

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, perform the following action. "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."

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

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, perform the following action. "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."

L0
C0

[A] **CX COMBO** At the start of your CX Phase, you may choose a "The Operation to Retake City Hall" in your hand and a CX with a Choice Trigger Icon in your WR and swap them.

[S] **BRAINSTORM** (1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, perform the following action. "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."

LO
C0

[A] When this is placed from hand to the Stage, if you have another ::Magic::, ::Weapon::, or ::Merchant:: Chara, this gets +2000 Pow for the turn.

[A] When this attacks, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 ::Magic::, ::Weapon::, or ::Merchant:: Chara or "Battle to Regain What Was Taken" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

[A] When this is placed from hand to the Stage, if you have another ::Magic::, ::Weapon::, or ::Merchant:: Chara, this gets +2000 Pow for the turn.

[A] When this attacks, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 ::Magic::, ::Weapon::, or ::Merchant:: Chara or "Battle to Regain What Was Taken" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

L0
C0

[A] When this is placed from hand to the Stage, if you have another ::Magic::, ::Weapon::, or ::Merchant:: Chara, this gets +2000 Pow for the turn.

[A] When this attacks, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more cards this way, choose up to 1 ::Magic::, ::Weapon::, or ::Merchant:: Chara or "Battle to Regain What Was Taken" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

LO
C0

[C] During your turn, if you have another **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Our Victory" is in your CX Zone, choose up to 1 Level 2 or higher Chara in your WR, return it to your hand, and if there are 3 or more CX with **"LINK Royal Election"** and different names from each other in your WR, choose up to 1 card in your WR and put it in your Stock.

L1
C0

[C] During your turn, if you have another **Magician**, **Weapon**, or **Merchant**, Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Our Victory" is in your CX Zone, choose up to 1 Level 2 or higher Chara in your WR, return it to your hand, and if there are 3 or more CX with **"LINK Royal Election"** and different names from each other in your WR, choose up to 1 card in your WR and put it in your Stock.

L1
C0

[C] During your turn, if you have another **Magic::**, **Weapon::**, or **Merchant::** Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Our Victory" is in your CX Zone, choose up to 1 Level 2 or higher Chara in your WR, return it to your hand, and if there are 3 or more CX with **"LINK Royal Election"** and different names from each other in your WR, choose up to 1 card in your WR and put it in your Stock.

L1
C0

[A] **CX COMBO RESONANCE** [Reveal a "Felt, On Stage!" from your hand, put a "Raise Your Head Up High and Look Ahead" from your CX Zone in the WR] At the end of this card's attack, if you are Level 2 or higher and you have 2 or more other Charas, may pay. If so, choose up to 3 YELLOW Charas in your WR and return them to your hand.

L2
C0

[A] **CX COMBO RESONANCE** [Reveal a "Felt, On Stage!" from your hand, put a "Raise Your Head Up High and Look Ahead" from your CX Zone in the WR] At the end of this card's attack, if you are Level 2 or higher and you have 2 or more other Charas, may pay. If so, choose up to 3 YELLOW Charas in your WR and return them to your hand.

L2
C0

[A] **CX COMBO RESONANCE** [Reveal a "Felt, On Stage!" from your hand, put a "Raise Your Head Up High and Look Ahead" from your CX Zone in the WR] At the end of this card's attack, if you are Level 2 or higher and you have 2 or more other Charas, may pay. If so, choose up to 3 YELLOW Charas in your WR and return them to your hand.

L2
C0

CX Combo When "his attacks" of "White Hot Flame" is in the CX Zone and there are 3 or more CX with different names from each other in your WR, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, and put the rest in the WR.

L3
C2

CX Combo When "his attacks" "White Hot Flame" is in the CX Zone and there are 3 or more CX with different names from each other in your WR, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, and put the rest in the WR.

L3
C2

[C] If you have 3 or more other Charas, this gains +2000 Pow.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other Charas, may pay. If so, put up to 1 card from the bottom of your Clock in the WR, choose up to 1 "Magic...;Weapon...; or other Chara" card from your WR, and return it to your hand.
 [A] **CX COMBO** where this attacks: If you have 1 "Flame" in the CX Zone and up to 3 more CX with different names from each other in your WR, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, and put the rest in the WR.

L3
C2

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.
[A] **BOND/"Emilia, On Stage!"** [Put a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your WR on the bottom of your Clock]

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

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.
[A] **BOND/"Emilia, On Stage!"** [Put a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your WR on the bottom of your Clock]

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

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.
[A] **BOND/"Emilia, On Stage!"** [Put a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your WR on the bottom of your Clock]

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

Felt, Blonde Red-Eyed Girl

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX with a Choice Trigger Icon and reveal it, choose up to 1 CX with a Choice Trigger Icon in your hand and reveal it, swap those CX, and shuffle your LB."

Weapon - Double Tooth | RZ/S132-007 T: None

L0C0

Felt, Blonde Red-Eyed Girl

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX with a Choice Trigger Icon and reveal it, choose up to 1 CX with a Choice Trigger Icon in your hand and reveal it, swap those CX, and shuffle your LB."

Weapon - Double Tooth | RZ/S132-007S T: None

L0C0

Anastasia, Young Merchant

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[A] [(1) Put the top card of your LB in your Clock] When this is paced from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 :Magic::, :Weapon::, and/or :Merchant:: Charas and/or "Battle to Regain What Was Taken", reveal them, put them in your hand, and put the rest in the WR.

Merchant | RZ/S132-008 T: None

L0C0

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Anastasia, Young Merchant

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[A] [(1) Put the top card of your LB in your Clock] When this is paced from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 :Magic::, :Weapon::, and/or :Merchant:: Charas and/or "Battle to Regain What Was Taken", reveal them, put them in your hand, and put the rest in the WR.

Merchant | RZ/S132-008S T: None

L0C0

Ferris, Cute Behavior

[C] For each of your other "Crusch, On Stage!", this gains +2000 Pow.
[A] [Discard a :Magic::, :Weapon::, or :Merchant:: Chara 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 "Crusch, On Stage!", reveal it, put it in your hand, and shuffle your LB.

Magic - Knight | RZ/S132-009 T: Soul

L0C0

Ferris, Cute Behavior

[C] For each of your other "Crusch, On Stage!", this gains +2000 Pow.
[A] [Discard a :Magic::, :Weapon::, or :Merchant:: Chara 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 "Crusch, On Stage!", reveal it, put it in your hand, and shuffle your LB.

Magic - Knight | RZ/S132-009S T: Soul

L0C0

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Al, Black Steel Helm

[A] [Discard a :Magic::, :Weapon::, or :Merchant:: Chara 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 "Priscilla, On Stage!", reveal it, put it in your hand, and shuffle your LB.
[S] [(1) Put this in the WR] Look at up to 5 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. (CX are considered to be Level 0 for this effect)

Weapon - Knight | RZ/S132-010 T: None

L0C0

Al, Black Steel Helm

[A] [Discard a :Magic::, :Weapon::, or :Merchant:: Chara 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 "Priscilla, On Stage!", reveal it, put it in your hand, and shuffle your LB.
[S] [(1) Put this in the WR] Look at up to 5 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. (CX are considered to be Level 0 for this effect)

Weapon - Knight | RZ/S132-010S T: None

L0C0

Garfiel, Military Officer

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Choice Trigger Icon, reveal it, put it in your hand, and 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 - Demi-Human | RZ/S132-011 T: None

L0C0

Garfiel, Military Officer

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Choice Trigger Icon, reveal it, put it in your hand, and 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 - Demi-Human | RZ/S132-011S T: None

L0C0

Priscilla, Bloody Bride

[A] When this is placed from hand to the Stage, perform the following action 3 times. "[Discard a :Magic::, :Weapon::, or :Merchant:: Chara from your hand to the WR] may pay. If so, draw a card."

Magic - Weapon | RZ/S132-012 T: None

L1C0

Priscilla, Bloody Bride

[A] When this is placed from hand to the Stage, perform the following action 3 times. "[Discard a :Magic::, :Weapon::, or :Merchant:: Chara from your hand to the WR] may pay. If so, draw a card."

Magic - Weapon | RZ/S132-012S T: None

L1C0

Crusch, Charismatic Lady

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your CX Phase, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 :Magic::, :Weapon::, or :Merchant:: Chara or "Battle to Regain What Was Taken", reveal it, put it in your hand, and put the rest in the WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Weapon | RZ/S132-013 T: Soul

L2C1

Crusch, Charismatic Lady

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your CX Phase, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 :Magic::, :Weapon::, or :Merchant:: Chara or "Battle to Regain What Was Taken", reveal it, put it in your hand, and put the rest in the WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Weapon | RZ/S132-013S T: Soul

L2C1

Reinhard, On Stage!

[C] If there are 3 or more CX with different names from each other in your WR, this gets -1 Level while in your hand.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas in your WR and return them to your hand.
[A] **RESONANCE** [Reveal a "Felt, On Stage!" from your hand] At the start of your CX Phase, may pay. If so, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from [A] effects of your Opp.'s Charas."

Weapon - Knight | RZ/S132-014 T: Soul

L3C2

Reinhard, On Stage!

[C] If there are 3 or more CX with different names from each other in your WR, this gets -1 Level while in your hand.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas in your WR and return them to your hand.
[A] **RESONANCE** [Reveal a "Felt, On Stage!" from your hand] At the start of your CX Phase, may pay. If so, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from [A] effects of your Opp.'s Charas."

Weapon - Knight | RZ/S132-014S T: Soul

L3C2

Reinhard, On Stage!

[C] If there are 3 or more CX with different names from each other in your WR, this gets -1 Level while in your hand.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Charas in your WR and return them to your hand.
[A] **RESONANCE** [Reveal a "Felt, On Stage!" from your hand] At the start of your CX Phase, may pay. If so, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from [A] effects of your Opp.'s Charas."

Weapon - Knight | RZ/S132-014SP T: Soul

L3C2

Julius, On Stage!

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "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 your Stock in any order."
"Choose a CX in your WR and return it to your hand."

Magic - Knight | RZ/S132-015 T: Soul

L3C2

Julius, On Stage!

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "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 your Stock in any order." "Choose a CX in your WR and return it to your hand."

Magic - Knight | RZ/S132-015S T: Soul

L3C2

Julius, On Stage!

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "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 your Stock in any order." "Choose a CX in your WR and return it to your hand."

Magic - Knight | RZ/S132-015SP T: Soul

L3C2

Priscilla, Reliable Ally

[A] When this becomes Reversed, reveal the top card of your LB. If it's Level 1 or higher, you may put this in your Stock. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[A] [Clock] **ALARM** If this is on the top of your Clock, at the start of your CX Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Magic - Weapon | RZ/S132-016 T: None

L0C0

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Priscilla, Reliable Ally

[A] When this becomes Reversed, reveal the top card of your LB. If it's Level 1 or higher, you may put this in your Stock. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[A] [Clock] **ALARM** If this is on the top of your Clock, at the start of your CX Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Magic - Weapon | RZ/S132-016S T: None

L0C0

Julius, Spirit Knight

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic::, ::Weapon::, or ::Merchant:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of "Anastasia, On Stage!" in your WR.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Knight | RZ/S132-017 T: None

L0C0

Julius, Spirit Knight

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic::, ::Weapon::, or ::Merchant:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of "Anastasia, On Stage!" in your WR.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Knight | RZ/S132-017S T: None

L0C0

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Crusch, Curse of the Dragon's Blood

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic::, ::Weapon::, or ::Merchant:: Chara or "Battle to Regain What Was Taken", choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)
[A] When this attacks, choose 1 of your other ::Magic::, ::Weapon::, or ::Merchant:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Magic - Weapon | RZ/S132-018 T: None

L1C0

Crusch, Curse of the Dragon's Blood

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic::, ::Weapon::, or ::Merchant:: Chara or "Battle to Regain What Was Taken", choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)
[A] When this attacks, choose 1 of your other ::Magic::, ::Weapon::, or ::Merchant:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Magic - Weapon | RZ/S132-018S T: None

L1C0

Al, Hard to Grasp

[A] When this is placed from hand to the Stage, return up to 2 cards from bottom of your Stock to your hand, and put the same number of cards from your hand on the bottom of your Stock in any order.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Weapon - Knight | RZ/S132-019 T: None

L1C0

Al, Hard to Grasp

[A] When this is placed from hand to the Stage, return up to 2 cards from bottom of your Stock to your hand, and put the same number of cards from your hand on the bottom of your Stock in any order.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Weapon - Knight | RZ/S132-019S T: None

L1C0

Felt, One Who Follows the Strongest

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow.
[A] **ACCELERATE** [Put a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your WR on the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Magic::, ::Weapon::, or ::Merchant:: Chara in your WR and return it to your hand.

Weapon - Double Tooth | RZ/S132-020 T: None

L1C0

Felt, One Who Follows the Strongest

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow.
[A] **ACCELERATE** [Put a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your WR on the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Magic::, ::Weapon::, or ::Merchant:: Chara in your WR and return it to your hand.

Weapon - Double Tooth | RZ/S132-020S T: None

L1C0

Reinhard, Impeccable Figure

[A] **RESONANCE** [Reveal a "Felt, On Stage!" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Weapon - Knight | RZ/S132-021 T: None

L1C0

Reinhard, Impeccable Figure

[A] **RESONANCE** [Reveal a "Felt, On Stage!" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Weapon - Knight | RZ/S132-021S T: None

L1C0

Ferris, Frustrated

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the bottom card of your Clock in the WR.

Magic - Knight | RZ/S132-022 T: None

L1C0

Ferris, Frustrated

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the bottom card of your Clock in the WR.

Magic - Knight | RZ/S132-022S T: None

L1C0

Subaru, Figuring Out the True Identity

[C] During your turn, this gains +10000 Pow.
[A] [Discard a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, at the start of your next Draw Phase, choose a "Subaru, Figuring Out the True Identity" in your Memory and put it in any Slot on the Stage.

Death - Magic | RZ/S132-023 T: Soul

L2C1

Subaru, Figuring Out the True Identity

[C] During your turn, this gains +10000 Pow.
[A] [Discard a ::Magic::, ::Weapon::, or ::Merchant:: Chara from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, at the start of your next Draw Phase, choose a "Subaru, Figuring Out the True Identity" in your Memory and put it in any Slot on the Stage.

Death - Magic | RZ/S132-023S T: Soul

L2C1

Anastasia, Speech Watched Over

[C] **ASSIST** All your **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas in front of this gain +1500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Merchant | RZ/S132-024 T: Soul

L2
C1

Anastasia, Speech Watched Over

[C] **ASSIST** All your **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas in front of this gain +1500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Merchant | RZ/S132-024S T: Soul

L2
C1

Emilia, Invitation to Priestella

[C] For each of your other **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

Magic - Elemental | RZ/S132-025 T: Soul

L2
C1

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Emilia, Invitation to Priestella

[C] For each of your other **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

Magic - Elemental | RZ/S132-025S T: Soul

L2
C1

Wilhelm, Promise of That Day

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] **1Turn** When damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Weapon | RZ/S132-026 T: Soul

L3
C2

Wilhelm, Promise of That Day

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] **1Turn** When damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." (DC can occur)

Weapon | RZ/S132-026S T: Soul

L3
C2

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Reinhard, Overwhelming Power

[A] When this is placed from hand to the Stage, this gains the following 2 abilities for the turn. "[C] If you have no other Charas, this gains +1 Level and +6500 Pow." "[C] **BODYGUARD**"

Weapon - Knight | RZ/S132-027 T: None

L0
C0

Reinhard, Overwhelming Power

[A] When this is placed from hand to the Stage, this gains the following 2 abilities for the turn. "[C] If you have no other Charas, this gains +1 Level and +6500 Pow." "[C] **BODYGUARD**"

Weapon - Knight | RZ/S132-027S T: None

L0
C0

Heinkel, Unexpected Visitor

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX, put it in the WR, and shuffle your LB. If you put a card in your WR this way, choose up to 1 CX in your WR, return it to your LB, and shuffle your LB."
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Weapon | RZ/S132-028 T: None

L0
C0

Heinkel, Unexpected Visitor

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX, put it in the WR, and shuffle your LB. If you put a card in your WR this way, choose up to 1 CX in your WR, return it to your LB, and shuffle your LB."
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Weapon | RZ/S132-028S T: None

L0
C0

Wilhelm, Memories Past

[A] When this is placed from hand to the Stage, put 2 cards from top of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas among those cards.
[A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB, choose up to 1 Level 0 or lower **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Weapon | RZ/S132-029 T: None

L0
C0

Wilhelm, Memories Past

[A] When this is placed from hand to the Stage, put 2 cards from top of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of **::Magic::**, **::Weapon::**, and/or **::Merchant::** Charas among those cards.
[A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB, choose up to 1 Level 0 or lower **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Weapon | RZ/S132-029S T: None

L0
C0

Hetaro & Tivey, Buying Time

[C] If you don't have another **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your **::Magic::**, **::Weapon::**, or **::Merchant::** Charas, and that Chara gains +1500 Pow for the turn.

Magic - Beastman | RZ/S132-030 T: None

L0
C0

Hetaro & Tivey, Buying Time

[C] If you don't have another **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your **::Magic::**, **::Weapon::**, or **::Merchant::** Charas, and that Chara gains +1500 Pow for the turn.

Magic - Beastman | RZ/S132-030S T: None

L0
C0

Mimi, Unexpected Battle

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] At the start of Encore Step, if this is in the Back Row, may pay. If so, choose 1 of your **::Magic::**, **::Weapon::**, or **::Merchant::** Charas and Rest it.

Magic - Beastman | RZ/S132-031 T: Soul

L1
C0

Mimi, Unexpected Battle

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] At the start of Encore Step, if this is in the Back Row, may pay. If so, choose 1 of your **::Magic::**, **::Weapon::**, or **::Merchant::** Charas and Rest it.

Magic - Beastman | RZ/S132-031S T: Soul

L1
C0

Emilia, Let's Pretend

[A] [Discard a **::Magic::**, **::Weapon::**, or **::Merchant::** Chara 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 "Battle to Regain What Was Taken", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, if there are 3 or more CX with different names from each other in your WR, this gains +6000 Pow for the turn.

Magic - Elemental | RZ/S132-032 T: None

L1
C0

Emilia, Let's Pretend

[A] [Discard a **::Magic::**, **::Weapon::**, or **::Merchant::** Chara 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 "Battle to Regain What Was Taken", reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, if there are 3 or more CX with different names from each other in your WR, this gains +6000 Pow for the turn.

Magic - Elemental | RZ/S132-032S T: None

L1
C0

Subaru, A Feeling to Forget
 [C] For each Marker under this, this gains +3000 Pow.
 [A] When this is placed from hand to the Stage, choose up to 3 "Subaru, A Feeling to Forget" in your WR and put them face-down under this as Markers in any order.

Death - Magic | RZ/S132-034 T: None

L1
C1

Joshua, Bragging Rights

[C] If you are Level 2 or higher and there are 3 or fewer CX in your WR, "Julius, On Stage!" gets -1 Level while in your hand.

[c] All your other "Julius, On Stage!" gain +1500 Pow and the following ability. "[A] (2) Discard 2 cards from your hand to the WR! When this attacks, may pay. If so, deal 2 Damage to your Opp.. " (DC can occur)

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

Foreigner | RZ/S132-035S T: Soul

L2
C0

Battle to Regain What Was Taken
 Look at up to 6 cards from top of your LB and search for up to 1 **::Magic::**, **::Weapon::**, or **::Merchant::** Chara, reveal it, put it in your hand, and put the rest in the WR. Put this on the bottom of your LB.

The Operation to Retake City Hall
 [C] **LINK** Royal Election
 [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)

RZ/S132-038 T: Choice

It's Our Victory
 [C] **LINK** Royal Election
 [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)
 RZ/S132-039R T: Choice

White Hot Flame
 [C] **LINK** Royal Election
 [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)
 RZ/S132-041 T: Choice

White Hot Flame

[C] **LINK** Royal Election

[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)

RZ/S132-041R T: Choice

Lye, Sin Archbishop of Gluttony

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] [Discard a ::Witch Cult:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Charas in all of your Opp.'s Zones lose all names and cannot gain names."

Witch's Cult - Magic | RZ/S132-042 T: None

L1
C0

Lye, Sin Archbishop of Gluttony

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] [Discard a ::Witch Cult:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Charas in all of your Opp.'s Zones lose all names and cannot gain names."

Witch's Cult - Magic | RZ/S132-042S T: None

L1
C0

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Sirius, Sin Archbishop of Wrath

[A] When this is placed from hand to the Stage, choose up to 2 of your ::Witch Cult:: Charas, and those Charas gain the following ability for the turn. "[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, randomly choose a card in your Opp.'s hand, reveal it, send it to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card to their hand.

Witch's Cult - Magic | RZ/S132-043 T: Soul

L2
C1

Sirius, Sin Archbishop of Wrath

[A] When this is placed from hand to the Stage, choose up to 2 of your ::Witch Cult:: Charas, and those Charas gain the following ability for the turn. "[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, randomly choose a card in your Opp.'s hand, reveal it, send it to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card to their hand.

Witch's Cult - Magic | RZ/S132-043S T: Soul

L2
C1

Regulus, Sin Archbishop of Greed

[C] If you have 2 or more other ::Witch Cult:: Charas, this gains +1500 Pow and the turn.

[A] **ENCORE** [(1) Put a Chara from your Stage in the WR].

[A] When this attacks, choose up to 1 card in your Opp.'s WR and put it on the top or bottom of their LB.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Selfish Pow" is in your CX Zone, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."

Witch's Cult - Magic | RZ/S132-044 T: Soul

L3
C2

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Regulus, Sin Archbishop of Greed

[C] If you have 2 or more other ::Witch Cult:: Charas, this gains +1500 Pow and

[A] **ENCORE** [(1) Put a Chara from your Stage in the WR].

[A] When this attacks, choose up to 1 card in your Opp.'s WR and put it on the top or bottom of their LB.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Selfish Pow" is in your CX Zone, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."

Witch's Cult - Magic | RZ/S132-044S T: Soul

L3
C2

Capella, Sin Archbishop of Lust

[C] If "Capella, Sin Archbishop of Lust" is in your Clock, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose 1 ::Witch Cult:: Chara in your Clock and put it on the bottom of your LB.

[S] [(1) Send this to Memory] Search your LB for up to 1 Chara whose Level is lower than or equal to your Level, put it in the Slot this was in, and shuffle your LB.

Witch's Cult - Magic | RZ/S132-045 T: Soul

L3
C2

Capella, Sin Archbishop of Lust

[C] If "Capella, Sin Archbishop of Lust" is in your Clock, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose 1 ::Witch Cult:: Chara in your Clock and put it on the bottom of your LB.

[S] [(1) Send this to Memory] Search your LB for up to 1 Chara whose Level is lower than or equal to your Level, put it in the Slot this was in, and shuffle your LB.

Witch's Cult - Magic | RZ/S132-045S T: Soul

L3
C2

Theresia, Corpse Soldier

[A] [(1) Put a ::Witch Cult:: Chara from your WR on the bottom of your Clock, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Witch Cult:: Chara, reveal it, put it in your hand, and shuffle your LB.

Witch's Cult - Weapon | RZ/S132-046 T: None

L0
C0

Theresia, Corpse Soldier

[A] [(1) Put a ::Witch Cult:: Chara from your WR on the bottom of your Clock, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Witch Cult:: Chara, reveal it, put it in your hand, and shuffle your LB.

Witch's Cult - Weapon | RZ/S132-046S T: None

L0
C0

Regulus, Can't Hide His Annoyance

[C] All your other ::Witch Cult:: Charas gain the following ability. "[A] [(1) Discard a ::Witch Cult:: Chara from your hand to the WR] When this is Front Attacked, may pay. If so, this does not Reverse for the turn."

[S] [Rest this] Put up to 2 cards from top of your LB in your Stock, end your MP and proceed to the Encore Step.

Witch's Cult - Magic | RZ/S132-047 T: None

L0
C0

Regulus, Can't Hide His Annoyance

[C] All your other ::Witch Cult:: Charas gain the following ability. "[A] [(1) Discard a ::Witch Cult:: Chara from your hand to the WR] When this is Front Attacked, may pay. If so, this does not Reverse for the turn."

[S] [Rest this] Put up to 2 cards from top of your LB in your Stock, end your MP and proceed to the Encore Step.

Witch's Cult - Magic | RZ/S132-047S T: None

L0
C0

Capella, Testing the Waters

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-048 T: None

L0
C0

Capella, Testing the Waters

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-048S T: None

L0
C0

Rui, Sin Archbishop of Gluttony

[C] This cannot Side Attack.

[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.

Witch's Cult - Magic | RZ/S132-049 T: None

L0
C0

Rui, Sin Archbishop of Gluttony

[C] This cannot Side Attack.

[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.

Witch's Cult - Magic | RZ/S132-049S T: None

L0
C0

Lye, Confident Smile

[C] You cannot play Events or **BACKUP** from hand.

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX with a Treasure Trigger Icon among those cards, you may choose a ::Witch Cult:: Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-050 T: None

L0
C0

Lye, Confident Smile

[C] You cannot play Events or **BACKUP** from hand.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX with a Treasure Trigger Icon among those cards, you may choose a ::Witch Cult:: Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-050S T: None

L0
C0

Emilia, Escaping

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "'Trial' in the Way" in your WR and send it to Memory.
[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.

Magic - Elemental | RZ/S132-051 T: Soul

L1
C0

Emilia, Escaping

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "'Trial' in the Way" in your WR and send it to Memory.
[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.

Magic - Elemental | RZ/S132-051S T: Soul

L1
C0

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Roy, Sin Archbishop of Gluttony

[C] During your turn, this gains +5000 Pow.
[A] [(2)] When this is placed from hand to the Stage, if you have 2 or more other ::Witch Cult:: Charas and there are 5 or more cards in your Opp.'s Memory, may pay. If so, your Opp. puts all Charas from their Memory in their WR and puts the top 4 cards of their LB in their WR.

Witch's Cult - Magic | RZ/S132-052 T: None

L1
C0

Roy, Sin Archbishop of Gluttony

[C] During your turn, this gains +5000 Pow.
[A] [(2)] When this is placed from hand to the Stage, if you have 2 or more other ::Witch Cult:: Charas and there are 5 or more cards in your Opp.'s Memory, may pay. If so, your Opp. puts all Charas from their Memory in their WR and puts the top 4 cards of their LB in their WR.

Witch's Cult - Magic | RZ/S132-052S T: None

L1
C0

Sirius, First Step of Love

[C] During your turn, if you have 2 or more other ::Witch Cult:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Black Flames of Wrath" is in the CX Zone and you have 2 or more other ::Witch Cult:: Charas, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, put the rest in the WR, and this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Witch's Cult - Magic | RZ/S132-053 T: None

L1
C0

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Sirius, First Step of Love

[C] During your turn, if you have 2 or more other ::Witch Cult:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Black Flames of Wrath" is in the CX Zone and you have 2 or more other ::Witch Cult:: Charas, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, put the rest in the WR, and this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Witch's Cult - Magic | RZ/S132-053S T: None

L1
C0

Eight Arms Kurgan

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] **1Turn** [(2) Discard 2 cards from your hand to the WR, put another Chara from your Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put all of your Stock in the WR and Stand this.

Witch's Cult - Weapon | RZ/S132-054 T: None

L2
C1

Eight Arms Kurgan

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] **1Turn** [(2) Discard 2 cards from your hand to the WR, put another Chara from your Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put all of your Stock in the WR and Stand this.

Witch's Cult - Weapon | RZ/S132-054S T: None

L2
C1

Sirius, The Person She's Been Waiting For

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock. X = # of "Sirius, The Person She's Been Waiting For" in your WR.

Witch's Cult - Magic | RZ/S132-055 T: None

L0
C0

Sirius, The Person She's Been Waiting For

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock. X = # of "Sirius, The Person She's Been Waiting For" in your WR.

Witch's Cult - Magic | RZ/S132-055S T: None

L0
C0

Roy, Fateful Encounter

[A] [Discard a card from your hand to the WR] When this becomes Reversed, may pay. If so, put the top 2 cards of your LB in the WR, choose a Level X or lower ::Witch Cult:: Chara in your WR and return it to your hand. X = sum of Levels of those cards. (CX are considered to be Level 0 for this effect)

Witch's Cult - Magic | RZ/S132-056 T: None

L0
C0

Roy, Fateful Encounter

[A] [Discard a card from your hand to the WR] When this becomes Reversed, may pay. If so, put the top 2 cards of your LB in the WR, choose a Level X or lower ::Witch Cult:: Chara in your WR and return it to your hand. X = sum of Levels of those cards. (CX are considered to be Level 0 for this effect)

Witch's Cult - Magic | RZ/S132-056S T: None

L0
C0

Regulus, Result of Going Easy

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

[A] When this attacks, choose 1 of your ::Witch Cult:: Charas, and that Chara gains +3000 Pow for the turn.

Witch's Cult - Magic | RZ/S132-057 T: None

L1
C0

Regulus, Result of Going Easy

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

[A] When this attacks, choose 1 of your ::Witch Cult:: Charas, and that Chara gains +3000 Pow for the turn.

Witch's Cult - Magic | RZ/S132-057S T: None

L1
C0

Capella, Paying Lip Service

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may choose this and a Chara in your WR and swap them.

[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Choose a Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-058 T: Soul

L1
C0

Capella, Paying Lip Service

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may choose this and a Chara in your WR and swap them.

[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Choose a Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-058S T: Soul

L1
C0

Lye, Failed Negotiation

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

[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-059 T: Soul

L2
C1

Lye, Failed Negotiation

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Witch's Cult - Magic | RZ/S132-059S T: Soul

L2
C1

Emilia, Honest Feelings

[C] If you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR]".

Magic - Elemental | RZ/S132-060 T: None

L2
C2

Emilia, Honest Feelings

[C] If you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR]".

Magic - Elemental | RZ/S132-060S T: None

L2
C2

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Worst Disaster

Search your LB for up to 1 ::Witch Cult:: Chara, reveal it, put it in your hand, and shuffle your LB. Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

RZ/S132-061 T: None

L1
C1

Worst Disaster

Search your LB for up to 1 ::Witch Cult:: Chara, reveal it, put it in your hand, and shuffle your LB. Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

RZ/S132-061Sa T: None

L1
C1

Worst Disaster

Search your LB for up to 1 ::Witch Cult:: Chara, reveal it, put it in your hand, and shuffle your LB. Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

RZ/S132-061Sb T: None

L1
C1

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Selfish Power

[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)

RZ/S132-062 T: Treasure

Selfish Power

[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)

RZ/S132-062R T: Treasure

Black Flames of Wrath

[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)

RZ/S132-063 T: Treasure

Black Flames of Wrath

[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)

RZ/S132-063R T: Treasure

Ram, On Stage!

[A] At the start of your MP, you may look at the top card of your LB. (Put the card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Ram, On Stage!" is placed in your WR via this effect, choose up to 1 "Ram, On Stage!" in your WR and put it on the bottom of your Stock.

Magic - Maid | RZ/S132-064 T: None

L0
C0

Ram, On Stage!

[A] At the start of your MP, you may look at the top card of your LB. (Put the card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Ram, On Stage!" is placed in your WR via this effect, choose up to 1 "Ram, On Stage!" in your WR and put it on the bottom of your Stock.

Magic - Maid | RZ/S132-064S T: None

L0
C0

Ram, On Stage!

[A] At the start of your MP, you may look at the top card of your LB. (Put the card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Ram, On Stage!" is placed in your WR via this effect, choose up to 1 "Ram, On Stage!" in your WR and put it on the bottom of your Stock.

Magic - Maid | RZ/S132-064SSP T: None

L0
C0

Beatrice, On Stage!

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may put the bottom card of your Clock in the WR." "Perform the following action twice. "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 swaps the chosen Charas. X = Level of the Chara you chose this way -1."

Magic - Book | RZ/S132-065 T: Soul

L3
C2

Beatrice, On Stage!

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may put the bottom card of your Clock in the WR." "Perform the following action twice. "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 swaps the chosen Charas. X = Level of the Chara you chose this way -1."

Magic - Book | RZ/S132-065S T: Soul

L3
C2

Beatrice, On Stage!

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may put the bottom card of your Clock in the WR." "Perform the following action twice. "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 swaps the chosen Charas. X = Level of the Chara you chose this way -1."

Magic - Book | RZ/S132-065SSP T: Soul

L3
C2

Liliana, On Stage!

[A] [(1) Put a RED or ::Magic:: or ::Weapon:: Chara from your Stage on the bottom of 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.

Music | RZ/S132-066 T: Soul

L0
C0

Liliana, On Stage!

[A] [(1) Put a RED or ::Magic:: or ::Weapon:: Chara from your Stage on the bottom of 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.

Music | RZ/S132-066S T: Soul

L0
C0

Liliana, On Stage!

[A] [(1) Put a RED or ::Magic:: or ::Weapon:: Chara from your Stage on the bottom of 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.

Music | RZ/S132-066SP T: Soul

L0C0

Ram, Taking a Breather

[A] When this attacks, choose 1 of your RED or ::Magic:: or ::Weapon:: Chara, and that Chara gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR] until the next end of your Opp.'s turn.

Magic - Maid | RZ/S132-067 T: None

L1C0

Ram, Taking a Breather

[A] When this attacks, choose 1 of your RED or ::Magic:: or ::Weapon:: Chara, and that Chara gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR] until the next end of your Opp.'s turn.

Magic - Maid | RZ/S132-067S T: None

L1C0

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Beatrice, Spirit in the Shape of a Girl

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] **CX COMBO** When "My Special Move" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, look at up to 2 cards from top of your LB and search for up to 2 RED, ::Magic::, and/or ::Weapon:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Magic - Book | RZ/S132-068 T: None

L1C0

Beatrice, Spirit in the Shape of a Girl

[C] If you have 3 or more other Charas, this gains +2000 Pow.
[A] **CX COMBO** When "My Special Move" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, look at up to 2 cards from top of your LB and search for up to 2 RED, ::Magic::, and/or ::Weapon:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Magic - Book | RZ/S132-068S T: None

L1C0

Liliana, Bard

[C] **ASSIST** During your turn, all your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara.
[S] [Rest this] Choose 1 of your Opp.'s Charas, send it to Memory, and your Opp. puts that Chara from their Memory in any slot on their Stage.

Music | RZ/S132-069 T: Soul

L2C1

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Liliana, Bard

[C] **ASSIST** During your turn, all your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara.
[S] [Rest this] Choose 1 of your Opp.'s Charas, send it to Memory, and your Opp. puts that Chara from their Memory in any slot on their Stage.

Music | RZ/S132-069S T: Soul

L2C1

Beatrice, Healing as Much as She Can

[A] When this is placed from hand to the Stage, you may choose a "Subaru, Sharing Emotions" in your WR and put it face-up under this as Marker.
[A] [Discard 2 cards from your hand to the WR] When this becomes Reversed, may pay. If so, choose a "Subaru, Sharing Emotions" from this card's Markers, put it Rested in the Slot this was in, and put this face-up under that Chara as Marker.

Magic - Book | RZ/S132-070 T: Soul

L2C0

Beatrice, Healing as Much as She Can

[A] When this is placed from hand to the Stage, you may choose a "Subaru, Sharing Emotions" in your WR and put it face-up under this as Marker.
[A] [Discard 2 cards from your hand to the WR] When this becomes Reversed, may pay. If so, choose a "Subaru, Sharing Emotions" from this card's Markers, put it Rested in the Slot this was in, and put this face-up under that Chara as Marker.

Magic - Book | RZ/S132-070S T: Soul

L2C0

Liliana, Determination of the "Songstress"

[A] **CX COMBO** [(1)] If this is in the WR and you are Level 3 or higher, during your CX Phase, when "Heart-Touching Singing Voice" is placed in the CX Zone, may pay. If so, put this in any Slot on the Stage.
[A] During the turn this is placed from hand or WR to the Stage, when the Battle Opp. of this becomes Reversed, you may put the bottom card of your Clock in the WR.
[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music | RZ/S132-071 T: Soul

L3C2

Liliana, Determination of the "Songstress"

[A] **CX COMBO** [(1)] If this is in the WR and you are Level 3 or higher, during your CX Phase, when "Heart-Touching Singing Voice" is placed in the CX Zone, may pay. If so, put this in any Slot on the Stage.
[A] During the turn this is placed from hand or WR to the Stage, when the Battle Opp. of this becomes Reversed, you may put the bottom card of your Clock in the WR.
[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music | RZ/S132-071S T: Soul

L3C2

Beatrice, Great Spirit Has Joined the Battle

[C] If you have 1 or fewer other Charas, all your other Charas gain +1 Level and +4000 Pow.

Magic - Book | RZ/S132-072 T: None

L0C0

Beatrice, Great Spirit Has Joined the Battle

[C] If you have 1 or fewer other Charas, all your other Charas gain +1 Level and +4000 Pow.

Magic - Book | RZ/S132-072S T: None

L0C0

Kiritaka, Mad for the Songstress

[C] When you pay for the cost of [A] of your "Liliana, Determination of the 'Songstress'", you may discard this card from your hand in place of either 1 or 2 Stock.
[A] When this is placed from hand to the Stage, if you have another RED, ::Magic::, or ::Weapon:: Chara, this gains +4000 Pow for the turn.

Merchant | RZ/S132-073 T: None

L0C0

Kiritaka, Mad for the Songstress

[C] When you pay for the cost of [A] of your "Liliana, Determination of the 'Songstress'", you may discard this card from your hand in place of either 1 or 2 Stock.
[A] When this is placed from hand to the Stage, if you have another RED, ::Magic::, or ::Weapon:: Chara, this gains +4000 Pow for the turn.

Merchant | RZ/S132-073S T: None

L0C0

Liliana, Catching Someone Undressed

[C] For each of your other RED, ::Magic::, and/or ::Weapon:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, you may choose a RED, ::Magic::, or ::Weapon:: Chara in your WR and return it to your hand.

Music | RZ/S132-074 T: None

L1C1

Liliana, Catching Someone Undressed

[C] For each of your other RED, ::Magic::, and/or ::Weapon:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, you may choose a RED, ::Magic::, or ::Weapon:: Chara in your WR and return it to your hand.

Music | RZ/S132-074S T: None

L1C1

Road to Become the "Songstress"

[Counter] If you don't have a RED, ::Magic::, or ::Weapon:: Chara, you cannot play this from hand.
[Put a card from your hand in your Stock] may pay. If so, choose a RED, ::Magic::, or ::Weapon:: Chara in your WR and return it to your hand.

RZ/S132-075 T: None

L1C0

Road to Become the "Songstress"

[Counter] If you don't have a RED, ::Magic::, or ::Weapon:: Chara, you cannot play this from hand. [Put a card from your hand in your Stock] may pay. If so, choose a RED, ::Magic::, or ::Weapon:: Chara in your WR and return it to your hand.

RZ/S132-075S T: None

L1C0

My Special Move

[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)

RZ/S132-076 T: Salvage

My Special Move

RZ/S132-076R T: Salvage

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Heart-Touching Singing Voice

[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)

RZ/S132-077 T: Salvage

Heart-Touching Singing Voice

[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)

RZ/S132-077R T: Salvage

Rem, Thinking Only About You

[A] At the start of your CX Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. [A] CX COMBO When "The Girl Keeps Waiting" is placed in your CX Zone, if you have 2 or more other RED, ::Magic::, and/or ::Weapon:: Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 RED, ::Magic::, and/or ::Weapon:: Charas in your WR and return it to your hand."

Magic - Maid | RZ/S132-078 T: None

L0C0

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Rem, Thinking Only About You

[A] At the start of your CX Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. [A] CX COMBO When "The Girl Keeps Waiting" is placed in your CX Zone, if you have 2 or more other RED, ::Magic::, and/or ::Weapon:: Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 RED, ::Magic::, and/or ::Weapon:: Charas in your WR and return it to your hand."

Magic - Maid | RZ/S132-078EX T: None

L0C0

Rem, Thinking Only About You

[A] At the start of your CX Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. [A] CX COMBO When "The Girl Keeps Waiting" is placed in your CX Zone, if you have 2 or more other RED, ::Magic::, and/or ::Weapon:: Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 RED, ::Magic::, and/or ::Weapon:: Charas in your WR and return it to your hand."

Magic - Maid | RZ/S132-078S T: None

L0C0

Rem, On Stage!

[C] If you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, put up to 1 card from the bottom of your Clock in the WR, and this gains +4500 Pow for the turn. [A] [(1) Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock, choose up to 1 card in your Opp.'s WR and put it on top of the LB.

Magic - Maid | RZ/S132-079 T: Soul

L3C2

Rem, On Stage!

[C] If you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, put up to 1 card from the bottom of your Clock in the WR, and this gains +4500 Pow for the turn. [A] [(1) Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock, choose up to 1 card in your Opp.'s WR and put it on top of the LB.

Magic - Maid | RZ/S132-079S T: Soul

L3C2

Rem, On Stage!

[C] If you have 4 or more other RED, ::Magic::, and/or ::Weapon:: Charas, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, put up to 1 card from the bottom of your Clock in the WR, and this gains +4500 Pow for the turn. [A] [(1) Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock, choose up to 1 card in your Opp.'s WR and put it on top of the LB.

Magic - Maid | RZ/S132-079SSP T: Soul

L3C2

Emilia, Thinking Only About You

[C] If there are 3 or more CX with a Gate Trigger Icon in your WR this gets -1 Level while in your hand. [C] If you have 3 or more other Charas, this gains +2500 Pow and "[A] ENCORE (2)". [A] CX COMBO When "Take My Hand" is placed in your CX Zone, if this is in the Front Row, put up to 1 card from the bottom of your Clock in the WR, choose up to 2 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles that LB, 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."

Magic - Elemental | RZ/S132-080 T: None

L3C2

Emilia, Thinking Only About You

[C] If there are 3 or more CX with a Gate Trigger Icon in your WR this gets -1 Level while in your hand. [C] If you have 3 or more other Charas, this gains +2500 Pow and "[A] ENCORE (2)". [A] CX COMBO When "Take My Hand" is placed in your CX Zone, if this is in the Front Row, put up to 1 card from the bottom of your Clock in the WR, choose up to 2 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles that LB, 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."

Magic - Elemental | RZ/S132-080EX T: None

L3C2

Emilia, Thinking Only About You

[C] If there are 3 or more CX with a Gate Trigger Icon in your WR this gets -1 Level while in your hand. [C] If you have 3 or more other Charas, this gains +2500 Pow and "[A] ENCORE (2)". [A] CX COMBO When "Take My Hand" is placed in your CX Zone, if this is in the Front Row, put up to 1 card from the bottom of your Clock in the WR, choose up to 2 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles that LB, 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."

Magic - Elemental | RZ/S132-080S T: None

L3C2

Emilia, Initiating the Battle

[A] When this attacks, reveal the top card of your LB. If it's a RED or ::Magic:: or ::Weapon:: Chara, choose 1 of your Charas, and that Chara gains +6000 Pow for the turn. (Put the revealed card back where it was) [A] CX COMBO When this attacks, if "Don't Push It!" is in the CX Zone and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, put the rest in the WR, 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."

Magic - Elemental | RZ/S132-081 T: None

L1C0

Emilia, Initiating the Battle

[A] When this attacks, reveal the top card of your LB. If it's a RED or ::Magic:: or ::Weapon:: Chara, choose 1 of your Charas, and that Chara gains +6000 Pow for the turn. (Put the revealed card back where it was) [A] CX COMBO When this attacks, if "Don't Push It!" is in the CX Zone and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, put the rest in the WR, 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."

Magic - Elemental | RZ/S132-081S T: None

L1C0

Subaru, Facing His Fate

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR. [S] [Discard 2 cards from your hand to the WR, put this on the bottom of the LB] Look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them in the WR, return the rest to the LB, and your Opp. shuffles that LB.

Death - Magic | RZ/S132-082 T: None

L1C0

Subaru, Facing His Fate

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR. [S] [Discard 2 cards from your hand to the WR, put this on the bottom of the LB] Look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them in the WR, return the rest to the LB, and your Opp. shuffles that LB.

Death - Magic | RZ/S132-082S T: None

L1C0

Emilia, Special Outfit

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Elemental | RZ/S132-083 T: None

L1C0

Emilia, Special Outfit

[C] During your turn, if you have 3 or more other Charas, this gains +4000 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Elemental | RZ/S132-083S T: None

L1C0

Otto, Internal Affairs Officer

[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.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Merchant - Magic | RZ/S132-084 T: Soul

L2C1

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Otto, Internal Affairs Officer

[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.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Merchant - Magic | RZ/S132-084S T: Soul

L2C1

Emilia, Bold Outfit

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a RED or ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Elemental | RZ/S132-085 T: None

L0C0

Emilia, Bold Outfit

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a RED or ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Elemental | RZ/S132-085S T: None

L0C0

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Emilia, Believing

[C] **RECOLLECTION** If this is in Memory, all your "Emilia, Thinking Only About You" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[S] [(1) Send this Standing card to Memory] Choose an "Emilia, Thinking Only About You" in your WR and return it to your hand.

Magic - Elemental | RZ/S132-086 T: None

L0C0

Emilia, Believing

[C] **RECOLLECTION** If this is in Memory, all your "Emilia, Thinking Only About You" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[S] [(1) Send this Standing card to Memory] Choose an "Emilia, Thinking Only About You" in your WR and return it to your hand.

Magic - Elemental | RZ/S132-086S T: None

L0C0

Rem, Taking a Breather

[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, this gains +1000 Pow and the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

Magic - Maid | RZ/S132-087 T: None

L1C0

Rem, Taking a Breather

[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, this gains +1000 Pow and the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

Magic - Maid | RZ/S132-087S T: None

L1C0

Otto, Debriefing

[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, choose a card in your hand and put it in your Clock.

Merchant - Magic | RZ/S132-088 T: None

L0C0

Otto, Debriefing

[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, choose a card in your hand and put it in your Clock.

Merchant - Magic | RZ/S132-088S T: None

L0C0

Emilia, Unexpected Switch

--No Text--

Magic - Elemental | RZ/S132-089 T: None

L0C0

Emilia, Unexpected Switch

--No Text--

Magic - Elemental | RZ/S132-089S T: None

L0C0

Emilia, Tragedy's Reprisal

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your Encore Step, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.

Magic - Elemental | RZ/S132-090 T: None

L0C0

Emilia, Tragedy's Reprisal

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your Encore Step, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.

Magic - Elemental | RZ/S132-090S T: None

L0C0

Emilia, Kind Big Sister

[A] When this is placed from hand to the Stage, you may choose an "Emilia, Unexpected Switch" in your WR and put it in your Stock.

Magic - Elemental | RZ/S132-091 T: None

L1C0

Emilia, Kind Big Sister

[A] When this is placed from hand to the Stage, you may choose an "Emilia, Unexpected Switch" in your WR and put it in your Stock.

Magic - Elemental | RZ/S132-091S T: None

L1C0

Emilia, Breaking Up

[C] For each of your other RED, ::Magic::, and/or ::Weapon:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, this gains +53 Soul for the turn.

Magic - Elemental | RZ/S132-092 T: None

L1C0

Emilia, Breaking Up

[C] For each of your other RED, ::Magic::, and/or ::Weapon:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, this gains +53 Soul for the turn.

Magic - Elemental | RZ/S132-092S T: None

L1C0

Emilia, Uncertain Situation

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Discard 2 cards from your hand to the WR, Rest this] Choose a Chara in your WR whose Level is lower than or equal to your Level and put it in any Slot on the Stage.

Magic - Elemental | RZ/S132-093 T: Soul

L2C1

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Emilia, Uncertain Situation

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Discard 2 cards from your hand to the WR, Rest this] Choose a Chara in your WR whose Level is lower than or equal to your Level and put it in any Slot on the Stage.

Magic - Elemental | RZ/S132-093S T: Soul

L2C1

Emilia, Operation Meeting

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 of your other Charas and put it in your Stock.

Magic - Elemental | RZ/S132-094 T: Soul

L2C1

Emilia, Operation Meeting

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 of your other Charas and put it in your Stock.

Magic - Elemental | RZ/S132-094S T: Soul

L2C1

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Subaru, Hero's Speech

[C] If you have 3 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "I'll Be Taking That Bride With Me" is in the CX Zone and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, put the rest in the WR, put up to 1 card from top of your LB in your Stock, and this gains "[A] **ENCORE** [Discard a RED or ::Magic:: or ::Weapon:: Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Death - Magic | RZ/S132-095 T: Soul

L2C1

Subaru, Hero's Speech

[C] If you have 3 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "I'll Be Taking That Bride With Me" is in the CX Zone and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 RED or ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, put the rest in the WR, put up to 1 card from top of your LB in your Stock, and this gains "[A] **ENCORE** [Discard a RED or ::Magic:: or ::Weapon:: Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Death - Magic | RZ/S132-095S T: Soul

L2C1

Subaru, Sharing Emotions

[A] If this is in the WR, at the start of your first turn, you may return this to your hand.
[A] 1/Turn/[B] When this becomes Reversed, Rest this.
[S] [Put this in the WR] Choose up to 1 RED or ::Magic:: or ::Weapon:: Chara in your WR, return it to your hand, return all cards from your WR to your LB, and shuffle your LB.

Death - Magic | RZ/S132-096 T: None

L3C2

Subaru, Sharing Emotions

[A] If this is in the WR, at the start of your first turn, you may return this to your hand.
[A] 1/Turn/[B] When this becomes Reversed, Rest this.
[S] [Put this in the WR] Choose up to 1 RED or ::Magic:: or ::Weapon:: Chara in your WR, return it to your hand, return all cards from your WR to your LB, and shuffle your LB.

Death - Magic | RZ/S132-096S T: None

L3C2

The Girl Keeps Waiting

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

RZ/S132-097 T: Soul Gate

The Girl Keeps Waiting

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

RZ/S132-097A T: Soul Gate

The Girl Keeps Waiting

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

RZ/S132-097R T: Soul Gate

Take My Hand

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

RZ/S132-098 T: Soul Gate

Take My Hand

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

RZ/S132-098A T: Soul Gate

Take My Hand

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

RZ/S132-098R T: Soul Gate

Don't Push It!

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

RZ/S132-099 T: Soul Gate

Don't Push It!

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

RZ/S132-099R T: Soul Gate

I'll Be Taking That Bride With Me

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

RZ/S132-100 T: Soul Gate

I'll Be Taking That Bride With Me

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

RZ/S132-100R T: Soul Gate

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