

Saber, the Guardian

[A] [(2)] When "Clash! Dead Bridge" is placed in your CZ, may pay. If so, this gains the following ability for the turn. [C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this perform a Front Attack against the chosen Chara.

[A] When the Battle Opp. of this becomes Reversed, put that Chara in Stock.

Servant - Weapon | FH/SE03-001 T: None

L1C0

Saber, the Guardian

[A] [(2)] When "Clash! Dead Bridge" is placed in your CZ, may pay. If so, this gains the following ability for the turn. [C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this perform a Front Attack against the chosen Chara.

[A] When the Battle Opp. of this becomes Reversed, put that Chara in Stock.

Servant - Weapon | FH/SE03-001SP T: None

L1C0

Gilgamesh, Children's Idol

[A] [(1)] Put this in the WR] When "Enuma Elish" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Servant:: Chara whose Level is lower than or equal to your Level and put it in the Slot this was in. Shuffle your LB.

Servant - Royalty | FH/SE03-002 T: Soul

L1C1

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Gilgamesh, Children's Idol

[A] [(1)] Put this in the WR] When "Enuma Elish" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Servant:: Chara whose Level is lower than or equal to your Level and put it in the Slot this was in. Shuffle your LB.

Servant - Royalty | FH/SE03-002SP T: Soul

L1C1

"All the Evil in the World" Avenger

[A] [(3)] During battles involving this, if Damage taken by you is not canceled, may pay. If so, deal the same amount of Damage to your Opp.. (DC can occur)

Servant - Void | FH/SE03-003 T: Soul

L2C1

"All the Evil in the World" Avenger

[A] [(3)] During battles involving this, if Damage taken by you is not canceled, may pay. If so, deal the same amount of Damage to your Opp.. (DC can occur)

Servant - Void | FH/SE03-003SP T: Soul

L2C1

Fate/hollow ataraxia Extra Pack

Avenger, Anti-Hero

[C] If you have 2 or more other ::Master:: Charas, this gains ::Master:: and is also considered to have "Shirou Emiya" as the name.

[C] All your other ::Master:: Charas gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Servant - Void | FH/SE03-004 T: None

L0C0

Avenger, Anti-Hero

[C] If you have 2 or more other ::Master:: Charas, this gains ::Master:: and is also considered to have "Shirou Emiya" as the name.

[C] All your other ::Master:: Charas gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Servant - Void | FH/SE03-004SP T: None

L0C0

Otoko Hotaruzuka

[C] **ASSIST** All your Charas in front of this gain +1 Level.

[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Wine | FH/SE03-005 T: None

L0C0

Otoko Hotaruzuka

[C] **ASSIST** All your Charas in front of this gain +1 Level.

[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Wine | FH/SE03-005SP T: None

L0C0

Saber in Miko Outfit

[C] If there are 1 or fewer Climax cards in your WR, this gains +1000 Pow.

Servant - Miko | FH/SE03-006 T: None

L0C0

Saber in Miko Outfit

[C] If there are 1 or fewer Climax cards in your WR, this gains +1000 Pow.

Servant - Miko | FH/SE03-006SP T: None

L0C0

Saber, Peaceful Days

[C] During your turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Saber, King by the Lake" in your WR and put it in the Slot this was in.

Servant - Royalty | FH/SE03-007 T: Soul

L1C1

Saber, Peaceful Days

[C] During your turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Saber, King by the Lake" in your WR and put it in the Slot this was in.

Servant - Royalty | FH/SE03-007SP T: Soul

L1C1

Saber, King by the Lake

--No Text--

Servant - Swimsuit | FH/SE03-008 T: Soul

L2C2

Saber, King by the Lake

--No Text--

Servant - Swimsuit | FH/SE03-008SP T: Soul

L2C2

Clash! Dead Bridge

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

FH/SE03-009 T: 2 Soul

Clash! Dead Bridge

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

FH/SE03-009SP T: 2 Soul

Enuma Elish

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

FH/SE03-010 T: Soul Bounce

Enuma Elish

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

FH/SE03-010SP T: Soul Bounce

Bazett, Endless Holy Grail War

[A] When this attacks, if it is the first turn of the player who went first, you may attack with up to 2 Charas during this turn.
[A] When this becomes Reversed in Battle, this deals 2 Damage to you. (DC can occur)

Master - Male Dressing | FH/SE03-011 T: None

L0
C0

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Bazett, Endless Holy Grail War

[A] When this attacks, if it is the first turn of the player who went first, you may attack with up to 2 Charas during this turn.
[A] When this becomes Reversed in Battle, this deals 2 Damage to you. (DC can occur)

Master - Male Dressing | FH/SE03-011SP T: None

L0
C0

Stheno & Euryale

[C] If you have another "Stheno & Euryale", all your other Charas with "Rider" in name gain +1000 Pow.
[C] All your other Charas with "Rider" in name gain the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas. This cannot Side Attack."

God - Twins | FH/SE03-012 T: None

L0
C0

Stheno & Euryale

[C] If you have another "Stheno & Euryale", all your other Charas with "Rider" in name gain +1000 Pow.
[C] All your other Charas with "Rider" in name gain the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas. This cannot Side Attack."

God - Twins | FH/SE03-012SP T: None

L0
C0

Fate/hollow ataraxia Extra Pack

Sakura & Rider, Shared Fate

[A] When this attacks, if "Important Place" is in the CZ, all your Charas gain +1000 Pow for the turn.

Master - Servant | FH/SE03-013 T: None

L1
C0

Sakura & Rider, Shared Fate

[A] When this attacks, if "Important Place" is in the CZ, all your Charas gain +1000 Pow for the turn.

Master - Servant | FH/SE03-013SP T: None

L1
C0

Bazett, Reluctant Farewell

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, your Opp. returns all cards in their WR to the LB. Shuffle that LB.

Master - Male Dressing | FH/SE03-014 T: None

L1
C0

Bazett, Reluctant Farewell

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, your Opp. returns all cards in their WR to the LB. Shuffle that LB.

Master - Male Dressing | FH/SE03-014SP T: None

L1
C0

Lancer on an Off-Day

[A] When this attacks, if "Favorite Space" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to X cards from top of your LB in your Stock. X = Level of that Chara."
[S] [Put 1 ::Servant:: or ::Weapon:: Chara on your Stage in your Clock]
This gains +5000 Pow for the turn.

Servant - Weapon | FH/SE03-015 T: Soul

L1
C1

Lancer on an Off-Day

[A] When this attacks, if "Favorite Space" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to X cards from top of your LB in your Stock. X = Level of that Chara."
[S] [Put 1 ::Servant:: or ::Weapon:: Chara on your Stage in your Clock]
This gains +5000 Pow for the turn.

Servant - Weapon | FH/SE03-015SP T: Soul

L1
C1

Bazett & Lancer, Past Memories

[C] If there are 5 or more cards in your Stock, this gains +1000 Pow.
[C] Chara Opposite this gets -1 Soul.
[S] [(1)] Choose 1 of your other Charas, and that Chara gains +1000 Pow for the turn.

Master - Servant | FH/SE03-016 T: Soul

L3
C2

Bazett & Lancer, Past Memories

[C] If there are 5 or more cards in your Stock, this gains +1000 Pow.
[C] Chara Opposite this gets -1 Soul.
[S] [(1)] Choose 1 of your other Charas, and that Chara gains +1000 Pow for the turn.

Master - Servant | FH/SE03-016SP T: Soul

L3
C2

Sakura in Swimsuit

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Rin in Swimsuit", reveal it, and put it in your hand. Shuffle your LB.
[A] BOND/"Rider in Swimsuit" [(1)]

Master - Swimsuit | FH/SE03-017 T: None

L0
C0

Sakura in Swimsuit

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Rin in Swimsuit", reveal it, and put it in your hand. Shuffle your LB.
[A] BOND/"Rider in Swimsuit" [(1)]

Master - Swimsuit | FH/SE03-017SP T: None

L0
C0

Bazett Fraga McRemitz

[C] If there are 6 or fewer cards in your WR, this gains +1000 Pow.

Master - Male Dressing | FH/SE03-018 T: None

L0
C0

Bazett Fraga McRemitz

[C] If there are 6 or fewer cards in your WR, this gains +1000 Pow.

Master - Male Dressing | FH/SE03-018SP T: None

L0
C0

[A] When you use the **BACKUP** of this, choose 1 of your ::Master:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

L1
C0

[A] When you use the **BACKUP** of this, choose 1 of your ::Master:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

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

[A] When this attacks, if "Escort" is in the CZ, choose 1 of your other Charas, and for the turn, that Chara gains +1500 Pow and this gains +1500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[A] When this attacks, if "Escort" is in the CZ, choose 1 of your other Charas, and for the turn, that Chara gains +1500 Pow and this gains +1500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[A] When "Fragarach" is placed in your CZ, you may put the top card of your LB under this as Marker.

[A] ([3] Put a Marker from under this in the WR) When your Opp.'s Climax card is placed in the CZ, may pay. If so, choose a Chara Opposite this and put it in the WR.

L2
C1

[A] When "Fragarach" is placed in your CZ, you may put the top card of your LB under this as Marker.
 [A] [(3) Put a Marker from under this in the WR] When your Opp.'s Climax card is placed in the CZ, may pay. If so, choose a Chara Opposite this and put it in the WR.

L2	
C1	

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

L2
C3

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

L2
C3

FH/SE03-023 T: 2 Soul

[C] All your Charas gain +2 Soul.

1

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

1-

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

FH/SE03-024SP T: 2 Soul

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

—

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

1

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

—

[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.

—

[A] [(1) Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas with "Saber" in name in your WR and return them to your hand.

$$\frac{L0}{C0}$$

[A] [(1) Discard 2 cards from your hand to the WR]
When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas with "Saber" in name in your WR and return them to your hand.

$$\frac{L0}{C0}$$

Magical Girl Kaleido Ruby

[A] [(1)] Discard a card from your hand to WR, put this in WR] When "Mimic Tohsaka" is placed in your CZ, may pay. If so, choose a Cost 1 or less Chara with "Rin" in name in your WR and put it in the Slot this was in.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in your WR. Search LB for up to X Charas with "Rin" in name, reveal them, and put them in your hand. Shuffle your LB. Discard X cards from your hand to the WR. X = number of Climax cards revealed this way.

Master - Magic | FH/SE03-028 T: None

L1
C0

Magical Girl Kaleido Ruby

[A] [(1)] Discard a card from your hand to WR, put this in WR] When "Mimic Tohsaka" is placed in your CZ, may pay. If so, choose a Cost 1 or less Chara with "Rin" in name in your WR and put it in the Slot this was in.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in your WR. Search LB for up to X Charas with "Rin" in name, reveal them, and put them in your hand. Shuffle your LB. Discard X cards from your hand to the WR. X = number of Climax cards revealed this way.

Master - Magic | FH/SE03-028SP T: None

L1
C0

"Tyrant" Saber Alter

[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] When this attacks or is attacked, put the top card of your Stock under this as Marker.
[S] [Put 2 Markers from under this in your WR] Deal 1 Damage to your Opp.. (DC can occur)

Servant - Weapon | FH/SE03-029 T: Soul

L3
C2

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"Tyrant" Saber Alter

[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] When this attacks or is attacked, put the top card of your Stock under this as Marker.
[S] [Put 2 Markers from under this in your WR] Deal 1 Damage to your Opp.. (DC can occur)

Servant - Weapon | FH/SE03-029SP T: Soul

L3
C2

Rin, Maiden of the Tohsaka Shrine

--No Text--

Master - Miko | FH/SE03-030 T: None

L0
C0

Rin, Maiden of the Tohsaka Shrine

--No Text--

Master - Miko | FH/SE03-030SP T: None

L0
C0

Fate/hollow ataraxia Extra Pack

Archer, Priest of the Tohsaka Shrine

[C] If there are 3 or more "Rin, Maiden of the Tohsaka Shrine" in your WR, this gains +1500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Servant - God | FH/SE03-031 T: Soul

L1
C1

Archer, Priest of the Tohsaka Shrine

[C] If there are 3 or more "Rin, Maiden of the Tohsaka Shrine" in your WR, this gains +1500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Servant - God | FH/SE03-031SP T: Soul

L1
C1

Rin in Swimsuit

[A] This ability activates 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]

Master - Swimsuit | FH/SE03-032 T: Soul

L2
C1

Rin in Swimsuit

[A] This ability activates 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]

Master - Swimsuit | FH/SE03-032SP T: Soul

L2
C1

Rin & Archer, Crimson under Moonlight

[C] For each "Rin & Archer, Crimson under Moonlight" in your WR, this gains +500 Pow.

Master - Servant | FH/SE03-033 T: Soul

L2
C2

Rin & Archer, Crimson under Moonlight

[C] For each "Rin & Archer, Crimson under Moonlight" in your WR, this gains +500 Pow.

Master - Servant | FH/SE03-033SP T: Soul

L2
C2

Mimic Tohsaka

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

FH/SE03-034 T: Salvage

Mimic Tohsaka

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

FH/SE03-034SP T: Salvage

Caren, Mysterious Girl

[A] This ability activates 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.
[A] [(2)] When you Level-Up, may pay. If so, draw a card.

Master - Music | FH/SE03-035 T: None

L0
C0

Caren, Mysterious Girl

[A] This ability activates 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.
[A] [(2)] When you Level-Up, may pay. If so, draw a card.

Master - Music | FH/SE03-035SP T: None

L0
C0

Illya, Full of Energy

[A] When "Restful Night" is placed in your CZ, this gains +1000 Pow for the turn.
[A] [(4)] When "Restful Night" is placed in your CZ, if this is in the Front Row, you may pay Cost. If so, choose up to 1 Level 2 or lower ::Servant:: Chara in your hand and put it in any Slot on the Stage.

Master - Homunculus | FH/SE03-036 T: None

L1
C0

Illya, Full of Energy

[A] When "Restful Night" is placed in your CZ, this gains +1000 Pow for the turn.
[A] [(4)] When "Restful Night" is placed in your CZ, if this is in the Front Row, you may pay Cost. If so, choose up to 1 Level 2 or lower ::Servant:: Chara in your hand and put it in any Slot on the Stage.

Master - Homunculus | FH/SE03-036SP T: None

L1
C0

Medea Kuzuki

[A] [(2)] When this attacks, if "Hammer of the Sorceress" is in the CZ, may pay. If so, choose a Cost 1 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB, then choose up to 1 other Chara in your Opp.'s Front Row with the same name as that Chara and put it on bottom of the LB.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Servant - Master | FH/SE03-037 T: Soul

L1

C1

Medea Kuzuki

[A] [(2)] When this attacks, if "Hammer of the Sorceress" is in the CZ, may pay. If so, choose a Cost 1 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB, then choose up to 1 other Chara in your Opp.'s Front Row with the same name as that Chara and put it on bottom of the LB.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Servant - Master | FH/SE03-037SP T: Soul

L1

C1

Illya in Swimsuit

[C] All your other Charas with "[A] **ENCORE** [Put the top card of your LB in your Clock]" gain +500 Pow.

[A] **BOND**"Illya & Berseker, Battering Ram" [(1)]

Master - Swimsuit | FH/SE03-038 T: None

L0

C0

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Illya in Swimsuit

[C] All your other Charas with "[A] **ENCORE** [Put the top card of your LB in your Clock]" gain +500 Pow.

[A] **BOND**"Illya & Berseker, Battering Ram" [(1)]

Master - Swimsuit | FH/SE03-038SP T: None

L0

C0

Caren Ortensia

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara doesn't Stand during your Opp.'s next Stand Phase.

Master - Music | FH/SE03-039 T: None

L0

C0

Caren Ortensia

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara doesn't Stand during your Opp.'s next Stand Phase.

Master - Music | FH/SE03-039SP T: None

L0

C0

Fate/hollow ataraxia Extra Pack

Caren, Magdala's Holy Shroud

--No Text--

Master - Music | FH/SE03-040 T: None

L1

C0

Caren, Magdala's Holy Shroud

--No Text--

Master - Music | FH/SE03-040SP T: None

L1

C0

Caren, Demon Possessed

[C] During battles involving this, if the Battle Opp. of this has ::Demon::, this gains +X Pow. X = 1500 times Level of that Chara.

[A] [(2)] When this attacks, if "Spiral Ladder" is in the CZ, may pay. If so, put up to 1 card from top of your Clock in your WR, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[C] This may Side Attack without Soul Penalty."

Master - God | FH/SE03-041 T: Soul

L2

C1

Caren, Demon Possessed

[C] During battles involving this, if the Battle Opp. of this has ::Demon::, this gains +X Pow. X = 1500 times Level of that Chara.

[A] [(2)] When this attacks, if "Spiral Ladder" is in the CZ, may pay. If so, put up to 1 card from top of your Clock in your WR, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[C] This may Side Attack without Soul Penalty."

Master - God | FH/SE03-041SP T: Soul

L2

C1

Illya & Berserker, Battering Ram

[A] **ENCORE** [Put the top card of your LB in your Clock]

[S] [Discard a card from your hand to the WR] This gains +2500 Pow for the turn.

Master - Servant | FH/SE03-042 T: Soul

L2

C2

Illya & Berserker, Battering Ram

[A] **ENCORE** [Put the top card of your LB in your Clock]

[S] [Discard a card from your hand to the WR] This gains +2500 Pow for the turn.

Master - Servant | FH/SE03-042SP T: Soul

L2

C2

Restful Night

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

FH/SE03-043 T: Draw

Restful Night

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

FH/SE03-043SP T: Draw

Spiral Ladder

[C] All your Charas gain +2 Soul.

FH/SE03-044 T: 2 Soul

Spiral Ladder

[C] All your Charas gain +2 Soul.

FH/SE03-044SP T: 2 Soul

Hammer of the Sorceress

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

FH/SE03-045 T: 2 Soul

Hammer of the Sorceress

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

FH/SE03-045SP T: 2 Soul