

**Echidna, Pajama Party**  
 [A] CX COMBO When "The Tea Party Continues Forever" is placed in your CX Zone, if you have 3 or more other Charas, choose a Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = # of "The Tea Party Continues Forever" in your WR.  
 [S] BRAINSTORM [(1)] 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. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."  
 Magic - Witch | RZ/S116-001 T: None

L0  
C0

**Echidna, Pajama Party**  
 [A] CX COMBO When "The Tea Party Continues Forever" is placed in your CX Zone, if you have 3 or more other Charas, choose a Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand. X = # of "The Tea Party Continues Forever" in your WR.  
 [S] BRAINSTORM [(1)] 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. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."  
 Magic - Witch | RZ/S116-001S T: None

L0  
C0

**"Witch of Greed" Echidna**  
 [C] If there are 2 or less CX in your or your Opp.'s WR, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other ::Magic:: or ::Weapon:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] When this is Front Attacked, may pay. If so, this gains +4000 Pow for the turn."  
 [A] When this is placed from hand to the Stage or via effect of [A] ability of your "The Witches' Tea Party" to the Stage, you may put the top card of your Clock in the WR.  
 Magic - Witch | RZ/S116-002 T: Soul

L3  
C2

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**"Witch of Greed" Echidna**  
 [C] If there are 2 or less CX in your or your Opp.'s WR, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other ::Magic:: or ::Weapon:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] When this is Front Attacked, may pay. If so, this gains +4000 Pow for the turn."  
 [A] When this is placed from hand to the Stage or via effect of [A] ability of your "The Witches' Tea Party" to the Stage, you may put the top card of your Clock in the WR.  
 Magic - Witch | RZ/S116-002EX T: Soul

L3  
C2

**"Witch of Greed" Echidna**  
 [C] If there are 2 or less CX in your or your Opp.'s WR, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other ::Magic:: or ::Weapon:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] When this is Front Attacked, may pay. If so, this gains +4000 Pow for the turn."  
 [A] When this is placed from hand to the Stage or via effect of [A] ability of your "The Witches' Tea Party" to the Stage, you may put the top card of your Clock in the WR.  
 Magic - Witch | RZ/S116-002S T: Soul

L3  
C2

**Echidna, Happy Times Long Gone**  
 [A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 ::Witch:: Chara, put it in the WR, and shuffle your LB."  
 [A] When this attacks, choose 1 of your other ::Witch:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Witch:: Charas.  
 Magic - Witch | RZ/S116-003 T: None

L0  
C0

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**Echidna, Happy Times Long Gone**  
 [A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 ::Witch:: Chara, put it in the WR, and shuffle your LB."  
 [A] When this attacks, choose 1 of your other ::Witch:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Witch:: Charas.  
 Magic - Witch | RZ/S116-003S T: None

L0  
C0

**Echidna, Elegant Tea Time**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "The Witches' Tea Party" or "Trial in the Way" or "Book of Wisdom", reveal it, put it in your hand, and shuffle your LB.  
 Magic - Witch | RZ/S116-004 T: None

L0  
C0

**Echidna, Elegant Tea Time**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "The Witches' Tea Party" or "Trial in the Way" or "Book of Wisdom", reveal it, put it in your hand, and shuffle your LB.  
 Magic - Witch | RZ/S116-004S T: None

L0  
C0

**Echidna, Reunited at the Castle of Dreams**  
 [C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
 [A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Magic:: or ::Weapon:: Chara whose Level is equal to or less than your Level, put it Rested in any Slot on the Stage, and Shuffle your LB.  
 Magic - Witch | RZ/S116-005 T: None

L0  
C0

**Echidna, Reunited at the Castle of Dreams**  
 [C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
 [A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Magic:: or ::Weapon:: Chara whose Level is equal to or less than your Level, put it Rested in any Slot on the Stage, and Shuffle your LB.  
 Magic - Witch | RZ/S116-005S T: None

L0  
C0

**Garfiel, Guardian of the "Sanctuary"**  
 [C] During your turn, this gains +2000 Pow.  
 [A] CX COMBO When "Memories of Being Loved" is placed in your CX Zone, if you have 2 or more other Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] During your turn, when the Battle Opp. of this becomes Reversed, look at up to 6 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." "[A] ENCORE [Discard a Chara from your hand to the WR]" (CX are considered to be Level 0 for this effect)  
 Magic - Demi-Human | RZ/S116-006 T: None

L1  
C0

**Garfiel, Guardian of the "Sanctuary"**  
 [C] During your turn, this gains +2000 Pow.  
 [A] CX COMBO When "Memories of Being Loved" is placed in your CX Zone, if you have 2 or more other Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] During your turn, when the Battle Opp. of this becomes Reversed, look at up to 6 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." "[A] ENCORE [Discard a Chara from your hand to the WR]" (CX are considered to be Level 0 for this effect)  
 Magic - Demi-Human | RZ/S116-006S T: None

L1  
C0

**"Witch of Gluttony" Daphne**  
 [A] When this attacks, this gains +X Pow for the turn. X = 2000 times # of Opp.'s Charas.  
 [A] [(2)] Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, put all of your Stock in the WR, and deal 4 Damage to your Opp.. (DC can occur)  
 Magic - Witch | RZ/S116-007 T: Soul

L2  
C1

**"Witch of Gluttony" Daphne**  
 [A] When this attacks, this gains +X Pow for the turn. X = 2000 times # of Opp.'s Charas.  
 [A] [(2)] Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, put all of your Stock in the WR, and deal 4 Damage to your Opp.. (DC can occur)  
 Magic - Witch | RZ/S116-007S T: Soul

L2  
C1

**Echidna, Avatar of Curiosity**  
 [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 [(2)] Discard 2 cards from your hand to the WR, put a "Revealing Her Thirst of Knowledge" from your CX Zone in the WR] This ability activates up to once per turn. At the end of this card's attack, may pay. If so, choose 1 of your other Charas and Stand it.  
 Magic - Witch | RZ/S116-008 T: Soul

L3  
C2

**Echidna, Avatar of Curiosity**  
 [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 [(2)] Discard 2 cards from your hand to the WR, put a "Revealing Her Thirst of Knowledge" from your CX Zone in the WR] This ability activates up to once per turn. At the end of this card's attack, may pay. If so, choose 1 of your other Charas and Stand it.  
 Magic - Witch | RZ/S116-008S T: Soul

L3  
C2

**Ryuzu, Core of the Barrier**  
 [A] [(1)] Discard a card 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:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.  
 Magic - Demi-Human | RZ/S116-009 T: None

L0  
C0

### Ryuzu, Core of the Barrier

[A] [(1)] Discard a card 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:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Demi-Human | RZ/S116-009S T: None

L0  
C0

### Echidna, A Moment With You at the Castle of Dreams

[A] [(1)] Rest 1 of your other Standing Charas] During the turn this is placed from hand to the Stage or via effect of [A] ability of your "The Witches' Tea Party" to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, reveal the top 2 cards of your LB, your Opp. chooses a Chara or Event among them and put it in your hand, put the rest in your WR, you look at the top card of your LB and put it either on top of the LB or in the WR.

Magic - Witch | RZ/S116-010 T: Soul

L1  
C0

### Echidna, A Moment With You at the Castle of Dreams

[A] [(1)] Rest 1 of your other Standing Charas] During the turn this is placed from hand to the Stage or via effect of [A] ability of your "The Witches' Tea Party" to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, reveal the top 2 cards of your LB, your Opp. chooses a Chara or Event among them and put it in your hand, put the rest in your WR, you look at the top card of your LB and put it either on top of the LB or in the WR.

Magic - Witch | RZ/S116-010S T: Soul

L1  
C0

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### Echidna, Travelled Path in Memories

[C] RECOLLECTION During your turn, if "The Witches' Tea Party" is in your Memory, this gains +4000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Magic - Witch | RZ/S116-011 T: None

L1  
C0

### Echidna, Travelled Path in Memories

[C] RECOLLECTION During your turn, if "The Witches' Tea Party" is in your Memory, this gains +4000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Magic - Witch | RZ/S116-011S T: None

L1  
C0

### "Witch of Sloth" Sekhmet

[C] During your turn, all your other ::Magic:: and/or ::Weapon:: Charas gain +2000 Pow.  
[A] [Rest this Standing card] At the start of your Attack Phase, may pay. If so, all your Charas gain +1 Soul for the turn. This does not Stand during your next Stand Phase.

Magic - Witch | RZ/S116-012 T: Soul

L2  
C1

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### "Witch of Sloth" Sekhmet

[C] During your turn, all your other ::Magic:: and/or ::Weapon:: Charas gain +2000 Pow.  
[A] [Rest this Standing card] At the start of your Attack Phase, may pay. If so, all your Charas gain +1 Soul for the turn. This does not Stand during your next Stand Phase.

Magic - Witch | RZ/S116-012S T: Soul

L2  
C1

### "Witch of Wrath" Minerva

[C] During your turn, if you have 4 or more other ::Magic:: or ::Weapon:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events or BACKUP from hand."  
[A] [(1)] When this attacks, if all your Charas are ::Magic:: and/or ::Weapon::, may pay. If so, either deal 1 Damage to your Opp. or put the top card of your Clock in the WR. (DC can occur)

Magic - Witch | RZ/S116-013 T: Soul

L3  
C2

### "Witch of Wrath" Minerva

[C] During your turn, if you have 4 or more other ::Magic:: or ::Weapon:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events or BACKUP from hand."  
[A] [(1)] When this attacks, if all your Charas are ::Magic:: and/or ::Weapon::, may pay. If so, either deal 1 Damage to your Opp. or put the top card of your Clock in the WR. (DC can occur)

Magic - Witch | RZ/S116-013S T: Soul

L3  
C2

### "Witchbeast Tamer" Meili

[C] If you have another "Elsa, Love Me Down to My Blood and Guts", this gains +2500 Pow and the following ability. "[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this."  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Elsa, Love Me Down to My Blood and Guts", put it in any Slot on the Stage, and shuffle your LB.

Witchbeast Tamer | RZ/S116-014 T: None

L0  
C0

### "Witchbeast Tamer" Meili

[C] If you have another "Elsa, Love Me Down to My Blood and Guts", this gains +2500 Pow and the following ability. "[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this."  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Elsa, Love Me Down to My Blood and Guts", put it in any Slot on the Stage, and shuffle your LB.

Witchbeast Tamer | RZ/S116-014S T: None

L0  
C0

### "Witch of Lust" Carmilla

[A] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] At the start of your Attack Phase, if there's no Chara Opposite this, may pay. If so, choose 1 of your Opp.'s Charas and move it to the Slot Opposite this.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Magic:: or ::Weapon:: Charas.

Magic - Witch | RZ/S116-015 T: None

L0  
C0

### "Witch of Lust" Carmilla

[A] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] At the start of your Attack Phase, if there's no Chara Opposite this, may pay. If so, choose 1 of your Opp.'s Charas and move it to the Slot Opposite this.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Magic:: or ::Weapon:: Charas.

Magic - Witch | RZ/S116-015S T: None

L0  
C0

### Elsa, Love Me Down to My Blood and Guts

[C] If you have another "Witchbeast Tamer" Meili, this gains +2500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Witchbeast Tamer" Meili, put it in any Slot on the Stage, and shuffle your LB.

Weapon | RZ/S116-016 T: None

L0  
C0

### Elsa, Love Me Down to My Blood and Guts

[C] If you have another "Witchbeast Tamer" Meili, this gains +2500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Witchbeast Tamer" Meili, put it in any Slot on the Stage, and shuffle your LB.

Weapon | RZ/S116-016S T: None

L0  
C0

### Subaru, Elegant Tea Time

[C] If you have another Chara with "Echidna" in name, this gains +4500 Pow.  
[A] ENCORE [Discard a Chara from your hand to the WR]

Death - Magic | RZ/S116-017 T: None

L1  
C0

### Subaru, Elegant Tea Time

[C] If you have another Chara with "Echidna" in name, this gains +4500 Pow.  
[A] ENCORE [Discard a Chara from your hand to the WR]

Death - Magic | RZ/S116-017S T: None

L1  
C0

### Garfiel, Rousing Emotions

[C] During your turn, for each of your other ::Magic:: or ::Weapon:: Charas, this gains +1000 Pow.

Magic - Demi-Human | RZ/S116-018 T: Soul

L1  
C0

**Garfiel, Rousing Emotions**  
 [C] During your turn, for each of your other **::Magic::** or **::Weapon::** Charas, this gains +1000 Pow.

*Magic - Demi-Human | RZ/S116-018S T: Soul*

L1  
C0

**"Witch of Pride" Typhon**  
 [A] When this attacks, choose 1 of your Opp.'s Back Row Charas whose Level is higher than the Level of the Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.  
 [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 - Witch | RZ/S116-019 T: Soul*

L1  
C1

**"Witch of Pride" Typhon**  
 [A] When this attacks, choose 1 of your Opp.'s Back Row Charas whose Level is higher than the Level of the Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.  
 [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 - Witch | RZ/S116-019S T: Soul*

L1  
C1

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**Echidna in Uniform**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] This ability activates up to 3 times per turn. When your other Chara with "Subaru" in name is placed from the Stage to the WR, you may draw a card. If so, discard a card from your hand to the WR.

*Magic - Witch | RZ/S116-020 T: Soul*

L2  
C1

**Echidna in Uniform**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] This ability activates up to 3 times per turn. When your other Chara with "Subaru" in name is placed from the Stage to the WR, you may draw a card. If so, discard a card from your hand to the WR.

*Magic - Witch | RZ/S116-020S T: Soul*

L2  
C1

**The Witches' Tea Party**  
 Choose 1 of your **::Witch::** Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a **::Witch::** Chara or "The Witches' Tea Party" from your hand to the WR] If this is in Memory, at the start of your CX Phase, may pay. If so, declare 0, 1, or 2, put that many cards from your Stock in the WR, choose up to 1 Cost X or lower **::Witch::** Chara in your WR whose Level is equal to or lower than your Level and put it in any Slot on the Stage. X = # of cards put in the WR via this effect.

*RZ/S116-021 T: None*

L1  
C1

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**The Witches' Tea Party**  
 Choose 1 of your **::Witch::** Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a **::Witch::** Chara or "The Witches' Tea Party" from your hand to the WR] If this is in Memory, at the start of your CX Phase, may pay. If so, declare 0, 1, or 2, put that many cards from your Stock in the WR, choose up to 1 Cost X or lower **::Witch::** Chara in your WR whose Level is equal to or lower than your Level and put it in any Slot on the Stage. X = # of cards put in the WR via this effect.

*RZ/S116-021S T: None*

L1  
C1

**Great Rabbit**  
 If you don't have a **::Magic::** or **::Weapon::** Chara, you cannot play this from hand. Search your LB for up to 1 "Great Rabbit", reveal it, put it in your hand, shuffle your LB, choose up to 2 of your Opp.'s Level 0 or lower Charas and put them in the WR.

*RZ/S116-022 T: None*

L1  
C2

**Great Rabbit**  
 If you don't have a **::Magic::** or **::Weapon::** Chara, you cannot play this from hand. Search your LB for up to 1 "Great Rabbit", reveal it, put it in your hand, shuffle your LB, choose up to 2 of your Opp.'s Level 0 or lower Charas and put them in the WR.

*RZ/S116-022S T: None*

L1  
C2

**The Tea Party Continues Forever**  
 [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/S116-023 T: Choice*

**The Tea Party Continues Forever**  
 [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/S116-023EX T: Choice*

**The Tea Party Continues Forever**  
 [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/S116-023R T: Choice*

**Memories of Being Loved**  
 [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/S116-024 T: Choice*

**Memories of Being Loved**  
 [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/S116-024R T: Choice*

**Revealing Her Thirst of Knowledge**  
 [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/S116-025 T: Choice*

**Revealing Her Thirst of Knowledge**  
 [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/S116-025R T: Choice*

**Emilia, Singing About the Future with You**  
 [C] During your turn, if you have another **::Magic::** or **::Weapon::** Chara, this gains +3000 Pow.  
 [A] **CX COMBO** [Discard a card from your hand to the WR] At the start of your Encore Step, if "Happiness Reflected on Water Surface" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 **::Magic::** and/or **::Weapon::** Charas and/or "Trial in the Way", reveal them, put them in your hand, and put the rest in the WR.

*Magic - Elemental | RZ/S116-026 T: None*

L1  
C0

**Emilia, Singing About the Future with You**  
 [C] During your turn, if you have another **::Magic::** or **::Weapon::** Chara, this gains +3000 Pow.  
 [A] **CX COMBO** [Discard a card from your hand to the WR] At the start of your Encore Step, if "Happiness Reflected on Water Surface" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 **::Magic::** and/or **::Weapon::** Charas and/or "Trial in the Way", reveal them, put them in your hand, and put the rest in the WR.

*Magic - Elemental | RZ/S116-026S T: None*

L1  
C0

**Emilia, Singing About the Future with You**  
 [C] During your turn, if you have another ::Magic:: or ::Weapon:: Chara, this gains +3000 Pow.  
 [A] **CX COMBO** [Discard a card from your hand to the WR] At the start of your Encore Step, if "Happiness Reflected on Water Surface" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Magic:: and/or ::Weapon:: Charas and/or "Trial in the Way", reveal them, put them in your hand, and put the rest in the WR.

Magic - Elemental | RZ/S116-026SP T: None

L1  
C0

**Emilia, The Resulting Answer**  
 [C] **RECOLLECTION** If "Emilia & Fortuna, Warm Love" and "Trial in the Way" are in your Memory, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "Offbeat Steps Under the Moonlight" is placed in your CX Zone, if there are 6 or fewer cards in your hand, this gains the following 3 abilities until the next end of your Opp.'s turn. [C] During battles involving this, your Opp. cannot play **BACKUP** from hand. [C] This does not Reverse. [A] [(1) Discard a GREEN card from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Elemental | RZ/S116-027 T: None

L3  
C2

**Emilia, The Resulting Answer**  
 [C] **RECOLLECTION** If "Emilia & Fortuna, Warm Love" and "Trial in the Way" are in your Memory, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "Offbeat Steps Under the Moonlight" is placed in your CX Zone, if there are 6 or fewer cards in your hand, this gains the following 3 abilities until the next end of your Opp.'s turn. [C] During battles involving this, your Opp. cannot play **BACKUP** from hand. [C] This does not Reverse. [A] [(1) Discard a GREEN card from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Elemental | RZ/S116-027EX T: None

L3  
C2

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**Emilia, The Resulting Answer**  
 [C] **RECOLLECTION** If "Emilia & Fortuna, Warm Love" and "Trial in the Way" are in your Memory, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "Offbeat Steps Under the Moonlight" is placed in your CX Zone, if there are 6 or fewer cards in your hand, this gains the following 3 abilities until the next end of your Opp.'s turn. [C] During battles involving this, your Opp. cannot play **BACKUP** from hand. [C] This does not Reverse. [A] [(1) Discard a GREEN card from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Magic - Elemental | RZ/S116-027S T: None

L3  
C2

**Emilia & Fortuna, Warm Love**  
 [A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.  
 [S] [(1) Send this to Memory] Choose an "Emilia, The Resulting Answer" in your WR and return it to your hand.

Magic - Family | RZ/S116-028 T: None

L0  
C0

**Emilia & Fortuna, Warm Love**  
 [A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.  
 [S] [(1) Send this to Memory] Choose an "Emilia, The Resulting Answer" in your WR and return it to your hand.

Magic - Family | RZ/S116-028S T: None

L0  
C0

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**Emilia & Fortuna, Warm Love**  
 [A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.  
 [S] [(1) Send this to Memory] Choose an "Emilia, The Resulting Answer" in your WR and return it to your hand.

Magic - Family | RZ/S116-028SP T: None

L0  
C0

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

Magic - Elemental | RZ/S116-029 T: None

L0  
C0

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

Magic - Elemental | RZ/S116-029S T: None

L0  
C0

**Emilia, Challenge in the "Sanctuary"**  
 [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 1 Level X or lower ::Magic:: or ::Weapon:: Chara in your Waiting Row and return it to your hand. X = # of "Emilia, Singing About the Future with You" in your WR.

Magic - Elemental | RZ/S116-030 T: None

L1  
C0

**Emilia, Challenge in the "Sanctuary"**  
 [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 1 Level X or lower ::Magic:: or ::Weapon:: Chara in your Waiting Row and return it to your hand. X = # of "Emilia, Singing About the Future with You" in your WR.

Magic - Elemental | RZ/S116-030S T: None

L1  
C0

**Emilia, Halloween Police**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 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 - Elemental | RZ/S116-031 T: None

L1  
C0

**Emilia, Halloween Police**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: or ::Weapon:: Charas, and that Chara gains +1500 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 - Elemental | RZ/S116-031S T: None

L1  
C0

**Emilia, Formal Kimono**  
 [C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.  
 [C] During your turn, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a ::Magic:: or ::Weapon:: Chara in your Clock and put it on the bottom of your LB.

Magic - Elemental | RZ/S116-032 T: Soul

L3  
C2

**Emilia, Formal Kimono**  
 [C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.  
 [C] During your turn, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a ::Magic:: or ::Weapon:: Chara in your Clock and put it on the bottom of your LB.

Magic - Elemental | RZ/S116-032S T: Soul

L3  
C2

**Subaru, Words of Love from the Bottom of His Heart**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [A] **CX COMBO** [Put a "Reason to Believe" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Death - Magic | RZ/S116-033 T: None

L0  
C0

**Subaru, Words of Love from the Bottom of His Heart**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [A] **CX COMBO** [Put a "Reason to Believe" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Death - Magic | RZ/S116-033S T: None

L0  
C0

**Emilia, Knighting Ceremony**  
 [C] **ASSIST** All your ::Magic:: or ::Weapon:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] [Discard a card from your hand to the WR] When your CX is triggered, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Magic - Elemental | RZ/S116-034 T: Soul

L1  
C1

**Emilia, Knighting Ceremony**  
 [C] **ASSIST** All your **::Magic::** or **::Weapon::** Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] [Discard a card from your hand to the WR] When your CX is triggered, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
 Magic - Elemental | RZ/S116-034S T: Soul  
 L1  
 C1

**Geuse, Co-Founder of the Witch Cult**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Reveal this card from your hand and put it on the bottom of your LB]  
 Witch's Cult - Magic | RZ/S116-035 T: Soul  
 L2  
 C1

**Geuse, Co-Founder of the Witch Cult**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Reveal this card from your hand and put it on the bottom of your LB]  
 Witch's Cult - Magic | RZ/S116-035S T: Soul  
 L2  
 C1

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**Emilia, Expressing Emotions**  
 [C] For each of your other Back Row **::Magic::** and/or **::Weapon::** Charas, this gains +1500 Pow.  
 [A] **CX COMBO** When this attacks, if "Reason to Believe" is in the CX Zone and you have another "Subaru, Words of Love from the Bottom of His Heart", 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, and put the rest in the WR.  
 Magic - Elemental | RZ/S116-036 T: Soul  
 L2  
 C1

**Emilia, Expressing Emotions**  
 [C] For each of your other Back Row **::Magic::** and/or **::Weapon::** Charas, this gains +1500 Pow.  
 [A] **CX COMBO** When this attacks, if "Reason to Believe" is in the CX Zone and you have another "Subaru, Words of Love from the Bottom of His Heart", 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, and put the rest in the WR.  
 Magic - Elemental | RZ/S116-036S T: Soul  
 L2  
 C1

**Puck, Happy Christmas**  
 [A] When this is placed from hand to the Stage, 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 swap those chosen Charas. X = Level of the Chara you chose this way - 1."  
 [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)  
 Magic - Elemental | RZ/S116-037 T: Soul  
 L3  
 C2

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**Puck, Happy Christmas**  
 [A] When this is placed from hand to the Stage, 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 swap those chosen Charas. X = Level of the Chara you chose this way - 1."  
 [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)  
 Magic - Elemental | RZ/S116-037S T: Soul  
 L3  
 C2

**Emilia, Important Talk**  
 [A] When this is placed from hand to the Stage or when this attacks, choose 1 of your **::Magic::** or **::Weapon::** Charas, and that Chara gains +1500 Pow for the turn.  
 Magic - Elemental | RZ/S116-038 T: None  
 L0  
 C0

**Emilia, Important Talk**  
 [A] When this is placed from hand to the Stage or when this attacks, choose 1 of your **::Magic::** or **::Weapon::** Charas, and that Chara gains +1500 Pow for the turn.  
 Magic - Elemental | RZ/S116-038S T: None  
 L0  
 C0

**"Witch of Env" Satella**  
 [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 Chara with "Subaru" in name in your WR and return it to your hand.  
 Magic - Witch | RZ/S116-039 T: None  
 L0  
 C0

**"Witch of Env" Satella**  
 [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 Chara with "Subaru" in name in your WR and return it to your hand.  
 Magic - Witch | RZ/S116-039S T: None  
 L0  
 C0

**Emilia, Unrecognizable Fear**  
 [C] **RECOLLECTION** If "Emilia & Fortuna, Warm Love" and this are in your Memory, all players' Level 3 or lower Charas do not Stand during Stand Phase.  
 [A] **RECOLLECTION** If this is in Memory, at the start of your MP, put this in the WR.  
 [S] [(2) Send this to Memory.  
 Magic - Elemental | RZ/S116-040 T: None  
 L0  
 C0

**Emilia, Unrecognizable Fear**  
 [C] **RECOLLECTION** If "Emilia & Fortuna, Warm Love" and this are in your Memory, all players' Level 3 or lower Charas do not Stand during Stand Phase.  
 [A] **RECOLLECTION** If this is in Memory, at the start of your MP, put this in the WR.  
 [S] [(2) Send this to Memory.  
 Magic - Elemental | RZ/S116-040S T: None  
 L0  
 C0

**Subaru, Formal Kimono**  
 [C] During your turn, for each Marker under this, this gains +3000 Pow.  
 [A] [(1) Discard a card from your hand to the WR] When this becomes Reversed, may pay. If so, look at the top card of your LB, put it face-down under this as Marker, and Rest this.  
 Death - Magic | RZ/S116-041 T: None  
 L1  
 C0

**Subaru, Formal Kimono**  
 [C] During your turn, for each Marker under this, this gains +3000 Pow.  
 [A] [(1) Discard a card from your hand to the WR] When this becomes Reversed, may pay. If so, look at the top card of your LB, put it face-down under this as Marker, and Rest this.  
 Death - Magic | RZ/S116-041S T: None  
 L1  
 C0

**Emilia, Steeled Determination**  
 [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 the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."  
 Magic - Elemental | RZ/S116-042 T: Soul  
 L2  
 C1

**Emilia, Steeled Determination**  
 [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 the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."  
 Magic - Elemental | RZ/S116-042S T: Soul  
 L2  
 C1

**"Trial" in the Way**  
 If you don't have a Chara with "Emilia" in name, you cannot play this from hand. Draw a card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a card from your hand to the WR, turn this face-up card face-down] If this is in Memory, when your Opp.'s Chara attacks, may pay. If so, choose 1 of your Charas with "Emilia" in name, and that Chara gains +1000 Pow and the following ability for the turn. "[C] Chara Opposite this gets -1 Soul."  
 RZ/S116-043 T: None  
 L1  
 C1

**"Trial" in the Way**  
 If you don't have a Chara with "Emilia" in name, you cannot play this from hand. Draw a card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a card from your hand to the WR, turn this face-up card face-down] If this is in Memory, when your Opp.'s Chara attacks, may pay. If so, choose 1 of your Charas with "Emilia" in name, and that Chara gains +1000 Pow and the following ability for the turn. "[C] Chara Opposite this gets -1 Soul."

RZ/S116-043S T: None

L1  
C1

**Happiness Reflected on Water Surface**  
 [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/S116-044 T: Treasure

**Happiness Reflected on Water Surface**  
 [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/S116-044R T: Treasure

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**Offbeat Steps Under the Moonlight**  
 [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/S116-045 T: Treasure

**Offbeat Steps Under the Moonlight**  
 [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/S116-045EX T: Treasure

**Offbeat Steps Under the Moonlight**  
 [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/S116-045R T: Treasure

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**Reason to Believe**  
 [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/S116-046 T: Treasure

**Reason to Believe**  
 [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/S116-046R T: Treasure

**Ram, Happy Christmas**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
 [A] [(1)] When this is placed from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Maid | RZ/S116-047 T: None

L0  
C0

**Ram, Happy Christmas**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
 [A] [(1)] When this is placed from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Maid | RZ/S116-047S T: None

L0  
C0

**Ram, Pretty and Strong Big Sister Maid**  
 [C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other Charas, this gains +3500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."  
 [A] [Put a "Ram, Pretty and Strong Big Sister Maid" from your WR face-down under this as Marker] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S116-048 T: Soul

L3  
C2

**Ram, Pretty and Strong Big Sister Maid**  
 [C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other Charas, this gains +3500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."  
 [A] [Put a "Ram, Pretty and Strong Big Sister Maid" from your WR face-down under this as Marker] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S116-048S T: Soul

L3  
C2

**Ram, Pretty and Strong Big Sister Maid**  
 [C] If you have 4 or more ::Magic:: and/or ::Weapon:: Charas, this gets -1 Level while in your hand.  
 [C] If you have 3 or more other Charas, this gains +3500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."  
 [A] [Put a "Ram, Pretty and Strong Big Sister Maid" from your WR face-down under this as Marker] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S116-048SP T: Soul

L3  
C2

**Beatrice, Waiting for "The One"**  
 [A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, choose up to 1 "Book of Wisdom" in your Memory and put it face-up under this as Marker.  
 [A] **CX COMBO** When this attacks, if "Choice After 400 Years" is in the CX Zone and you have another ::Magic:: or ::Weapon:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp.." "[1] Discard 2 cards from your hand to the WR] may pay. If so, choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Magic - Book | RZ/S116-049 T: Soul

L3  
C2

**Beatrice, Waiting for "The One"**  
 [A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, choose up to 1 "Book of Wisdom" in your Memory and put it face-up under this as Marker.  
 [A] **CX COMBO** When this attacks, if "Choice After 400 Years" is in the CX Zone and you have another ::Magic:: or ::Weapon:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp.." "[1] Discard 2 cards from your hand to the WR] may pay. If so, choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Magic - Book | RZ/S116-049S T: Soul

L3  
C2

**Beatrice, Waiting for "The One"**  
 [A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, choose up to 1 "Book of Wisdom" in your Memory and put it face-up under this as Marker.  
 [A] **CX COMBO** When this attacks, if "Choice After 400 Years" is in the CX Zone and you have another ::Magic:: or ::Weapon:: Chara, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp.." "[1] Discard 2 cards from your hand to the WR] may pay. If so, choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Magic - Book | RZ/S116-049SP T: Soul

L3  
C2

**Petra, Apprentice Maid**  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.  
 [A] [Clock] **SHIFT Level 0**

Maid | RZ/S116-050 T: None

L0  
C0

**Petra, Apprentice Maid**  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.  
 [A] [Clock] **SHIFT Level 0**

Maid | RZ/S116-050S T: None

L0  
C0

### Petra, Apprentice Maid

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.  
[A] [Clock] **SHIFT Level 0**

Maid | RZ/S116-050SP T: None

L0  
C0

### Beatrice, Happy Days Long Gone

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Book | RZ/S116-051 T: None

L1  
C0

### Beatrice, Happy Days Long Gone

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Book | RZ/S116-051S T: None

L1  
C0

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### Ram, Checkered Skirt Guide

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Maid | RZ/S116-052 T: None

L1  
C0

### Ram, Checkered Skirt Guide

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Maid | RZ/S116-052S T: None

L1  
C0

### Beatrice, Pajama Party

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Release from the Contract" is in the CX Zone and you have another ::Magic:: or ::Weapon:: Chara, reveal the top card of your LB, choose 1 Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and either return it to your hand or put it on the bottom of your Stock. 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 - Book | RZ/S116-053 T: None

L1  
C0

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### Beatrice, Pajama Party

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Release from the Contract" is in the CX Zone and you have another ::Magic:: or ::Weapon:: Chara, reveal the top card of your LB, choose 1 Level X or lower ::Magic:: or ::Weapon:: Chara in your WR and either return it to your hand or put it on the bottom of your Stock. 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 - Book | RZ/S116-053S T: None

L1  
C0

### Frederica, Veteran Maid

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

No Traits - Demi-Human | RZ/S116-054 T: Soul

L2  
C1

### Frederica, Veteran Maid

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

No Traits - Demi-Human | RZ/S116-054S T: Soul

L2  
C1

### Frederica, Veteran Maid

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

No Traits - Demi-Human | RZ/S116-054SP T: Soul

L2  
C1

### Magical Girl Ramu

[C] This card is considered to also have "Ramu" as the card name in all zones.  
[A] [Discard a ::Magic:: or ::Weapon:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Magical Girl Remu" in your WR and place it to any Slot on the Stage.  
[A] **CX COMBO** [Put an "Unchanging Bond Connecting Hearts" from your CX Zone in the WR] At the start of your Encore Step, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S116-055 T: Soul

L2  
C1

### Magical Girl Ramu

[C] This card is considered to also have "Ramu" as the card name in all zones.  
[A] [Discard a ::Magic:: or ::Weapon:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Magical Girl Remu" in your WR and place it to any Slot on the Stage.  
[A] **CX COMBO** [Put an "Unchanging Bond Connecting Hearts" from your CX Zone in the WR] At the start of your Encore Step, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Magic - Maid | RZ/S116-055S T: Soul

L2  
C1

### Ram, Formal Kimono

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] **BOND/"Rem, Vulnerable Yawn"** [Discard a card from your hand to the WR]

Magic - Maid | RZ/S116-056 T: None

L0  
C0

### Ram, Formal Kimono

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] **BOND/"Rem, Vulnerable Yawn"** [Discard a card from your hand to the WR]

Magic - Maid | RZ/S116-056S T: None

L0  
C0

### Beatrice, Collapsing Forbidden Library

[C] If there is a Marker under this, this gains +3000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Magic:: or ::Weapon:: Chara or an Event, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Magic - Book | RZ/S116-057 T: None

L0  
C0

### Beatrice, Collapsing Forbidden Library

[C] If there is a Marker under this, this gains +3000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Magic:: or ::Weapon:: Chara or an Event, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Magic - Book | RZ/S116-057S T: None

L0  
C0

### Ram, Halloween Cat

[A] **CX COMBO** When this attacks, if "Realization of Wish After All These Years" is in the CX Zone and you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, look at up to 5 cards from top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-058 T: None

L0  
C0

### Ram, Halloween Cat

[A] **CX COMBO** When this attacks, if "Realization of Wish After All These Years" is in the CX Zone and you have 2 or more other ::Magic:: and/or ::Weapon:: Charas, look at up to 5 cards from top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-058S T: None

L0  
C0

**Beatrice, Exchanged Promise**

[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Book | RZ/S116-059 T: None

L0  
C0

**Beatrice, Exchanged Promise**

[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Book | RZ/S116-059S T: None

L0  
C0

**Beatrice, Tsundere Spirit**

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] [(1)] When this attacks, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Magic - Book | RZ/S116-060 T: Soul

L2  
C1

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**Beatrice, Tsundere Spirit**

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] [(1)] When this attacks, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Magic - Book | RZ/S116-060S T: Soul

L2  
C1

**Ram, Chance Over Obsession**

[A] [Put a Marker from under 1 of your "Roswaal, Obsession Towards Witches" or "Roswaal, True Personality Revealed" in the WR] When this attacks, if you have another ::Magic:: or ::Weapon:: Chara, may pay. If so, this gains +1000 Pow for the turn, and reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Magic - Maid | RZ/S116-061 T: Soul

L2  
C1

**Ram, Chance Over Obsession**

[A] [Put a Marker from under 1 of your "Roswaal, Obsession Towards Witches" or "Roswaal, True Personality Revealed" in the WR] When this attacks, if you have another ::Magic:: or ::Weapon:: Chara, may pay. If so, this gains +1000 Pow for the turn, and reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Magic - Maid | RZ/S116-061S T: Soul

L2  
C1

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**Beatrice, Girl with a Loving Face**

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.  
[S] BRAINSTORM [(1)] 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. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Magic - Book | RZ/S116-062 T: None

L0  
C0

**Beatrice, Girl with a Loving Face**

[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.  
[S] BRAINSTORM [(1)] 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. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Magic - Book | RZ/S116-062S T: None

L0  
C0

**Ram, Oni Clan Survivor**

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Maid | RZ/S116-063 T: None

L0  
C0

**Ram, Oni Clan Survivor**

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand.

Magic - Maid | RZ/S116-063S T: None

L0  
C0

**Ram, Pajama Party**

[S] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] Choose a "Rem, Temporal Peace" in your WR and put it in any Slot on the Stage.  
[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.

Magic - Maid | RZ/S116-064 T: None

L1  
C0

**Ram, Pajama Party**

[S] [Discard a ::Magic:: or ::Weapon:: Chara from your hand to the WR] Choose a "Rem, Temporal Peace" in your WR and put it in any Slot on the Stage.  
[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.

Magic - Maid | RZ/S116-064S T: None

L1  
C0

**Ram, I'll Do Something About It**

[C] During your turn, this gains +4000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 2 or higher card, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Magic - Maid | RZ/S116-065 T: None

L1  
C0

**Ram, I'll Do Something About It**

[C] During your turn, this gains +4000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 2 or higher card, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Magic - Maid | RZ/S116-065S T: None

L1  
C0

**Roswaal, Obsession Towards Witches**

[C] If there's a Marker under this, this gains +3000 Pow and the following ability.  
[A] When this attacks, 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)  
[A] When this is placed from hand to the Stage, you may choose a "Book of Wisdom" in your Memory and put it face-up under this as Marker.

Magic - Odd-Eye | RZ/S116-066 T: None

L1  
C0

**Roswaal, Obsession Towards Witches**

[C] If there's a Marker under this, this gains +3000 Pow and the following ability.  
[A] When this attacks, 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)  
[A] When this is placed from hand to the Stage, you may choose a "Book of Wisdom" in your Memory and put it face-up under this as Marker.

Magic - Odd-Eye | RZ/S116-066S T: None

L1  
C0

**Subaru & Beatrice, First Battle**

[A] When you use the BACKUP of this, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Magic | RZ/S116-067 T: Soul

L1  
C1

**Subaru & Beatrice, First Battle**

[A] When you use the BACKUP of this, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Magic | RZ/S116-067S T: Soul

L1  
C1

**Subaru, Choose Me**  
 [C] When you pay for the cost of **CX COMBO** of your "Beatrice, Waiting for 'The One'", you may put a Marker from under that Chara in the WR instead of a card from hand.  
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.

*Death - Magic | RZ/S116-068 T: Soul*

**L2**  
**C0**

**Subaru, Choose Me**  
 [C] When you pay for the cost of **CX COMBO** of your "Beatrice, Waiting for 'The One'", you may put a Marker from under that Chara in the WR instead of a card from hand.  
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.

*Death - Magic | RZ/S116-068S T: Soul*

**L2**  
**C0**

**Roswall, True Personality Revealed**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may choose a "Book of Wisdom" in your Memory and put it face-up under this as Marker.  
 [A] At the start of your Clock Phase or Attack Phase, if there's a Marker under this, look at up to 2 cards from top of your LB and put them on top of the LB in the original order.

*Magic - Odd-Eye | RZ/S116-069 T: Soul*

**L2**  
**C1**

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**Roswall, True Personality Revealed**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may choose a "Book of Wisdom" in your Memory and put it face-up under this as Marker.  
 [A] At the start of your Clock Phase or Attack Phase, if there's a Marker under this, look at up to 2 cards from top of your LB and put them on top of the LB in the original order.

*Magic - Odd-Eye | RZ/S116-069S T: Soul*

**L2**  
**C1**

**Beatrice, Unbreakable Barrier to Her Heart**  
 [C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.

*Magic - Book | RZ/S116-070 T: Soul*

**L3**  
**C2**

**Beatrice, Unbreakable Barrier to Her Heart**  
 [C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.

*Magic - Book | RZ/S116-070S T: Soul*

**L3**  
**C2**

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**Book of Wisdom**  
 Look at up to 2 cards from top of your LB and put them on top of the LB in the original order, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in the original order, choose up to 1 Chara in your WR and return it to your hand.  
 Send this to Memory.

*RZ/S116-071a T: None*

**L1**  
**C1**

**Book of Wisdom**  
 Look at up to 2 cards from top of your LB and put them on top of the LB in the original order, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in the original order, choose up to 1 Chara in your WR and return it to your hand.  
 Send this to Memory.

*RZ/S116-071b T: None*

**L1**  
**C1**

**Book of Wisdom**  
 Look at up to 2 cards from top of your LB and put them on top of the LB in the original order, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in the original order, choose up to 1 Chara in your WR and return it to your hand.  
 Send this to Memory.

*RZ/S116-071Sa T: None*

**L1**  
**C1**

**Book of Wisdom**  
 Look at up to 2 cards from top of your LB and put them on top of the LB in the original order, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in the original order, choose up to 1 Chara in your WR and return it to your hand.  
 Send this to Memory.

*RZ/S116-071Sb T: None*

**L1**  
**C1**

**Time to Break Destiny**  
**CX COMBO** Choose up to 1 "Choice After 400 Years" in your WR and return it to your hand, choose up to 1 "Book of Wisdom" in your WR and send it to Memory.

*RZ/S116-072 T: None*

**L2**  
**C1**

**Time to Break Destiny**  
**CX COMBO** Choose up to 1 "Choice After 400 Years" in your WR and return it to your hand, choose up to 1 "Book of Wisdom" in your WR and send it to Memory.

*RZ/S116-072S T: None*

**L2**  
**C1**

**Choice After 400 Years**  
 [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/S116-073 T: Salvage*

**Choice After 400 Years**  
 [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/S116-073R T: Salvage*

**Release from the Contract**  
 [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/S116-074 T: Salvage*

**Release from the Contract**  
 [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/S116-074R T: Salvage*

**Realization of Wish After All These Years**  
 [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/S116-075 T: Salvage*

**Realization of Wish After All These Years**  
 [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/S116-075R T: Salvage*

### Rem, Irreplaceable Presence

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. [A] When this becomes Reversed, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.  
[A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +1500 Pow for the turn.

Magic - Maid | RZ/S116-076 T: None

L0  
C0

### Rem, Irreplaceable Presence

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. [A] When this becomes Reversed, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.  
[A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +1500 Pow for the turn.

Magic - Maid | RZ/S116-076EX T: None

L0  
C0

### Rem, Irreplaceable Presence

[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1500 Pow and the following ability. [A] When this becomes Reversed, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.  
[A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +1500 Pow for the turn.

Magic - Maid | RZ/S116-076S T: None

L0  
C0

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### Emilia, Happy Christmas

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

Magic - Elemental | RZ/S116-077 T: None

L0  
C0

### Emilia, Happy Christmas

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

Magic - Elemental | RZ/S116-077S T: None

L0  
C0

### Rem, Vulnerable Yawn

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Words Giving You a Push" is in the CX Zone, may pay. If so, reveal the top card of your LB. If it's Level 0 or lower, deal 3 Damage to your Opp. twice, otherwise, deal 1 Damage to your Opp. twice. (DC can occur. Put the revealed card back where it was)

Magic - Maid | RZ/S116-078 T: Soul

L3  
C2

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### Rem, Vulnerable Yawn

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Words Giving You a Push" is in the CX Zone, may pay. If so, reveal the top card of your LB. If it's Level 0 or lower, deal 3 Damage to your Opp. twice, otherwise, deal 1 Damage to your Opp. twice. (DC can occur. Put the revealed card back where it was)

Magic - Maid | RZ/S116-078S T: Soul

L3  
C2

### Rem, Vulnerable Yawn

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Words Giving You a Push" is in the CX Zone, may pay. If so, reveal the top card of your LB. If it's Level 0 or lower, deal 3 Damage to your Opp. twice, otherwise, deal 1 Damage to your Opp. twice. (DC can occur. Put the revealed card back where it was)

Magic - Maid | RZ/S116-078SP T: Soul

L3  
C2

### Emilia, Checkered Skirt Guide

[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 - Elemental | RZ/S116-079 T: None

L0  
C0

### Emilia, Checkered Skirt Guide

[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 - Elemental | RZ/S116-079S T: None

L0  
C0

### Rem, Halloween Jiangshi

[A] When your CX is placed in the CX Zone, look at the top card of your LB and put it either on top or bottom of the LB, choose 1 of your Charas, and that Chara gains +500 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.

Magic - Maid | RZ/S116-080 T: None

L0  
C0

### Rem, Halloween Jiangshi

[A] When your CX is placed in the CX Zone, look at the top card of your LB and put it either on top or bottom of the LB, choose 1 of your Charas, and that Chara gains +500 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.

Magic - Maid | RZ/S116-080S T: None

L0  
C0

### Rem, Happy Christmas

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** When "Fighting on the Back Foot" is placed in your CX Zone, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, 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 - Maid | RZ/S116-081 T: None

L1  
C0

### Rem, Happy Christmas

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** When "Fighting on the Back Foot" is placed in your CX Zone, reveal the top card of your LB. If it's a ::Magic:: or ::Weapon:: Chara, choose up to 1 ::Magic:: or ::Weapon:: Chara in your WR and return it to your hand, 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 - Maid | RZ/S116-081S T: None

L1  
C0

### Magical Girl Remu

[C] This card is considered to also have "Rem" as the card name in all zones.  
[C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
[A] **CX COMBO** When "Unchanging Bond Connecting Hearts" is placed in your CX Zone, if you have another "Magical Girl Ramu" in the Front Row, choose up to 2 Charas in your WR, choose 1 of them and put it in your hand, and put the rest in your Stock.

Magic - Maid | RZ/S116-082 T: Soul

L2  
C1

### Magical Girl Remu

[C] This card is considered to also have "Rem" as the card name in all zones.  
[C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.  
[A] **CX COMBO** When "Unchanging Bond Connecting Hearts" is placed in your CX Zone, if you have another "Magical Girl Ramu" in the Front Row, choose up to 2 Charas in your WR, choose 1 of them and put it in your hand, and put the rest in your Stock.

Magic - Maid | RZ/S116-082S T: Soul

L2  
C1

### Rem, Checkered Skirt Guide

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may return all cards in your WR to your LB. If so, shuffle your LB." "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 - Maid | RZ/S116-083 T: Soul

L3  
C2

### Rem, Checkered Skirt Guide

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may return all cards in your WR to your LB. If so, shuffle your LB." "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 - Maid | RZ/S116-083S T: Soul

L3  
C2

**Rem, Combat Stance**

[C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When your CX with a Gate Trigger Icon is triggered, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-084 T: None

L0  
C0

**Rem, Combat Stance**

[C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When your CX with a Gate Trigger Icon is triggered, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-084S T: None

L0  
C0

**Emilia, Goal Made While Alone**

[A] [Discard a card from your hand to the WR, put a ::Magic:: or ::Weapon:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Magic - Elemental | RZ/S116-085 T: None

L0  
C0

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**Emilia, Goal Made While Alone**

[A] [Discard a card from your hand to the WR, put a ::Magic:: or ::Weapon:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Magic - Elemental | RZ/S116-085S T: None

L0  
C0

**Emilia, Surprised**

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

Magic - Elemental | RZ/S116-086 T: None

L0  
C0

**Emilia, Surprised**

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

Magic - Elemental | RZ/S116-086S T: None

L0  
C0

**Re:Zero Vol. 3 Booster Pack****Emilia, A Journey Through Memories**

[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] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Magic - Elemental | RZ/S116-087 T: None

L1  
C0

**Emilia, A Journey Through Memories**

[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] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Magic - Elemental | RZ/S116-087S T: None

L1  
C0

**Rem, Formal Kimono**

[A] When your other ::Magic:: or ::Weapon:: Chara attacks, this gains +1000 Pow for the turn.  
 [A] This ability activates up to once per turn. When this becomes Reversed, reveal the top card of your LB. If it's Level is 2 or higher, you may Rest this. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Maid | RZ/S116-088 T: None

L1  
C0

**Rem, Formal Kimono**

[A] When your other ::Magic:: or ::Weapon:: Chara attacks, this gains +1000 Pow for the turn.  
 [A] This ability activates up to once per turn. When this becomes Reversed, reveal the top card of your LB. If it's Level is 2 or higher, you may Rest this. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Magic - Maid | RZ/S116-088S T: None

L1  
C0

**Emilia, Moonlight Shining on Her Face**

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [S] [(2) Rest this] Put the top card of your Clock in the WR.

Magic - Elemental | RZ/S116-089 T: Soul

L2  
C1

**Emilia, Moonlight Shining on Her Face**

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [S] [(2) Rest this] Put the top card of your Clock in the WR.

Magic - Elemental | RZ/S116-089S T: Soul

L2  
C1

**Rem, Supporting Presence**

[C] This doesn't Stand during your Stand Phase.  
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-090 T: None

L0  
C0

**Rem, Supporting Presence**

[C] This doesn't Stand during your Stand Phase.  
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Maid | RZ/S116-090S T: None

L0  
C0

**Subaru, Irreplaceable Friendship**

[C] If you have 2 or more other Charas, this gains +3000 Pow.  
 [A] BOND/"Otto, Irreplaceable Friendship"  
 [Discard a card from your hand to the WR]

Death - Magic | RZ/S116-091 T: None

L1  
C0

**Subaru, Irreplaceable Friendship**

[C] If you have 2 or more other Charas, this gains +3000 Pow.  
 [A] BOND/"Otto, Irreplaceable Friendship"  
 [Discard a card from your hand to the WR]

Death - Magic | RZ/S116-091S T: None

L1  
C0

**Emilia, Carved Love Letter**

[C] During your turn, this gains +1000 Pow.  
 [A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn.

Magic - Elemental | RZ/S116-092 T: None

L1  
C0

**Emilia, Carved Love Letter**

[C] During your turn, this gains +1000 Pow.  
 [A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn.

Magic - Elemental | RZ/S116-092S T: None

L1  
C0

**Otto, Irreplaceable Friendship**  
 [A] [Put this in the WR] When your other "Subaru, Irreplaceable Friendship" is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3500 Pow for the turn.  
 [A] **BOND/"Subaru, Irreplaceable Friendship"** [Discard a card from your hand to the WR]

Merchant | RZ/S116-093 T: None

L1  
C0

**Otto, Irreplaceable Friendship**  
 [A] [Put this in the WR] When your other "Subaru, Irreplaceable Friendship" is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3500 Pow for the turn.  
 [A] **BOND/"Subaru, Irreplaceable Friendship"** [Discard a card from your hand to the WR]

Merchant | RZ/S116-093S T: None

L1  
C0

**Rem, Temporal Peace**  
 --No Text--

Magic - Maid | RZ/S116-094 T: None

L1  
C1

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**Rem, Temporal Peace**  
 --No Text--

Magic - Maid | RZ/S116-094S T: None

L1  
C1

**Rem, Fight for the Ones Who She Believes In**  
 [A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Magic:: or ::Weapon:: Charas in battle, and that Chara gains +2000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Maid | RZ/S116-095 T: Soul

L2  
C1

**Rem, Fight for the Ones Who She Believes In**  
 [A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Magic:: or ::Weapon:: Charas in battle, and that Chara gains +2000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Maid | RZ/S116-095S T: Soul

L2  
C1

Re:Zero Vol. 3 Booster Pack

**Emilia, Light Spreading in the Darkness**  
 [A] [Put another Chara from your Stage in 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.

Magic - Elemental | RZ/S116-096 T: Soul

L3  
C2

**Emilia, Light Spreading in the Darkness**  
 [A] [Put another Chara from your Stage in 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.

Magic - Elemental | RZ/S116-096S T: Soul

L3  
C2

**What I Remember Are Your Words**  
 [Counter] If you don't have a ::Magic:: or ::Weapon:: Chara, you cannot play this from hand.  
 Choose 1 of the following 2 effects and perform it.  
 "Search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB."  
 "Choose 1 of your Charas and return it to your hand."

RZ/S116-097 T: None

L2  
C0

**What I Remember Are Your Words**  
 [Counter] If you don't have a ::Magic:: or ::Weapon:: Chara, you cannot play this from hand.  
 Choose 1 of the following 2 effects and perform it.  
 "Search your LB for up to 1 ::Magic:: or ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB."  
 "Choose 1 of your Charas and return it to your hand."

RZ/S116-097S T: None

L2  
C0

**Words Giving You a Push**  
 [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/S116-098 T: Soul Gate

**Words Giving You a Push**  
 [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/S116-098A T: Soul Gate

**Words Giving You a Push**  
 [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/S116-098EX T: Soul Gate

**Words Giving You a Push**  
 [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/S116-098R T: Soul Gate

**Fighting on the Back Foot**  
 [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/S116-099 T: Soul Gate

**Fighting on the Back Foot**  
 [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/S116-099R T: Soul Gate

**Unchanging Bond Connecting Hearts**  
 [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/S116-100 T: Soul Gate

**Unchanging Bond Connecting Hearts**  
 [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/S116-100R T: Soul Gate