

Jellal, Youth Days

[A] [(1)] When this becomes Reversed while Battling, may pay. If so, send this to Memory.
 [A] **BOND**/"Erza, Youth Days" [Put the top card of your LB in your Clock]

Magic | FT/SE10-01 T: None

L0
C0

Erza, Alongside Beloved Friends

[C] For each other ::Magic:: Chara you have in Back Row, this gains +500 Pow.

Magic - Weapon | FT/SE10-02 T: None

L0
C0

Erza, Youth Days

[C] **RECOLLECTION**[/C] If there are 2 or more ::Magic:: Charas in your Memory, this gains +1500 Pow.

Magic - Weapon | FT/SE10-03 T: None

L1
C0

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Lexus Dreyar

[A] This ability may activate up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Magic - Dragon | FT/SE10-04 T: None

L1
C0

"Robe of Yuuen" Erza

[C] If you have 3 or more other ::Magic:: Charas, this gains +1000 Pow.

[A] When "And Always Be Kind" is placed in your CZ, if this is in the Front Row, choose up to 2 cards in your Opp.'s WR and return them to the LB. Your Opp. shuffles that LB.

Magic - Weapon | FT/SE10-05 T: Soul

L2
C2

"Seith Magic [Human Possession]" Bickslow

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

[S] [(2)] Search your LB for up to 1 Level 0 or lower ::Magic:: Chara and put it in any Slot on Stage. Shuffle your LB.

Magic - Doll | FT/SE10-06 T: None

L0
C0

Fairy Tail Extra Pack**"Stone Eyes" Evergreen**

[A] When this Direct Attacks, choose up to 1 Level 0 or lower Chara in your Opp.'s Front Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Magic - Glasses | FT/SE10-07 T: None

L0
C0

"Perfume Magic" Ichiya

[C] If you have no other Charas, this gains +2000 Pow.

[A] [(1)] When this becomes Reversed while Battling, may pay. If so, send this to Memory.

Magic - Rose | FT/SE10-08 T: None

L0
C0

Levy, Tiny Fairy

[S] [(1)] Choose 1 of your ::Magic:: Charas, and that Chara gains +2000 Pow for the turn.

Magic - Book | FT/SE10-09 T: None

L1
C0

"Dark Ecriture" Freed

[S] [(2)] For the turn, this gains +2000 Pow and your Opp. may not use "[A] **ENCORE**". (This includes "[A] **ENCORE** [(3)]" provided by the rules.)

Magic - Weapon | FT/SE10-10 T: None

L1
C0

Erza, Occasional Cloth Change

--No Text--

Magic - Weapon | FT/SE10-11 T: None

L1
C1

Lexus' "Grandpa" Makarov

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, all your other ::Magic:: Charas gain +500 Pow.

Magic - Master | FT/SE10-12 T: Soul

L2
C1

Jerral, Ruler of the Tower of Heaven

[A] When this attacks, you may choose 1 of your Charas with "Erza" in the name and put it in Stock.

Magic | FT/SE10-13 T: Soul

L2
C1

And Always Be Kind

[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/SE10-14 T: 2 Soul

Angel, Celestial Spirit Magician

[S] [(2)] Search your LB for up to 1 Chara with the same name as a Chara on either your Stage or your Opp.'s Stage, reveal it, and put it in your hand. Shuffle your LB.

Magic - Key | FT/SE10-15 T: None

L0
C0

Lucy, Beautiful Bond

[C] For each other ::Key:: Chara you have, this gains +500 Pow.

[A] [(1)] When this attacks, if "It's Not A Sin!" is in your CZ, may pay. If so, look at up to 2 cards from top of your LB and choose up to 2 ::Key:: Charas, reveal them, and put them in your hand. Then put the other cards in the WR.

Magic - Key | FT/SE10-16 T: Soul

L2
C2

"Unison Raid" Lucy

[A] [(1)] Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed while Battling, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Magic - Key | FT/SE10-17 T: None

L0
C0

Lucy, Alongside Dear Friends

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

Magic - Key | FT/SE10-18 T: None

L0
C0

Lucy, Your Decision

[A] When this becomes Reversed while Battling, reveal the top card of your LB. If it's a ::Key:: Chara, you may Send this to Memory. (Put the revealed card back where it was)

Magic - Key | FT/SE10-19 T: None

L1C0

Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Ari T: Soul

L1C1

Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Gem T: Soul

L1C1

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Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Leo T: Soul

L1C1

Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Sgr T: Soul

L1C1

Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Tau T: Soul

L1C1

Fairy Tail Extra Pack

Zodiacal Celestial Spirit

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Magic:: Charas in your Memory, choose 1 of your Battling Charas. That Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this from your hand to the WR]

Magic - Key | FT/SE10-20Vir T: Soul

L1C1

Mirajane, Kind Smiles

[C] If there are Markers under this, this gains +2000 Pow.
[A] [(1)] When another ::Magic:: Chara of yours becomes Reversed while Battling, if there's no Marker under this, may pay. If so, put the top card of your LB under this as Marker.

Magic - Waitress | FT/SE10-21 T: Soul

L2C2

Prayers of the Six Demons (Oracion Seis)

[Counter] Choose 1 of your Chara and put it in the WR. If so, search your LB for a Chara who shares at least 1 trait with the Chara put into the WR this way, reveal it, and put it your hand. Shuffle your LB. Send this to Memory.

FT/SE10-22 T: None

L1C1

LOVE & LUCKY

Reveal the top card of your LB. If it's a ::Key:: Chara, put it in Stock, and choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Otherwise put it back where it was.)
Put this in your Stock.

FT/SE10-23 T: None

L2C0

It's Not A Sin!

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

FT/SE10-24 T: Treasure

Happy, Nekomander

[C] All your other ::Dragon:: Charas gain "[A] **ENCORE** [(2)]".
[S] [Rest this] Choose 1 of your ::Dragon:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Animal | FT/SE10-25 T: None

L0C0

Natsu, Dragon Force

[A] When "Natsu vs. Zero" is palced in your CZ, this gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB" for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Dragon | FT/SE10-26 T: None

L1C0

Natsu, Place Where We Return To

[C] For each other ::Magic:: Chara you have, this gains +500 Pow.

Magic - Dragon | FT/SE10-27 T: Soul

L2C1

Natsu, Power of Friends

[A] When this is placed from hand to the Stage, if you have 3 or more other ::Magic:: Charas, you may put the top card of your LB in your Stock.
[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic - Dragon | FT/SE10-28 T: Soul

L3C2

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.
[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29Ang T: None

L0C0

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.
[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29Bra T: None

L0C0

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.
[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29Cob T: None

L0C0

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.

[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29 Hot T: None

L0
C0

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.

[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29 Mid T: None

L0
C0

Oracion Seis

[C] You may have up to 6 copies of cards with the same name as this.

[A] When this becomes Reversed while Battling, you may choose 1 of your "Zero, Master of Oracion Seis" and put this face-down under that as Marker.

Magic | FT/SE10-29 Rac T: None

L0
C0

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Gajeel, Unexpected Alliance

[A] [(1) Put this in the WR] When another ::Dragon:: Chara of yours is Front Attacked, may pay. If so, choose 1 of your Battling Charas. That Chara gains +2000 Pow for the turn.

Magic - Dragon | FT/SE10-30 T: None

L0
C0

Zero, Master of Oracion Seis

[C] If there are 6 or more Markers under this, this gains +2 Level, +6000 Pow, and "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB".

[A] When another ::Magic:: Chara of yours becomes Reversed while Battling, if there are 5 or fewer Markers under this, you may put the top card of your LB under this as Marker.

Magic - Master | FT/SE10-31 T: Soul

L1
C1

Igneel, Flame Dragon

[C] **ASSIST** All your ::Dragon:: Charas in front of this gain +2000 Pow.

Magic - Dragon | FT/SE10-32 T: Soul

L2
C2

Fairy Tail Extra Pack

Flame Lotus: Phoenix Sword

[Counter] Choose 1 of your ::Magic:: Charas, and that Chara gains +6500 Pow for the turn. Send this to Memory.

FT/SE10-33 T: None

L2
C2

Natsu vs. Zero

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

FT/SE10-34 T: Salvage

Wendy Marvel

[A] [Put the top card of your LB in your Clock] When "Sky Dragon's Roar" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Chara and put it on bottom of the LB, and this gains +1000 Pow for the turn.

Magic - Dragon | FT/SE10-35 T: None

L1
C0

Juvia, Fairy Tail Magician

[C] **RECOLLECTION** If there are 2 or more ::Magic:: Charas in your Memory, all your other Charas with either ::Love:: or ::Ice:: gain +1000 Pow.

Magic - Love | FT/SE10-36 T: Soul

L2
C1

"Healing Magic" Wendy

[C] If you have 3 or more other ::Magic:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

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

Magic - Dragon | FT/SE10-37 T: Soul

L2
C2

Wendy, Sky Dragon Slayer

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

[S] [(1) Discard a card from your hand to the WR] Choose 1 of your ::Dragon:: Charas, and that Chara gains +2500 Pow until the next end of your Opp.'s turn.

Magic - Dragon | FT/SE10-38 T: Soul

L3
C2

Wendy, Youth Days

[S] [(1)] Choose 1 of your ::Dragon:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Dragon | FT/SE10-39 T: None

L0
C0

Roubaul, Master of Cait Shelter

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow. At the end of turn, send this to Memory.

Magic - Master | FT/SE10-40 T: None

L0
C0

Grey, Ice Fortress

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

Magic - Ice | FT/SE10-41 T: None

L0
C0

Wendy, Honest And Laudable

--No Text--

Magic - Dragon | FT/SE10-42 T: None

L0
C0

Charle, Caretaker of Wendy

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

Magic - Animal | FT/SE10-43 T: None

L1
C0

"Unison Raid" Juvia

[A] **RECOLLECTION** When the Battle Opp. of this becomes Reversed, if "Unison Raid' Lucy" is in your Memory, draw a card, and discard a card from your hand to the WR.

Magic - Love | FT/SE10-44 T: None

L1
C1

Sky Dragon's Roar

[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/SE10-45 T: 2 Soul

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Fairy Tail Extra Pack