

Felt, Candidate for Royal Election

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] When this attacks, search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your Stock, and shuffle your LB.
[S] [(2)] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Weapon - Double Tooth | RZ/S46-001 T: Soul

L3
C2

Felt, Candidate for Royal Election

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] When this attacks, search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your Stock, and shuffle your LB.
[A] [(2)] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Weapon - Double Tooth | RZ/S46-001SP T: Soul

L3
C2

Theresa, Previous Sword Saint

[C] All your other "Wilhelm, Young Swordsman" gain +1 Level and +500 Pow.

[A] [(1) Send this to Memory] When you Level-Up, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Flower - Weapon | RZ/S46-002 T: None

L0
C0

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Crusch, Head of the Karsten House

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.
[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, search your LB for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Magic - Weapon | RZ/S46-003 T: None

L0
C0

Wilhelm, Young Swordsman

[C] If you have no other Charas in the Front Row, this gains +1500 Pow.

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

Weapon | RZ/S46-004 T: None

L0
C0

Felt, Declaration of War

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Magic:: or ::Weapon::, you may move this to an empty Slot in your Front Row.

Weapon - Double Tooth | RZ/S46-005 T: None

L0
C0

Re:Zero Booster Pack

Felt, Declaration of War

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Magic:: or ::Weapon::, you may move this to an empty Slot in your Front Row.

Weapon - Double Tooth | RZ/S46-005R T: None

L0
C0

Julius, Best Knight

[C] During your turn, if all your Charas are either ::Magic::, ::Weapon::, or ::Merchant::, this gains +2000 Pow.

[C] If you have 3 or more other Charas with either ::Magic::, ::Weapon::, or ::Merchant::, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Magic - Knight | RZ/S46-006 T: None

L1
C0

Reinhard, Sword Saint

[C] BODYGUARD

[C] **EXPERIENCE** If the sum of Level of cards in your Level Zone is 6 or higher and you have no other Charas, this gains +10000 Pow and the following five abilities. "[C] This cannot be chosen as target of Opp.'s effects and cannot be Reversed by effects of [A] abilities of your Opp.'s Charas." "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand." "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory." "[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.." "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row." (DC can occur)

Weapon - Knight | RZ/S46-007 T: Soul

L3
C3

Anastasia, Good at Negotiating

[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 Chara with either ::Merchant::, ::Beastman::, or ::Knight::, reveal it, put it in your hand, and put the rest in the WR.

Merchant | RZ/S46-008 T: None

L0
C0

Felix, Healing Mage

[C] Your other Chara with "Crusch" in name in the Front Row Center Slot gains +1500 Pow.

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

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

Magic - Knight | RZ/S46-009 T: None

L1
C0

Crusch, Fighting White Whale

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +4000 Pow.

[A] When this attacks, if you have 3 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.

[A] [Discard a card from your hand to the WR] When this attacks, if "Hundred Man Sword Strike" is in the CZ, may pay. If so, put the top card of your LB in your Stock, look at up to 2 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.

Magic - Weapon | RZ/S46-010 T: None

L1
C0

Reinhard, Felt's Knight

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

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

Weapon - Knight | RZ/S46-011 T: None

L1
C0

Old-Man Rom

[C] If you don't have another Chara with "Felt" in name, this does not Stand during your Stand Phase.

[A] When this is placed from hand to the Stage, if you have another Chara with "Felt" in name, this gains +2000 Pow for the turn.

[A] [(1) Put this in the WR] When your other Chara with "Felt" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Weapon - Titan | RZ/S46-012 T: None

L1
C0

Felt, Pride of the Slums

[A] [Discard a "Girl of Gale" from your hand to the WR, Put this in the WR] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, may pay. If so, return all cards in your WR to your LB, search your LB for up to 1 Chara with either "Felt", "Old-Man Rom", or "Reinhard" in name, reveal it, put it in your hand, search your LB for up to 1 "Felt, Candidate for Royal Election" and put it in the Slot this was in. Afterwards, shuffle your LB, and that Chara gains +1000 Pow for the turn.

Weapon - Double Tooth | RZ/S46-013 T: Soul

L2
C1

Wilhelm van Astrea

[C] If there are 2 or more "Wilhelm van Astrea" in your WR, this gets -1 Level while in your hand.

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +3000 Pow.

[C] **RECOLLECTION** If there are 2 or more "Theresa, Previous Sword Saint" in your Memory, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Weapon | RZ/S46-014 T: Soul

L2
C2

Betelgeuse, Unseen Hand

[C] If this is on the Stage, this gains ::Slloth:: and ::Diligence::, and the Chara Opposite this gains ::Slloth::.

[A] [Put the top card of your LB in your Clock, discard a Chara with either ::Magic:: or ::Weapon:: from your hand to the WR] When this becomes Reversed, if there are 5 or more cards in your hand, may pay. If so, Rest this, and deal 1 Damage to your Opp.. (DC can occur)

[A] At the start of your Encore Step, if you don't have another Chara with "Subaru" in name, choose 1 of your Charas and put it in your WR.

Witch's Cult - Magic | RZ/S46-015 T: Soul

L2
C2

Betelgeuse, Sloth Sin Archbishop

[C] If this is on the Stage, this gains ::Slloth:: and ::Diligence::, and the Chara Opposite this gains ::Slloth::.

[C] This cannot Direct Attack.

[C] For each Marker under this, this gains +1000 Pow.

[A] When this becomes Reversed in battle, if there are 10 or fewer Markers under this, put the top card of your Stock under this as Marker. If so, Rest this.

Witch's Cult - Magic | RZ/S46-016 T: None

L0
C0

Felt, Feeling of Gratitude

[A] When this is placed from hand to the Stage, your Opp. may reveal his or her hand. If so, and there is at least 1 Climax card among them, Rest this.

Weapon - Double Tooth | RZ/S46-017 T: None

L0
C0

Mimi, Vice Leader of "Fang of Steel"

[C] This cannot Side Attack.
[A] **BOND/Hetaro**, Vice Leader of "Fang of Steel" [(1)]
[A] **RESONANCE** [Reveal a 'Hetaro, Vice Leader of "Fang of Steel"' from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Magic - Beastman | RZ/S46-018 T: None

L1
C0

Hetaro, Vice Leader of "Fang of Steel"

[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.
[A] **BOND/Mimi**, Vice Leader of "Fang of Steel" [Discard a card from your hand to the WR]
[A] **RESONANCE** [Reveal a 'Mimi, Vice Leader of "Fang of Steel"' from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow and +1 Soul for the turn.

Magic - Beastman | RZ/S46-019 T: None

L1
C0

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Aldebaran, Priscilla's Knight

[C] If you have another "Priscilla, Candidate for Royal Election", this gains +3000 Pow.
[C] If this is in the Front Row, all your other "Priscilla, Candidate for Royal Election" gain +1 Level and +1500 Pow.

Weapon - Knight | RZ/S46-020 T: None

L1
C0

Anastasia, Candidate for Royal Election

--No Text--

Merchant | RZ/S46-021 T: None

L1
C0

Priscilla, Candidate for Royal Election

[C] During battles involving this, if the Level of the Battle Opp. of this is lower than the Level of this, this gains +2000 Pow.
[C] Chara Opposite this gain the following ability. "[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack."

Magic - Weapon | RZ/S46-022 T: None

L1
C1

Re:Zero Booster Pack

Crusch, Negotiating with the Alliance

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[S] [Discard 2 cards from your hand to the WR] This gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara."

Magic - Weapon | RZ/S46-023 T: None

L1
C1

Priscilla, Style of a Queen

[A] [(4) Discard a Chara with either ::Magic:: or ::Weapon:: from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Weapon | RZ/S46-024 T: Soul

L2
C1

Elsa, Bowel Hunter

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.
[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in any order.

Weapon | RZ/S46-025 T: Soul

L2
C1

Ricardo, Leader of "Fang of Steel"

[A] When this attacks, if all your other Charas in the Front Row are Standing, this gains +2000 Pow for the turn.

Weapon - Beastman | RZ/S46-026 T: Soul

L2
C1

Royal Election

Discard a card from your hand to the WR.
Declare 1 of the following combinations.
(a) Chara with "Crusch" in name **AND** Chara with either "Felix" or "Ferris" in name,
(b) Chara with "Priscilla" in name **AND** Chara with "Al" in name,
(c) Chara with "Anastasia" in name **AND** Chara with "Julius" in name,
(d) Chara with "Emilia" in name **AND** Chara with either "Roswaal", "Puck", or "Subaru",
(e) Chara with "Felt" in name **AND** Chara with "Reinhard" in name.
Search your LB for 1 of each Chara in the combination you declared, reveal them, put them in your hand, and shuffle your LB.
~~RZ/S46-027a T: None~~

L1
C1

Royal Election

Discard a card from your hand to the WR.
Declare 1 of the following combinations.
(a) Chara with "Crusch" in name **AND** Chara with either "Felix" or "Ferris" in name,
(b) Chara with "Priscilla" in name **AND** Chara with "Al" in name,
(c) Chara with "Anastasia" in name **AND** Chara with "Julius" in name,
(d) Chara with "Emilia" in name **AND** Chara with either "Roswaal", "Puck", or "Subaru",
(e) Chara with "Felt" in name **AND** Chara with "Reinhard" in name.
Search your LB for 1 of each Chara in the combination you declared, reveal them, put them in your hand, and shuffle your LB.
~~RZ/S46-027b T: None~~

L1
C1

Royal Election

Discard a card from your hand to the WR.
Declare 1 of the following combinations.
(a) Chara with "Crusch" in name **AND** Chara with either "Felix" or "Ferris" in name,
(b) Chara with "Priscilla" in name **AND** Chara with "Al" in name,
(c) Chara with "Anastasia" in name **AND** Chara with "Julius" in name,
(d) Chara with "Emilia" in name **AND** Chara with either "Roswaal", "Puck", or "Subaru",
(e) Chara with "Felt" in name **AND** Chara with "Reinhard" in name.
Search your LB for 1 of each Chara in the combination you declared, reveal them, put them in your hand, and shuffle your LB.
~~RZ/S46-027c T: None~~

L1
C1

Royal Election

Discard a card from your hand to the WR.
Declare 1 of the following combinations.
(a) Chara with "Crusch" in name **AND** Chara with either "Felix" or "Ferris" in name,
(b) Chara with "Priscilla" in name **AND** Chara with "Al" in name,
(c) Chara with "Anastasia" in name **AND** Chara with "Julius" in name,
(d) Chara with "Emilia" in name **AND** Chara with either "Roswaal", "Puck", or "Subaru",
(e) Chara with "Felt" in name **AND** Chara with "Reinhard" in name.
Search your LB for 1 of each Chara in the combination you declared, reveal them, put them in your hand, and shuffle your LB.
~~RZ/S46-027d T: None~~

L1
C1

Royal Election

Discard a card from your hand to the WR.
Declare 1 of the following combinations.
(a) Chara with "Crusch" in name **AND** Chara with either "Felix" or "Ferris" in name,
(b) Chara with "Priscilla" in name **AND** Chara with "Al" in name,
(c) Chara with "Anastasia" in name **AND** Chara with "Julius" in name,
(d) Chara with "Emilia" in name **AND** Chara with either "Roswaal", "Puck", or "Subaru",
(e) Chara with "Felt" in name **AND** Chara with "Reinhard" in name.
Search your LB for 1 of each Chara in the combination you declared, reveal them, put them in your hand, and shuffle your LB.
~~RZ/S46-027e T: None~~

L1
C1

Girl of Gale

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RZ/S46-028 T: 2 Soul

Girl of Gale

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RZ/S46-028S T: 2 Soul

Hundred Man Sword Strike

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

RZ/S46-029 T: Soul Bounce

Ram, Pink-Haired Maid

[A] When this is placed from hand to the Stage, 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.
[A] When "Natsuki Subaru Decoy Operation" is placed in your CZ, if this is in your Front Row, choose up to 2 cards in your Opp.'s WR and return them to the LB, your Opp. shuffles that LB, and this gains +3000 Pow for the turn.
[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S46-030 T: Soul

L3
C2

Ram, Pink-Haired Maid

[A] When this is placed from hand to the Stage, 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.
[A] When "Natsuki Subaru Decoy Operation" is placed in your CZ, if this is in your Front Row, choose up to 2 cards in your Opp.'s WR and return them to the LB, your Opp. shuffles that LB, and this gains +3000 Pow for the turn.
[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S46-030SP T: Soul

L3
C2

Beatrice, Lovely Girl

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **RECOLLECTION** [(1)] At the start of your Opp.'s Attack Phase, if "Forbidden LB" is in your Memory, may pay. If so, choose 1 of your other Charas with either ::Magic:: or ::Weapon:: and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Magic - Book | RZ/S46-031 T: Soul

L3
C2

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Beatrice, Lovely Girl

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **RECOLLECTION** [(1)] At the start of your Opp.'s Attack Phase, if "Forbidden LB" is in your Memory, may pay. If so, choose 1 of your other Charas with either ::Magic:: or ::Weapon:: and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Magic - Book | RZ/S46-031SP T: Soul

L3
C2

Ram, Maid of Roswaal's Mansion

[C] If all your Charas have either "Roswaal", "Ram", or "Rem" in name, this gains +1000 Pow.
[A] [(1)] When the Battle Opp. of this becomes Reversed, if "As a Big Sister" is in your CZ and all your Charas have either "Roswaal", "Ram", or "Rem" in name, may pay. If so, choose up to 2 Charas in your WR with either "Roswaal", "Ram", or "Rem" in name and return them to your hand.

Magic - Maid | RZ/S46-032 T: None

L1
C0

Ram, Maid of Roswaal's Mansion

[C] If all your Charas have either "Roswaal", "Ram", or "Rem" in name, this gains +1000 Pow.
[A] [(1)] When the Battle Opp. of this becomes Reversed, if "As a Big Sister" is in your CZ and all your Charas have either "Roswaal", "Ram", or "Rem" in name, may pay. If so, choose up to 2 Charas in your WR with either "Roswaal", "Ram", or "Rem" in name and return them to your hand.

Magic - Maid | RZ/S46-032R T: None

L1
C0

Re:Zero Booster Pack

Ram, Power of Clairvoyance

[C] All your other Charas with either "Roswaal", "Ram", or "Rem" in name gain +500 Pow.
[A] When this or your other Chara with either "Roswaal", "Ram", or "Rem" in name is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)
[S] [(1) Discard a Climax card from your hand to the WR] Choose a Chara in your WR with either "Roswaal", "Ram", or "Rem" in name and return them to your hand.

Magic - Maid | RZ/S46-033 T: None

L0
C0

Ram, the Maid Saw It!

[C] All your other Charas with "Subaru" in name are considered to have "Barusu" as the name.
[A] **BOND!** Rem, Faint Light Seen By Those Eyes [Discard a card from your hand to the WR]
[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.

Magic - Maid | RZ/S46-034 T: None

L0
C0

Rem & Ram Under the Sunlight Through the Leaves

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Magic - Maid | RZ/S46-035 T: None

L0
C0

Rem & Ram Under the Sunlight Through the Leaves

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Magic - Maid | RZ/S46-035S T: None

L0
C0

Beatrice on the Sunset-lit Hill

[C] During your turn, this gains +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Book | RZ/S46-036 T: None

L1
C0

Beatrice on the Sunset-lit Hill

[C] During your turn, this gains +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Book | RZ/S46-036R T: None

L1
C0

Beatrice, Guardian of the Forbidden Library

[A] When this attacks, if "Destruction of Magic Spell" is in the CZ, put the top card of your LB in the WR. If it's a Chara with either ::Magic:: or ::Weapon::, you may choose a Chara in your WR and return it to your hand.

Magic - Book | RZ/S46-037 T: None

L1
C0

Rem & Ram, Bath Time!

[C] If all your Charas have either "Roswaal", "Ram", or "Rem" in name, this gains +1000 Pow.
[A] When this attacks, reveal the top card of your LB. If it's a Chara with either "Roswaal", "Ram", or "Rem" in name, deal X damage to your Opp.. X = the Level of that Chara. (DC can occur. Put the revealed card back where it was)
[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a card in your Opp.'s WR and put it on top of the LB.

Magic - Maid | RZ/S46-038 T: Soul

L3
C2

Subaru with Puck

[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 "Forbidden LB" in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Death - Magic | RZ/S46-039 T: None

L0
C0

Roswaal, Imperial Wizard

[C] This cannot be chosen as the target of Opp.'s effects.
[C] **ASSIST** All your Charas with either ::Magic:: or ::Weapon:: in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[S] [(2) Rest this] Draw a card.
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Magic - Odd-Eye | RZ/S46-040 T: Soul

L1
C1

Beatrice, Librarian of the Forbidden Library

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Book | RZ/S46-041 T: None

L1
C1

Ram, Oni Prodigy

[C] If you don't have another Chara with "Roswaal" in name, this does not Stand during your Stand Phase.
[C] If you have another Chara with "Roswaal" in name, this gains +1 Level and +2500 Pow.

Magic - Maid | RZ/S46-042 T: None

L1
C1

Beatrice with Puck
[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] [(1)] When this attacks, if "Mana Drain" is in the CZ and you have 3 or more other Charas with either ::Magic:: or ::Weapon::, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB. (DC can occur)

Magic - Book | RZ/S46-043 T: Soul

L2
C1

Ram, Praising Herself
[C] If the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Magic:: or ::Weapon::, you may put the top card of your LB in your Stock.

Magic - Maid | RZ/S46-044 T: Soul

L2
C1

Beatrice, Clinging to Nii-cha
[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, your Opp. chooses 1 of his or her Charas and put it in the WR.
[A] **BOND/"Puck, Great Spirit"** [Put the top card of your LB in your Clock]

Magic - Book | RZ/S46-045 T: None

L0
C0

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Petra, Innocent Girl
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +500 Pow for the turn.

No Traits | RZ/S46-046 T: None

L0
C0

Beatrice, Crossing Over
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, you may choose a Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand.

Magic - Book | RZ/S46-047 T: None

L0
C0

Beatrice, Sulking
[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

Magic - Book | RZ/S46-048 T: None

L0
C0

Re:Zero Booster Pack

Ram, Flanked by Pretty Women
[C] All your other "Rem, Flanked by Pretty Women" gain +1000 Pow.
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 "Rem, Flanked by Pretty Women" and put it in any Slot on the Stage, and put the rest in the WR.
[A] When this attacks, if you have another "Rem, Flanked by Pretty Women", this gains +2000 Pow for the turn.

Magic - Maid | RZ/S46-049 T: None

L1
C0

Subaru, Challenge in the Alien World
--No Text--

Death - Magic | RZ/S46-050 T: None

L1
C0

Ram, Enemy of Her Little Sister
[A] When you use the **BACUP** of this, if all your Charas have either "Roswaal", "Ram", or "Rem" in name, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Magic - Maid | RZ/S46-051 T: Soul

L2
C1

Margrave Roswaal
--No Text--

Magic - Odd-Eye | RZ/S46-052 T: Soul

L2
C2

Forbidden Library
Choose up to 1 "Beatrice, Lovely Girl" in your hand and put it in any Slot on the Stage. Send this to Memory.

RZ/S46-053 T: None

L2
C2

Natsuki Subaru Decoy Operation
[C] All your Charas gain +1000 Pow and +1 Soul.

RZ/S46-054 T: Salvage

Natsuki Subaru Decoy Operation
[C] All your Charas gain +1000 Pow and +1 Soul.

RZ/S46-054S T: Salvage

As a Big Sister
[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.

RZ/S46-055 T: 2 Soul

As a Big Sister
[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.

RZ/S46-055S T: 2 Soul

Mana Drain
[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RZ/S46-056 T: 2 Soul

Destruction of Magic Spell
[C] All your Charas gain +1000 Pow and +1 Soul.

RZ/S46-057 T: Salvage

Rem, Stable Normal Life
[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] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Magic - Maid | RZ/S46-058 T: None

L0
C0

Rem, Stable Normal Life

[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] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Magic - Maid | RZ/S46-058R T: None

L0
C0

Emilia, Silver-Haired Bishoujo

[A] When this attacks, if "Starting Life in Another World From Scratch" is in the CZ and you have 3 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Magic - Elemental | RZ/S46-059 T: None

L1
C0

Emilia, Silver-Haired Bishoujo

[A] When this attacks, if "Starting Life in Another World From Scratch" is in the CZ and you have 3 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Magic - Elemental | RZ/S46-059S T: None

L1
C0

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Emilia, Silver-Haired Bishoujo

[A] When this attacks, if "Starting Life in Another World From Scratch" is in the CZ and you have 3 or more other Charas with either ::Magic:: or ::Weapon::, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Magic:: or ::Weapon::, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Magic - Elemental | RZ/S46-059SP T: None

L1
C0

Rem, Blue-Haired Maid

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each Marker under this, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara with either ::Magic:: or ::Weapon:: in your WR and put it face-down under this as Marker.

Magic - Maid | RZ/S46-060 T: Soul

L3
C2

Rem, Blue-Haired Maid

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] For each Marker under this, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara with either ::Magic:: or ::Weapon:: in your WR and put it face-down under this as Marker.

Magic - Maid | RZ/S46-060SP T: Soul

L3
C2

Re:Zero Booster Pack

Emilia, Half-Elf Girl

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.
[A] [(2) Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a "Puck, Great Spirit" in your WR and put it in any Slot on the Stage.

Magic - Elemental | RZ/S46-061 T: Soul

L3
C2

Emilia, Half-Elf Girl

[C] If you have 3 or more other Charas with either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.
[A] [(2) Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a "Puck, Great Spirit" in your WR and put it in any Slot on the Stage.

Magic - Elemental | RZ/S46-061R T: Soul

L3
C2

Emilia, Smile of an Angel

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.
[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 Cost 0 or lower Chara in your WR, and put those Charas in separate Slots on the Stage.

Magic - Elemental | RZ/S46-062 T: None

L0
C0

Emilia, Smile of an Angel

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.
[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 Cost 0 or lower Chara in your WR, and put those Charas in separate Slots on the Stage.

Magic - Elemental | RZ/S46-062S T: None

L0
C0

Rem, Happy Dream

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, Rest this.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Magic - Maid | RZ/S46-063 T: None

L0
C0

Rem, Happy Dream

[C] All your other Charas with either ::Magic:: or ::Weapon:: gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, Rest this.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Magic - Maid | RZ/S46-063S T: None

L0
C0

Emilia, Innocent Bishoujo

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Magic - Elemental | RZ/S46-064 T: None

L0
C0

Emilia, Innocent Bishoujo

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Magic - Elemental | RZ/S46-064S T: None

L0
C0

Rem, Unconditional Trust

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Magic - Maid | RZ/S46-065 T: None

L1
C0

Emilia, Bath Time!

[C] ASSIST All your Level 3 and higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.
[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 1 of your Opp.'s Charas. Those Charas do not Stand during your Opp.'s next Stand Phase.

Magic - Elemental | RZ/S46-066 T: Soul

L2
C1

Rem, Oni Form

[C] If this is on the Stage, this gains ::Oni::.
[A] When this attacks, if "Smile of an Oni" is in the CZ, reveal the top card of your LB. If it's a Chara with either "Ram", "Rem", or "Subaru" in name, you may choose a Level 3 or lower Chara in your Opp.'s Back Row and put it on the bottom of the LB. (Put the revealed card back where it was)
[A] At the start of your Encore Step, put this in the WR.
[A] [Put the top card of your LB in your Clock, Discard a card from your hand to the WR] When this is placed from the Stage to the WR, if you have another Chara with either "Ram" or "Subaru" in name, may pay. If so, choose a "Rem, Modest Wish" in your WR and put it Rested in any Slot on the Stage.

Magic - Maid | RZ/S46-067 T: Soul

L2
C2

Rem, Oni Form

[C] If this is on the Stage, this gains ::Oni::.
[A] When this attacks, if "Smile of an Oni" is in the CZ, reveal the top card of your LB. If it's a Chara with either "Ram", "Rem", or "Subaru" in name, you may choose a Level 3 or lower Chara in your Opp.'s Back Row and put it on the bottom of the LB. (Put the revealed card back where it was)
[A] At the start of your Encore Step, put this in the WR.
[A] [Put the top card of your LB in your Clock, Discard a card from your hand to the WR] When this is placed from the Stage to the WR, if you have another Chara with either "Ram" or "Subaru" in name, may pay. If so, choose a "Rem, Modest Wish" in your WR and put it Rested in any Slot on the Stage.

Magic - Maid | RZ/S46-067S T: Soul

L2
C2

Rem in the Arms of the Hero

--No Text--

Magic - Maid | RZ/S46-084 T: None

L0C0

Emilia at the Corner of This Dark World

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, put this in the WR. (Put the revealed card back where it was)
[A] When this Direct Attacks, choose up to 1 of your Opp.'s Level 0 or lower Charas in the Front Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Magic - Elemental | RZ/S46-085 T: None

L0C0

Puck, Fire Spirit

[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."
[A] When you Level-Up, put this in the WR.

Magic - Elemental | RZ/S46-086 T: None

L0C0

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Emilia, A Moment in the Morning

[A] When this is placed from hand to the Stage, 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.
[A] [(1) Put the top card of your LB in your Clock, put 2 of your other Charas from the Stage in the WR] When this becomes Reversed in battle, may pay. If so, choose a "Puck, Extreme Anger" in your WR and put it Rested in an empty Slot on the Stage, and put this face-down under that Chara as Marker.

Magic - Elemental | RZ/S46-087 T: None

L1C0

Rem, Flanked by Pretty Women

[C] During your Opp.'s turn, if you have another "Ram, Flanked by Pretty Women", this gains +2000 Pow.
[C] All your other "Ram, Flanked by Pretty Women" gain +1000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may choose a "Ram, Flanked by Pretty Women" and this, then Stand and Swap them.

Magic - Maid | RZ/S46-088 T: None

L1C0

Rem, Talented Maid

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with either "Ram" or "Rem" in name, draw a card, and discard a card from your hand to the WR.
[A] [(3) Put this in the WR] When "Smile of an Oni" is placed in your CZ, may pay. If so, choose a "Rem, Oni Form" in your WR and put it in the Slot this was in.

Magic - Maid | RZ/S46-089 T: None

L1C0

Re:Zero Booster Pack

Rem, Two Riding the Earth Dragon

--No Text--

Magic - Maid | RZ/S46-090 T: None

L1C0

Otto, Traveling Merchant

--No Text--

Merchant | RZ/S46-091 T: None

L1C1

Emilia, Kind Vituperation

[A] When your other Chara with either ::Magic:: or ::Weapon:: attacks, this gains +1500 Pow for the turn.
[A] When this attacks, if "Dream of a Boy" is in the CZ, this gains +3500 Pow and 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."
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Magic - Elemental | RZ/S46-092 T: Soul

L2C1

Emilia, Worried

--No Text--

Magic - Elemental | RZ/S46-093 T: Soul

L2C1

Returns by Death

BRAINSTORM Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower Chara with either ::Magic:: or ::Weapon:: in your WR and return it to your hand. X = # of Charas with either ::Magic:: or ::Weapon:: revealed this way.
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

RZ/S46-094 T: None

L1C1

Smile of an Oni

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

RZ/S46-095 T: Soul Gate

Starting Life in Another World From Scratch

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

RZ/S46-096 T: Draw

Starting Life in Another World From Scratch

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

RZ/S46-096S T: Draw

Dream of a Boy

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RZ/S46-097 T: 2 Soul

True Form of the Oni

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RZ/S46-098 T: 2 Soul

Wishing

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

RZ/S46-099 T: Draw

Wishing

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

RZ/S46-099S T: Draw

Oni-Like Fanatical Methods

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

RZ/S46-100 T: Soul Gate

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Re:Zero Booster Pack