

Himmel, Precious Memories

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +1500 Pow and the following ability for the turn. "[A] When this attacks, look at the top card of your LB and put it either on top or bottom of the LB."
[A] [(1) Put this in the WR] When your other Chara with either ::Adventurer:: or ::Magic:: is Front Attacked, may pay. If so, return that Chara to your hand.

Adventurer - Weapon | SFN/S108-001 T: None

L0
C0

Himmel, Precious Memories

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +1500 Pow and the following ability for the turn. "[A] When this attacks, look at the top card of your LB and put it either on top or bottom of the LB."
[A] [(1) Put this in the WR] When your other Chara with either ::Adventurer:: or ::Magic:: is Front Attacked, may pay. If so, return that Chara to your hand.

Adventurer - Weapon | SFN/S108-001SSP T: None

L0
C0

"Flowers of the Home Village" Frieren & Himmel

[C] If you have 4 or more Charas with either ::Adventurer:: or ::Magic::, this gets -1 Level while in your hand.
[C] During your turn, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +2000 Pow and the following ability. "[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.;" (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | SFN/S108-002 T: Soul

L3
C2

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"Flowers of the Home Village" Frieren & Himmel

[C] If you have 4 or more Charas with either ::Adventurer:: or ::Magic::, this gets -1 Level while in your hand.
[C] During your turn, if you have another Chara with either ::Adventurer:: or ::Magic::, this gains +2000 Pow and the following ability. "[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.;" (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adventurer - Magic | SFN/S108-002SEC T: Soul

L3
C2

Himmel, Reason for the Journey

[A] [(1)] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, put up to 1 card from top of your Clock in the WR, and may pay. If the cost is paid, choose up to 1 "Frieren, Reason for the Journey" in your hand and put it in any Slot on the Stage.
[A] **CX COMBO** When this attacks, if "Eternal Love" is in the CZ, there are 5 or fewer cards in your hand, and you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, put the bottom 3 cards of your Opp's LB in the WR, and deal 2 Damage to your Opp. X times. X = # of Climax cards among those cards. (DC can occur)

Adventurer - Weapon | SFN/S108-003 T: Soul

L3
C2

Himmel, Reason for the Journey

[A] [(1)] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, put up to 1 card from top of your Clock in the WR, and may pay. If the cost is paid, choose up to 1 "Frieren, Reason for the Journey" in your hand and put it in any Slot on the Stage.
[A] **CX COMBO** When this attacks, if "Eternal Love" is in the CZ, there are 5 or fewer cards in your hand, and you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, put the bottom 3 cards of your Opp's LB in the WR, and deal 2 Damage to your Opp. X times. X = # of Climax cards among those cards. (DC can occur)

Adventurer - Weapon | SFN/S108-003SP T: Soul

L3
C2

Frieren Booster Pack

"Hero Party" Himmel

[S] [(1) Rest 2 of your Charas] Put the top 3 cards of your LB in the WR, choose up to 1 Level X or lower Chara with either ::Adventurer:: or ::Magic:: in your WR and return it to your hand. X = # of Charas with either ::Adventurer:: or ::Magic:: put in the WR via this effect.

Adventurer - Weapon | SFN/S108-004 T: None

L0
C0

"Hero Party" Himmel

[S] [(1) Rest 2 of your Charas] Put the top 3 cards of your LB in the WR, choose up to 1 Level X or lower Chara with either ::Adventurer:: or ::Magic:: in your WR and return it to your hand. X = # of Charas with either ::Adventurer:: or ::Magic:: put in the WR via this effect.

Adventurer - Weapon | SFN/S108-004S T: None

L0
C0

"Blowing Kisses" Frieren

[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 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.
[A] When this is placed from the Stage to the WR, you may choose a card in your hand and put it in your Stock.

Adventurer - Magic | SFN/S108-005 T: None

L0
C0

"Blowing Kisses" Frieren

[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 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and shuffle your LB.
[A] When this is placed from the Stage to the WR, you may choose a card in your hand and put it in your Stock.

Adventurer - Magic | SFN/S108-005S T: None

L0
C0

"Flamme's Top Pupil" Frieren

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Magic | SFN/S108-006 T: None

L0
C0

"Flamme's Top Pupil" Frieren

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Magic | SFN/S108-006S T: None

L0
C0

"Worldly Monk" Heiter

[A] [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in their Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-007 T: Soul

L2
C1

"Worldly Monk" Heiter

[A] [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in their Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-007SP T: Soul

L2
C1

"Strongest Warrior" Eisen

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +8000 Pow.
[A] When this is placed from hand to the Stage, this gains the following 2 abilities until the next end of Opp.'s turn. "[C] During your Opp.'s turn, this gains +2000 Pow.;" "[C] If this is in the Front Row Center Slot, Chara Opposite this gets -1 Soul."

Adventurer - Weapon | SFN/S108-008 T: Soul

L2
C1

"Strongest Warrior" Eisen

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +8000 Pow.
[A] When this is placed from hand to the Stage, this gains the following 2 abilities until the next end of Opp.'s turn. "[C] During your Opp.'s turn, this gains +2000 Pow.;" "[C] If this is in the Front Row Center Slot, Chara Opposite this gets -1 Soul."

Adventurer - Weapon | SFN/S108-008SP T: Soul

L2
C1

Frieren, Reason for the Journey

[C] All your other Charas with either ::Adventurer:: or ::Magic:: gain +1500 Pow.
[A] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, look at up to 2 cards from the bottom of your Opp.'s LB, choose up to 2 of them and put them on the bottom of the LB in any order, and put the rest in the WR.

Adventurer - Magic | SFN/S108-009 T: Soul

L3
C2

Frieren, Reason for the Journey

[C] All your other Charas with either ::Adventurer:: or ::Magic:: gain +1500 Pow.
[A] When this is placed from hand to the Stage, if you have another Chara with either ::Adventurer:: or ::Magic::, look at up to 2 cards from the bottom of your Opp.'s LB, choose up to 2 of them and put them on the bottom of the LB in any order, and put the rest in the WR.

Adventurer - Magic | SFN/S108-009S T: Soul

L3
C2

Eisen, Waiting in Vain

[C] If all your Charas are either ::Adventurer:: or ::Magic::, this gains +1 Level and +1500 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Adventurer - Weapon | SFN/S108-010 T: None

L0
C0

Eisen, Waiting in Vain

[C] If all your Charas are either ::Adventurer:: or ::Magic::, this gains +1 Level and +1500 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Adventurer - Weapon | SFN/S108-010S T: None

L0
C0

"Hero Party" Heiter

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, search your LB for up to 2 Charas with either ::Adventurer:: and/or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | SFN/S108-011 T: None

L0
C0

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"Hero Party" Heiter

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, search your LB for up to 2 Charas with either ::Adventurer:: and/or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Adventurer - Magic | SFN/S108-011S T: None

L0
C0

Himmel, Reason to Build the Statue

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, Rest it, and move it to an empty Slot in the Back Row.

Adventurer - Weapon | SFN/S108-012 T: None

L0
C0

Himmel, Reason to Build the Statue

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Adventurer:: or ::Magic::, Rest it, and move it to an empty Slot in the Back Row.

Adventurer - Weapon | SFN/S108-012S T: None

L0
C0

Frieren Booster Pack

"Hero Party" Frieren

[C] **CX COMBO** If "Adventure of Just 10 Years" is in your CZ and you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, your other "Flowers of the Home Village" Frieren & Himmel" and "Hero Party" Heiter" and "Hero Party" Eisen" in all Zones gain a Choice Trigger Icon.
[S] [Rest this] Look at the top card of your LB, put it either on top or bottom of the LB or in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Adventurer - Magic | SFN/S108-013 T: Soul

L1
C0

"Hero Party" Frieren

[C] **CX COMBO** If "Adventure of Just 10 Years" is in your CZ and you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, your other "Flowers of the Home Village" Frieren & Himmel" and "Hero Party" Heiter" and "Hero Party" Eisen" in all Zones gain a Choice Trigger Icon.
[S] [Rest this] Look at the top card of your LB, put it either on top or bottom of the LB or in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Adventurer - Magic | SFN/S108-013S T: Soul

L1
C0

"Sword of the Hero" Himmel

[A] [Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Himmel, Reason for the Journey" in your WR.

Adventurer - Weapon | SFN/S108-014 T: None

L1
C0

"Sword of the Hero" Himmel

[A] [Discard a Chara with either ::Adventurer:: or ::Magic:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Himmel, Reason for the Journey" in your WR.

Adventurer - Weapon | SFN/S108-014S T: None

L1
C0

"Hero Party" Eisen

[C] If all your Charas are either ::Adventurer:: or ::Magic::, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Weapon | SFN/S108-015 T: None

L1
C0

"Hero Party" Eisen

[C] If all your Charas are either ::Adventurer:: or ::Magic::, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Adventurer:: or ::Magic::, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Weapon | SFN/S108-015S T: None

L1
C0

Frieren, Someone Who Praises

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."

Adventurer - Magic | SFN/S108-016 T: None

L1
C0

Frieren, Someone Who Praises

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."

Adventurer - Magic | SFN/S108-016S T: None

L1
C0

Statues of the Hero Party

[C] This card cannot attack.
[C] **RECOLLECITON** If this is in Memory, and you did not play a "Himmel, Reason for the Journey" from your hand this turn, "Himmel, Reason for the Journey" gets -1 Cost while in your hand.
[S] [(1) Send this Standing card to Memory] choose 1 "Hero" Himmel" or "Flowers of the Home Village" Frieren & Himmel" in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-017 T: None

L1
C0

Statues of the Hero Party

[C] This card cannot attack.
[C] **RECOLLECITON** If this is in Memory, and you did not play a "Himmel, Reason for the Journey" from your hand this turn, "Himmel, Reason for the Journey" gets -1 Cost while in your hand.
[S] [(1) Send this Standing card to Memory] choose 1 "Hero" Himmel" or "Flowers of the Home Village" Frieren & Himmel" in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-017S T: None

L1
C0

"Journey to Touch People's Hearts" Frieren

[A] This ability activates up to once per turn. When you play an Event, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +3000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Regrets" is in the CZ, choose up to 2 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB.

Adventurer - Magic | SFN/S108-018 T: Soul

L2
C1

"Journey to Touch People's Hearts" Frieren

[A] This ability activates up to once per turn. When you play an Event, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +3000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Regrets" is in the CZ, choose up to 2 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles their LB.

Adventurer - Magic | SFN/S108-018S T: Soul

L2
C1

Frieren, Surprised

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara with either ::Adventurer:: or ::Magic:: in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-019 T: None

L0
C0

Frieren, Surprised

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara with either ::Adventurer:: or ::Magic:: in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-019S T: None

L0
C0

"Fake Priest?" Heiter

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Adventurer - Magic | SFN/S108-020 T: Soul

L2
C1

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"Fake Priest?" Heiter

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Adventurer - Magic | SFN/S108-020S T: Soul

L2
C1

Spell to Clean the Rust off the Bronze Statue

Search your LB for up to 1 YELLOW Climax card, reveal it, put it in your hand, shuffle your LB, choose up to 1 "Statues of the Hero Party" in your WR and send it to Memory.

SFN/S108-021 T: None

L1
C1

Spell to Clean the Rust off the Bronze Statue

Search your LB for up to 1 YELLOW Climax card, reveal it, put it in your hand, shuffle your LB, choose up to 1 "Statues of the Hero Party" in your WR and send it to Memory.

SFN/S108-021S T: None

L1
C1

Frieren Booster Pack

Eternal Love

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-022 T: Choice

Eternal Love

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-022OFR T: Choice

Adventure of Just 10 Years

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-023 T: Choice

Adventure of Just 10 Years

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-023OFR T: Choice

Regrets

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-024 T: Choice

Regrets

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

SFN/S108-024OFR T: Choice

"Great Mage" Serie

[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 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [(1) Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Magic | SFN/S108-025 T: None

L0
C0

"Great Mage" Serie

[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 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [(1) Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Magic | SFN/S108-025SP T: None

L0
C0

Aura the Guillotine

[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** When "Scales of Obedience" is placed in your CZ, if this is in the Front Row and you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, choose the Chara Opposite this, if the Pow of the Chara chosen this way is lower than the Pow of this, put that Chara in Clock. If it is higher than the Pow of this, put this in Clock.

Magic - Mazoku | SFN/S108-026 T: Soul

L3
C2

Aura the Guillotine

[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** When "Scales of Obedience" is placed in your CZ, if this is in the Front Row and you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, choose the Chara Opposite this, if the Pow of the Chara chosen this way is lower than the Pow of this, put that Chara in Clock. If it is higher than the Pow of this, put this in Clock.

Magic - Mazoku | SFN/S108-026SP T: Soul

L3
C2

"Teacher" Flamme

[C] If you have 4 or more Charas with either ::Adventurer:: or ::Magic::, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] **CX COMBO** [Put a "Cowardly and Worst Way to Fight" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 cards that are either Chara with either ::Adventurer:: or ::Magic:: and/or Event, reveal them, put them in your hand, put the rest in the WR, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in the WR.

Magic | SFN/S108-027 T: None

L2
C1

"Teacher" Flamme

[C] If you have 4 or more Charas with either ::Adventurer:: or ::Magic::, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] **CX COMBO** [Put a "Cowardly and Worst Way to Fight" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 cards that are either Chara with either ::Adventurer:: or ::Magic:: and/or Event, reveal them, put them in your hand, put the rest in the WR, choose up to 1 of your Opp.'s Level 0 or lower Charas and put it in the WR.

Magic | SFN/S108-027S T: None

L2
C1

Ubel

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[A] When this is placed from hand to the WR, reveal the top card of your LB. If it is an ::Adventurer:: or ::Magic:: Chara or an Event, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR. (Put the revealed card back where it was)

Magic | SFN/S108-028 T: Soul

L3C2

Ubel

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[A] When this is placed from hand to the WR, reveal the top card of your LB. If it is an ::Adventurer:: or ::Magic:: Chara or an Event, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR. (Put the revealed card back where it was)

Magic | SFN/S108-028S T: Soul

L3C2

Wirbel

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot and cannot return to hand."

[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 an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

Magic | SFN/S108-029 T: None

L0C0

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Wirbel

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot and cannot return to hand."

[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 an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

Magic | SFN/S108-029S T: None

L0C0

Methode

[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | SFN/S108-030 T: None

L0C0

Methode

[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | SFN/S108-030S T: None

L0C0

Frieren Booster Pack

Land

[A] When this is placed from hand to the Stage, you may choose a "Land" in your WR and put it face-up under this as Marker.

[A] When your Climax card is placed in the CZ, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [Discard a Chara from your hand to the WR] Choose a "Land" Marker of this card and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Magic | SFN/S108-031 T: None

L1C0

Land

[A] When this is placed from hand to the Stage, you may choose a "Land" in your WR and put it face-up under this as Marker.

[A] When your Climax card is placed in the CZ, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [Discard a Chara from your hand to the WR] Choose a "Land" Marker of this card and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Magic | SFN/S108-031S T: None

L1C0

Qual the Elder Sage of Corruption

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

[A] [(3) Discard 2 cards from your hand to the WR] At the end of this card's attack, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Magic - Mazoku | SFN/S108-032 T: Soul

L3C2

Qual the Elder Sage of Corruption

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

[A] [(3) Discard 2 cards from your hand to the WR] At the end of this card's attack, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Magic - Mazoku | SFN/S108-032S T: Soul

L3C2

Kanne

[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 this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

Magic | SFN/S108-033 T: None

L0C0

Kanne

[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 this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

Magic | SFN/S108-033S T: None

L0C0

Lawine

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic | SFN/S108-034 T: None

L0C0

Lawine

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic | SFN/S108-034S T: None

L0C0

Mimic

[A] When this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 Event, reveal it, put it in your hand, put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Magic | SFN/S108-035 T: None

L0C0

Mimic

[A] When this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 Event, reveal it, put it in your hand, put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Magic | SFN/S108-035S T: None

L0C0

Denken

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, Rest this.

Magic | SFN/S108-036 T: None

L0C0

Denken

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, Rest this.

Magic | SFN/S108-036S T: None

L0C0

LÄÄÄÄ½gner, Words of Deception

[A] When this attacks, reveal the top card of your LB. If it is an ::Adventurer:: or ::Magic:: Chara or an Event, choose 1 of your Charas, and for the turn that Chara gains +3000 Pow. (put the revealed card back)

[A] [Clock] **ALARM** If this card is on top of your Clock, and you are Level 1 or higher, at the start of your Climax Phase, you may choose 1 of your Charas and this and Swap them.

Magic - Mazoku | SFN/S108-037 T: None

L1C0

LÄÄÄÄ½gner, Words of Deception

[A] When this attacks, reveal the top card of your LB. If it is an ::Adventurer:: or ::Magic:: Chara or an Event, choose 1 of your Charas, and for the turn that Chara gains +3000 Pow. (put the revealed card back)

[A] [Clock] **ALARM** If this card is on top of your Clock, and you are Level 1 or higher, at the start of your Climax Phase, you may choose 1 of your Charas and this and Swap them.

Magic - Mazoku | SFN/S108-037S T: None

L1C0

"Imitation Spell: Erfassen" Linie

[C] If you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +4500 Pow.

Magic - Mazoku | SFN/S108-038 T: None

L1C1

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"Imitation Spell: Erfassen" Linie

[C] If you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +4500 Pow.

Magic - Mazoku | SFN/S108-038S T: None

L1C1

"Executioner" Draht

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Adventurer:: or ::Magic::.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either an ::Adventurer:: or ::Magic:: Chara or "Spell of Obedience: Auserlese", you may choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR. (Put the revealed card back where it was)

Magic - Mazoku | SFN/S108-039 T: Soul

L2C1

"Executioner" Draht

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Adventurer:: or ::Magic::.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either an ::Adventurer:: or ::Magic:: Chara or "Spell of Obedience: Auserlese", you may choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR. (Put the revealed card back where it was)

Magic - Mazoku | SFN/S108-039S T: Soul

L2C1

Frieren Booster Pack

"Seven Sages of Destruction" Aura

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +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 "Spell of Obedience: Auserlese" in your WR and return it to your hand.

Magic - Mazoku | SFN/S108-040 T: Soul

L2C1

"Seven Sages of Destruction" Aura

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +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 "Spell of Obedience: Auserlese" in your WR and return it to your hand.

Magic - Mazoku | SFN/S108-040S T: Soul

L2C1

Solar Dragon

[C] For each of your other Back Row ::Adventurer:: and/or ::Magic:: Charas, this gains +1500 Pow.

[A] When this becomes Reversed, your Opp. reveals up to 3 cards from top of their LB, choose up to 1 Event among them and put it in their hand, and put the rest in the WR.

Magic | SFN/S108-041 T: Soul

L2C2

Solar Dragon

[C] For each of your other Back Row ::Adventurer:: and/or ::Magic:: Charas, this gains +1500 Pow.

[A] When this becomes Reversed, your Opp. reveals up to 3 cards from top of their LB, choose up to 1 Event among them and put it in their hand, and put the rest in the WR.

Magic | SFN/S108-041S T: Soul

L2C2

Spell of Obedience: Auserlese

[Counter] If you have 1 or fewer ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. Choose up to 1 "Aura the Guillotine" in your WR, either return it to your hand or put it in your Stock, choose up to 3 of your Opp.'s Charas, and those Chara gain the following ability for the turn. "[C] This does not Reverse."

SFN/S108-042 T: None

L2C0

Spell of Obedience: Auserlese

[Counter] If you have 1 or fewer ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. Choose up to 1 "Aura the Guillotine" in your WR, either return it to your hand or put it in your Stock, choose up to 3 of your Opp.'s Charas, and those Chara gain the following ability for the turn. "[C] This does not Reverse."

SFN/S108-042S T: None

L2C0

Phantom Spell

If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. Choose up to 3 Charas in your Opp.'s Front Row, and those Charas get -2000 Pow for the turn. Send this to Memory.

SFN/S108-043 T: None

L2C1

Phantom Spell

If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. Choose up to 3 Charas in your Opp.'s Front Row, and those Charas get -2000 Pow for the turn. Send this to Memory.

SFN/S108-043S T: None

L2C1

Scales of Obedience

[C] All your Charas gain +1000 Pow and +1 Soul. (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SFN/S108-044 T: Treasure

Scales of Obedience

[C] All your Charas gain +1000 Pow and +1 Soul. (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SFN/S108-044OFR T: Treasure

Cowardly and Worst Way to Fight

[C] All your Charas gain +1000 Pow and +1 Soul. (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SFN/S108-045 T: Treasure

Cowardly and Worst Way to Fight

[C] All your Charas gain +1000 Pow and +1 Soul. (Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SFN/S108-045OFR T: Treasure

Fern, Mirrored Lotus Bracelet

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Adventurer - Magic | SFN/S108-046 T: None

L0
C0

Fern, Mirrored Lotus Bracelet

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Adventurer - Magic | SFN/S108-046SP T: None

L0
C0

Stark, Clumsy Birthday

[A] **CX COMBO** [Discard 1 card from your hand to the WR, put a "Youth's Prerogative" from your CZ in the WR] At the start of your Attack Phase, may pay., If so, Stand this, choose up to 1 "Fern, Clumsy Birthday" in your WR, put it in any Slot on the Stage, and choose 1 of the following effects and perform it. "This gains [C] **BODYGUARD**" until the next end of your Opp.'s turn." "Choose up to 1 card in your WR and put it in your Stock."

Adventurer - Weapon | SFN/S108-047 T: Soul

L3
C2

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Stark, Clumsy Birthday

[A] **CX COMBO** [Discard 1 card from your hand to the WR, put a "Youth's Prerogative" from your CZ in the WR] At the start of your Attack Phase, may pay., If so, Stand this, choose up to 1 "Fern, Clumsy Birthday" in your WR, put it in any Slot on the Stage, and choose 1 of the following effects and perform it. "This gains [C] **BODYGUARD**" until the next end of your Opp.'s turn." "Choose up to 1 card in your WR and put it in your Stock."

Adventurer - Weapon | SFN/S108-047SP T: Soul

L3
C2

Fern, Social Circles

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an :Adventurer: or :Magic: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Adventurer - Magic | SFN/S108-048 T: None

L0
C0

Fern, Social Circles

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an :Adventurer: or :Magic: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Adventurer - Magic | SFN/S108-048S T: None

L0
C0

Frieren Booster Pack

Fern & Stark

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 checks are made, put the top card of your Stock in the WR."
[S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 :Adventurer: or :Magic: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | SFN/S108-049 T: None

L0
C0

Fern & Stark

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 checks are made, put the top card of your Stock in the WR."
[S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 :Adventurer: or :Magic: Chara, reveal it, put it in your hand, and put the rest in the WR.

Adventurer - Magic | SFN/S108-049S T: None

L0
C0

"Priest" Sein

[A] When this is placed from hand to the Stage, choose 1 of your :Adventurer: or :Magic: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with either :Adventurer: or :Magic:..
[A] **CX COMBO** At the start of your Encore Step, if "Trust the Words" is in the CZ, you have 2 or more other :Adventurer: and/or :Magic: Charas, and the Chara Opposite this is Reversed, put up to 1 card from top of your LB in your Stock, search your Stock for 1 card, put it in your hand, and shuffle your Stock.

Adventurer - Magic | SFN/S108-050 T: None

L1
C0

"Priest" Sein

[A] When this is placed from hand to the Stage, choose 1 of your :Adventurer: or :Magic: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with either :Adventurer: or :Magic:..
[A] **CX COMBO** At the start of your Encore Step, if "Trust the Words" is in the CZ, you have 2 or more other :Adventurer: and/or :Magic: Charas, and the Chara Opposite this is Reversed, put up to 1 card from top of your LB in your Stock, search your Stock for 1 card, put it in your hand, and shuffle your Stock.

Adventurer - Magic | SFN/S108-050SP T: None

L1
C0

"Warrior" Stark

[C] If all your Charas are either :Adventurer: or :Magic:, this gains +500 Pow and the following ability. "[A] [Put this in the WR] When your other Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara does not Reverse for the turn."
[A] **CX COMBO** [Put a "Master's Teaching" from your CZ in the WR] At the start of your Attack Phase, may pay. If so, Stand this.

Adventurer - Weapon | SFN/S108-051 T: Soul

L2
C2

"Warrior" Stark

[C] If all your Charas are either :Adventurer: or :Magic:, this gains +500 Pow and the following ability. "[A] [Put this in the WR] When your other Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara does not Reverse for the turn."
[A] **CX COMBO** [Put a "Master's Teaching" from your CZ in the WR] At the start of your Attack Phase, may pay. If so, Stand this.

Adventurer - Weapon | SFN/S108-051S T: Soul

L2
C2

Fern, Clumsy Birthday

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(3) Put a "Birthday Present" from your hand face-up under this as Marker, Rest this] Deal 2 Damage to your Opp.. (DC can occur)

Adventurer - Magic | SFN/S108-052 T: Soul

L3
C2

Fern, Clumsy Birthday

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(3) Put a "Birthday Present" from your hand face-up under this as Marker, Rest this] Deal 2 Damage to your Opp.. (DC can occur)

Adventurer - Magic | SFN/S108-052S T: Soul

L3
C2

Frieren & Fern & Stark

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] **CX COMBO** When this attacks, if "Middle of the Journey" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Magic | SFN/S108-053 T: Soul

L3
C2

Frieren & Fern & Stark

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] **CX COMBO** When this attacks, if "Middle of the Journey" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Adventurer - Magic | SFN/S108-053S T: Soul

L3
C2

Stark, Days in the Northern Countries

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] [(2) When this is placed from hand to the Stage, may pay. If so, choose an :Adventurer: or :Magic: Chara in your WR and return it to your hand.

Adventurer - Weapon | SFN/S108-054 T: None

L0
C0

Stark, Days in the Northern Countries

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] [(2) When this is placed from hand to the Stage, may pay. If so, choose an :Adventurer: or :Magic: Chara in your WR and return it to your hand.

Adventurer - Weapon | SFN/S108-054S T: None

L0
C0

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 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 Level 0 or lower Chara in your WR with either ::Adventurer:: or ::Magic:: and put it in any Slot on the Stage.

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

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 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 Level 0 or lower Chara in your WR with either ::Adventurer:: or ::Magic:: and put it in any Slot on the Stage.

L1
C0

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.

L2
C1

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.

L2
C1

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 ::Adventurer:: or ::Magic:: Chara, put it in the WR, and shuffle your LB."

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

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 **Adventurer** or **Magic** Chara, put it in the WR, and shuffle your LB."

LO
CO

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Slots, and put all Markers in the Marker Zone corresponding to that chosen Slot in the WR.
[A] ([1] Discard an :Adventurer: or :Magic: Chara from your hand to the WR) When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, 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.

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

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Slots, and put all Markers in the Marker Zone corresponding to that chosen Slot in the WR.

[A] [(1) Discard an ::Adventurer:: or ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, 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.

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

[C] If there's a Marker under this, this gains +1 Level and +2500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an ::Adventurer:: or ::Magic:: Chara or an Event, you may put it face-down under this as a Marker. (Otherwise put it back where it was)

LO
CO

[C] If there's a Marker under this, this gains +1 Level and +2500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an ::Adventurer:: or ::Magic:: Chara or an Event, you may put it face-down under this as Marker. (Otherwise put it back where it was)

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

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

[A] (1) Discard a 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 :Adventure:. or :Magi:. and return it to your hand, choose 1 of your other Chara with either :Adventure:. or :Magi:. and that Chara gains +1000 Pow for the turn.

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

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

[A] ([1] Discard a 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 :Adventure:: or :Magic:: and return it to your hand, choose 1 of your other Chara with either :Adventure:: or :Magic::, and that Chara gains +1000 Pow for the turn.

LO
CO

[A] When you use the **BACKUP** of this, if you have 3 or more Charas with either „*Adventurer...*“ or „*Magi...*“, choose 1 of the following 2 effects and perform it. Choose a Birthday Present in your WR and send it to Memory. “Search your LB for up to 1 ‘Birthday Present’, send it to Memory, and shuffle your LB.”

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

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

[A] When you use the **BACKUP** of this, if you have 3 or more Charas with either **Adventurer:** or **Magic:**, choose 1 of the following 2 effects and perform it. "Choose a Birthday Present in your WR and send it to Memory." Search your LB for up to 1 Birthday Present, send it to Memory, and shuffle your LB.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

L1
C1

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

L2
C1

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +500 Pow.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

L2
C1

Sulking Fern

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Magic | SFN/S108-064 T: Soul

L2C2

Sulking Fern

[C] For each of your other Charas with either ::Adventurer:: or ::Magic::, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Adventurer - Magic | SFN/S108-064S T: Soul

L2C2

Birthday Present

Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower Chara in your WR with either ::Adventurer:: or ::Magic:: and return it to your hand. X = sum of Levels of cards put in the WR via this effect. Send this to Memory. (Climax cards are considered to be Level 0 for this effect)
[A] **RECOLLECTON** [Discard a card from your hand to the WR] If this is in Memory, when you Level-Up, may pay. If so, return this to your hand.

SFN/S108-065a T: None

L1C1

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Birthday Present

Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower Chara in your WR with either ::Adventurer:: or ::Magic:: and return it to your hand. X = sum of Levels of cards put in the WR via this effect. Send this to Memory. (Climax cards are considered to be Level 0 for this effect)
[A] **RECOLLECTON** [Discard a card from your hand to the WR] If this is in Memory, when you Level-Up, may pay. If so, return this to your hand.

SFN/S108-065b T: None

L1C1

Birthday Present

Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower Chara in your WR with either ::Adventurer:: or ::Magic:: and return it to your hand. X = sum of Levels of cards put in the WR via this effect. Send this to Memory. (Climax cards are considered to be Level 0 for this effect)
[A] **RECOLLECTON** [Discard a card from your hand to the WR] If this is in Memory, when you Level-Up, may pay. If so, return this to your hand.

SFN/S108-065S T: None

L1C1

Spell for Finding Lost Accessories

[Counter] If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. You may draw a card. If so, discard a card from your hand to the WR.
Choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

SFN/S108-066 T: None

L1C1

Frieren Booster Pack

Spell for Finding Lost Accessories

[Counter] If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. You may draw a card. If so, discard a card from your hand to the WR.
Choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

SFN/S108-066S T: None

L1C1

Youth's Prerogative

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SFN/S108-067 T: Soul Standby

Youth's Prerogative

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SFN/S108-067OFR T: Soul Standby

Trust the Words

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SFN/S108-068 T: Salvage

Trust the Words

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SFN/S108-068OFR T: Salvage

Master's Teaching

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SFN/S108-069 T: Soul Standby

Master's Teaching

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SFN/S108-069OFR T: Soul Standby

Middle of the Journey

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SFN/S108-070 T: Salvage

Middle of the Journey

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SFN/S108-070OFR T: Salvage

Fern, Reliable Mage

[A] This ability activates up to 3 times per turn. When you play an Event, look at up to 2 cards from top of your LB and put them on top of the LB in any order.
[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.

Adventurer - Magic | SFN/S108-071 T: None

L0C0

Fern, Reliable Mage

[A] This ability activates up to 3 times per turn. When you play an Event, look at up to 2 cards from top of your LB and put them on top of the LB in any order.
[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.

Adventurer - Magic | SFN/S108-071S T: None

L0C0

Frieren, Winter Outfit

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Adventurer - Magic | SFN/S108-072 T: None

L0C0

Frieren, Winter Outfit

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Adventurer - Magic | SFN/S108-072SP T: None

L0C0

"Mage" Fern

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **CX COMBO** When "Decisive Under the Moonlit Night" is placed in your CZ, if this is in the Front Row and you have 2 or more other ::Adventurer:: or ::Magic:: Charas, choose up to 1 "Spell for Finding Lost Accessories" or "Flying Spell" in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Adventurer - Magic | SFN/S108-073 T: None

L1C0

"Mage" Fern

[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **CX COMBO** When "Decisive Under the Moonlit Night" is placed in your CZ, if this is in the Front Row and you have 2 or more other ::Adventurer:: or ::Magic:: Charas, choose up to 1 "Spell for Finding Lost Accessories" or "Flying Spell" in your WR and return it to your hand, and this gains +1000 Pow for the turn.

Adventurer - Magic | SFN/S108-073SSP T: None

L1C0

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Frieren, Her Favorite Spell

[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** When this attacks, if "Hero" is in your CZ and there are 3 or more Event cards in your WR with "Spell" in name, choose 1 of the following 3 effects and perform it. "Your Opp. puts the top 12 cards of their LB in the WR, and this gains +1500 Pow for the turn." "Look at up to 2 cards from top of your Opp.'s LB, choose up to 1 of them and put it in the WR, and put the rest on top of the LB in any order." "Discard 2 cards from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Adventurer - Magic | SFN/S108-074 T: Soul

L3C2

Frieren, Her Favorite Spell

[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** When this attacks, if "Hero" is in your CZ and there are 3 or more Event cards in your WR with "Spell" in name, choose 1 of the following 3 effects and perform it. "Your Opp. puts the top 12 cards of their LB in the WR, and this gains +1500 Pow for the turn." "Look at up to 2 cards from top of your Opp.'s LB, choose up to 1 of them and put it in the WR, and put the rest on top of the LB in any order." "Discard 2 cards from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

Adventurer - Magic | SFN/S108-074SSP T: Soul

L3C2

Fern & Frieren

[S] [Rest this] If you have 3 or more other Charas with either ::Adventurer:: or ::Magic::, draw a card, and discard a card from your hand to the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Draw Trigger Icon revealed this way, choose 1 ::Adventurer:: or ::Magic:: Chara or "Spell to Produce a Field of Flowers" in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-075 T: None

L0C0

Frieren Booster Pack

Fern & Frieren

[S] [Rest this] If you have 3 or more other Charas with either ::Adventurer:: or ::Magic::, draw a card, and discard a card from your hand to the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Draw Trigger Icon revealed this way, choose 1 ::Adventurer:: or ::Magic:: Chara or "Spell to Produce a Field of Flowers" in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-075S T: None

L0C0

Frieren, Buying Excessive Things

A] [Discard an Event or Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-076 T: None

L0C0

Frieren, Buying Excessive Things

A] [Discard an Event or Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-076S T: None

L0C0

Fern, Days in the Northern Countries

[A] This ability activates up to 3 times per turn. When you draw a card during your MP or Attack Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] At the start of your Encore Step, if there's a Climax card with a Draw Trigger Icon in your CZ and you don't have another "Fern, Days in the Northern Countries", you may draw a card.

Adventurer - Magic | SFN/S108-077 T: None

L1C0

Fern, Days in the Northern Countries

[A] This ability activates up to 3 times per turn. When you draw a card during your MP or Attack Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] At the start of your Encore Step, if there's a Climax card with a Draw Trigger Icon in your CZ and you don't have another "Fern, Days in the Northern Countries", you may draw a card.

Adventurer - Magic | SFN/S108-077S T: None

L1C0

Frieren, Older Big Sister

[A] This ability activates up to once per turn. When you play an Event, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +3000 Pow for the turn.
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Adventurer - Magic | SFN/S108-078 T: None

L1C0

Frieren, Older Big Sister

[A] This ability activates up to once per turn. When you play an Event, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +3000 Pow for the turn.
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Adventurer - Magic | SFN/S108-078S T: None

L1C0

Frieren, New Year's Festival

[C] During your turn, if you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "View That Cannot be Seen if Alone" is in the CZ and you have another ::Adventurer:: or ::Magic:: Chara, put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR with either ::Adventurer:: or ::Magic::, and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered to be Level 0 for this effect)

Adventurer - Magic | SFN/S108-079 T: None

L1C0

Frieren, New Year's Festival

[C] During your turn, if you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "View That Cannot be Seen if Alone" is in the CZ and you have another ::Adventurer:: or ::Magic:: Chara, put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR with either ::Adventurer:: or ::Magic::, and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered to be Level 0 for this effect)

Adventurer - Magic | SFN/S108-079S T: None

L1C0

Frieren, Elimination Request

[A] This ability activates up to once per turn. When you play an Event, this gains +1 Level, +1000 Pow, and the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | SFN/S108-080 T: None

L1C0

Frieren, Elimination Request

[A] This ability activates up to once per turn. When you play an Event, this gains +1 Level, +1000 Pow, and the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Adventurer - Magic | SFN/S108-080S T: None

L1C0

Frieren, Something Precious

[C] If there are 6 or more Events in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow and "[A] **ENCORE** [Discard an Event or Climax card from your hand to the WR]"
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Adventurer - Magic | SFN/S108-081 T: Soul

L3C2

Frieren, Something Precious

[C] If there are 6 or more Events in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with either ::Adventurer:: or ::Magic::, this gains +2000 Pow and "[A] **ENCORE** [Discard an Event or Climax card from your hand to the WR]"

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Adventurer - Magic | SFN/S108-081S T: Soul

L3
C2

Fern, Living Alongside Spells

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn, and choose 1 of the following 2 effects and perform it. "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." "[Discard a card from your hand to the WR] may pay. If so, put the top card of your Clock in your Stock."

Adventurer - Magic | SFN/S108-082 T: Soul

L3
C2

Fern, Living Alongside Spells

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn, and choose 1 of the following 2 effects and perform it. "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." "[Discard a card from your hand to the WR] may pay. If so, put the top card of your Clock in your Stock."

Adventurer - Magic | SFN/S108-082S T: Soul

L3
C2

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Fern, Repaying a Favor

[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** When "Full-Fledged Mage" is placed in your CZ, this gains the following 2 abilities for the turn. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand." "[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp..."

Magic | SFN/S108-083 T: Soul

L3
C2

Fern, Repaying a Favor

[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** When "Full-Fledged Mage" is placed in your CZ, this gains the following 2 abilities for the turn. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand." "[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp..." (DC can occur)

Magic | SFN/S108-083S T: Soul

L3
C2

Frieren, Victory and Burial

[A] [Discard a Climax card from your hand to the WR] When your Climax card is triggered, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Magic | SFN/S108-084 T: None

L0
C0

Frieren Booster Pack

Frieren, Victory and Burial

[A] [Discard a Climax card from your hand to the WR] When your Climax card is triggered, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and choose an ::Adventurer:: or ::Magic:: Chara in your WR and return it to your hand.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Adventurer - Magic | SFN/S108-084S T: None

L0
C0

Frieren, Thinking

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.
[A] [(1) Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-085 T: None

L0
C0

Frieren, Thinking

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.
[A] [(1) Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-085S T: None

L0
C0

Fern, Cold Gaze

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Charas with either ::Adventurer:: or ::Magic::.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-086 T: Soul

L1
C1

Fern, Cold Gaze

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Charas with either ::Adventurer:: or ::Magic::.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-086S T: Soul

L1
C1

Frieren, Friends with Long Lifespan

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-087 T: Soul

L2
C1

Frieren, Friends with Long Lifespan

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Adventurer - Magic | SFN/S108-087S T: Soul

L2
C1

Frieren, Passing Through Checkpoint

[A] When this attacks, choose 1 of your other ::Adventurer:: or ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Adventurer - Magic | SFN/S108-088 T: Soul

L2
C1

Frieren, Passing Through Checkpoint

[A] When this attacks, choose 1 of your other ::Adventurer:: or ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Adventurer - Magic | SFN/S108-088S T: Soul

L2
C1

Frieren, Dining with Pupil

[A] When this is placed from hand to the Stage, draw up to 1 card, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] During battles involving this, you cannot play Events or **BACKUP** from your hand."
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, you may choose an ::Adventurer:: or ::Magic:: Chara in your WR and put it in your Stock.

Adventurer - Magic | SFN/S108-089 T: Soul

L3
C2

Frieren, Dining with Pupil

[A] When this is placed from hand to the Stage, draw up to 1 card, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] During battles involving this, you cannot play Events or **BACKUP** from your hand."
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Adventurer:: or ::Magic::, you may choose an ::Adventurer:: or ::Magic:: Chara in your WR and put it in your Stock.

Adventurer - Magic | SFN/S108-089S T: Soul

L3
C2

Fern, Dining with Master

[A] When Damage dealt by your Chara is Cancelled, if other Damage dealt by your Chara has been Cancelled this turn, choose a card in your WR and put it face-up under this as Marker.
[A] When you put a Marker under this, if there are 3 or more Markers under this, put this in the WR.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Adventurer - Magic | SFN/S108-090 T: None

L0
C0

Fern, Dining with Master

[A] When Damage dealt by your Chara is Cancelled, if other Damage dealt by your Chara has been Cancelled this turn, choose a card in your WR and put it face-up under this as Marker.

[A] When you put a Marker under this, if there are 3 or more Markers under this, put this in the WR.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Adventurer - Magic | SFN/S108-090S T: None

L0C0

Frieren, Present for Stark

[A] [Put an ::Adventurer:: or ::Magic:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 4 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.

Adventurer - Magic | SFN/S108-091 T: None

L0C0

Frieren, Present for Stark

[A] [Put an ::Adventurer:: or ::Magic:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 4 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.

Adventurer - Magic | SFN/S108-091S T: None

L0C0

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Frieren, Social Circles

[A] When this is placed from hand to the Stage, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

[A] When this attacks, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Adventurer - Magic | SFN/S108-092 T: None

L0C0

Frieren, Social Circles

[A] When this is placed from hand to the Stage, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

[A] When this attacks, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Adventurer - Magic | SFN/S108-092S T: None

L0C0

Fern, Trailing

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an ::Adventurer:: or ::Magic:: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's an Event card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-093 T: None

L0C0

Frieren Booster Pack

Fern, Trailing

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either an ::Adventurer:: or ::Magic:: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's an Event card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

Adventurer - Magic | SFN/S108-093S T: None

L0C0

Fern, Elimination Request

[A] [Put this card in the WR] When your other ::Adventurer:: or ::Magic:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Adventurer - Magic | SFN/S108-094 T: None

L0C0

Fern, Elimination Request

[A] [Put this card in the WR] When your other ::Adventurer:: or ::Magic:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Adventurer - Magic | SFN/S108-094S T: None

L0C0

Fern, Something Big

[C] During your turn, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +1500 Pow.

[A] When the Battle Opp. of this becomes Reversed, if all your Charas are either ::Adventurer:: or ::Magic::, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Magic | SFN/S108-095 T: None

L0C0

Fern, Something Big

[C] During your turn, if you have another ::Adventurer:: or ::Magic:: Chara, this gains +1500 Pow.

[A] When the Battle Opp. of this becomes Reversed, if all your Charas are either ::Adventurer:: or ::Magic::, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Adventurer - Magic | SFN/S108-095S T: None

L0C0

Frozen Frieren

[A] When the Battle Opp. of this becomes Reversed, if there are 4 or fewer cards in your Stock, you may put that Chara on the bottom of the LB.

[A] [Clock] ALARM If this card is on the top of your Clock, at the start of your Climax Phase, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Adventurer - Magic | SFN/S108-096 T: None

L0C0

Frozen Frieren

[A] When the Battle Opp. of this becomes Reversed, if there are 4 or fewer cards in your Stock, you may put that Chara on the bottom of the LB.

[A] [Clock] ALARM If this card is on the top of your Clock, at the start of your Climax Phase, choose 1 of your ::Adventurer:: or ::Magic:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Adventurer - Magic | SFN/S108-096S T: None

L0C0

"Mage Who Has Lived for Over 1000 Years" Frieren

[C] All your other Charas gain the following ability.

"[C] This cannot Side Attack."

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

Adventurer - Magic | SFN/S108-097 T: None

L0C0

"Mage Who Has Lived for Over 1000 Years" Frieren

[C] All your other Charas gain the following ability.

"[C] This cannot Side Attack."

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

Adventurer - Magic | SFN/S108-097S T: None

L0C0

Frieren, Attack by the Demons

[A] When you use the BACKUP of this, if you have an ::Adventurer:: or ::Magic:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] BACKUP 1500, Level 1 [Reveal this card from your hand and put it on the bottom of your LB]

Adventurer - Magic | SFN/S108-098 T: None

L1C0

Frieren, Attack by the Demons

[A] When you use the BACKUP of this, if you have an ::Adventurer:: or ::Magic:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] BACKUP 1500, Level 1 [Reveal this card from your hand and put it on the bottom of your LB]

Adventurer - Magic | SFN/S108-098S T: None

L1C0

Fern, Mother Role

[A] When this is placed from hand to the Stage, you may choose 1 of your Charas with "Frieren" in name and Stand it.

[A] When your other ::Adventurer:: or ::Magic:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Adventurer:: or ::Magic::.

Adventurer - Magic | SFN/S108-099 T: None

L1C0

Fern, Mother Role

[A] When this is placed from hand to the Stage, you may choose 1 of your Charas with "Frieren" in name and Stand it.
[A] When your other ::Adventurer:: or ::Magic:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Adventurer:: or ::Magic::.

Adventurer - Magic | SFN/S108-099S T: None

L1C0

Frieren, Morning Preparation

[C] **ASSIST** All your Charas with either ::Adventurer:: or ::Magic:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at up to 3 cards from top of your LB and put them on top of the LB in any order. This does not Stand during your next Stand Phase.

Adventurer - Magic | SFN/S108-100 T: Soul

L1C1

Frieren, Morning Preparation

[C] **ASSIST** All your Charas with either ::Adventurer:: or ::Magic:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at up to 3 cards from top of your LB and put them on top of the LB in any order. This does not Stand during your next Stand Phase.

Adventurer - Magic | SFN/S108-100S T: Soul

L1C1

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Frieren, Birthday Celebration

[C] If you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +7000 Pow.
[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Fern, Birthday Celebration" in your WR and put it in any Slot on the Stage.

Adventurer - Magic | SFN/S108-101 T: Soul

L2C1

Frieren, Birthday Celebration

[C] If you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +7000 Pow.
[A] [Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Fern, Birthday Celebration" in your WR and put it in any Slot on the Stage.

Adventurer - Magic | SFN/S108-101S T: Soul

L2C1

Fern, Birthday Celebration

[C] During your turn, if you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +4000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Frieren, Birthday Celebration" and this, then Stand and Swap them.

Adventurer - Magic | SFN/S108-102 T: Soul

L2C1

Frieren Booster Pack

Fern, Birthday Celebration

[C] During your turn, if you have 2 or more ::Adventurer:: or ::Magic:: Charas, this gains +4000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Frieren, Birthday Celebration" and this, then Stand and Swap them.

Adventurer - Magic | SFN/S108-102S T: Soul

L2C1

Fern, Checking Distance

[C] During battles involving this, no player may play Events or **BACKUP** from hand.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Adventurer - Magic | SFN/S108-103 T: Soul

L2C1

Fern, Checking Distance

[C] During battles involving this, no player may play Events or **BACKUP** from hand.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Adventurer - Magic | SFN/S108-103S T: Soul

L2C1

Flying Spell

[Counter] If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand.. Look at up to 4 cards from top of your LB and search for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

SFN/S108-104 T: None

L1C0

Flying Spell

[Counter] If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand. Look at up to 4 cards from top of your LB and search for up to 1 ::Adventurer:: or ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

SFN/S108-104S T: None

L1C0

Spell to Produce a Field of Flowers

Choose up to 1 Chara in your WR and return it to your hand, and you may perform the following effect. "Your Opp. returns all of their Stock to the LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock."

SFN/S108-105 T: None

L3C1

Spell to Produce a Field of Flowers

Choose up to 1 Chara in your WR and return it to your hand, and you may perform the following effect. "Your Opp. returns all of their Stock to the LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock."

SFN/S108-105S T: None

L3C1

Spell That Turns Sweet Grapes into Sour Ones

If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand.
You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap the chosen Charas. X = Level of the Chara you chose this way -1.
Put this in your Stock.

SFN/S108-106 T: None

L2C0

Spell That Turns Sweet Grapes into Sour Ones

If you don't have an ::Adventurer:: or ::Magic:: Chara, you cannot play this from your hand.
You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap the chosen Charas. X = Level of the Chara you chose this way -1.
Put this in your Stock.

SFN/S108-106S T: None

L2C0

Offensive Spell: Zoltraak

Deal 3 Damage to your Opp.. (DC can occur)

SFN/S108-107 T: None

L2C4

Offensive Spell: Zoltraak

Deal 3 Damage to your Opp.. (DC can occur)

SFN/S108-107S T: None

L2C4

Decisive Under the Moonlit Night

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a climax card in your WR and return it to your hand)

SFN/S108-108 T: Soul Gate

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a climax card in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
 [Gate Icon]: When this card is triggered, you may choose a climax card in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a climax card in your WR and return it to your hand)

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[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Draw Icon]: When this card is triggered, you may draw a card)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Draw Icon]: When this card is triggered, you may draw a card)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Draw Icon]: When this card is triggered, you may draw a card)

Frieren Booster Pack

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Draw Icon]: When this card is triggered, you may draw a card)

