

Erza, Sword That Protects Allies

[C] If you have 5 or more cards in your hand, this gains +1 Level and +1500 Pow.

[A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Magic - Weapon | FT/S120-001 T: None

L0
C0

Erza, Sword That Protects Allies

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[A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Magic - Weapon | FT/S120-001EX T: None

L0
C0

Erza, Sword That Protects Allies

[C] If you have 5 or more cards in your hand, this gains +1 Level and +1500 Pow.

[A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Magic - Weapon | FT/S120-001S T: None

L0
C0

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Erza, Heaven's Wheel: Blumenblatt

[C] During battles involving this, your Opp. cannot play Events from hand.

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

[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Sparks of Revenge" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp. twice. (DC can occur)

Magic - Weapon | FT/S120-002 T: Soul

L3
C2

Erza, Heaven's Wheel: Blumenblatt

[C] During battles involving this, your Opp. cannot play Events from hand.

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

[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Sparks of Revenge" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp. twice. (DC can occur)

Magic - Weapon | FT/S120-002S T: Soul

L3
C2

Erza, Heaven's Wheel: Blumenblatt

[C] During battles involving this, your Opp. cannot play Events from hand.

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

[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Sparks of Revenge" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp. twice. (DC can occur)

Magic - Weapon | FT/S120-002SP T: Soul

L3
C2

Fairy Tail 100 Years Quest Booster Pack**Jellal, Working Behind the Scenes**

[C] During your turn, this gains +2000 Pow.

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Magic | FT/S120-003 T: None

L0
C0

Jellal, Working Behind the Scenes

[C] During your turn, this gains +2000 Pow.

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Magic | FT/S120-003S T: None

L0
C0

Erza, Transforming At-Will

[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.

Magic - Weapon | FT/S120-004 T: None

L0
C0

Erza, Transforming At-Will

[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.

Magic - Weapon | FT/S120-004S T: None

L0
C0

Lexus, Crimson Lightning

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, 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 - Dragon | FT/S120-005 T: None

L0
C0

Lexus, Crimson Lightning

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, 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 - Dragon | FT/S120-005S T: None

L0
C0

Lexus, Crimson Lightning

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, 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 - Dragon | FT/S120-005SP T: None

L0
C0

Erza Scarlet, 100 Years Quest

[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Erza, The Sea of Dragons" in your WR and put it in the Slot this was in.

[S] [(1) Put this in the WR] If you are Level 3 or higher, choose up to 1 "Erza, Heaven's Wheel: Blumenblatt" in your hand and put it in the Slot this was in, look at the top card of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Weapon | FT/S120-006 T: Soul

L1
C0

Erza Scarlet, 100 Years Quest

[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Erza, The Sea of Dragons" in your WR and put it in the Slot this was in.

[S] [(1) Put this in the WR] If you are Level 3 or higher, choose up to 1 "Erza, Heaven's Wheel: Blumenblatt" in your hand and put it in the Slot this was in, look at the top card of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Weapon | FT/S120-006S T: Soul

L1
C0

Erza Scarlet, 100 Years Quest

[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Erza, The Sea of Dragons" in your WR and put it in the Slot this was in.

[S] [(1) Put this in the WR] If you are Level 3 or higher, choose up to 1 "Erza, Heaven's Wheel: Blumenblatt" in your hand and put it in the Slot this was in, look at the top card of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Weapon | FT/S120-006SSP T: Soul

L1
C0

Erza, Life Away From Fighting

[C] During your turn, this gains +5000 Pow.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

Magic - Weapon | FT/S120-007 T: Soul

L2
C1

Erza, Life Away From Fighting

[C] During your turn, this gains +5000 Pow.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

Magic - Weapon | FT/S120-007S T: Soul

L2
C1

Erza, Life Away From Fighting

[C] During your turn, this gains +5000 Pow.
[A] [(1)] Discard a card from your hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR."
"Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

Magic - Weapon | FT/S120-007SSP T: Soul

L2C1

Lexus, Whiteout

[C] If you have "Bickslow, Whiteout" and "Evergreen, Whiteout", this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Magic - Dragon | FT/S120-008 T: Soul

L3C2

Lexus, Whiteout

[C] If you have "Bickslow, Whiteout" and "Evergreen, Whiteout", this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Magic - Dragon | FT/S120-008S T: Soul

L3C2

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Jellal, Grand Chariot

[C] You may play this from your hand without meeting the color requirement.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR."
"Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

Magic | FT/S120-009 T: Soul

L3C2

Jellal, Grand Chariot

[C] You may play this from your hand without meeting the color requirement.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR."
"Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

Magic | FT/S120-009S T: Soul

L3C2

English Card Flavor:

[C] You may play this from your hand without meeting the color requirement.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR."
"Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

Magic | FT/S120-009SP T: Soul

L3C2

Fairy Tail 100 Years Quest Booster Pack

Elefseria, The Law Dragon

[C] During your turn, this gains +4000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Magic - Dragon | FT/S120-010 T: None

L1C0

Elefseria, The Law Dragon

[C] During your turn, this gains +4000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Magic - Dragon | FT/S120-010S T: None

L1C0

Erza, The Sea of Dragons

[C] During your turn, if you have another ::Magic:: Chara, this gains +1500 Pow.
[A] CX COMBO When "Erza's Seduction" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Magic:: Charas, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | FT/S120-011 T: Soul

L1C0

Erza, The Sea of Dragons

[C] During your turn, if you have another ::Magic:: Chara, this gains +1500 Pow.
[A] CX COMBO When "Erza's Seduction" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Magic:: Charas, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Weapon | FT/S120-011S T: Soul

L1C0

The White Wizard, The Teaching of the White

[A] CX COMBO When this attacks, if "White Ascendent" is in the CX Zone and you have 2 or more other ::Magic:: Charas, put up to 1 card from top of your LB in your Stock, look at the top card of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Opp.'s Charas and a Trait of that Chara, and that Chara loses all instances of that Trait for the turn.

Magic | FT/S120-012 T: None

L2C0

The White Wizard, The Teaching of the White

[A] CX COMBO When this attacks, if "White Ascendent" is in the CX Zone and you have 2 or more other ::Magic:: Charas, put up to 1 card from top of your LB in your Stock, look at the top card of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Opp.'s Charas and a Trait of that Chara, and that Chara loses all instances of that Trait for the turn.

Magic | FT/S120-012S T: None

L2C0

Selene, The Moon Dragon God

[A] When this is placed from hand to the Stage, choose up to 2 of your 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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Magic - Dragon | FT/S120-013 T: Soul

L2C1

Selene, The Moon Dragon God

[A] When this is placed from hand to the Stage, choose up to 2 of your 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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Magic - Dragon | FT/S120-013S T: Soul

L2C1

The White Wizard, Changing Personalities

[C] During your turn, all your other ::Magic:: Charas gain +2000 Pow.
[A] CHANGE [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Touka, Unwelcomed Rain" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Magic | FT/S120-014 T: Soul

L2C1

The White Wizard, Changing Personalities

[C] During your turn, all your other ::Magic:: Charas gain +2000 Pow.
[A] CHANGE [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Touka, Unwelcomed Rain" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Magic | FT/S120-014S T: Soul

L2C1

Makarov

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR. X = # of "Makarov" in your WR.

Magic - Master | FT/S120-015 T: None

L0C0

Makarov

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR. X = # of "Makarov" in your WR.

Magic - Master | FT/S120-015S T: None

L0C0

[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of "Laxus, Crimson Lightning" in your WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

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

[S] Rest this. Choose 1 of your ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of "Lexus, Crimson Lightning" in your WR.

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

LO
CO

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If this does not have a Marker under it, choose a ::Magic:: Chara in your WR and put it face-up under this as Marker.
 [S] [(1) Rest this] Return a Marker from under this to your hand.

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

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If this does not have a Marker under it, choose a ::Magic:: Chara in your WR and put it face-up under this as Marker.
 [S] [(1) Rest this] Return a Marker from under this to your hand.

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

[C] When you pay for the cost of an [S] ability of a Chara in your hand or on the Stage, you may put a Marker from under this in the WR in place of 1 Stock.

LO
CO

[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB and put it face-down under this as Marker.

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

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. cannot use "[A] **ENCORE**" for the turn. (This includes "NAME" provided by rules)

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

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. cannot use "[A] **ENCORE**" for the turn. (This includes "NAME" provided by rules)

LO
CO

[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.

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 CX with a Choice Trigger Icon in your WR and return it to your hand.

L1
C0

[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.

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 CX with a Choice Trigger Icon in your WR and return it to your hand.

L1
C0

[S] [(1) Rest this] Look at up to X 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. X = # of "Lexus, Crimson Lightning" in your WR +1. (CX are considered to be Level 0 for this effect)

L1
C0

[C] During your turn, all your other ::Magic:: Charas gain +1000 Pow.

[S] [1] Rest this! Look at up to X 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. X = # of "Lexus, Crimson Lightning" in your WR +1.

L1
C0

[A] When you use the **BACKUP** of this, if all your Charas are ::Magic::, you may put the top card of your LB in your Stock.

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

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

[A] When you use the **BACKUP** of this, if all your Charas are ::Magic::, you may put the top card of your LB in your Stock.

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

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

[Counter] Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Magic:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)
Put this on the bottom of the LB.

L1
C0

[Counter] Put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Magic:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)
Put this on the bottom of the LB.

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

[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)

1-

[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)

Sparks of Revenge

[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)

FT/S120-024R T: Choice

Erza's Seduction

[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)

FT/S120-025 T: Choice

Erza's Seduction

[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)

FT/S120-025R T: Choice

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White Ascendent

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Return Icon): When this card is triggered, you may choose 1 of your Opp.'s Charas and return it to their hand)

FT/S120-026 T: Soul Bounce

White Ascendent

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Return Icon): When this card is triggered, you may choose 1 of your Opp.'s Charas and return it to their hand)

FT/S120-026R T: Soul Bounce

Lucy, Shine of the Celestial Power

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of ::Magic:: Charas and/or "Secret Pow of the Celestial Key" among those cards.
[A] [(1) Put the top card of your LB in your Clock, send this to Memory] When this becomes Reversed, if there are 2 or fewer cards in your Memory, may pay. If so, look at up to 2 cards of your LB and search for up to 2 ::Magic:: Charas and/or "Secret Pow of the Celestial Key", reveal them, put them in your hand, and put the rest in the WR.

Magic - Key | FT/S120-027 T: None

L0
C0

Fairy Tail 100 Years Quest Booster Pack

Lucy, Shine of the Celestial Power

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of ::Magic:: Charas and/or "Secret Pow of the Celestial Key" among those cards.
[A] [(1) Put the top card of your LB in your Clock, send this to Memory] When this becomes Reversed, if there are 2 or fewer cards in your Memory, may pay. If so, look at up to 2 cards of your LB and search for up to 2 ::Magic:: Charas and/or "Secret Pow of the Celestial Key", reveal them, put them in your hand, and put the rest in the WR.

Magic - Key | FT/S120-027EX T: None

L0
C0

Lucy, Shine of the Celestial Power

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of ::Magic:: Charas and/or "Secret Pow of the Celestial Key" among those cards.
[A] [(1) Put the top card of your LB in your Clock, send this to Memory] When this becomes Reversed, if there are 2 or fewer cards in your Memory, may pay. If so, look at up to 2 cards of your LB and search for up to 2 ::Magic:: Charas and/or "Secret Pow of the Celestial Key", reveal them, put them in your hand, and put the rest in the WR.

Magic - Key | FT/S120-027S T: None

L0
C0

Lucy, Star Dress Mix

[C] **RECOLLECTION** During your turn, if there's a card in your Memory, this gains +4000 Pow and the following ability. [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[A] **CX COMBO** When this attacks, if "Light of Regulus, Shine of Spica" is in the CX Zone and all your Charas are ::Magic::, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Magic - Key | FT/S120-028 T: None

L1
C0

Lucy, Star Dress Mix

[C] **RECOLLECTION** During your turn, if there's a card in your Memory, this gains +4000 Pow and the following ability. [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[A] **CX COMBO** When this attacks, if "Light of Regulus, Shine of Spica" is in the CX Zone and all your Charas are ::Magic::, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Magic - Key | FT/S120-028S T: None

L1
C0

Lucy, Star Dress Mix

[C] **RECOLLECTION** During your turn, if there's a card in your Memory, this gains +4000 Pow and the following ability. [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[A] **CX COMBO** When this attacks, if "Light of Regulus, Shine of Spica" is in the CX Zone and all your Charas are ::Magic::, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Magic - Key | FT/S120-028SP T: None

L1
C0

Lisanna, Animal Soul

[C] During your turn, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Animal | FT/S120-029 T: None

L0
C0

Lisanna, Animal Soul

[C] During your turn, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Animal | FT/S120-029S T: None

L0
C0

Mirajane, Secret Smiles

[A] [(4) Discard a CX 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 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Waitress | FT/S120-030 T: None

L1
C0

Mirajane, Secret Smiles

[A] [(4) Discard a CX 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 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Waitress | FT/S120-030S T: None

L1
C0

Mirajane, Secret Smiles

[A] [(4) Discard a CX 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 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Waitress | FT/S120-030SP T: None

L1
C0

Lucy, Never Fading Smile

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Aquarius, Aquarius".
[A] When this is placed from hand or LB to the Stage, deal 1 damage to all players. (DC can occur)

Magic - Key | FT/S120-031 T: None

L1
C0

Lucy, Never Fading Smile

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Aquarius, Aquarius".
[A] When this is placed from hand or LB to the Stage, deal 1 damage to all players. (DC can occur)

Magic - Key | FT/S120-031S T: None

L1
C0

Lucy, Never Fading Smile

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Aquarius, Aquarius".

[A] When this is placed from hand or LB to the Stage, deal 1 damage to all players. (DC can occur)

Magic - Key | FT/S120-031SSP T: None

L1
C0

Lucy, When Stars Cross

[C] **RECOLLECTION** For each "Secret Pow of the Celestial Key" in your Memory, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Magic:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

[A] **CX COMBO RECOLLECTION** When this attacks, if "Shine of the Star Dress", your Opp. puts the top X cards of their LB in the WR. X = 7 times # of "Secret Pow of the Celestial Key" in your Memory.

Magic - Key | FT/S120-032 T: Soul

L3
C2

Lucy, When Stars Cross

[C] **RECOLLECTION** For each "Secret Pow of the Celestial Key" in your Memory, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Magic:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

[A] **CX COMBO RECOLLECTION** When this attacks, if "Shine of the Star Dress", your Opp. puts the top X cards of their LB in the WR. X = 7 times # of "Secret Pow of the Celestial Key" in your Memory.

Magic - Key | FT/S120-032S T: Soul

L3
C2

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Mirajane, Satan Soul

[C] If there are 2 or fewer CX 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, if you have 2 or more other ::Magic:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +4000 Pow for the turn.

Magic - Waitress | FT/S120-033 T: Soul

L3
C2

Mirajane, Satan Soul

[C] If there are 2 or fewer CX 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, if you have 2 or more other ::Magic:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +4000 Pow for the turn.

Magic - Waitress | FT/S120-033S T: Soul

L3
C2

Lucy Heartfilia, 100 Years Quest

[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 - Key | FT/S120-034 T: None

L0
C0

Fairy Tail 100 Years Quest Booster Pack

Lucy Heartfilia, 100 Years Quest

[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 - Key | FT/S120-034S T: None

L0
C0

Lucy Heartfilia, 100 Years Quest

[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 - Key | FT/S120-034SSP T: None

L0
C0

Lucy, Taurus Form

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Magic - Key | FT/S120-035 T: Soul

L2
C1

Lucy, Taurus Form

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Magic - Key | FT/S120-035S T: Soul

L2
C1

Kiria, Diabolos of the Cutting Heart

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Magic Guild, Diabolos" is in the CX Zone and you have 2 or more other ::Magic:: Charas, may pay. If so, deal 3 Damage to your Opp., and put up to 1 card from top of your Clock in the WR. (DC can occur)

Magic - Dragon | FT/S120-036 T: Soul

L3
C2

Kiria, Diabolos of the Cutting Heart

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Magic Guild, Diabolos" is in the CX Zone and you have 2 or more other ::Magic:: Charas, may pay. If so, deal 3 Damage to your Opp., and put up to 1 card from top of your Clock in the WR. (DC can occur)

Magic - Dragon | FT/S120-036S T: Soul

L3
C2

Lucy, Legendary Quest

[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 "Secret Pow of the Celestial Key" in your WR and return it to your hand.

[A] When this attacks, 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.

Magic - Key | FT/S120-037 T: None

L0
C0

Lucy, Legendary Quest

[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 "Secret Pow of the Celestial Key" in your WR and return it to your hand.

[A] When this attacks, 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.

Magic - Key | FT/S120-037S T: None

L0
C0

Skullion, The Corpse Dragon

[C] **EXPERIENCE** For each ::Magic:: Chara in your Level Zone, this gains +2500 Pow.

[A] **CX COMBO** When this attacks, if "Black Ash" is in the CX Zone and you have 3 or more other ::Magic:: Charas, draw up to 1 card, choose a card in your hand and put it in your Stock.

Magic - Dragon | FT/S120-038 T: None

L0
C0

Skullion, The Corpse Dragon

[C] **EXPERIENCE** For each ::Magic:: Chara in your Level Zone, this gains +2500 Pow.

[A] **CX COMBO** When this attacks, if "Black Ash" is in the CX Zone and you have 3 or more other ::Magic:: Charas, draw up to 1 card, choose a card in your hand and put it in your Stock.

Magic - Dragon | FT/S120-038S T: None

L0
C0

Madmole, The Armor Dragon

[S] **CX COMBO** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each "Magic Guild, Diabolos" or "Black Ash" revealed this way, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-039 T: None

L0
C0

Madmole, The Armor Dragon

[S] **CX COMBO** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each "Magic Guild, Diabolos" or "Black Ash" revealed this way, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-039S T: None

L0
C0

Georg, Guildmaster of Diabolos

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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 and search for up to 1 Level 0 or lower ::Magic:: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Magic - Master | FT/S120-040 T: None

L0C0

Georg, Guildmaster of Diabolos

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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 and search for up to 1 Level 0 or lower ::Magic:: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Magic - Master | FT/S120-040S T: None

L0C0

Kiria the Blade Dragon

[A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.
[S] [Discard a ::Magic:: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Magic:: Chara, 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 Front Attack that Chara as the Defending Chara." (Put the revealed card back where it was)

Magic - Dragon | FT/S120-041 T: None

L1C0

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Kiria the Blade Dragon

[A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.
[S] [Discard a ::Magic:: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Magic:: Chara, 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 Front Attack that Chara as the Defending Chara." (Put the revealed card back where it was)

Magic - Dragon | FT/S120-041S T: None

L1C0

Nebaru the Clinging Dragon

[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 your Opp.'s Level 1 or higher Charas, 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 - Dragon | FT/S120-042 T: None

L1C0

Nebaru the Clinging Dragon

[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 your Opp.'s Level 1 or higher Charas, 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 - Dragon | FT/S120-042S T: None

L1C0

Fairy Tail 100 Years Quest Booster Pack

Wraith the Spirit Dragon

[C] If there's a Marker under this, this gains +9500 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Makarov" in your WR and put it face-up under this as Marker.
[A] When this is placed from hand to the Stage, you may choose a face-up card in your Opp.'s Memory and turn it face-down. If so, at the end of your turn, turn that card face-up.

Magic - Dragon | FT/S120-043 T: Soul

L2C1

Wraith the Spirit Dragon

[C] If there's a Marker under this, this gains +9500 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Makarov" in your WR and put it face-up under this as Marker.
[A] When this is placed from hand to the Stage, you may choose a face-up card in your Opp.'s Memory and turn it face-down. If so, at the end of your turn, turn that card face-up.

Magic - Dragon | FT/S120-043S T: Soul

L2C1

Skullion, Ash Magic

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Magic:: Charas.
[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Skullion, Ash Magic" in your Memory and put it in any Slot on the Stage.

Magic - Dragon | FT/S120-044 T: Soul

L2C1

Skullion, Ash Magic

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Magic:: Charas.
[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Skullion, Ash Magic" in your Memory and put it in any Slot on the Stage.

Magic - Dragon | FT/S120-044S T: Soul

L2C1

Elfman, Beast Soul

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Magic:: Charas.
[A] At the start of your Encore Step, put this in the WR.

Magic - Animal | FT/S120-045 T: Soul

L2C1

Elfman, Beast Soul

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Magic:: Charas.
[A] At the start of your Encore Step, put this in the WR.

Magic - Animal | FT/S120-045S T: Soul

L2C1

Secret Power of the Celestial Key

Choose a ::Magic:: Chara in your WR and return it to your hand.
Send this to Memory.
Reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

FT/S120-046 T: None

L1C1

Secret Power of the Celestial Key

Choose a ::Magic:: Chara in your WR and return it to your hand.
Send this to Memory.
Reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

FT/S120-046S T: None

L1C1

Awakening of Aldoron the Wood Dragon God

[Counter] Perform the following action 3 times. "Look at the top card of your LB and put it either on top of the LB or in the WR."
Put this on the bottom of the LB.

FT/S120-047 T: None

L2C1

Awakening of Aldoron the Wood Dragon God

[Counter] Perform the following action 3 times. "Look at the top card of your LB and put it either on top of the LB or in the WR."
Put this on the bottom of the LB.

FT/S120-047S T: None

L2C1

Light of Regulus, Shine of Spica

[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)

FT/S120-048 T: Treasure

Light of Regulus, Shine of Spica

[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)

FT/S120-048EX T: Treasure

Light of Regulus, Shine of Spica

[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)

FT/S120-048R T: Treasure

Shine of the Star Dress

[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)

FT/S120-049 T: Treasure

Shine of the Star Dress

[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)

FT/S120-049R T: Treasure

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Magic Guild, Diabolos

[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)

FT/S120-050 T: Treasure

Magic Guild, Diabolos

[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)

FT/S120-050R T: Treasure

Black Ash

[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)

FT/S120-051 T: Treasure

Fairy Tail 100 Years Quest Booster Pack

Black Ash

[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)

FT/S120-051R T: Treasure

Natsu, Flame That Burns All

[A] When this attacks, if all your Charas are ::Magic::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-052 T: None

L0
C0

Natsu, Flame That Burns All

[A] When this attacks, if all your Charas are ::Magic::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-052S T: None

L0
C0

Natsu, Flame That Burns All

[A] When this attacks, if all your Charas are ::Magic::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-052SP T: None

L0
C0

Touka, Thinking of You

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your WR. X = # of your ::Magic:: Charas." "You may put the top card of your Clock in the WR."
[A] When this attacks, choose 1 of your ::Magic:: Charas, and that Chara gains +3000 Pow for the turn.

Magic - Animal | FT/S120-053 T: Soul

L3
C2

Touka, Thinking of You

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your WR. X = # of your ::Magic:: Charas." "You may put the top card of your Clock in the WR."
[A] When this attacks, choose 1 of your ::Magic:: Charas, and that Chara gains +3000 Pow for the turn.

Magic - Animal | FT/S120-053S T: Soul

L3
C2

Touka, Thinking of You

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in your WR. X = # of your ::Magic:: Charas." "You may put the top card of your Clock in the WR."
[A] When this attacks, choose 1 of your ::Magic:: Charas, and that Chara gains +3000 Pow for the turn.

Magic - Animal | FT/S120-053SP T: Soul

L3
C2

Natsu, Inherited Flame

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] CX COMBO RECOLLECTION [Discard a ::Magic:: Chara from your hand to the WR] When this attacks, if "Fire Dragon King's Destruction Fist" is in the CX Zone, you have 2 or more other ::Magic:: Charas, and there are 3 or more cards with different names in your Memory, may pay. If so, deal 2 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of their LB, and until the end of your Opp.'s next turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas. (DC can occur)

Magic - Dragon | FT/S120-054 T: Soul

L3
C2

Natsu, Inherited Flame

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] CX COMBO RECOLLECTION [Discard a ::Magic:: Chara from your hand to the WR] When this attacks, if "Fire Dragon King's Destruction Fist" is in the CX Zone, you have 2 or more other ::Magic:: Charas, and there are 3 or more cards with different names in your Memory, may pay. If so, deal 2 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of their LB, and until the end of your Opp.'s next turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas. (DC can occur)

Magic - Dragon | FT/S120-054EX T: Soul

L3
C2

Natsu, Inherited Flame

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] CX COMBO RECOLLECTION [Discard a ::Magic:: Chara from your hand to the WR] When this attacks, if "Fire Dragon King's Destruction Fist" is in the CX Zone, you have 2 or more other ::Magic:: Charas, and there are 3 or more cards with different names in your Memory, may pay. If so, deal 2 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of their LB, and until the end of your Opp.'s next turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas. (DC can occur)

Magic - Dragon | FT/S120-054S T: Soul

L3
C2

Levy, Not Too Distant Future

[C] All your other "Gajeel, Tracking" and "Lily, Trench Coat" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[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, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Magic - Book | FT/S120-055 T: None

L0
C0

Levy, Not Too Distant Future

[C] All your other "Gajeel, Tracking" and "Lily, Trench Coat" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[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, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Magic - Book | FT/S120-055S T: None

L0
C0

Levy, Not Too Distant Future

[C] All your other "Gajeel, Tracking" and "Lily, Trench Coat" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[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, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Magic - Book | FT/S120-055SP T: None

L0C0

Gajeel, Blacksteel Blade

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

[A] When this becomes Reversed, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Magic:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Dragon | FT/S120-056 T: None

L0C0

Gajeel, Blacksteel Blade

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

[A] When this becomes Reversed, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Magic:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Dragon | FT/S120-056S T: None

L0C0

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Gajeel, Blacksteel Blade

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

[A] When this becomes Reversed, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Magic:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Dragon | FT/S120-056SP T: None

L0C0

Natsu Dragneel, 100 Years Quest

[A] [Put the top card of your LB in Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Dragon | FT/S120-057 T: None

L0C0

Natsu Dragneel, 100 Years Quest

[A] [Put the top card of your LB in Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Dragon | FT/S120-057S T: None

L0C0

Fairy Tail 100 Years Quest Booster Pack

Natsu Dragneel, 100 Years Quest

[A] [Put the top card of your LB in Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Dragon | FT/S120-057SSP T: None

L0C0

Natsu, Dragon Slayer of Roaring Flames

[A] When this attacks, if you have another ::Magic:: Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** When "Raging Fire Magic" is placed in your CX Zone, if this is in the Front Row and all your Charas are ::Magic::, choose 1 of the following 2 effects and perform it. "Look at the top card of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR." "You may choose 1 of your Opp.'s Level 1 or higher Charas, 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 - Dragon | FT/S120-058 T: None

L1C0

Natsu, Dragon Slayer of Roaring Flames

[A] When this attacks, if you have another ::Magic:: Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** When "Raging Fire Magic" is placed in your CX Zone, if this is in the Front Row and all your Charas are ::Magic::, choose 1 of the following 2 effects and perform it. "Look at the top card of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR." "You may choose 1 of your Opp.'s Level 1 or higher Charas, 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 - Dragon | FT/S120-058S T: None

L1C0

Natsu, Dragon Slayer of Roaring Flames

[A] When this attacks, if you have another ::Magic:: Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** When "Raging Fire Magic" is placed in your CX Zone, if this is in the Front Row and all your Charas are ::Magic::, choose 1 of the following 2 effects and perform it. "Look at the top card of your LB and search for up to 1 ::Magic:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR." "You may choose 1 of your Opp.'s Level 1 or higher Charas, 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 - Dragon | FT/S120-058SSP T: None

L1C0

Gajeel, Tracking

[C] If you have 2 or more other ::Magic:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (Put the revealed card back where it was)

[A] When this Direct Attacks, you may choose a ::Magic:: Chara in your WR and put it in your Stock.

Magic - Dragon | FT/S120-059 T: Soul

L3C2

Gajeel, Tracking

[C] If you have 2 or more other ::Magic:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (Put the revealed card back where it was)

[A] When this Direct Attacks, you may choose a ::Magic:: Chara in your WR and put it in your Stock.

Magic - Dragon | FT/S120-059S T: Soul

L3C2

Ignia, Fire Dragon God

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX with the same card name as a CX in your WR, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-060 T: None

L0C0

Ignia, Fire Dragon God

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX with the same card name as a CX in your WR, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-060S T: None

L0C0

Ignia, Fire Dragon God

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX with the same card name as a CX in your WR, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-060SP T: None

L0C0

Happy, Partner Going Wild

[C] During your turn, this gains +3000 Pow.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row, and at the start of your next Encore Step, send this to Memory.

Magic - Animal | FT/S120-061 T: None

L0C0

Happy, Partner Going Wild

[C] During your turn, this gains +3000 Pow.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row, and at the start of your next Encore Step, send this to Memory.

Magic - Animal | FT/S120-061S T: None

L0C0

Natsu, Enjoying the Family Brawl

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

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

Magic - Dragon | FT/S120-062 T: None

L0C0

Natsu, Enjoying the Family Brawl

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Magic - Dragon | FT/S120-062S T: None

L0
C0

Happy, 100 Years Quest

[C] During your turn, all your other "Natsu, Dragon Slayer of Roaring Flames" gain +200 Pow.
[S] [(1) Put this on the bottom of your LB] Choose a Chara in your WR and return it to your hand.

Magic - Animal | FT/S120-063 T: None

L1
C0

Happy, 100 Years Quest

[C] During your turn, all your other "Natsu, Dragon Slayer of Roaring Flames" gain +200 Pow.
[S] [(1) Put this on the bottom of your LB] Choose a Chara in your WR and return it to your hand.

Magic - Animal | FT/S120-063S T: None

L1
C0

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Lily, Trench Coat

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(3) Rest this] Choose up to 1 "Gajeel, Tracking" in your hand and put it in any Slot on the Stage.

Magic - Animal | FT/S120-064 T: Soul

L2
C1

Lily, Trench Coat

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(3) Rest this] Choose up to 1 "Gajeel, Tracking" in your hand and put it in any Slot on the Stage.

Magic - Animal | FT/S120-064S T: Soul

L2
C1

Touka, Unwelcomed Rain

[A] When this attacks, this gains +X Pow for the turn. X = 2000 times # of your Opp.'s Charas.
[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "The White Wizard, Changing Personalities" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Magic - Animal | FT/S120-065 T: Soul

L2
C1

Fairy Tail 100 Years Quest Booster Pack

Touka, Unwelcomed Rain

[A] When this attacks, this gains +X Pow for the turn. X = 2000 times # of your Opp.'s Charas.
[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "The White Wizard, Changing Personalities" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Magic - Animal | FT/S120-065S T: Soul

L2
C1

Natsu, Having a Blast with Partner

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Magic:: Charas.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Magic - Dragon | FT/S120-066 T: None

L1
C0

Natsu, Having a Blast with Partner

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Magic:: Charas.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Magic - Dragon | FT/S120-066S T: None

L1
C0

Touka, Rookie of Fairy Tail

[A] When this is placed from hand to the Stage, you may choose a "Happy, Partner Going Wild" in your Memory and put it in your Stock.
[A] When this attacks, if "Happy, Partner Going Wild" is in your WR, this gains +3000 Pow for the turn.

Magic - Animal | FT/S120-067 T: None

L1
C0

Touka, Rookie of Fairy Tail

[A] When this is placed from hand to the Stage, you may choose a "Happy, Partner Going Wild" in your Memory and put it in your Stock.
[A] When this attacks, if "Happy, Partner Going Wild" is in your WR, this gains +3000 Pow for the turn.

Magic - Animal | FT/S120-067S T: None

L1
C0

Gajeel, Whiteout

[C] If you have 2 or more other ::Magic:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the Waiting Room]".
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Dragon | FT/S120-068 T: None

L1
C1

Gajeel, Whiteout

[C] If you have 2 or more other ::Magic:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the Waiting Room]".
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Magic - Dragon | FT/S120-068S T: None

L1
C1

Natsu, The Sea of Dragons

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

Magic - Dragon | FT/S120-069 T: Soul

L2
C1

Natsu, The Sea of Dragons

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

Magic - Dragon | FT/S120-069S T: Soul

L2
C1

Ignia, Bloodline of Flames

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

Magic - Dragon | FT/S120-070 T: Soul

L2
C2

Ignia, Bloodline of Flames

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

Magic - Dragon | FT/S120-070S T: Soul

L2
C2

Oldest Magic Guild in the World, Magia Dragon

You may play this from hand without meeting the color requirement.
Choose a ::Magic:: Chara in your WR and return it to your hand.

FT/S120-071 T: None

L2
C0

Oldest Magic Guild in the World, Magia Dragon

You may play this from hand without meeting the color requirement.
Choose a ::Magic:: Chara in your WR and return it to your hand.

FT/S120-071S T: None

L2
C0

"Fire Dragon King's Destruction Fist

[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)

FT/S120-072 T: Salvage

"Fire Dragon King's Destruction Fist

[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)

FT/S120-072A T: Salvage

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"Fire Dragon King's Destruction Fist

[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)

FT/S120-072EX T: Salvage

"Fire Dragon King's Destruction Fist

[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)

FT/S120-072R T: Salvage

Raging Fire Magic

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

FT/S120-073 T: Soul Standby

Fairy Tail 100 Years Quest Booster Pack

Raging Fire Magic

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

FT/S120-073R T: Soul Standby

Wendy, Power of the Sky Dragon

[C] During your Opp.'s turn, all your other ::Magic:: 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 CX revealed this way, choose up to 1 ::Magic:: Chara in your WR and return it to your hand.

Magic - Dragon | FT/S120-074 T: None

L0
C0

Wendy, Power of the Sky Dragon

[C] During your Opp.'s turn, all your other ::Magic:: 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 CX revealed this way, choose up to 1 ::Magic:: Chara in your WR and return it to your hand.

Magic - Dragon | FT/S120-074S T: None

L0
C0

Wendy, Power of the Sky Dragon

[C] During your Opp.'s turn, all your other ::Magic:: 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 CX revealed this way, choose up to 1 ::Magic:: Chara in your WR and return it to your hand.

Magic - Dragon | FT/S120-074SSP T: None

L0
C0

Wendy, Pierce the Heavens

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When this attacks, if "Sky Dragon's Dragon Force" is in the CX Zone and you have another ::Magic:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a Chara in your WR and return it to your hand."
"You may choose 1 of your Opp.'s Charas and return it to their hand."

Magic - Dragon | FT/S120-075 T: None

L1
C0

Wendy, Pierce the Heavens

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When this attacks, if "Sky Dragon's Dragon Force" is in the CX Zone and you have another ::Magic:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a Chara in your WR and return it to your hand."
"You may choose 1 of your Opp.'s Charas and return it to their hand."

Magic - Dragon | FT/S120-075S T: None

L1
C0

Wendy, Pierce the Heavens

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When this attacks, if "Sky Dragon's Dragon Force" is in the CX Zone and you have another ::Magic:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a Chara in your WR and return it to your hand."
"You may choose 1 of your Opp.'s Charas and return it to their hand."

Magic - Dragon | FT/S120-075SP T: None

L1
C0

Gray, Freezing Magic

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] CX COMBO When this attacks, if "Devil Slayer Magic's Devilish Part" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, 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 - Ice | FT/S120-076 T: Soul

L3
C2

Gray, Freezing Magic

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] CX COMBO When this attacks, if "Devil Slayer Magic's Devilish Part" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, 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 - Ice | FT/S120-076S T: Soul

L3
C2

Gray, Freezing Magic

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
[A] CX COMBO When this attacks, if "Devil Slayer Magic's Devilish Part" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, 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 - Ice | FT/S120-076SSP T: Soul

L3
C2

Wendy Marvell, 100 Years Quest

[A] When this is placed from hand to the Stage, choose up to 1 Chara, send it to Memory, and put that Chara back Rested in the Slot it was in.
[A] [(1) Discard from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-077 T: None

L0
C0

Wendy Marvell, 100 Years Quest

[A] When this is placed from hand to the Stage, choose up to 1 Chara, send it to Memory, and put that Chara back Rested in the Slot it was in.
[A] [(1) Discard from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-077S T: None

L0
C0

Wendy Marvell, 100 Years Quest

[A] When this is placed from hand to the Stage, choose up to 1 Chara, send it to Memory, and put that Chara back Rested in the Slot it was in.
[A] [(1) Discard from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Dragon | FT/S120-077SSP T: None

L0
C0

Gray Fullbuster, 100 Years Magic

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[S] [(1) Send this Standing card to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Ice | FT/S120-078 T: None

L0
C0

Gray Fullbuster, 100 Years Magic

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[S] [(1) Send this Standing card to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Ice | FT/S120-078S T: None

L0
C0

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Gray Fullbuster, 100 Years Magic

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[S] [(1) Send this Standing card to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Magic - Ice | FT/S120-078SSP T: None

L0
C0

Gray, Ice Devil's Zeroth Long Sword

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Ice | FT/S120-079 T: None

L0
C0

Gray, Ice Devil's Zeroth Long Sword

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Ice | FT/S120-079S T: None

L0
C0

Fairy Tail 100 Years Quest Booster Pack

Gray, Ice Devil's Zeroth Long Sword

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Ice | FT/S120-079SP T: None

L0
C0

Gray, Life-Risking Adventure

[C] If all your Charas are ::Magic::, this gains +1000 Pow.
[A] When this attacks, if there's a CX in CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Magic - Ice | FT/S120-080 T: None

L1
C0

Gray, Life-Risking Adventure

[C] If all your Charas are ::Magic::, this gains +1000 Pow.
[A] When this attacks, if there's a CX in CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Magic - Ice | FT/S120-080S T: None

L1
C0

Wendy, Threat of the Dragon with God in Its Name

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When "Cut It Out!!!" is placed in your CX Zone, if this is in the Front Row and you have 2 or more other ::Magic:: Charas, may pay. If so, all your other Charas gain the following ability for the turn. "[A] When this attacks, put the top card of your Opp.'s LB in the WR. If it's Level 1 or higher, deal 5 Damage to your Opp.." (CX are considered to be Level 0 for this effect. DC can occur)

Magic - Dragon | FT/S120-081 T: Soul

L3
C2

Wendy, Threat of the Dragon with God in Its Name

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When "Cut It Out!!!" is placed in your CX Zone, if this is in the Front Row and you have 2 or more other ::Magic:: Charas, may pay. If so, all your other Charas gain the following ability for the turn. "[A] When this attacks, put the top card of your Opp.'s LB in the WR. If it's Level 1 or higher, deal 5 Damage to your Opp.." (CX are considered to be Level 0 for this effect. DC can occur)

Magic - Dragon | FT/S120-081S T: Soul

L3
C2

Wendy, The Sea of Dragons

[A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] During your Opp.'s turn, when this becomes Reversed, may pay. If so, Rest this, and at the start of your next Encore Step, send this to Memory.

Magic - Dragon | FT/S120-082 T: None

L0
C0

Wendy, The Sea of Dragons

[A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] During your Opp.'s turn, when this becomes Reversed, may pay. If so, Rest this, and at the start of your next Encore Step, send this to Memory.

Magic - Dragon | FT/S120-082S T: None

L0
C0

Carla, 100 Years Quest

[A] [Discard a ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

[A] **BOND/"Wendy, Threat of the Dragon with God in Its Name"** [Put the top card of your LB in your Clock]

Magic - Animal | FT/S120-083 T: None

L0
C0

Carla, 100 Years Quest

[A] [Discard a ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

[A] **BOND/"Wendy, Threat of the Dragon with God in Its Name"** [Put the top card of your LB in your Clock]

Magic - Animal | FT/S120-083S T: None

L0
C0

Cana, Drink and Sing and Drink and Eat and Drink!!

[C] All your other ::Magic:: Charas gain +500 Pow.
[C] When you pay for the cost of an [S] ability of a Chara in your hand or on the Stage, you may put a Marker from under this in the WR in place of 1 Stock.
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB and put it face-down under this as Marker.

Magic - Fortune Reading | FT/S120-084 T: None

L0
C0

Cana, Drink and Sing and Drink and Eat and Drink!!

[C] All your other ::Magic:: Charas gain +500 Pow.
[C] When you pay for the cost of an [S] ability of a Chara in your hand or on the Stage, you may put a Marker from under this in the WR in place of 1 Stock.
[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB and put it face-down under this as Marker.

Magic - Fortune Reading | FT/S120-084S T: None

L0
C0

Gray, Ice-Make

[A] **CX COMBO** When "Living Pow" is placed in your CX Zone, if you have another ::Magic:: Chara, look at the top card of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[S] [(1) Discard a card from hand to the WR, Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Ice | FT/S120-085 T: None

L0
C0

Gray, Ice-Make

[A] **CX COMBO** When "Living Pow" is placed in your CX Zone, if you have another ::Magic:: Chara, look at the top card of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[S] [(1) Discard a card from hand to the WR, Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Ice | FT/S120-085S T: None

L0C0

Juvia, Thinking of You

[A] **CX COMBO** At the start of your Attack Phase, if "Devil Slayer Magic's Devilish Part" is in your CX Zone or WR, this gains +5500 Pow and +1 Soul for the turn.

Magic - Love | FT/S120-086 T: None

L1C0

Juvia, Thinking of You

[A] **CX COMBO** At the start of your Attack Phase, if "Devil Slayer Magic's Devilish Part" is in your CX Zone or WR, this gains +5500 Pow and +1 Soul for the turn.

Magic - Love | FT/S120-086S T: None

L1C0

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Juvia, Thinking of You

[A] **CX COMBO** At the start of your Attack Phase, if "Devil Slayer Magic's Devilish Part" is in your CX Zone or WR, this gains +5500 Pow and +1 Soul for the turn.

Magic - Love | FT/S120-086SP T: None

L1C0

Wendy, Dragged to Hell

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this attacks, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Dragon | FT/S120-087 T: None

L1C0

Wendy, Dragged to Hell

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this attacks, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Dragon | FT/S120-087S T: None

L1C0

Fairy Tail 100 Years Quest Booster Pack

Gray, Devil Slayer Magic

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

Magic - Ice | FT/S120-088 T: Soul

L2C1

Gray, Devil Slayer Magic

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

Magic - Ice | FT/S120-088S T: Soul

L2C1

Wendy, Unknown Continent

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.
[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.

Magic - Dragon | FT/S120-089 T: Soul

L2C1

Wendy, Unknown Continent

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.
[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.

Magic - Dragon | FT/S120-089S T: Soul

L2C1

Mercphobia, Water Dragon God

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Magic:: Charas.
[A] [(2) Discard a card from your hand to the WR, put another Chara from your Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Magic:: Charas, may pay. If so, Stand this.

Magic - Dragon | FT/S120-090 T: Soul

L3C2

Mercphobia, Water Dragon God

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Magic:: Charas.
[A] [(2) Discard a card from your hand to the WR, put another Chara from your Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Magic:: Charas, may pay. If so, Stand this.

Magic - Dragon | FT/S120-090S T: Soul

L3C2

Mercphobia, Water Dragon God

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Magic:: Charas.
[A] [(2) Discard a card from your hand to the WR, put another Chara from your Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, if you have 4 or more other ::Magic:: Charas, may pay. If so, Stand this.

Magic - Dragon | FT/S120-090SP T: Soul

L3C2

Juvia, Mage in Love

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top or bottom of the LB."
[A] When this attacks, if there are no other Charas in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Magic - Love | FT/S120-091 T: None

L0C0

Juvia, Mage in Love

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top or bottom of the LB."
[A] When this attacks, if there are no other Charas in your Back Row, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.

Magic - Love | FT/S120-091S T: None

L0C0

Mercphobia, Power Draining Away

[C] For each of your Opp.'s Back Row Charas, this gains +2000 Pow.

Magic - Dragon | FT/S120-092 T: None

L1C0

Mercphobia, Power Draining Away

[C] For each of your Opp.'s Back Row Charas, this gains +2000 Pow.

Magic - Dragon | FT/S120-092S T: None

L1C0

Karameel, Assistant

[C] All your other "Mercphobia, Pow Draining Away" gain +X Pow. X = 100 times your Level.
[S] [(2) Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | FT/S120-093 T: None

L1C0

[C] All your other "Mercphobia, Pow Draining Away" gain +X Pow. X = 100 times your Level.

[S] [(2) Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or be sent to Memory."
[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.

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

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or be sent to Memory."
[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.

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

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR.

$$\frac{L2}{C1}$$

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR.

L2
C1

[C] During your turn, if there's a Marker under this, this gains +9000 Pow.

[A] When this is placed from hand to the Stage, you may choose a "Gray, Ice Devil's Zeroth Long Sword" in your WR and put it face-up under this as Marker.

L2
C1

[C] During your turn, if there's a Marker under this, this gains +9000 Pow.

[A] When this is placed from hand to the Stage, you may choose a "Gray, Ice Devil's Zeroth Long Sword" in your WR and put it face-up under this as Marker.

L2
C1

[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)

[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

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



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

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

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



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

[C] All your CXs 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)

