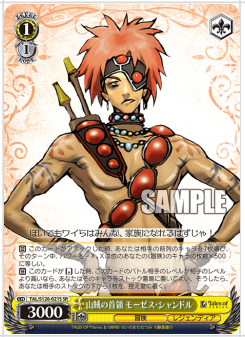
No./125:	125				
TAL/S126-001		**(RR) 0/0 Sophie (Adventure/Graces F)** **CONT** - If you have another <Adventure> character, this gets +1500 power. **AUTO** - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			*SR & SP*
TAL/S126-002		**(RR) 3/2 Asbel (Adventure/Graces F)** **AUTO -** {CX Combo} When this is placed on stage from hand, choose 1 **{Discovery CX - 024}** in your Waiting Room, you may add it to hand or send it to Stock. **AUTO -** {CX Combo} [Discard 1 card] At the end of this card's attack, if you have the **Discovery CX (024)** in your CX Area, and you have 2 or more other <Adventure> characters, you may pay cost. If you do, choose up to 1 <Adventure> character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, "**CONT** - The character across from this gets -2 Soul."			*SR*
TAL/S126-003		**(R) 0/0 Hubert (Adventure/Graces F)** **ACT** - [Rest this] If you have 3 or more other <Adventure> characters, draw 1 card, then discard 1 card. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Discovery Trigger among them, choose up to 1 <Adventure> character from your Waiting Room, and add it to hand.			*SR*

TAL/S126-004		**(R) 0/0 Shirley (Adventure/Legendia)** **CONT** - During your turn, all of your other **{R 0/0 Senel - 005}** gets +2000 power. **AUTO - BOND** [Discard 1 card] to **{R 0/0 Senel - 005}**		*SR*	
TAL/S126-005		**(R) 0/0 Senel (Adventure/Legendia)** **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (025)** in your CX Area, and you have another <Adventure> character, look at up to 3 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. **AUTO - BOND** [Discard 1 card] to {Unknown Shirley}		*SR*	
TAL/S126-006		**(R) 0/0 Pascal (Adventure/Graces F)** **AUTO** - When this is placed on stage from hand, if you have another <Adventure> character, this turn, this gets +2000 power. **AUTO** - (1) During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 <Adventure> character in your Waiting Room, add it to hand.		*SR & SP*	
TAL/S126-007		**(R) 1/0 Cheria (Adventure/Graces F)** **CONT** - During your turn, this gets +4000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Discovery CX (026)** in your CX Area, and you have 3 or more other <Adventure> characters, mill up to 3, choose up to 1 Level X or lower <Adventure> character from your Waiting Room, add it to hand, and this turn, this gets +1000 power. X equals the number of <Adventure> characters sent to Waiting Room by this effect.		*SR*	

TAL/S126-008		**(R) 3/2 Chloe (Adventure/Legendia)** **AUTO** - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock." b) "Send the bottom 3 cards of your opponent's deck to Waiting Room. Is there is a CX among them, deal 1 damage to your opponent."		*SR*	
TAL/S126-009		**(U) 0/0 The Vow of That Day (Adventure/Graces F)** **CONT** - If a CX with a Discovery Trigger is in your CX Area, this card in any area gains Discovery Trigger. **AUTO** - When a CX with a Discovery Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +500 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."		*SR*	
TAL/S126-010		**(U) 0/0 Jay (Adventure/Legendia)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose 1 <Adventure> character in your Waiting Room, add it to hand. **AUTO** - When this attacks, choose 1 of your <Adventure> cahracters, this turn, it gets +1500 power.		*SR*	
TAL/S126-011		**(U) 0/0 Norma (Adventure/Legendia)** **ACT** - [Rest this] Choose 1 of your <Adventure> characters, this turn, it gets +1000 power. **ACT** - [(1) Discard 1 CX, Rest this] Choose 1 CX in your Waiting Room, add it to hand.		*SR*	

TAL/S126-012		**(U) 1/0 Turn Your Beliefs Into Strength (Adventure/Legendia)** **CONT** - During your turn, if you have 4 or more other <Adventure> characters, this gets +3000 power. **AUTO** - When this is placed on stage from hand or sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 character with BOND from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		*SR*	
TAL/S126-013		**(U) 1/0 Richard (Adventure/Graces F)** **AUTO** - When this attacks, if you have 2 or more other <Adventure> characters, this gets +4000 power. **AUTO - BOND** [Discard 1 <Adventure> character] to **{3/2 Asbel - 002}** or **{2/1 Sophie - 015}**		*SR*	
TAL/S126-014		**(U) 2/1 Shirley (Adventure/Legendia)** **CONT** - All of your other **{3/2 Senel - 017}** gets +1500 power and the following ability, "**AUTO** - [(2) Discard 2 cards] When this Direct Attacks, you may pay cost. If you do, deal 3 damage to your opponent." **CONT** - All of your other "Adventure" characters get +1000 power. **AUTO - BOND** [Discard 1 card] to **{3/2 Senel - 017}**		*SR*	
TAL/S126-015		**(U) 2/1 Sophie (Adventure/Graces F)** **CONT** - If you are level 2 or higher, and you have 3 or more other <Adventure> characters, your **{3/2 Asbel - 002}** gets -1 level in hand. **CONT - ASSIST** +2000 to level 3 or higher characters. **AUTO - BOND** [Discard 1 card] to **{3/2 Asbel - 002}** or **{1/0 Richard - 013}**		*SR*	

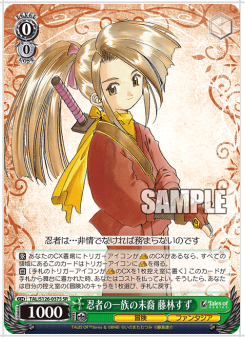
TAL/S126-016		**(U) 3/2 Cheria (Adventure/Graces F)** **CONT** - If your opponent has a Level 3 or higher character, this gets -1 Level in hand. **CONT** - If all of your characters are <Adventure>, this gets +3000 power. **AUTO** - When this is placed on stage from hand, you may heal the bottom card of your Clock.		*SR*	
TAL/S126-017		**(U) 3/2 Senel (Adventure/Legendia)** **AUTO** - When this is placed on stage from hand, draw up to 1 card or choose up to 1 of your opponent's characters, return it to hand. **AUTO** - When this Direct Attacks, reveal the top card of your deck. If that card is a <Adventure> character, add it to hand. **AUTO - BOND** [Discard 1 card] to **{2/1 Shirley - 014}**		*SR*	
TAL/S126-018		**(C) 0/0 Grune (Adventure/Legendia)** **AUTO** - [(1) Put 1 <Adventure> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card. **AUTO** - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.		*SR*	
TAL/S126-019		**(C) 0/0 Malik (Adventure/Graces F)** **AUTO** - At the start of your CX Phase, choose 1 of your <Adventure> characters, this turn, it gets +1000 power. **ACT** - [(1) Rest this] Choose 1 of your <Adventure> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."		*SR*	

TAL/S126-020		**(C) 1/1 Asbel (Adventure/Graces F)** **AUTO** - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Adventure> character, add it to hand and discard 1 card. **ACT - BACKUP** +2000		*SR*
TAL/S126-021		**(C) 1/1 Moses (Adventure/Legendia)** **AUTO** - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -X power. X equals the number of your other <Adventure> characters times 500. **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.		*SR*
TAL/S126-022		**(C) 1/1 Will (Adventure/Legendia)** **CONT** - If all of your characters are <Adventure>, this gets +2500 power and "**AUTO - ENCORE** [Discard 1 character]" **AUTO** - At the start of your CX Phase, choose 1 of your <Adventure> characters, this turn, it gets +2000 power.		*SR*
TAL/S126-023		**(C) 2/1 Hubert (Adventure/Graces F)** **CONT** - During your turn, if you have 2 or more other <Adventure> characters, this gets +4000 power. **AUTO** - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of CXes sent to Waiting Room by this effect.		*SR*

TAL/S126-024		**(CR) Discovery CX** **CONT** - All of your characters get +1000 power and +1 soul. (**DISCOVERY**: When this is Triggered, reveal up to 3 cards from the top of your deck, choose up to 1 character from among them, add it to hand, and send the rest to Waiting Room.)		*RRR*	
TAL/S126-025		**(CR) Choice CX**		*RRR*	
TAL/S126-026		**(CR) Discovery CX** **CONT** - All of your characters get +1000 power and +1 soul. (**DISCOVERY**: When this is Triggered, reveal up to 3 cards from the top of your deck, choose up to 1 character from among them, add it to hand, and send the rest to Waiting Room.)		*RRR*	
TAL/S126-027		**(RR) 0/0 Arche (Adventure/Phantasia)** **AUTO** - [(1) Put 1 <Adventure> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO - ALARM** [Discard 1 <Adventure> character] If this is the top card of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 <Adventure> character in your Waiting Room, add it to hand.		*SR & SP*	
TAL/S126-028		**(RR) 0/0 Colette (Adventure/Symphonia)** **AUTO** - [Discard 1 card] When a CX is placed in your CX Area, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Adventure> character from your Waiting Room, and add it to hand.		*SR*	

TAL/S126-029		**(RR) 1/0 Lloyd (Adventure/Symphonia)** **CONT** - During your turn, if you have another <Adventure> character, this gets +3000 power. **AUTO** - {CX Combo} **RESONATE** [Reveal 1 **{0/0 Colette - 028}** from your hand] When this attacks, if you have the **Bar CX (055)** in your CX Area, and all of your characters are <Adventure>, you may pay cost. If you do, look at up to 3 cards from the top of your deck, and put them back on top in any order, then choose up to 1 <Adventure> character in your Waiting Room, add it to hand.			*SR & SP*
TAL/S126-030		**(RR) 3/2 Mint (Adventure/Phantasia)** **CONT** - If you have 4 or more <Adventure> characters, this gets -1 Level in hand. **AUTO** - When this is placed on stage from hand, Heal up to 1 card from the bottom of your Clock, then choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "**CONT** - This cannot move to other slots." **AUTO** - When this attacks, if you have 4 or more other <Adventure> characters, choose 1 of your characters, this turn, it gets +4500 power.		*SR*	
TAL/S126-031		**(RR) 3/2 Cress (Adventure/Phantasia)** **CONT** - If you have a **{copy of this}** in your Clock, this gets -1 level in hand. **AUTO** - During the turn this was placed on stage from hand or Memory, at the end of this card's attack, deal 1 damage to your opponent, choose up to 1 <Adventure> character in your Waiting Room, send it to Stock, and send this to Memory. **AUTO** - {CX Combo} **MEMORY** - If this is in your Memory, and you are level 3 or higher, when the Bar **CX (056)** is placed in your CX Area, you may place this on stage in an empty slot.		*SR*	

TAL/S126-032		**(R) 0/0 Zelos (Adventure/Symphonia)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - [Discard 1 card, Send 1 of your other <Adventure> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.			*SR & SP*
TAL/S126-033		**(R) 1/0 Raine (Adventure/Symphonia)** **AUTO - RESONATE** [Reveal 1 **{RR 0/0 Colette - 028}** from your hand] At the start of your Attack Phase, if this is in your front row, you may pay cost. If you do, choose 1 of your other characters and this card, this turn, they get +2000 power. **AUTO - RESONATE** [Reveal 1 **{RR 0/0 Colette - 028}** from your hand] When this card's battle opponent is Reversed, if you have a CX with a Bar Trigger in your CX Area, you may pay cost. If you do, draw up to 3 cards, then discard the same amount of cards.		*SR*	
TAL/S126-034		**(R) 1/0 Claus (Adventure/Phantasia)** **AUTO** - [Discard 1 <Adventure> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 cost 0 <Adventure> characters, place it on stage in any slot, and shuffle your deck afterwards.		*SR*	
TAL/S126-035		**(R) 1/1 Marta (Adventure/Knight of Ratatosk)** **CONT** - All of your other **{Green 2/1 Emil - 036}** and **{Red 2/1 Emil - 066}** gains the following ability, "**AUTO** - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order." **CONT - ASSIST** +1500 to Level 2 or higher characters. **ACT** - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add it to hand.		*SR*	

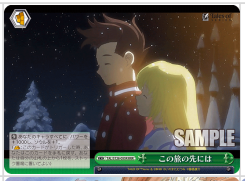
TAL/S126-036		**(R) 2/1 Emil (Adventure/Knight of Ratatosk)** **CONT** - During your opponent's turn, this gets +8000 power. **AUTO** - [Discard 1 <Adventure> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **ACT** - [Rest this] Choose 1 **{Red 2/1 Emil - 066}** underneath this as a Marker or in your Waiting Room, place it on stage in this card's slot, and place this underneath that character face-up as a Marker. If you do, at the end of the turn, swap these characters.		*SR*	
TAL/S126-037		**(U) 0/0 Suzu (Adventure/Phantasia)** **CONT** - If a CX with a Bar Trigger is in your CX Area, this card in any area gains Bar Trigger. **AUTO** - [Discard 1 Bar CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Adventure> character from your Waiting Room, and add it to hand.		*SR*	
TAL/S126-038		**(U) 0/0 Genis (Adventure/Symphonia)** **CONT** - All of your other <Adventure> cahracters get +500 power. **AUTO - RESONATE** [Reveal 1 **{RR 0/0 Collette - 028}** from your hand] When you Trigger a CX with a Bar Trigger, you may pay cost. If you do, draw up to 2 cards, then discard the same amount of cards.		*SR*	

TAL/S126-039		**(U) 0/0 Marta (Adventure/Knight of Ratatosk)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Adventure> characters, you may draw 1 card. If you do, discard 1 card. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.		*SR*	
TAL/S126-040		**(U) 0/0 Cress (Adventure/Phantasia)** **AUTO - ALARM [**Discard 1 card] If this is the top card of your Clock, at the start of your CX Phase, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. **ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		*SR*	
TAL/S126-041		**(U) 0/0 The Power to Fight Was Given to Me By Contract. I Just Wanted to Protect You (Adventure/Knight of Ratatosk)** **AUTO** - (1) When a CX is placed in your CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gains the following ability, "**CONT** - This cannot be targeted by your opponent's effects."		*SR*	
TAL/S126-042		**(U) 1/0 Sheena (Adventure/Symphonia)** **AUTO** - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower character in your Waiting Room, place it on stage in any slot. **AUTO** - When a CX with a Bar Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."		*SR*	

TAL/S126-043		**(U) 1/1 Mint (Adventure/Phantasia)** **CONT - ASSIST** Level x 500 to <Adventure> characters. **CONT - ALARM** - If this is the top card of your Clock, all of your **{RR 3/2 Cress - 031}** gains the following ability, "**AUTO** - [(3) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 4 damage to your opponent." **AUTO** - [Rest this] Choose 1 card in your Clock, add it to hand, then choose 1 card from your hand, put it into Clock.		*SR*	
TAL/S126-044		**(U) 2/1 Arche (Adventure/Phantasia)** **AUTO** - [(1) Send 1 of your <Adventure> characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -1 Soul. **ACT - BACKUP** +2500		*SR*	
TAL/S126-045		**(U) 3/2 Colette (Adventure/Symphonia)** **AUTO** - When this is placed on stage from hand, choose 1 <Adventure> character from your Waiting Room, you may add it to hand. **AUTO** - [Discard 2 <Adventure> characters, Send this Standing card to Waiting Room] At the start of your Encore Step, if this is in your front row, you may pay cost. If you do, deal 4 damage to your opponent, Heal up to 2 cards from the bottom of your Clock, choose up to 2 of your characters, Rest them.		*SR*	
TAL/S126-046		**(C) 0/0 Chester (Adventure/Phantasia)** **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock. **AUTO - ALARM** [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1.		*SR*	

TAL/S126-047		**(C) 0/0 Lloyd (Adventure/Symphonia)** **CONT** - If you have 5 or more hand, this gets +2000 power. **AUTO - RESONATE** [Reveal 1 **{RR 0/0 Colette - 028}** from your hand] At the start of your Attack Phase, you may pay cost. If you do, until the end of your opponent's next turn, this gets +2000 power.		*SR*	
TAL/S126-048		**(C) 0/0 Kratos (Adventure/Symphonia)** **CONT** - During your turn, if you have another <Adventure> character, this gets +3000 power. **AUTO** - When this is placed on stage from hand, choose 1 of your <Adventure> characters, this turn, it gets +X power. X equals the number of your <Adventure> characters times 500.		*SR*	
TAL/S126-049		**(C) 1/0 Regal (Adventure/Symphonia)** **CONT** - For each of your opponent's back row characters, this gets +2000 power. **AUTO - ENCORE** [Discard 1 character]		*SR*	
TAL/S126-050		**(C) 1/0 Chester (Adventure/Phantasia)** **CONT** - During your turn, if you have 2 or more other <Adventure> characters, this turn, this gets +X power. X is equal to your level times 2000. **AUTO** - When this attacks, if you have 2 or more other <Adventure> characters, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room, and this turn, this gets +2000 power.		*SR*	

TAL/S126-051		**(C) 1/0 Richter (Adventure/Knight of Ratatosk)** **AUTO** - When this attacks, if you have another <Adventure> character, this turn, this gets +1 level and +2500 power. **AUTO** - [(1) Rest 1 of your other Standing <Adventure> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
TAL/S126-052		**(C) 2/1 Presea (Adventure/Symphonia)** **CONT** - During your turn, if you have 4 or more other <Adventure> characters, this gets +5000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play Events or BACKUPs from hand." **AUTO** - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		*SR*	
TAL/S126-053		**(R) 1/1 Event** If you don't have a <Adventure> character, this cannot be played from hand. Search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. Choose 1 card in your Clock, you may add it to hand. If you do, choose 1 card from your hand, put it into Clock.		*SR*	
TAL/S126-054		**(R) 2/1 Event** **RESONATE** [Reveal 1 **{RR 0/0 Colette}** from your hand] You may pay cost. If you do, choose up to 2 <Adventure> characters in your Waiting Room, add them to hand.		*SR*	

TAL/S126-055		**(CR) Bar CX**		*RRR*	
TAL/S126-056		**(CR) Bar CX**		*RRR & SSP*	
TAL/S126-057		**(CR) Bar CX**		*RRR*	
TAL/S126-058		**(RR) 0/0 Farah (Adventure/Eternia)** **AUTO** - When this is placed on stage from hand, if you have another <Adventure> character, this turn, this gets +1500 power and the following ability, "**AUTO** - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room." **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Adventure> characters, Rest it, and move it to an empty Back Row slot.		*SR*	
TAL/S126-059		**(RR) 1/0 Reid (Adventure/Eternia)** **CONT** - During your turn, if you have 2 or more other <Adventure> characters, this gets +2000 power. **AUTO** - [Discard 1 card or Send 1 of your other <Adventure> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*	

TAL/S126-060		**(RR) 1/0 Tear (Adventure/The Abyss)** **AUTO** - **{CX Combo}** When the **Chance CX (090)** is placed in your CX Area, if this is in your front row, and you have 2 or more other <Adventure> characters, search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, and this turn, all of your other <Adventure> characters get +1000 power. **AUTO** - When this attacks, if you have 2 or more other <Adventure> characters, this turn, this gets +2000 power.			*SR & SP*
TAL/S126-061		**(RR) 3/2 Luke (Adventure/The Abyss)** **AUTO** - When this is placed on stage from hand or by the ACT effect of **{0/0 Luke - 070}**, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room. **AUTO** - **{CX Combo}** **EXPERIENCE 6** [(2) Discard 2 cards] When this attacks, if you have the **Chance CX (091)** in your CX Area, and the sum of Levels of cards in your Level Zone is 6 or more, you may pay cost. If you do, choose up to 2 cards in your opponent's Waiting Room, place them on top of your opponent's deck in any order, then deal 4 damage to your opponent.			*SR*
TAL/S126-062		**(R) 0/0 Keele (Adventure/Eternia)** **AUTO** - When a CX with a Door Trigger is placed in your CX Area, this turn, all of your characters currently on stage gets +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Door Trigger among them repeat the following effect, "Look at up to 4 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."			*SR*

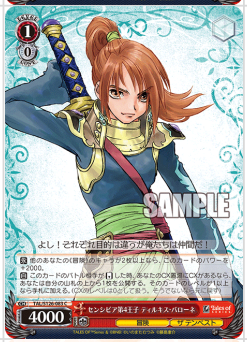
TAL/S126-063		**(R) 0/0 Guy (Adventure/The Abyss)** **AUTO** - When this is placed on stage from hand, choose 1 <Adventure> character from your Level Zone and 1 <Adventure> character from your Waiting Room, you may swap them. **ACT** - [(1) Send this to Waiting Room] Mill up to 3, choose up to 1 Level X or lower <Adventure> character from your Waiting Room, add it to hand. X equals the number of <Adventure> characters sent to Waiting Room by this effect.		*SR*	
TAL/S126-064		**(R) 0/0 Jade (Adventure/The Abyss)** **CONT** - During your turn, this gets +1000 power. **AUTO** - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		*SR & SP*	
TAL/S126-065		**(R) 0/0 Anise (Adventure/The Abyss)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Adventure> character, choose 1 of your characters, this turn, it gets +1000 power. **AUTO** - [(1) Put 1 <Adventure> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Adventure> character from your Waiting Room, and add it to hand.		*SR*	
TAL/S126-066		**(R) 2/1 Emil (Adventure/Knight of Ratatosk)** **CONT** - During your turn, this gets +8000 power. **AUTO** - **{CX Combo}** When this card's battle opponent is Reversed, if you have the **Bar CX (057)** in your CX Area, you may deal 1 damage to your opponent.		*SR*	

TAL/S126-067		**(R) 2/1 Meredy (Adventure/Eternia)** **AUTO** - [Discard 1 card] When this placed on stage from hand, you may pay cost. If you do, choose 1 <Adventure> character in your Waiting Room, add it to hand. **ACT** - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		*SR*	
TAL/S126-068		**(R) 3/2 Caius (Adventure/The Tempest)** **CONT** - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Adventure> characters, this gets +3000 power. **AUTO** - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, and put them back on top in any order, then draw 1 card.		*SR*	
TAL/S126-069		**(R) 3/2 Rubia (Adventure/The Tempest)** **AUTO** - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "Draw up to 3 cards, then discard the same amount." b) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock." **AUTO** - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, until the end of your opponent's next turn, this gets +2500 power and +1 Soul.		*SR*	

TAL/S126-070		**(U) 0/0 Luke (Adventure/The Abyss)** **CONT - EXPERIENCE** - If this is in your Level Zone, this gets +3 Level. **ACT** - [(2) Send 1 of your <Adventure> characters in your Level Zone to Waiting Room, Send this to to your Level Zone] If you are Level 3 or higher, choose 1 **{3/2 Luke - 061}** in your Waiting Room, place it on stage in this card's former slot.		*SR*	
TAL/S126-071		**(U) 1/0 Rubia (Adventure/The Tempest)** **CONT** - All of your other <Adventure> characters get +500 power. **ACT** - [(1) Rest this] Look at up to 3 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		*SR*	
TAL/S126-072		**(U) 1/0 Arria (Adventure/The Tempest)** **CONT** - During your turn, if you have another <Adventure> character, this gets +3000 power. **AUTO** - When this attacks, choose 1 of your other <Adventure> characters, this turn, it gets +X power. X equals the number of your other <Adventure> characters times 500.		*SR*	
TAL/S126-073		**(U) 1/1 Max (Adventure/Eternia)** **CONT** - If you have 2 or more other <Adventure> characters, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +3000 power." - "**AUTO - ENCORE [**Discard 1 character]" **AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +4500 power.		*SR*	

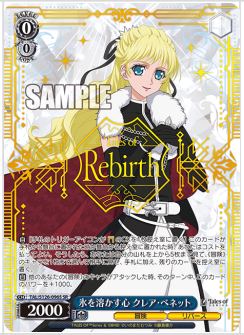
TAL/S126-074		**(U) 2/1 Tear (Adventure/The Abyss)** **CONT - ASSIST** +1500 **ACT** - [Discard 1 <Adventure> character, Rest this] Search your deck for up to 1 **{RR 3/2 Luke - 061}** or **{U 0/0 Luke - 070}**, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
TAL/S126-075		**(U) 3/2 Natalia (Adventure/The Abyss)** **CONT** - If you have 4 or more <Adventure> characters, this gets -1 Level in hand. **AUTO** - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +X power. X equals the number of your <Adventure> characters times 500. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 characters in your Waiting Room, add them to hand.		*SR*	
TAL/S126-076		**(U) 3/2 Guy (Adventure/The Abyss)** **CONT** - If you have 2 or more other <Adventure> characters, this gains the following 2 abilities, - "**CONT** - During your turn, this gets +4000 power." - "**AUTO** - (1) When this is Front Attacked, you may pay cost. If you do, return this to hand." **AUTO** - [Discard 1 card] When this is placed on stage from hand, Heal up to 1 card from the bottom of your Clock, then you may pay cost. If you paid cost, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot.		*SR*	

TAL/S126-077		**(C) 0/0 Ion (Adventure/The Abyss)** **CONT** - Your other front row center slot <Adventure> character gets +1500 power. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect, "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room, and discard 1 card.		*SR*	
TAL/S126-078		**(C) 0/0 Reid (Adventure/Eternia)** **CONT** - During your turn, if you have another {R 0/0 Keele}, all of your other <Adventure> characters get +1000 power. **AUTO** - When you trigger a CX with a Door Trigger, look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room.		*SR*	
TAL/S126-079		**(C) 0/0 Ras (Adventure/Eternia)** **AUTO** - When this attacks, if all of your characters are <Adventure>, choose 1 of your characters, this turn, it gets +2000 power. **AUTO** - [Send this to Waiting Room] When your other <Adventure> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1500 power.		*SR*	
TAL/S126-080		**(C) 0/0 Caius (Adventure/The Tempest)** **AUTO** - At the start of your CX Phase, choose 1 of your <Adventure> characters, this turn, it gets +1500 power. **AUTO** - **{CX Combo}** [Send the **Door CX (093)** from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, look at up to 6 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room		*SR*	

TAL/S126-081		**(C) 0/0 Forest (Adventure/The Tempest)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000. **AUTO** - When this card's battle opponent is Reversed, if you have another <Adventure> character, reveal the top card of your deck. If that card is a Level 2 or higher character, add it to hand.		*SR*	
TAL/S126-082		**(C) 1/0 Jade (Adventure/The Abyss)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Adventure> character, choose 1 of your characters, this turn, it gets +3000 power. **AUTO** - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.		*SR*	
TAL/S126-083		**(C) 1/0 Tilkis (Adventure/The Tempest)** **CONT** - If you have 2 or more other <Adventure> characters, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, add it to hand.		*SR*	
TAL/S126-084		**(C) 1/0 Natalia (Adventure/The Abyss)** **AUTO** - When your other <Adventure> character attacks, this turn, this gets +1500 power. **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Adventure> characters, Rest it, and move it to an empty Back Row slot.		*SR*	

TAL/S126-085		**(C) 1/0 Chat (Adventure/Eternia)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Adventure> characters times 500. **AUTO** - When this attacks, if you have another <Adventure> character, perform the following effect, "(1) You may pay cost. If you do, send the bottom card of your opponent's deck to Waiting Room. If that card is a CX, deal 1 damage to your opponent." You may repeat the effect any number of times as you'd like.		*SR*	
TAL/S126-086		**(C) 1/1 Anise (Adventure/The Abyss)** **AUTO** - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling <Adventure> characters, this turn, it gets +2000 power. **ACT - BACKUP** +2000		*SR*	
TAL/S126-087		**(C) 2/1 Farah (Adventure/Eternia)** **CONT** - If you have a {R 0/0 Keele} and a {0/0 Reid Above}, this gets -1 level in hand. **CONT** - During your turn, this gets +3000 power. **AUTO** - **{CX Combo}** When the **Door CX (092)** is placed in your CX Area, if you have another **{R 0/0 Keele - 062}** and a **{0/0 Reid - 078}**, choose up to 2 characters in your Waiting Room, choose 1, add it to hand, send the rest to Stock.		*SR*	
TAL/S126-088		**(U) 1/0 Event** Reveal the top card of your deck, search your deck for up to 1 Level X or lower <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. X equals the Level of the revealed card.		*SR*	

TAL/S126-089		**(U) 2/1 Event** Choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them. Look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room, then choose 1 <Adventure> character in your Waiting Room, add it to hand.		*SR*	
TAL/S126-090		**(CR) Chance CX** **CONT** - All of your characters get +1000 power and +1 soul. (**CHANCE**: When this is Triggered, send this to Waiting Room, then reveal up to 2 cards from the top of your deck, choose 1, send it to Stock, add the Rest to hand.)		*RRR*	
TAL/S126-091		**(CR) Chance CX** **CONT** - All of your characters get +1000 power and +1 soul. (**CHANCE**: When this is Triggered, send this to Waiting Room, then reveal up to 2 cards from the top of your deck, choose 1, send it to Stock, add the Rest to hand.)		*RRR*	
TAL/S126-092		**(CR) Door CX**		*RRR*	
TAL/S126-093		**(CR) Door CX**		*RRR*	

TAL/S126-094		**(RR) 0/0 Estelle (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.		*SR*	
TAL/S126-095		**(RR) 3/2 Yuri (Adventure/Vesperia)** **AUTO** - **{CX Combo}** When the **Pants CX (123)** is placed in your CX Area, if this is in your front row, and you have 2 or more other characters, deal 2 damage to your opponent, and this turn, this gains the following ability, "**AUTO** - [(5) Discard 2 cards, Send a CX from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, send all of your Stock to Waiting Room, then deal 2 damage to your opponent twice."			*SP*
TAL/S126-096		**(R) 0/0 Claire (Adventure/Rebirth)** **AUTO** - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 <Adventure> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. **AUTO** - When your other <Adventure> character attacks, this turn, this gets +1000 power.		*SR*	
TAL/S126-097		**(R) 1/0 Patty (Adventure/Vesperia)** **CONT** - During your turn, all of your other <Adventure> characters get +1000 power. **AUTO** - (1) When you you trigger a CX with a Pants Trigger, you may pay cost. If you do, put the top card of your deck into Stock, then you draw up to 1 card. If you drew 1, discard 1 card.		*SR*	

TAL/S126-098		**(R) 1/0 Karol (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - When this attacks, if you have a CX with a Pants Trigger in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, during the Trigger Step of this attack, perform Trigger Check twice.		*SR*	
TAL/S126-099		**(R) 1/0 Flynn (Adventure/Vesperia)** **CONT** - During your turn, if you have 3 or more other <Adventure> characters, this gets +2500 power. **AUTO** - **{CX Combo}** When the **Pants CX (124)** is placed in your CX Area, if this is in your front row, and you have 3 or more other <Adventure> characters, look at the top card of your deck, and put it on top or bottom of your deck, then choose up to 1 <Adventure> character in your Waiting Room, add it to hand.		*SR*	
TAL/S126-100		**(R) 3/2 Rita (Adventure/Vesperia)** **CONT** - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Adventure> character in your Clock, add it to hand. **AUTO** - When this attacks, if you have 2 or more other <Adventure> characters, this turn, this gets +4000 power.		*SR & SP*	

TAL/S126-101		**(R) 3/2 Veigue (Adventure/Rebirth)** **CONT** - If your opponent has a Level 3 or higher character, this gets -1 Level in hand. **CONT** - During your turn, if you have 2 or more other <Adventure> characters, this gets +2000 power. **AUTO** - When this is placed on stage from hand, choose up to 1 <Adventure> character in your Waiting Room, send it to Stock, then perform the following effect, "Choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1."		*SR*	
TAL/S126-102		**(U) 0/0 Flynn (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Adventure> characters, this turn, it gets +1500 power. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.		*SR*	
TAL/S126-103		**(U) 0/0 Repede (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand, you may perform the following effect, "Search your deck for up to 1 CX with a Pants Trigger, show it to your opponent, then choose up to 1 CX with a Pants Trigger in your hand, show it to your opponent, swap them, and shuffle your deck afterwards."		*SR*	

TAL/S126-104		**(U) 0/0 Hilda (Adventure/Rebirth)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order. **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Adventure> character, add it to hand and discard 1 card.		*SR*	
TAL/S126-105		**(U) 0/0 Rita (Adventure/Vesperia)** **AUTO** - When you trigger a CX with a Pants Trigger, choose 1 of your characters, this turn, it gets +2000 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Pants Trigger among them, choose up to 1 character from your Waiting Room, and add it to hand.		*SR*	
TAL/S126-106		**(U) 0/0 Raven (Adventure/Vesperia)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Adventure> character from your Waiting Room, add it to hand, then choose 1 of your other <Adventure> characters, this turn, it gets +1000 power.		*SR*	
TAL/S126-107		**(U) 0/0 Tytree (Adventure/Rebirth)** **CONT** - During your turn, if you have 5 or more hand, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Pants Trigger in your CX Area, reveal the top card of your deck. If that card is a <Adventure> character, draw up to 2 cards, then discard 1 card.		*SR*	

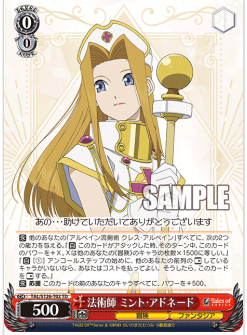
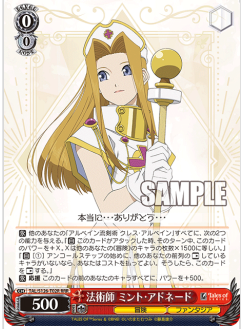
TAL/S126-108		**(U) 1/0 Claire (Adventure/Rebirth)** **ACT** - [Discard 1 card, Send this to Waiting Room] Search your deck for up to 1 <Adventure> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **ACT** - [Rest this] Choose 1 of your <Adventure> characters, this turn, it gets +1500 power.		*SR*	
TAL/S126-109		**(U) 2/1 Estelle (Adventure/Vesperia)** **CONT** - During your turn, all of your other <Adventure> characters get +2000 power. **AUTO** - [Rest this] When your other <Adventure> character is Reversed, if this is in your back row, you may pay cost. If you do, shuffle your Stock, then sent the bottom card of your Stock to Waiting, and Rest that character.		*SR*	
TAL/S126-110		**(C) 0/0 Patty (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is level 1 or higher, draw 1 card, then discard 1 card. If it's level 3 or higher, look at up to 4 cards from the top of your deck, choose up to 1 card from among them, add it to hand, send the rest to Waiting Room.		*SR*	
TAL/S126-111		**(C) 0/0 Annie (Adventure/Rebirth)** **CONT** - All of your other <Adventure> characters get +500 power. **AUTO** - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Adventure> character in your Waiting Room, add it to hand.		*SR*	

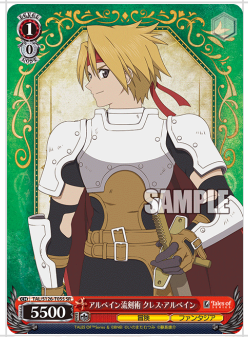
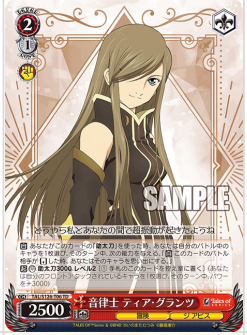
TAL/S126-112		**(C) 0/0 Judith (Adventure/Vesperia)** **CONT** - If all of your characters are <Adventure>, this gets +1500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Adventure> character in your Waiting Room, add it to hand, then discard 1 card."		*SR*	
TAL/S126-113		**(C) 1/0 Eugene (Adventure/Rebirth)** **CONT** - If you have 2 or more other <Adventure> character, this gets +3000 power. **AUTO** - [Discard 1 card] When this attacks, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower <Adventure> character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.		*SR*	
TAL/S126-114		**(C) 1/0 Yuri (Adventure/Vesperia)** **AUTO** - When this is placed on stage from hand, if you have another <Adventure> character, this turn, this gets +4000 power. **ACT** - [Discard 1 <Adventure> character] Reveal the top card of your deck. If that card is an <Adventure> character, this turn, this gains the following ability, "**CONT** - When this attacks, you can choose 1 of your opponent's back row characters, this card may Front Attack that character instead as the Defending character."		*SR*	
TAL/S126-115		**(C) 1/0 Judith (Adventure/Vesperia)** **CONT** - During your turn, for each of your other <Adventure> characters, this gets +500 power. **AUTO** - [(1) Discard 1 character] When this attacks, you may pay cost. If you do, your opponent mills 15.		*SR*	

TAL/S126-116		**(C) 1/1 Mao (Adventure/Rebirth)** **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Adventure> characters, choose 1 <Adventure> character in your Waiting Room, you may send it to Stock. **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck.		*SR*	
TAL/S126-117		**(C) 2/1 Raven (Adventure/Vesperia)** **AUTO** - (2) When you use this card's BACKUP, if you have 4 or more other <Adventure> characters, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room. **ACT - BACKUP** +2500		*SR*	
TAL/S126-118		**(C) 2/1 Veigue (Adventure/Rebirth)** **CONT** - For each of your other back row <Adventure> characters, this gets +2500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Pants CX (125)** in your CX Area, if you have 2 or more other <Adventure> characters, look at the top card of your opponent's deck, and put it on top or bottom of their deck, then choose up to 1 <Adventure> character in your Waiting Room, add it to hand.		*SR*	
TAL/S126-119		**(C) 2/1 Karol (Adventure/Vesperia)** **AUTO** - At the start of your CX Phase, if this is in your front row, choose up to 2 of your characters, until the end of your opponent's next turn, it gains the following ability, "**AUTO** - [(1) Send this to Waiting Room] When your other <Vesperia> character is Front Attacked, you may pay cost. If you do, return that character to hand." **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Adventure> characters times 2000.		*SR*	

TAL/S126-120		**(C) 3/2 Repede (Adventure/Vesperia)** **AUTO** - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Look at up to X cards from the top of your deck, choose up to 1, add it to hand, choose up to 1, send it to Stock, and send the rest to Waiting Room. X equals the number of your opponent's characters." b) "Choose up to 2 <Adventure> characters in your Waiting Room, add them to hand."		*SR*	
TAL/S126-121		**(U) 3/0 Event** **COUNTER** - If you don't have a <Adventure> character, this cannot be played from hand. [Discard 1 CX] You may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -3 Souls.		*SR*	
TAL/S126-122		**(U) 3/3 Event** Send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of level 0 or lower cards sent to Waiting Room by this effect +1.		*SR*	
TAL/S126-123		**(CR) Pants CX**		*RRR*	

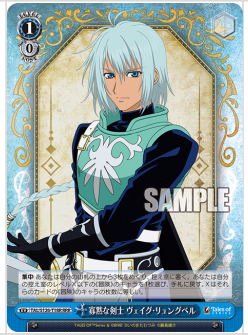
TAL/S126-124		**(CR) Pants CX**		*RRR*	
TAL/S126-125		**(CR) Pants CX**		*RRR*	
TAL/S126-P01 February CX Challenge PR		**(PR) 0/0 Dhaos (Adventure/Phantasia)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Adventure> characters, you may draw 1 card. If you do, discard 1 card. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.		*PR+*	
TAL/S126-P02 March/April Shop Tournament PR Pack		**(PR) 0/0 RPG For You (Adventure/Radiant Mythology)** **AUTO** - When your other <Adventure> character attacks, this turn, this gets +1000 power. **AUTO** - [(1) Send this to Waiting Room] When your other <Adventure> character is Front Attacked, you may pay cost. If you do, return that character to hand.		*Foil & PR+*	

No./20:	19				
TAL/S126-T01		**(TD) 0/0 Caius (Adventure/The Tempest)** **AUTO** - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +X power. X equals the number of your <Adventure> characters times 1000. **AUTO** - When this card's battle opponent is Reversed, reveal the top card of your deck. If that card is a <Adventure> character, add it to hand, then discard 1 card.		*RRR*	
TAL/S126-T02		**(TD) 0/0 Mint (Adventure/Phantasia)** **CONT** - All of your other **{TD 1/0 Cress Vanilla - T05}** gains the following 2 abilities, - "**AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Adventure> characters times 1500." - "**AUTO** - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this." **CONT - ASSIST** +500		*RRR*	
TAL/S126-T03		**(TD) 0/0 Emil (Adventure/Knight of Ratatosk)** **AUTO** - When a CX is placed in your CX Area, choose 1 of your <Adventure> characters, this turn, it gets +1500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.		*RRR*	

TAL/S126-T04		**(TD) 0/0 Marta (Adventure/Knight of Ratatosk)** **AUTO** - [Discard 1 <Adventure> character] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, draw 1 card. **AUTO** - [Discard 1 CX, Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.		*RRR & SP*
TAL/S126-T05		**(TD) 1/0 Cress Vanilla**		*RRR*
TAL/S126-T06		**(TD) 2/1 Tear (Adventure/The Abyss)** **AUTO** - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "**AUTO** - When this card's battle opponent is Reversed, send it to Memory." **ACT - BACKUP** +3000		*RRR*
TAL/S126-T07		**(TD) 2/1 Colette (Adventure/Symphonia)** **CONT - ASSIST** Level x 500. **AUTO** - When you Trigger a CX, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose 1 of your <Adventure> characters, this turn, it gets +1500 power.		*RRR*

TAL/S126-T08		**(TD) 2/1 Lloyd (Adventure/Symphonia)** **CONT** - During your turn, if you have another <Adventure> character, this gets +6000 power. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Adventure> characters, choose 1 <Adventure> character in your Waiting Room, you may send it to Stock.		*RRR*
TAL/S126-T09		**(TD) 3/2 Luke (Adventure/The Abyss)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Adventure> characters times 1000. **AUTO - {1 Per Turn}** [(3) Discard 1 card] During the turn this was placed on stage from hand, at the end of this card's attack, if you have 4 or more other <Adventure> characters, you may pay cost. If you do, Stand this.		*RRR*
TAL/S126-T10		**(TD) 3/2 Reid (Adventure/Eternia)** **AUTO** - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +3500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (T12)** in your CX Area, you may deal 1 damage to your opponent.		*RRR*
TAL/S126-T11		**(TD) 3/2 Farah (Adventure/Eternia)** **AUTO** - When this is placed on stage from hand, you may Heal the bottom card of your Clock. **AUTO** - [(2) Discard 1 card] When this attacks, if all of your characters are <Adventure>, you may pay cost. If you do, reveal the top card of your deck, deal X damage to your opponent. X is equal to the Level of the revealed card +1.		*RRR & SP*

TAL/S126-T12		**(TD) Door CX**		*RRR*	
TAL/S126-T13		**(TD) 0/0 Senel (Adventure/Legendia)** **AUTO** - [(1) Discard 1 <Adventure> character] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters.		*RRR*	
TAL/S126-T14		**(TD) 0/0 Yuri (Adventure/Vesperia)** **CONT** - During your turn, if you have 3 or less Stock, this gets +2000 power. **AUTO** - [(1) Put 1 <Adventure> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Adventure> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*RRR*	
TAL/S126-T15		**(TD) 1/0 Asbel (Adventure/Graces F)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Music> character from your Waiting Room, add it to hand. X equals the number of **{TD 1/0 Sophie - T16}** in your Waiting Room. **AUTO** - When this attacks, if you have 2 or more other <Adventure> characters, this turn, this gets +4000 power.		*SR*	

TAL/S126-T16		**(TD) 1/0 Sophie (Adventure/Graces F)** **AUTO** - When this attacks, if you have another <Adventure> character, this turn, this gets +3000 power. **AUTO - {CX Combo}** [Discard 1 card] When this card's battle opponent is Reversed, if you have the **Pants CX - T19)** in your CX Area, and you have 2 or more other <Adventure> characters, you may pay cost. If you do, search your deck for up to 2 <Adventure> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*SR*	
TAL/S126-T17		**(TD) 1/1 Estelle (Adventure/Vesperia)** **AUTO** - When your other <Adventure> character attacks, this turn, this gets +X power. X equals the number of your other <Adventure> characters times 500. **AUTO - ENCORE** [Discard 1 character]		*SR*	
TAL/S126-T18		**(TD) 1/0 Event** **BRAINSTORM** - Flip over the top 3 cards of your deck, then send them to Waiting Room. Choose up to 1 Level X or lower <Adventure> character from your Waiting Room, add it to hand. X equals the number of <Adventure> characters sent to Waiting Room by this effect.		*RRR*	
TAL/S126-T19		**(TD) Pants CX**		*RRR*	

TAL/S126-T20					