

Irisviel, Pure And Innocent
[A] [(1)] Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Master:: and/or ::Servant:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Homunculus - Alchemy | FZ/SE13-01 T: None

L0
C0

Saber, Metallic Gale
[A] [(1)] When this attacks, if "Strike Air" is in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +5000 Pow for the turn.

Servant - Weapon | FZ/SE13-02 T: None

L1
C0

"Protector of Vessel" Irisviel
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest 2 of your Charas] Choose 1 of your ::Servant:: Charas, and that Chara gains +2000 Pow for the turn.

Homunculus - Alchemy | FZ/SE13-03 T: Soul

L1
C1

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Maiya, Female Soldier
[C] If there's a Yellow Climax in your CZ, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Weapon | FZ/SE13-04 T: Soul

L2
C2

Kiritsugu, Trump of Einzbern
[C] Your other Chara in your Front Row Center Slot gains +1000 Pow.
[A] **CHANGE** [(3) Put this in the WR] At the beginning of your Draw Phase, may pay. If so, choose a "Kiritsugu, Cold-Blooded Hound" in your WR and put it in the Slot this was in.

Master - Weapon | FZ/SE13-05 T: None

L0
C0

Saber, Girl of Heroic Spirit
[A] This ability may be played up to 2 times per turn. When another of your Charas with either ::Master:: or ::Homunculus:: is placed from hand to the Stage, this gains +1000 Pow.

Servant - Royalty | FZ/SE13-06 T: None

L0
C0

Fate/Zero Extra Pack

Irisviel, Precious Gem
[C] If you have another Chara whose name includes "Saber", this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Homunculus - Alchemy | FZ/SE13-07 T: None

L1
C0

Kiritsugu, Cold-Blooded Hound
[C] If you have 4 or fewer cards in your hand, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Master - Weapon | FZ/SE13-08 T: Soul

L2
C1

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

FZ/SE13-09 T: Soul Bounce

Lancer, Two Magical Lances
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When this is placed from hand to the Stage, you may choose a Chara whose name includes "Lancer" in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

Servant - Weapon | FZ/SE13-10 T: None

L0
C0

Lancer, Cursed Yellow Lance
[A] [Discard a "Gae Buidhe" from your hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 ::Weapon:: Chara, reveal it, and put it in your hand. Afterwards, shuffle that LB, this gains +3000 Pow for the turn, and your Opp. may not use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)] provided by rules.)

Servant - Weapon | FZ/SE13-11 T: Soul

L2
C1

Rider, Legendary Conqueror King
[C] If you have 3 or more other ::Master:: and/or ::Servant:: Charas, this gains +1000 Pow.
[A] When this is placed from hand or placed via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

Servant - Royalty | FZ/SE13-12 T: Soul

L3
C2

Rider, Ambition to Conquer the World
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Servant - Royalty | FZ/SE13-13 T: None

L0
C0

Kayneth, Royalty at Birth
[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Alchemy | FZ/SE13-14 T: None

L0
C0

"Volumen Hydragyrum" Kayneth
[A] [(1)] When this is Front Attacked, may pay. If so, this gains +1500 Pow for the turn.

Master - Alchemy | FZ/SE13-15 T: None

L1
C0

Waver, Self-Proclaimed Genius Magician
--No Text--

Master - Alchemy | FZ/SE13-16 T: None

L1
C0

Rider, My Path of Kingship
[A] **ENCORE** [Discard a Climax card from hand to the WR]
[A] **CHANGE** [Put this in the WR] At the beginning of your Draw Phase, may pay. If so, choose a "Rider, Legendary Conqueror King" in your WR and put it in the Slot this was in.

Servant - Royalty | FZ/SE13-17 T: Soul

L2
C2

Holy Grail Dialogue
Search your LB for up to 2 ::Royalty:: Charas, reveal them, and put them in your hand. Shuffle your LB.

FZ/SE13-18 T: None

L2
C2

Gae Buidhe

[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

FZ/SE13-19 T: 2 Soul

Kirei, Father with Questions

[A] When this is placed from hand to the Stage, this gets -1500 Pow for the turn.

Void - Master | FZ/SE13-20 T: None

L0
C0

Kirei, Truth Seeker of the Holy Church

[C] For every other Chara with either ::Master:: and/or ::God:: that you have, this gains +500 Pow.

Void - Master | FZ/SE13-21 T: None

L1
C0

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Caster, Teacher of Ryunosuke

[A] When this is placed from hand to the Stage, choose 1 of your other ::Death:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **BOND**/"Ryunosuke Uryu" [(1)]

Servant - Book | FZ/SE13-22 T: None

L0
C0

"Artist" Ryunosuke

[C] If you have 5 or more cards in your hand, this gains +1000 Pow.

Master - Death | FZ/SE13-23 T: None

L0
C0

"Zabaniya" Assassin

[C] You may have as many copies of cards with the same name as this in your Deck.
[C] All your other "Zabaniya" Assassin gain +500 Pow.

Servant - Mask | FZ/SE13-24 T: None

L1
C0

Fate/Zero Extra Pack

Risei Kotomine

[A] At the beginning of your Opp.'s Attack Phase, choose 1 of your ::Master:: Charas, and that Chara gains +1500 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

God | FZ/SE13-25 T: Soul

L1
C1

"Zabaniya" Assassin

[C] You may have as many copies of cards with the same name as this in your Deck.
[C] All your other "Zabaniya" Assassin gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Servant - Mask | FZ/SE13-26 T: Soul

L2
C2

Ryunosuke Uryu

[C] For every other Level 0 or lower Chara you have, this gains +500 Pow.

Master - Death | FZ/SE13-27 T: Soul

L2
C2