid | RZ/SE35-50 T: None

L0
C0

Rem in Hakama
 [A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)
 [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 ::Magic:: or ::Weapon:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Magic - Maid | RZ/SE35-50SP T: None

L0
C0