

Crusch & Ferris

[C] If there are 2 or more "Crusch & Ferris" in your WR, this gets -1 Level while in your hand.
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Weapon | RZ/S55-001 T: Soul

L3
C2

Crusch & Ferris

[C] If there are 2 or more "Crusch & Ferris" in your WR, this gets -1 Level while in your hand.
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Weapon | RZ/S55-001S T: Soul

L3
C2

Felt, Shining Dragon Stone

[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** [Put 3 YELLOW Charas from your Stage in the WR] At the start of your Encore Step, if "Let's Do This, Royal Election" is in the CZ and this is in the Front Row, may pay. If so, choose up to 1 "Reinhard, Sword Saint" in your WR and put it Rested in any Slot on the Stage, and deal 1 Damage to your Opp.. (DC can occur)

Weapon - Double Tooth | RZ/S55-002 T: Soul

L3
C2

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Felt, Tough Personality

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this becomes Reversed in battle, if you have 1 or fewer other Chara with either ::Magic:: or ::Weapon::, put this in your Clock.

Weapon - Double Tooth | RZ/S55-003 T: None

L0
C0

Felt, Value of the Emblem

[C] During your turn, all your other YELLOW Charas gain +1000 Pow.
[C] All your other YELLOW Charas gain "[A] **ENCORE** [(2)]".

Weapon - Double Tooth | RZ/S55-004 T: None

L1
C0

Felt, Tough to Swallow Situation

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Girl of Gale" is in your CZ, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Magic:: or ::Weapon::, 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.

Weapon - Double Tooth | RZ/S55-005 T: None

L1
C0

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Petelgeuse Romanee-Conti

[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** [(2) Discard 2 ::Witch's Cult:: Charas from your hand to the WR] When "Proof of Favor" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 2 "Invisible Hand" in your WR, put them in separate empty Slots on the Stage, and all your "Invisible Hand" gains +1 Soul and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 2 Damage to your Opp.." (DC can occur)

Witch's Cult - Magic | RZ/S55-006 T: Soul

L3
C2

Felt, Stance in Front of the Enemy

[C] Your other Chara with either ::Magic:: or ::Weapon:: in the Front Row Center Slot gains +1500 Pow.

[A] When this Direct Attacks, choose 1 of your other Chara with either ::Magic:: or ::Weapon::, and that Chara gains +1 Soul for the turn.

Weapon - Double Tooth | RZ/S55-007 T: None

L0
C0

Invisible Hand

[C] You may have as many copies of cards with the same name as this in your deck.
[C] All your other "Petelgeuse Romanee-Conti" gain +1000 Pow.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Witch's Cult - Magic | RZ/S55-008 T: None

L1
C0

Subaru, Top Fur Craftsman

[S] [Put all Charas from your Stage in the WR] Draw up to 2 cards, and discard 2 cards from your hand to the WR.

Death - Magic | RZ/S55-009 T: None

L1
C0

Petelgeuse, Invisible Threat

[A] When this is placed from hand to the Stage, if you have another ::Witch's Cult:: Chara, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing ::Witch's Cult:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Witch's Cult:: Chara, reveal it, put it in your hand, and shuffle your LB.

Witch's Cult - Magic | RZ/S55-010 T: None

L1
C0

Reinhard, Soothing Work

[C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] **CX COMBO** When your Chara attacks, if "Sword Strike" is in the CZ and this is in the Front Row, you may choose to give the Attacking Chara -1 Soul for the turn. If so, that Attacking Chara gains +2000 Pow for the turn.

Weapon - Knight | RZ/S55-011 T: None

L1
C0

Reinhard, Reunion in the Castle

[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times Level of that Chara.
[A] This ability activates up to once per turn. When your other "Felt, Candidate for Royal Election" is placed from hand to the Stage, you may put the top card of your LB in your Stock.

Weapon - Knight | RZ/S55-012 T: Soul

L2
C1

Felt, Brave Girl

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

Weapon - Double Tooth | RZ/S55-013 T: Soul

L2
C1

Julius, Trusting Cooperation

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose a Chara in your WR with either ::Magic:: or ::Weapon:: and return it to your hand.

Magic - Knight | RZ/S55-014 T: None

L0
C0

Fingertips

[C] You may have as many copies of cards with the same name as this in your deck.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Witch's Cult - Magic | RZ/S55-015 T: None

L0
C0

Crusch, Lady Dressed in Male Clothing

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Magic - Weapon | RZ/S55-016 T: None

L0
C0

Ferris as Member of the Knights

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[S] [Rest this] Choose 1 of your "Crusch & Ferris", and that Chara gains +2500 Pow for the turn.

Magic - Knight | RZ/S55-017 T: None

L0
C0

Ferris, Moment of Happiness

[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 up to 1 "Crusch, Victory Yell" in your hand and put it in any Slot on the Stage.
[A] **BOND**/"Crusch, Victory Yell" [Discard a card from your hand to the WR]

Magic - Knight | RZ/S55-018 T: None

L1
C0

Wilhelm, Facing Crisis

[C] This cannot Side Attack.
[A] [Put this in the WR] At the end of this card's attack, may pay. If so, draw a card, and discard a card from your hand to the WR.

Weapon | RZ/S55-019 T: None

L1
C0

Petelgeuse, Unnerving Smile

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose up to 1 "Petelgeuse Romanee-Conti" in your WR and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Witch's Cult - Magic | RZ/S55-020 T: Soul

L2
C1

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Crusch, Victory Yell

--No Text--

Magic - Weapon | RZ/S55-021 T: Soul

L2
C1

Rental Goa

You may choose a Chara on your Stage whose Level is equal to or lower than your Level and put it in the WR. If so, search your LB for up to 1 Chara with the same Level as the Chara put in the WR this way, put it in any Slot on the Stage, and shuffle your LB.

RZ/S55-022 T: None

L2
C0

Let's Do This, Royal Election

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

RZ/S55-023 T: Soul Shot

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Let's Do This, Royal Election

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

RZ/S55-023R T: Soul Shot

Proof of Favor

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

RZ/S55-024 T: Soul Shot

Sword Strike

[C] All your Charas gain +2 Soul.

RZ/S55-025 T: 2 Soul

Beatrice, Eversummer Life in Another World

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +500 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 Chara in your WR and return it to your hand.

Magic - Book | RZ/S55-026 T: None

L0
C0

Beatrice, Eversummer Life in Another World

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +500 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 Chara in your WR and return it to your hand.

Magic - Book | RZ/S55-026SP T: None

L0
C0

Ram, Eversummer Life in Another World

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Cooking to Be Proud of" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Magic - Maid | RZ/S55-027 T: None

L1
C0

Ram, Eversummer Life in Another World

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Cooking to Be Proud of" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Magic - Maid | RZ/S55-027SP T: None

L1
C0

Ram, Gathering at Roswaal's Mansion

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Assault by the Witch's Cult" is in the CZ, may pay. If so, look at up to 4 cards from top of your Opp's LB, choose up to 4 cards and put them in the WR, return the rest to the LB, and your Opp. shuffles that LB.

Magic - Maid | RZ/S55-028 T: Soul

L3
C2

Ram, Gathering at Roswaal's Mansion

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Assault by the Witch's Cult" is in the CZ, may pay. If so, look at up to 4 cards from top of your Opp's LB, choose up to 4 cards and put them in the WR, return the rest to the LB, and your Opp. shuffles that LB.

Magic - Maid | RZ/S55-028S T: Soul

L3
C2

Ram, Little Sister's crisis

[C] All your other "Rem, Strike of an Angry Oni" and "Rem, Favorite's Guidance" gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When you use **CHANGE**, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Maid | RZ/S55-029 T: None

L0
C0

Ram, Little Sister's crisis

[C] All your other "Rem, Strike of an Angry Oni" and "Rem, Favorite's Guidance" gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When you use **CHANGE**, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Maid | RZ/S55-029S T: None

L0
C0

Ram, Studying

[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 +3000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Magic - Maid | RZ/S55-030 T: None

L0
C0

Rem & Ram, Maid Sisters

[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 - Maid | RZ/S55-031 T: None

L0
C0

Rem & Ram, Maid Sisters

[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 - Maid | RZ/S55-031S T: None

L0
C0

Beatrice, Loves Nii-Cha

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Book | RZ/S55-032 T: None

L1
C0

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Beatrice, Getting Annoyed

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Declaration of Life Remaining" is in the CZ and you have 2 or more other Charas with either ::Magic:: or ::Weapon::, reveal the top 2 cards of your LB, and your Opp. chooses 1 Chara or Event among them and put it in your hand, then puts the rest in the WR.

Magic - Book | RZ/S55-033 T: None

L1
C0

Ram, Amazed Look

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Maid | RZ/S55-034 T: Soul

L3
C2

Beatrice, Unexpected Mischief

[A] When your other Chara with either ::Magic:: or ::Weapon:: attacks, this gains +1000 Pow for the turn.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
[A] **CX COMBO** When this attacks, if "Secret Private Room" is in the CZ and you have 2 or more other Charas with "Beatrice" in name, this gains +3500 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)

Magic - Book | RZ/S55-035 T: Soul

L3
C2

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Beatrice, Unexpected Mischief

[A] When your other Chara with either ::Magic:: or ::Weapon:: attacks, this gains +1000 Pow for the turn.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
[A] **CX COMBO** When this attacks, if "Secret Private Room" is in the CZ and you have 2 or more other Charas with "Beatrice" in name, this gains +3500 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)

Magic - Book | RZ/S55-035S T: Soul

L3
C2

Ram, Answering After Calming Down

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
[A] [Put this in the WR] When your other Chara with either ::Magic:: or ::Weapon:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Magic - Maid | RZ/S55-036 T: None

L0
C0

Ram, Fearing

[A] When you use the **BACKUP** of this, if you have a Chara with either "Ram" or "Rem" in name, 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]

Magic - Maid | RZ/S55-037 T: None

L1
C0

Ram, Assassin From Roswaal's Mansion

[C] If all your Charas have either "Ram" or "Rem" in name, this gains +2000 Pow.
[A] When this attacks, if you have another "Rem, Straight Smile", choose 1 of your other Charas, and that Chara gains +2000 Pow for the turn.

Magic - Maid | RZ/S55-038 T: None

L1
C0

Beatrice, Smell of Witch

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose this and 1 of your Charas with either ::Magic:: or ::Weapon::, then Stand and Swap them.

Magic - Book | RZ/S55-039 T: None

L1
C1

Beatrice, Not Happy

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this becomes Reversed, if you have another "Beatrice, Lovely Girl" and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Battle Opp..

Magic - Book | RZ/S55-040 T: Soul

L2
C1

Ram, Gaze of Disdain

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[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 "Ram, Pink-Haired Maid", reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +3000 Pow for the turn.

Magic - Maid | RZ/S55-041 T: Soul

L2
C1

Ram, Worried

[C] During your turn, all your other "Rem, Miserable" gain +2000 Pow.
[A] **BOND/"Rem, Miserable"** [Discard a card from your hand to the WR]

Magic - Maid | RZ/S55-042 T: None

L0
C0

Beatrice, Confronting Roswaal

[C] During your turn, this gains +2000 Pow.
[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 "Forbidden LB" in your WR and return it to your hand.

Magic - Book | RZ/S55-043 T: None

L0
C0

Roswaal, Naked Encounter

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Magic - Odd-Eye | RZ/S55-044 T: None

L0
C0

Ram, Twin Maids

[A] When this is placed from hand to the stage, choose 1 of your other Charas with "Rem" in name, and that Chara gains +2000 Pow for the turn.

Magic - Maid | RZ/S55-045 T: None

L0
C0

Beatrice, Frustrated Stomp

[A] This ability activates up to once per turn. When the Battle Opp. of your other Chara with either ::Magic:: or ::Weapon:: becomes Reversed, this gains +2000 Pow for the turn.

Magic - Book | RZ/S55-046 T: None

L0
C0

Subaru, After a Bath

[A] When this is Front Attacked, reveal the top card of your LB. If it's a Climax card, put this in the WR. (Put the revealed card back where it was)

Death - Magic | RZ/S55-047 T: None

L1
C0

Beatrice, Girl with Drills

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Book | RZ/S55-048 T: Soul

L2
C1

Ram, Bloodline of Oni

--No Text--

Magic - Maid | RZ/S55-049 T: Soul

L2
C1

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Source of the Curse

If you have 2 or fewer Charas with either ::Magic:: or ::Weapon::, you cannot play this from hand.
Draw up to 2 cards, discard 2 cards from your hand to the WR, choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

RZ/S55-050 T: None

L2
C0

Forbidden Library

Choose 1 of your Standing Charas with "Beatrice" in name and Rest it. If so, you may choose 1 of your Level 2 Charas with "Beatrice" in name and return it to hand. If so, choose up to 1 Chara in your hand with "Beatrice" in name and put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn. Send this to Memory.

RZ/S55-051 T: None

L2
C1

Cooking to Be Proud of

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

RZ/S55-052 T: Salvage

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Cooking to Be Proud of

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

RZ/S55-052R T: Salvage

Assault by the Witch's Cult

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

RZ/S55-053 T: 2 Soul

Declaration of Life Remaining

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

RZ/S55-054 T: 2 Soul

Secret Private Room

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

RZ/S55-055 T: Salvage

Secret Private Room

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

RZ/S55-055R T: Salvage

Emilia, Pure and Innocent

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Magic - Elemental | RZ/S55-056 T: None

L0
C0

Emilia, Pure and Innocent

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Magic - Elemental | RZ/S55-056S T: None

L0
C0

Rem, Happy Gestures

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, this gains +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)
[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 - Maid | RZ/S55-057 T: None

L0
C0

Rem, Happy Gestures

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, this gains +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)
[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 - Maid | RZ/S55-057S T: None

L0
C0

Rem, Secretly Sniffing

[C] During your turn, if you have another Chara with either ::Magic:: or ::Weapon::, this gains +3000 Pow.
[A] When this attacks, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Magic - Maid | RZ/S55-058 T: None

L1
C0

Rem, Secretly Sniffing

[C] During your turn, if you have another Chara with either ::Magic:: or ::Weapon::, this gains +3000 Pow.
[A] When this attacks, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Magic - Maid | RZ/S55-058S T: None

L1
C0

Emilia, Eversummer Life in Another World

[C] If there is a "Munching Puck" in your Clock, this gets -1 Level while in your hand.
[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** When this attacks, if "Occasionally Just the Two of Us" is in the CZ and you have 4 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow and the following ability until the next end of your Opp.'s turn.
"[A] At the start of your Opp.'s Attack Phase, choose up to 2 of your Opp.'s Charas, and they get -1 Soul for the turn."

Magic - Elemental | RZ/S55-059 T: Soul

L3
C2

Emilia, Eversummer Life in Another World

[C] If there is a "Munching Puck" in your Clock, this gets -1 Level while in your hand.
[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** When this attacks, if "Occasionally Just the Two of Us" is in the C2 and you have 4 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow and the following ability until the next end of your Opp.'s turn.
[A] At the start of your Opp.'s Attack Phase, choose up to 2 of your Opp.'s Charas, and they get -1 Soul for the turn."

Magic - Elemental | RZ/S55-059SP T: Soul

L3
C2

Rem, Eversummer Life in Another World

[C] During your turn, if all your Charas have either "Ram" or "Rem" in name, this gains +2000 Pow.
[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** [(3) Discard a Chara with either "Ram" or "Rem" in name from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "No. 1 Hero of the World" is in the C2 and all your Charas have either "Ram" or "Rem" in name, may pay. If so, Stand this, and this gains +2000 Pow for the turn.

Magic - Maid | RZ/S55-060 T: Soul

L3
C2

Rem, Eversummer Life in Another World

[C] During your turn, if all your Charas have either "Ram" or "Rem" in name, this gains +2000 Pow.
[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** [(3) Discard a Chara with either "Ram" or "Rem" in name from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "No. 1 Hero of the World" is in the C2 and all your Charas have either "Ram" or "Rem" in name, may pay. If so, Stand this, and this gains +2000 Pow for the turn.

Magic - Maid | RZ/S55-060SP T: Soul

L3
C2

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Emilia Will Teach You~

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, if it has a Book Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

Magic - Elemental | RZ/S55-061 T: None

L0
C0

Emilia Will Teach You~

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, if it has a Book Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR.

Magic - Elemental | RZ/S55-061S T: None

L0
C0

Munching Puck

[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 Chara with "Emilia" in name, reveal it, put it in your hand, and shuffle your LB.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Elemental:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic - Elemental | RZ/S55-062 T: None

L0
C0

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Munching Puck

[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 Chara with "Emilia" in name, reveal it, put it in your hand, and shuffle your LB.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Elemental:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic - Elemental | RZ/S55-062S T: None

L0
C0

Rem, Straight Smile

[C] All your other Charas with either "Ram" or "Rem" in name gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Maid | RZ/S55-063 T: None

L0
C0

Rem, Straight Smile

[C] All your other Charas with either "Ram" or "Rem" in name gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Maid | RZ/S55-063S T: None

L0
C0

Rem, Hurrying to School

[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +1 Level and +500 Pow for the turn.
[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, 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 - Maid | RZ/S55-064 T: None

L0
C0

Rem, Hurrying to School

[A] At the start of your Climax Phase, choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +1 Level and +500 Pow for the turn.
[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, 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 - Maid | RZ/S55-064S T: None

L0
C0

Emilia, Gathering at Roswaal's Mansion

[C] If all your Charas are ::Elemental::, this gains the following ability. [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 ::Elemental:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Emilia" in name, and that Chara gains +1000 Pow for the turn.

Magic - Elemental | RZ/S55-065 T: None

L0
C0

Emilia, Gathering at Roswaal's Mansion

[C] If all your Charas are ::Elemental::, this gains the following ability. [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 ::Elemental:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Emilia" in name, and that Chara gains +1000 Pow for the turn.

Magic - Elemental | RZ/S55-065S T: None

L0
C0

Ram & Rem, Cute Servants

[A] **RESONANCE** [Reveal a "Rem, Eversummer Life in Another World" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either "Ram" or "Rem" in name, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Maid | RZ/S55-066 T: None

L0
C0

Ram & Rem, Cute Servants

[A] **RESONANCE** [Reveal a "Rem, Eversummer Life in Another World" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara among them with either "Ram" or "Rem" in name, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Maid | RZ/S55-066S T: None

L0
C0

Emilia, Calm Appearance

[C] If you have another "Emilia, Gathering at Roswaal's Mansion", this gains +4000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Elemental | RZ/S55-067 T: None

L1
C0

Emilia, Calm Appearance

[C] If you have another "Emilia, Gathering at Roswaal's Mansion", this gains +4000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Elemental | RZ/S55-067S T: None

L1
C0

Rem, Favorite's Guidance

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, if you have another Chara with either ::Magic:: or ::Weapon::, this gains +2000 Pow for the turn.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Rem, Strike of an Angry Oni" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Magic - Maid | RZ/S55-068 T: None

L1
C0

Emilia, Angered Questioning

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Happy Special Treatment" is in your CZ, 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/S55-069 T: None

L1
C0

Emilia, Personality Without Exceptions

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Emilia" in name, and that Chara gains +1000 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 put that Chara on the bottom of the LB.

Magic - Elemental | RZ/S55-070 T: Soul

L2
C1

Emilia, Personality Without Exceptions

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Emilia" in name, and that Chara gains +1000 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 put that Chara on the bottom of the LB.

Magic - Elemental | RZ/S55-070S T: Soul

L2
C1

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Rem, Gathering at Roswaal's Mansion

[C] If you have 4 or more Charas with "Rem" in name, this gets -1 Level while in your hand.
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[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 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Magic:: or ::Weapon::.

Magic - Maid | RZ/S55-071 T: Soul

L3
C2

Rem, Gathering at Roswaal's Mansion

[C] If you have 4 or more Charas with "Rem" in name, this gets -1 Level while in your hand.
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[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 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Magic:: or ::Weapon::.

Magic - Maid | RZ/S55-071S T: Soul

L3
C2

Rem, Working with Subaru

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

Magic - Maid | RZ/S55-072 T: None

L0
C0

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Emilia on the Second Mornng

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[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.

Magic - Elemental | RZ/S55-073 T: None

L0
C0

Rem, Something About the Future

[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] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Magic - Maid | RZ/S55-074 T: None

L0
C0

Emilia, Covering for Felt

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may choose this and a Chara in your WR and Swap them.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Magic - Elemental | RZ/S55-075 T: None

L1
C0

Rem, Strike of an Angry Oni

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Rem, Favorite's Guidance" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Magic - Maid | RZ/S55-076 T: None

L1
C0

Rem, Able to Do Everything

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** [Put the top card of your LB in your Clock] When the Battle Opp. of this becomes Reversed, if "Surprising Scene" is in your CZ, may pay. If so, draw up to 1 card, choose up to 1 Chara in your WR with either ::Magic:: or ::Weapon:: and put it in your Stock, choose 1 of your other Charas, and that Chara gains +1000 Pow for the turn.

Magic - Maid | RZ/S55-077 T: None

L1
C0

Rem, Taking Out White Whale

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. When your other "Rem, Blue-Haired Maid" with Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara, and draw a card.

Magic - Maid | RZ/S55-078 T: Soul

L2
C1

Emilia, Seeing People off

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic - Elemental | RZ/S55-079 T: Soul

L3
C2

Subaru, Trusting Cooperation

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** [(2)] When "Resisting Despair-" is placed in your CZ, if this is in the Front Row and all players are Level 3 or higher, may pay. If so, draw up to 3 cards, all players put all of their respective Clocks in their respective WRs, and this cannot attack for the turn.

Death - Magic | RZ/S55-080 T: Soul

L3
C2

Rem, Pressing Stance

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.

Magic - Maid | RZ/S55-081 T: Soul

L3
C2

Rem, Bloodline of Oni

[A] This ability activates up to once per turn. When your other "Ram, Bloodline of Oni" is placed from hand to the Stage, you may put the top card of your LB in your Stock.
[A] **BOND**/"Ram, Bloodline of Oni" [Discard a card from your hand to the WR]

Magic - Maid | RZ/S55-082 T: None

L0
C0

Emilia, Flowing with Tears

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, you may draw a card. If so, discard a card from your hand to the WR.
[A] [(2)] When this is placed from the Stage to the WR, 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/S55-083 T: None

L0
C0

Giant Puck

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your other ::Book:: Charas, and that Chara gains +1 Level and +500 Pow for the turn.

Magic - Elemental | RZ/S55-084 T: None

L0
C0

Rem, Sudden Charge

[A] When this Direct Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Magic - Maid | RZ/S55-085 T: None

L0C0

Emilia, Unexpected Switch

--No Text--

Magic - Elemental | RZ/S55-086 T: None

L0C0

Emilia, Kind Big Sister

[A] When this is placed from hand to the Stage, you may choose an "Emilia, Unexpected Switch" in your WR and put it in your Stock.

Magic - Elemental | RZ/S55-087 T: None

L1C0

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Rem, Miserable

--No Text--

Magic - Maid | RZ/S55-088 T: None

L1C0

Rem, Offering Lap Pillow

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Maid | RZ/S55-089 T: Soul

L2C1

Rem, Fearing

[C] If you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this may Side Attack without Soul Penalty.
[A] When this attacks, all your Charas gain +1000 Pow for the turn.

Magic - Maid | RZ/S55-090 T: Soul

L2C1

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Emilia, Analyzing Magic

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic - Elemental | RZ/S55-091 T: Soul

L2C1

Emilia, Sad Face

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] When this is placed from hand to the Stage, if there are fewer cards in your hand than your Opp.'s hand, you may put the top card of your LB in your Stock.

Magic - Elemental | RZ/S55-092 T: Soul

L2C2

Rem, Twin Maids

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Magic:: or ::Weapon::, you may choose a Chara in your WR with either ::Magic:: or ::Weapon:: and put it in your Stock.

Magic - Maid | RZ/S55-093 T: Soul

L2C2

Meteor

Choose 1 of your Standing Charas with either ::Magic:: or ::Weapon:: and Rest it. If so, search your LB for up to 1 Chara with **ALARM**, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

RZ/S55-094 T: None

L1C0

Memories of Repent

[Counter] Choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +3500 Pow for the turn.

RZ/S55-095 T: None

L1C1

Occasionally Just the Two of Us

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

RZ/S55-096 T: Draw

Occasionally Just the Two of Us

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

RZ/S55-096R T: Draw

No. 1 Hero of the World

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

RZ/S55-097 T: Soul Gate

No. 1 Hero of the World

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

RZ/S55-097R T: Soul Gate

Happy Special Treatment

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

RZ/S55-098 T: Soul Gate

Resisting Despair-

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

RZ/S55-099 T: Draw

Resisting Despair-

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

RZ/S55-099SP T: Draw

Surprising Scene

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

RZ/S55-100 T: 2 Soul

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