

### Erza, Magical Swordsman

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in your WR.  
[A] **CHANGE** [Put a card from hand to Clock, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Black Wing Armor Erza" in your WR and put it in the Slot this was in.

Magic - Weapon | FT/S09-001 T: None

L0  
C0

### Erza, Titania

[C] Chara opposite this gets -1 Soul.  
[C] **RECOLLECTION** During your turn, if there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(2) Discard a "Blumenblatt" from your hand to the WR] This may be played up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Magic - Weapon | FT/S09-002 T: Soul

L3  
C2

### Erza, Titania

[C] Chara opposite this gets -1 Soul.  
[C] **RECOLLECTION** During your turn, if there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(2) Discard a "Blumenblatt" from your hand to the WR] This may be played up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Magic - Weapon | FT/S09-002S T: Soul

L3  
C2

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### Erza, Extremely Close Type

[C] During your turn, all your other Charas with "Erza" in the name gain +1000 Pow.  
[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic - Weapon | FT/S09-003 T: None

L0  
C0

### Erza, Extremely Close Type

[C] During your turn, all your other Charas with "Erza" in the name gain +1000 Pow.  
[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic - Weapon | FT/S09-003S T: None

L0  
C0

### "Black Wing Armor" Erza

[A] When this attacks, if "Fairy Tail!!!!!!" is in the CZ, search your LB for a Chara with "Erza" in the name and put it in the WR, shuffle your LB, and this gains +2500 Pow for the turn.  
[A] [Put this in the WR] At the beginning of your Opp.'s Draw Phase, may pay. If so, choose a "Flame Empress Armor Erza" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Magic - Weapon | FT/S09-004 T: None

L1  
C0

## Fairy Tail Booster Pack

### "Black Wing Armor" Erza

[A] When this attacks, if "Fairy Tail!!!!!!" is in the CZ, search your LB for a Chara with "Erza" in the name and put it in the WR, shuffle your LB, and this gains +2500 Pow for the turn.  
[A] [Put this in the WR] At the beginning of your Opp.'s Draw Phase, may pay. If so, choose a "Flame Empress Armor Erza" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Magic - Weapon | FT/S09-004R T: None

L1  
C0

### "Flame Empress Armor" Erza

[A] [Put this in the WR] At the beginning of your Draw Phase, may pay. If so, choose a "Black Wing Armor Erza" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Weapon | FT/S09-005 T: None

L1  
C0

### "Heaven's Wheel Armor" Erza

[A] When this attacks, if "Circle Sword" is in the CZ, this gains +4000 Pow and +1 Soul for the turn.  
[S] [(1)] This gains +1 Soul for the turn.  
[S] [Rest 2 of your ::Magic:: Charas] This gains +2500 Pow for the turn.

Magic - Weapon | FT/S09-006 T: Soul

L2  
C1

### "Heaven's Wheel Armor" Erza

[A] When this attacks, if "Circle Sword" is in the CZ, this gains +4000 Pow and +1 Soul for the turn.  
[S] [(1)] This gains +1 Soul for the turn.  
[S] [Rest 2 of your ::Magic:: Charas] This gains +2500 Pow for the turn.

Magic - Weapon | FT/S09-006R T: Soul

L2  
C1

### Lexus, Grandson of Makarov

[A] This ability may be played up to once per turn.  
When you use an [S] ability, this gains +1000 Pow and +1 Soul.

Magic - Dragon | FT/S09-007 T: Soul

L2  
C1

### Erza, S-Level Magician

[S] [Rest 2 of your ::Magic:: Charas] This gains +2500 Pow for the turn.

Magic - Weapon | FT/S09-008 T: None

L0  
C0

### Aria of the Sky

[A] [(4) Discard a Climax card from hand to the WR] When you use **BACKUP** of this, may pay. If so, Rest 1 of your Opp.'s Charas.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Element | FT/S09-009 T: None

L1  
C0

### Erza, Large Luggage

[S] [(2)] This gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Weapon:: Chara, reveal it, and put it in your hand. Shuffle your LB" for the turn.

Magic - Weapon | FT/S09-010 T: None

L1  
C0

### Porlyusica, Healing Magician

[A] [(2)] When you use **BACKUP** of this, may pay. If so, choose an Opp.'s Chara whose Level is 2 or higher. That Chara gets -1 Soul for the turn.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic | FT/S09-011 T: Soul

L2  
C1

### Master Jose, Phantom Lord

[C] If there are any Markers under this, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, choose up to 2 ::Element:: Charas in your WR and return it to your LB. Shuffle your LB. If you return 2, put the top card of your LB under this as Marker.

Magic - Master | FT/S09-012 T: Soul

L2  
C2

### Master Makarov, Fairy Tail

[A] **BOND**/"Lexus, Grandson of Makarov" [(1)]  
[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 ::Magic:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Magic - Master | FT/S09-013 T: None

L0  
C0

### Levy McGarden

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, Send this to Memory.  
[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Book | FT/S09-014 T: None

L0  
C0

Lexus, S-Level Magician

[C] If there are any Markers under this, this gains +1000 Pow.  
[S] [(1)] If there is no Marker under this, put the top card of your LB under this as Marker.

Magic - Dragon | FT/S09-015 T: None

L0

C0

"Shinigami" Erigor

[S] [(2)] This gains +3000 Pow and +1 Soul for the turn.

Magic - Weapon | FT/S09-016 T: None

L0

C0

Erza, Top Female Magician of Fairy Tail

--No Text--

Magic - Weapon | FT/S09-017 T: None

L0

C0

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Makarov, Ten Wizard Saints

--No Text--

Magic - Master | FT/S09-018 T: None

L1

C0

Mystogan, S-Level Magician

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.  
[S] [(1) Rest this] Choose an Opp.'s Chara whose Level is 0 or lower and return it to the hand.

Magic - Mystery | FT/S09-019 T: Soul

L1

C1

"No Longer Lost" Erza

--No Text--

Magic - Weapon | FT/S09-020 T: Soul

L2

C2

Fairy Tail Booster Pack

Destroying the Moon!?

Choose 2 of your Standing Charas and Rest them. If you Rest 2, choose an Opp.'s Chara whose Cost is 0 or lower and put it in the Stock.

FT/S09-021 T: None

L2

C0

Fairy Law

If there are 2 or fewer cards in your Memory, this cannot be played from your hand.  
Choose up to 3 Level 2 or lower Charas in your Opp.'s Front Row and put them in Stock.

FT/S09-022 T: None

L2

C4

Blumenblatt

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

FT/S09-023 T: Soul Bounce

Fairy Tail!!!!!!

[C] All your Charas gain +2 Soul.

FT/S09-024 T: 2 Soul

Circle Sword

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

FT/S09-025 T: Soul Shot

Lucy, Rookie Magician

[C] If you have 2 or more other ::Key:: Chara, this gains +1 Level and +1500 Pow.

Magic - Key | FT/S09-026 T: None

L0

C0

Lucy, Rookie Magician

[C] If you have 2 or more other ::Key:: Chara, this gains +1 Level and +1500 Pow.

Magic - Key | FT/S09-026S T: None

L0

C0

Lucy, Fairy Tail Magician

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(2)] When "Celestial Pow" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 2 or lower ::Key:: Chara and put it in any Slot on the Stage. Shuffle your LB.

Magic - Key | FT/S09-027 T: Soul

L2

C1

Lucy, Fairy Tail Magician

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(2)] When "Celestial Pow" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 2 or lower ::Key:: Chara and put it in any Slot on the Stage. Shuffle your LB.

Magic - Key | FT/S09-027SP T: Soul

L2

C1

Lucy, Lady of Heartfilia Zaibatsu

[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.  
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Key | FT/S09-028 T: None

L0

C0

Lucy, Lady of Heartfilia Zaibatsu

[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.  
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Key | FT/S09-028R T: None

L0

C0

Lucy, Literature Girl

[A] When this attacks, if "DEAR KABY" is in the CZ, this gains +3000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Key | FT/S09-029 T: None

L1

C0

Lucy, Still A Rookie

[A] **CHANGE** [Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Lucy, Fairy Tail Magician" in your WR and put it in the Slot this was in.

Magic - Key | FT/S09-030 T: None

L1C1

Lucy, Still A Rookie

[A] **CHANGE** [Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Lucy, Fairy Tail Magician" in your WR and put it in the Slot this was in.

Magic - Key | FT/S09-030S T: None

L1C1

Lucy, Daughter of Heartfilia Household

[A] [(2)] When the Trigger Check of this reveals a Climax card, may pay. If so, search your LB for up to 1 Level 2 or lower ::Key:: Chara and put it in any Slot in the Back Row. Shuffle your LB.  
[S] [(1)] Choose up to 1 Level 2 or lower ::Key:: Chara and put it in any Slot on the Stage. At the end of turn, if it's still on the Stage, return it to your hand.

Magic - Key | FT/S09-031 T: Soul

L2C1

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Lucy, Holder Type Magician

[C] All your other ::Key:: Charas gain +500 Pow and  
[A] **ENCORE** [Discard a Chara from your hand to the WR].  
[C] **ALARM** If this is on top of your Clock, all your ::Key:: Charas gains +1000 Pow.

Magic - Key | FT/S09-032 T: Soul

L2C1

Lisanna

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, Send this to Memory.

Magic - Animal | FT/S09-033 T: None

L0C0

Aquarius, Aquarius

[A] When this is placed from hand or LB to the Stage, deal 1 damage to all players. (DC can occur)

Key - Magic | FT/S09-034 T: None

L1C0

Fairy Tail Booster Pack

Mirajane, Former S-Level Magician

[S] [(2)] Choose 1 of your ::Magic:: Charas, and that Chara gains +4000 Pow for the turn.

Magic - Waitress | FT/S09-035 T: None

L1C0

Loke, Ring Magic

[A] [Send 1 Chara from hand to Memory] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Magic - Key | FT/S09-036 T: Soul

L2C2

Lucy, Celestial Magician

[C] Chara opposite this gets -1 Soul.  
[C] **RECOLLECTION** If there are 4 or more cards in your Memory, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When "Force Gate Closure" is placed to your CZ, if this is in the Front Row, all your Charas gain +3000 Pow for the turn.

Magic - Key | FT/S09-037 T: Soul

L3C2

Mirajane, Fairy Tail Mascot

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] This ability can be played up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Waitress | FT/S09-038 T: None

L0C0

"Beast Arm" Elfman

[A] **BOND**/"Mirajane, Former S-Level Magician"  
[Put the top card of your LB in your Clock]

Magic - Animal | FT/S09-039 T: None

L0C0

Lucy Heartfilia

[S] [Rest 2 of your Charas] Choose 1 of your ::Key:: Charas, and that Chara gains +2000 Pow for the turn.

Magic - Key | FT/S09-040 T: None

L0C0

Sol of the Land

[C] If there are 3 or more cards in your Stock, this gains +1000 Pow.

Magic - Element | FT/S09-041 T: None

L0C0

Lucy in Maid Outfit

--No Text--

Magic - Key | FT/S09-042 T: None

L0C0

"Speaks with Fists" Elfman

[S] [Rest 1 of your Charas] This gains +1000 Pow for the turn.

Magic - Animal | FT/S09-043 T: None

L1C0

Lucy & Happy

--No Text--

Magic - Key | FT/S09-044 T: None

L1C0

Virgo the Virgo

--No Text--

Key - Maid | FT/S09-045 T: Soul

L2C2

Key to the Gate

[Counter] Choose 1 of your ::Key:: Charas, and that Chara gains +2000 Pow for the turn.

FT/S09-046 T: None

L1C0

Changeling

Search your LB for up to 1 Chara with **CHANGE**, reveal it, and put it in your hand. Shuffle your LB. Send this to Memory.

FT/S09-047 T: None

L1

C1

Celestial Power

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

FT/S09-048 T: Stock

DEAR KABY

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

FT/S09-049 T: Treasure

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Force Gate Closure

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

FT/S09-050 T: 2 Soul

Natsu, Living by Instinct

[A] When another Chara of yours becomes Reversed in battle, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Dragon | FT/S09-051 T: None

L1

C1

Natsu, Living by Instinct

[A] When another Chara of yours becomes Reversed in battle, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Dragon | FT/S09-051S T: None

L1

C1

Fairy Tail Booster Pack

Natsu, Fairy Tail Magician

[A] This ability may be played up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Dragon | FT/S09-052 T: Soul

L2

C2

Natsu, Fairy Tail Magician

[A] This ability may be played up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Dragon | FT/S09-052SP T: Soul

L2

C2

Natsu & Happy

[C] All your other ::Dragon:: Charas gain +500 Pow.  
[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic - Dragon | FT/S09-053 T: None

L0

C0

Natsu & Happy

[C] All your other ::Dragon:: Charas gain +500 Pow.  
[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic - Dragon | FT/S09-053S T: None

L0

C0

Erza Scarlet

[C] All your other Charas with either "Lucy" or "Natsu" or "Gray" in the name gain +500 Pow.  
[A] This abilty can be played up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Weapon | FT/S09-054 T: None

L0

C0

Gajeel of Iron Dragon

[A] [(1)] When this attacks, if "Roar of the Iron Dragon" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.  
[S] [(1)] Choose 1 of your ::Dragon:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Dragon | FT/S09-055 T: None

L1

C0

Natsu, Power of Dragon

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(3)] When this attacks, if "Brilliant Flames of the Fire Dragon" is in the CZ, may pay. If so, choose an Opp.'s Chara whose Level is 2 or lower and put it on top of the LB.

Magic - Dragon | FT/S09-056 T: Soul

L2

C1

Natsu, Power of Dragon

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.  
[A] [(3)] When this attacks, if "Brilliant Flames of the Fire Dragon" is in the CZ, may pay. If so, choose an Opp.'s Chara whose Level is 2 or lower and put it on top of the LB.

Magic - Dragon | FT/S09-056R T: Soul

L2

C1

Gajeel, Strongest Man of Phantom Lord

[S] [(3)] Search your LB for up to 1 Climax card and put it in your WR. Shuffle your LB. If you put 1 Climax card in your WR, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Magic - Dragon | FT/S09-057 T: Soul

L2

C1

Gajeel Redfox

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

Magic - Dragon | FT/S09-058 T: None

L0

C0

Natsu, Trouble Child

[C] If the Chara opposite this is Level 3 or higher, this gains +7500 Pow.

Magic - Dragon | FT/S09-059 T: None

L0

C0

Natsu, Child Raised as Dragon

[S] [(1)] This gains +1000 Pow and "[A] When the Battle Opp. of this Chara Reverses, you may put the Battle Opp. on top of its owner's LB" for the turn.

Magic - Dragon | FT/S09-060 T: None

L0

C0

### Natsu & Happy, Childhood

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Natsu, Pow of Dragon" in your WR and put it in the Slot this was in.  
[S] [Rest this] Choose 1 of your ::Dragon:: Charas, and that Chara gains +1000 Pow.

Magic - Dragon | FT/S09-061 T: None

L1  
C0

### Natsu, Flame Dragon Slayer Mage

[C] If there are 2 or more "Roar of the Fire Dragon" in your WR, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Dragon | FT/S09-062 T: Soul

L3  
C2

### Natsu, Always Full Strength

[A] When this becomes Reversed in Battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Dragon | FT/S09-063 T: None

L0  
C0

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### Happy

[S] [(2) Rest this] Choose a ::Dragon:: Chara in your WR and return it to your hand.

Magic - Animal | FT/S09-064 T: None

L0  
C0

### Natsu Dragneel

--No Text--

Magic - Dragon | FT/S09-065 T: None

L0  
C0

### Happy, Natsu's Partner

[C] **ASSIST** All Charas in front of this gain "[A] When another of your Battling Charas becomes Reversed, this gains +1000 Pow".  
[A] **BOND**/"Natsu, Flame Dragon Slayer Mage" [(1)]

Magic - Animal | FT/S09-066 T: None

L1  
C0

## Fairy Tail Booster Pack

### Natsu, Young Dragon

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Magic - Dragon | FT/S09-067 T: None

L1  
C0

### Natsu, Surprisingly Calm

--No Text--

Magic - Dragon | FT/S09-068 T: None

L1  
C0

### Totomaru of the Conflagration

[A] [Discard a Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Magic - Element | FT/S09-069 T: Soul

L2  
C1

### Gajeel, Iron Dragon Slayer Mage

--No Text--

Magic - Dragon | FT/S09-070 T: Soul

L2  
C2

### S-Level Quest

Choose up to 2 of your Charas. Those Charas gain "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If you do, choose 1 Chara in your WR and return it to your hand" for the turn.

FT/S09-071 T: None

L1  
C0

### Dragon Egg

You may choose a Climax card in your hand and put it in the WR. If so, choose a Level 2 or lower Chara in your WR with **CHANGE** and put it in any Slot on the Stage.

FT/S09-072 T: None

L1  
C3

### Brilliant Flames of the Fire Dragon

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

FT/S09-073 T: Salvage

### Roar of the Fire Dragon

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

FT/S09-074 T: 2 Soul

### Roar of the Iron Dragon

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

FT/S09-075 T: 2 Soul

### Juvia Lockser

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Love | FT/S09-076 T: None

L0  
C0

### Juvia Lockser

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Love | FT/S09-076S T: None

L0  
C0

### Gray Fullbuster

[C] **RECOLLECTION** If "Ur, Gray's Master" is in your Memory, this gains +1500 Pow.  
[A] [(2)] When this attacks, if "Ice Geyser" is in your CZ, may pay. If so, choose an Oppnent's Level 1 or lower Chara and put it on bottom of the LB.

Magic - Ice | FT/S09-077 T: Soul

L2  
C2

Gray Fullbuster

[C] **RECOLLECTION** If "Ur, Gray's Master" is in your Memory, this gains +1500 Pow.  
[A] [(2)] When this attacks, if "Ice Geyser" is in your CZ, may pay. If so, choose an Opp.'s Level 1 or lower Chara and put it on bottom of the LB.

Magic - Ice | FT/S09-077R T: Soul

L2  
C2

Gray, Ur's Apprentice

[A] **BOND**/"Ur, Gray's Master" [(1)]  
[S] [(1)] Choose 1 of your ::Ice:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Ice | FT/S09-078 T: None

L0  
C0

Gray, Ur's Apprentice

[A] **BOND**/"Ur, Gray's Master" [(1)]  
[S] [(1)] Choose 1 of your ::Ice:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Ice | FT/S09-078S T: None

L0  
C0

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"Ur's Teaching" Gray

[C] **RECOLLECTION** If "Ur, Gray's Master" is in your Memory, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Ice | FT/S09-079 T: None

L1  
C0

Ur, Gray's Master

[A] When you use the **BACKUP** of this, if you have 2 or more ::Ice:: Charas, you may choose a "Ur, Gray's Master" in your WR and Send it to Memory.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Ice | FT/S09-080 T: None

L1  
C1

Gray, Stripping Habit

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Gray, Fairy Tail Magician" in your WR and put it in the Slot this was in.  
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Magic - Ice | FT/S09-081 T: Soul

L2  
C1

Fairy Tail Booster Pack

Gray, Fairy Tail Magician

[C] **RECOLLECTION** During your Opp.'s turn, if you have 2 or more cards in your Memory, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in your WR.

Magic - Ice | FT/S09-082 T: Soul

L3  
C2

Gray, Fairy Tail Magician

[C] **RECOLLECTION** During your Opp.'s turn, if you have 2 or more cards in your Memory, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in your WR.

Magic - Ice | FT/S09-082R T: Soul

L3  
C2

Juvia of the Great Sea

[C] When you pay for an [S] ability of a Chara in your hand or on Stage, you may use the Marker under this in place of 1 Stock.  
[C] During your Opp.'s turn, all your other Charas gain +500 Pow.  
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.

Magic - Element | FT/S09-083 T: None

L0  
C0

Juvia, Maiden in Love

[A] **ALARM** If this is on top of your Clock, and you have 4 or more Charas with either ::Love:: or ::Ice::, at the beginning of your Climax Phase, search your LB for up to 1 Chara with either ::Love:: or ::Ice::, reveal it, and put it in your hand. Shuffle your LB.

Magic - Love | FT/S09-084 T: Soul

L1  
C1

Gray, Natsu's Quarrel Partner

--No Text--

Magic - Ice | FT/S09-085 T: None

L1  
C1

Gray, Determined

[A] [Send 1 Chara from hand to Memory] When this is placed from hand to the Stage, may pay. If not, put this in the WR.  
[A] [(1)] When this attacks, if "Ice Cannon" is in your CZ, may pay. If so, draw a card.

Magic - Ice | FT/S09-086 T: None

L1  
C1

"Ur's Tear" Ultear

[C] **ASSIST** All your Charas in front of this gain +X Pow, where X = 500 times the Level of that Chara.  
[S] [Put another Chara of yours in the WR, Rest this] Draw up to 2 cards, and discard up to 2 cards to the WR.

Magic - Time | FT/S09-087 T: Soul

L2  
C1

Gray, Lyon's Junior

[A] This ability can be played 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.

Magic - Ice | FT/S09-088 T: None

L0  
C0

Lyon, Sub-Zero Emperor

[A] [(2) Send this to Memory] When this becomes Reversed in Battle, may pay. If so, search your LB for up to 1 "Gray, Fairy Tail Magician", reveal it, and put it in your hand. Shuffle your LB.

Magic - Ice | FT/S09-089 T: None

L0  
C0

"New Target" Gray

[C] If you have 2 or more other Charas with either ::Ice:: or ::Dragon::, this gains +1500 Pow.

Magic - Ice | FT/S09-090 T: None

L0  
C0

Cana Alberona

[C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Magic - Fortune Reading | FT/S09-091 T: None

L0  
C0

Gray, Ice Magic

--No Text--

Magic - Ice | FT/S09-092 T: None

L0  
C0

**Canal, Magical Cards**  
[C] **ASSIST** During your Opp.'s turn, all your Charas in front of this gain +1 Level and +500 Pow.  
[A] When this is placed from hand to the Stage, look at the top 2 cards of your LB and put them back on top in any order.

Magic - Fortune Reading | FT/S09-093 T: None

L1

C0

**Siegrain, Young Council Member**  
--No Text--

Magic | FT/S09-094 T: Soul

L2

C1

**Juvia, Phantom Magician**  
[A] When this attacks, if "Water Lock" is in the CZ, choose an Opp.'s Chara whose Level is 3 or lower. That Chara doesn't Stand during your Opp.'s next Stand Phase.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Love | FT/S09-095 T: Soul

L2

C2

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**Moon Drip**  
Search your LB for a Level 3 or higher Chara, reveal it, and put it in your hand. Shuffle your LB. You may put the top card of your Clock in your WR. Send this to Memory.

FT/S09-096 T: None

L2

C2

**Banquet of Demons**  
Draw up to 1 card, and choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

FT/S09-097 T: None

L2

C1

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

FT/S09-098 T: Draw

Fairy Tail Booster Pack

**Ice Cannon**  
[C] All your Charas gain +2 Soul.

FT/S09-099 T: 2 Soul

**Water Lock**  
[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

FT/S09-100 T: 2 Soul