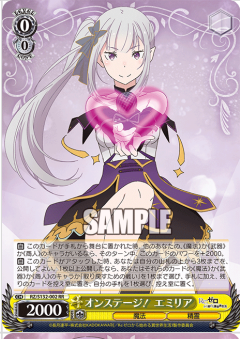


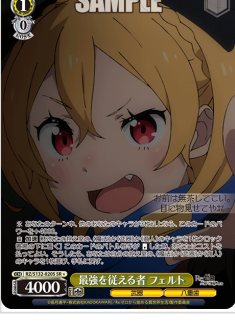
No./100:	100				
RZ/S132-001		(RR) 0/0 Crusch (Magic/Weapon) AUTO - {CX Combo} At the start of your CX Phase, choose 1 Choice CX (038) from your hand and 1 CX with a Choice Trigger in your Waiting Room, you may swap them. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice 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 & SP
RZ/S132-002		(RR) 0/0 Emilia (Magic/Celestial Spirit) AUTO - When this is placed on stage from hand, if you have another <Magic>, <Weapon> or <Merchant> character, this turn, this gets +2000 power. AUTO - When this attacks, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Magic>, <Weapon> or <Merchant> character or an {Yellow U 1/0 Event - 037} from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.			SR & SP
RZ/S132-003		(RR) 1/0 Anastasia (Merchant) CONT - During your turn, if you have another <Magic>, <Weapon> or <Merchant> character, this gets +3000 power. AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Choice CX (039) in your CX Area, choose up to 1 level 2 or higher character in your Waiting Room, add it to hand, then if you have 3 or more CXes with different names and with "LINK Royal Election" in your Waiting Room, choose up to 1 card in your Waiting Room, send it to Stock. <i>*Note: Has a Soul Trigger</i>			SR & SP

RZ/S132-004		(RR) 2/0 Felt (Weapon/Fang Teeth) CONT - During your turn, if you have 3 or more other characters, this gets +4000 power. AUTO - {CX Combo} RESONATE [Reveal 1 {copy of this} from your hand, Send the Choice CX (040) from your CX Area to Waiting Room] At the end of this card's attack, if you are level 2 or higher, and you have 2 or more other characters, you may pay cost. If you do, choose up to 3 Yellow characters in your Waiting Room, add them to hand.	 	SR & SP
RZ/S132-005		(RR) 3/2 Priscilla (Magic/Weapon) CONT - If you have 3 or more other characters, this gets +2000 power. AUTO - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other characters, you may pay cost. If you do, send up to 1 card from the bottom of your Clock to Waiting Room, then choose up to 1 <Magic>, <Weapon> or <Merchant> character in your Waiting Room, add it to hand. AUTO - {CX Combo} When this attacks, if you have the Choice CX (041) in your CX Area, and you have 3 or more CXes with different names in your Waiting Room, look at up to 3 cards from the top of your opponent's deck, choose up to 3 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room.	 	SR & SP
RZ/S132-006		(R) 0/0 Subaru (Death/Magic) AUTO - During this card's battle, when the damage you take is cancelled, you may return this to your hand. AUTO - BOND [Put 1 <Magic>, <Weapon> or <Merchant> character from your Waiting Room on the bottom of your Clock] to {RR 0/0 Emilia - 002}	 	SR & SP

RZ/S132-007		(R) 0/0 Felt (Weapon/Fang Teeth) 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 Choice Trigger, show it to your opponent, then choose up to 1 CX with a Choice Trigger in your hand, show it to your opponent, swap them, and shuffle your deck afterwards."a		SR	
RZ/S132-008		(R) 0/0 Anastasia (Merchant) 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. AUTO - [(1) Put the top card of your deck into 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 <Magic>, <Weapon> or <Merchant> characters or {Yellow U 1/0 Event - 037} from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SR	
RZ/S132-009		(R) 0/0 Felix (Magic/Knight) CONT - For each of your other {RR 0/0 Crusch - 001}, this gets +2000 power. AUTO - [Discard 1 <Magic>, <Weapon> or <Merchant> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {RR 0/0 Crusch - 001}, show it to your opponent, add it to hand, and shuffle your deck afterwards. <i>*Note: Has a Soul Trigger</i>		SR	
RZ/S132-010		(R) 0/0 Al (Weapon/Knight) AUTO - [Discard 1 <Magic>, <Weapon> or <Merchant> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {RR 3/2 Priscilla - 005}, show it to your opponent, add it to hand, and shuffle your deck afterwards. ACT - [(1) Send this to Waiting Room] Look at up to 5 cards from the top of your deck, choose up to 1 level 1 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		SR	

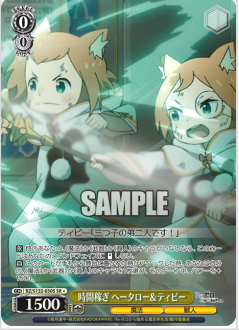
RZ/S132-011		(R) 0/0 Garfiel (Magic/Demi-Human) AUTO - When this is sent from Stage to Waiting Room, look at up to 4 cards from the top of your deck, choose up to 1 CX with a Choice Trigger from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		SR	
RZ/S132-012		(R) 1/0 Priscilla (Magic/Weapon) AUTO - When this is placed on stage from hand, perform the following effect 3 times, "[Discard 1 <Magic>, <Weapon> or <Merchant> character] You may pay cost. If you do, draw 1 card."		SR	
RZ/S132-013		(R) 2/1 Crusch (Magic/Weapon) 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 <Magic>, <Weapon> or <Merchant> character or an {Yellow U 1/0 Event - 037} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. ACT - BACKUP +3000		SR	

RZ/S132-014		(R) 3/2 Reinhard (Weapon/Knight) CONT - If you have 3 or more CXes with different names 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 up to 2 characters in your Waiting Room, add them to hand. AUTO - RESONATE [Reveal 1 {RR 2/0 Felt - 004} from your hand] At the start of your CX Phase, you may pay cost. If you do, until the end of your opponent's next turn, this gets +1500 power and the following ability, "CONT - During this card's battle, you do not take damage from the AUTO effects of your opponent's characters."	 	SR & SP
RZ/S132-015		(R) 3/2 Julius (Magic/Knight) AUTO - [Discard 1 card] 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 2 cards from the top of your deck, choose up to 1, add it to hand, and send the rest to Stock in any order." b) "Choose 1 CX in your Waiting Room, add it to hand."	 	SR & SP
RZ/S132-016		(U) 0/0 Priscilla (Magic/Weapon) AUTO - When this is Reversed, reveal the top card of your deck. If that card is level 1 or higher, you may send this to Stock. AUTO - ALARM - If this is the top card of your Clock, at the start of your CX Phase, choose 1 of your characters, this turn, it gains 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

RZ/S132-017	 (U) 0/0 Julius (Magic/Knight) AUTO - When this is placed on stage from hand, choose 1 of your <Magic>, <Weapon> or <Merchant> characters, this turn, it gets +X power. X is equal to the number of {RR 1/0 Anastasia - 003} in your Waiting Room times 1000. 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	
RZ/S132-018	 (U) 1/0 Crusch (Magic/Weapon) AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Magic>, <Weapon> or <Merchant> character or {Yellow U 1/0 Event}, choose 1 of your opponent's Front Row characters, this turn, it gets -6000 power. AUTO - When this attacks, choose 1 of your other characters, this turn, it gets +X power. X equals that character's Soul times 1000.	 SR	
RZ/S132-019	 (U) 1/0 Ai (Weapon/Knight) AUTO - When this is placed on stage from hand, add up to 2 cards from the bottom of your Stock to hand, then choose the same amount of cards from your hand and put them on the bottom of your Stock in any order. AUTO - When this is Reversed, if the battle opponent's Cost 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	
RZ/S132-020	 (U) 1/0 Felt (Weapon/Fang Teeth) CONT - During your turn, if you have 3 or more other characters, this gets +4000 power. AUTO - ACCELERATE [Put 1 <Magic>, <Weapon> or <Merchant> character from your Waiting Room on the bottom of your Clock] When this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 <Magic>, <Weapon> or <Merchant> character in your Waiting Room, add it to hand.	 SR	

RZ/S132-021		(U) 1/0 Reinhard (Weapon/Knight) AUTO - RESONATE [Reveal 1 {RR 2/0 Felt - 004} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +2000 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	
RZ/S132-022		(U) 1/0 Felix (Magic/Knight) AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the bottom card of your Clock to Waiting Room.		SR	
RZ/S132-023		(U) 2/1 Subaru (Death/Magic) CONT - During your turn, this gets +10000 power. AUTO - [Discard 1 <Magic>, <Weapon> or <Merchant> character, Send this to Memory] When this is Reversed, you may pay cost. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot.		SR	
RZ/S132-024		(U) 2/1 Anastasia (Merchant) CONT - ASSIST +1500 to <Magic>, <Weapon> or <Merchant> characters. ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.		SR	

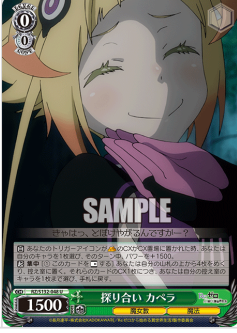
RZ/S132-025		(U) 2/1 Emilia (Magic/Celestial Spirit) CONT - For each of your other <Magic>, <Weapon> or <Merchant> characters, this gets +500 power. AUTO - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck.		SR	
RZ/S132-026		(U) 3/2 Wilhelm (Weapon) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, this turn, this gains the following ability, "AUTO - {1 Per Turn} When this card's damage is cancelled, you may deal 3 damage to your opponent."		SR	
RZ/S132-027		(C) 0/0 Reinhard (Weapon/Knight) AUTO - When this is placed on stage from hand, until the end of your opponent's turn, this gains the following 2 abilities, - "CONT - If you do not have another character, this gets +1 level and +6500 power." - "CONT - BODYGUARD"		SR	
RZ/S132-028		(C) 0/0 Heinkel (Weapon) AUTO - When this is placed on stage from hand, perform the following effect, "Search your deck for up to 1 CX, send it to Waiting Room, and shuffle your deck afterwards. If you sent 1 to Waiting Room, choose up to 1 CX in your Waiting Room, shuffle it into your deck." 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	

RZ/S132-029	 (C) 0/0 Wilhelm (Weapon) AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of <Magic>, <Weapon> or <Merchant> characters milled times 2000. AUTO - When this card's battle opponent is Reversed, if you do not have another back row character, look at up to 2 cards from the top of your deck, choose up to 1 level 0 or lower <Magic>, <Weapon> or <Merchant> character from among them, place it on stage in any back row slot, send the rest to Waiting Room.	 SR	
RZ/S132-030	 (C) 0/0 Hetaro & Tivey (Magic/Beast Man) CONT - If you do not have another <Magic>, <Weapon> or <Merchant> character, this does not Stand during your Stand Phase. AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Magic>, <Weapon> or <Merchant> characters, this turn, it gets +1500 power.	 SR	
RZ/S132-031	 (C) 1/0 Mimi (Magic/Beast Man) CONT - ASSIST +500. AUTO - [Send this to Waiting Room] At the start of the Encore Step, if this is in your back row, you may pay cost. If you do, choose 1 of your <Magic>, <Weapon> or <Merchant> characters, Rest it. <i>*Note: Has a Soul Trigger</i>	 SR	
RZ/S132-032	 (C) 1/0 Emilia (Magic/Celestial Spirit) AUTO - [Discard 1 <Magic>, <Weapon> or <Merchant> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {Yellow U 1/0 Event - 037}, show it to your opponent, add it to hand, and shuffle your deck afterwards. AUTO - When this attacks, if you have 3 or more CXes with different names in your Waiting Room, this turn, this gets +6000 power.	 SR	

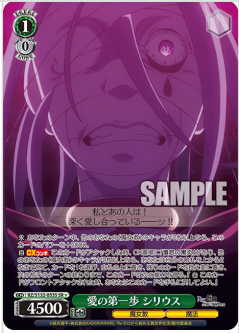
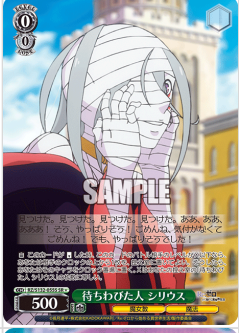
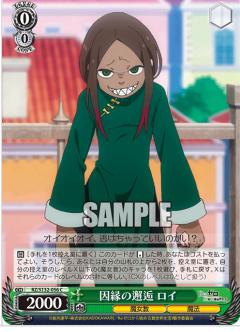
RZ/S132-033		(C) 1/1 Ricardo (Weapon/Beast Man) ACT - BACKUP +3500 [(1) Send this from your hand to the top of your deck]		SR	
RZ/S132-034		(C) 1/1 Subaru (Death/Magic) CONT - For each Marker underneath this, this gets +3000 power. AUTO - When this is placed on stage from hand, choose up to 3 {copies of this} in your Waiting Room, place them underneath this face-down as Markers in any order. <i>*Note: Has 2 Souls.</i>		SR	
RZ/S132-035		(C) 2/0 Joshua (Messenger) CONT - If you are level 2 or higher, and you have 3 or less CXes in your Waiting Room, your {R 3/2 Julius - 015} in your hand gets -1 level. CONT - All of your other {R 3/2 Julius - 015} gets +1500 power and the following ability, "AUTO - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent." CONT - ASSIST +1000.		SR	
RZ/S132-036		(C) 2/1 Garfiel (Magic/Demi-Human) CONT - For each Marker underneath this, this gets +3500 power. AUTO - When this is placed on stage from hand, choose up to 3 {copies of this} in your Waiting Room, place them underneath this face-down as Markers in any order. <i>*Note: Has 2 Souls</i>		SR	

RZ/S132-037		(U) 1/0 Event	Look at up to 6 cards from the top of your deck, choose up to 1 <Magic>, <Weapon> or <Merchant> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. Send this to the bottom of your deck.		SRa & SRb
RZ/S132-038		(CR) Choice CX			RRR
RZ/S132-039		(CR) Choice CX			RRR
RZ/S132-040		(CR) Choice CX			RRR
RZ/S132-041		(CR) Choice CX			RRR

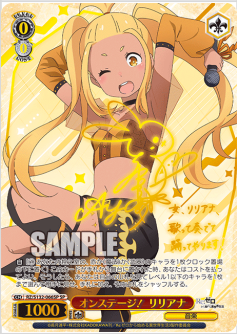
RZ/S132-042	(R) 1/0 Lye (Witch Cult/Magic) AUTO - When this is placed on stage from hand, this turn, this gets +3000 power. AUTO - [Discard 1 <Witch Cult> character] When this is placed on stage from hand, you may pay cost. If you do, until the end of your opponent's next turn, this gains the following ability, "CONT - All of your opponent's characters in all zones lose their card names, and cannot gain new card names."		SR	
RZ/S132-043	(R) 2/1 Sirius (Witch Cult/Magic) AUTO - When this is placed on stage, choose up to 2 of your other <Witch Cult> characters, this turn, they gain the following ability, "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock." AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, randomly choose 1 card from your opponent's hand, reveal it, send it to Memory, at the end of your opponent's next turn, your opponent returns it to their hand.		SR	
RZ/S132-044	(R) 3/2 Regulus (Witch Cult/Magic) CONT - If you have 2 or more other <Witch Cult> characters, this gets +1500 power and "AUTO - ENCORE [(1) Send 1 of your characters from stage to Waiting Room]" AUTO - When this attacks, choose up to 1 card from your opponent's Waiting Room, place it on the top or bottom of their deck. AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (062) in your CX Area, until the end of your opponent's next turn, this gains the following ability, "CONT - The character across from this gets -3 souls."		SR	

RZ/S132-045	 (R) 3/2 Capella (Witch Cult/Magic) CONT - If you have {a copy of this} in your Clock, this gets -1 level in hand. AUTO - When this is placed on stage from hand, choose 1 <Witch Cult> character in your Clock, you may send it to the bottom of your deck. ACT - [(1) Send this to Memory] Search your deck for up to 1 character whose Level is equal or lower than your Level, place it on stage in this card's former slot, and shuffle your deck afterwards.	 SR	
RZ/S132-046	 (U) 0/0 Theresia (Witch Cult/Weapon) AUTO - [(1) Put 1 <Witch Cult> character from your Waiting Room on the bottom of your Clock, Send this to Memory] When this is Reversed, you may pay cost. If you do, search your deck for up to 1 <Witch Cult> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.	 SR	
RZ/S132-047	 (U) 0/0 Regulus (Witch Cult/Magic) CONT - All of your other <Witch Cult> characters gain the following ability, "AUTO - [(1) Discard 1 <Witch Cult> character] When this is front attacked, you may pay cost. If you do, this turn, this cannot be Reversed." ACT - [Rest this] Put up to 2 card from the top of your deck into Stock, then end your Main Phase and proceed to the Encore Step.	 SR	
RZ/S132-048	 (U) 0/0 Capella (Witch Cult/Magic) AUTO - When a CX with a Bar Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +1500 power. 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 character from your Waiting Room, and add it to hand.	 SR	

RZ/S132-049	 (U) 0/0 Rui (Witch Cult/Magic) CONT - This cannot side. AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters and 1 of its Traits, this turn, that character loses that Trait.	 SR	
RZ/S132-050	 (U) 0/0 Lye (Witch Cult/Magic) CONT - You cannot play Events or BACKUPS from hand. AUTO - When this is placed on stage from hand, mill 2. If you milled a CX with a Bar Trigger, choose 1 <Witch Cult> character in your Waiting Room, you may add it to hand.	 SR	
RZ/S132-051	 (U) 1/0 Emilia (Magic/Celestial Spirit) AUTO - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 ""Trial" in the Way - RZ/S116-043 in your Waiting Room, you may send it to Memory. ACT - [Rest this] Choose 1 of your opponent's front row characters, this turn, it gets -2000 power. <i>*Note: Has a Soul Trigger</i>	 SR	
RZ/S132-052	 (U) 1/0 Roy (Witch Cult/Magic) CONT - During your turn, this gets +5000 power. AUTO - (2) When this is placed on stage from hand, if you have 2 or more other <Witch Cult> characters, and you opponent has 5 or more Memory, you may pay cost. If you do, send all of your opponent's characters in Memory to Waiting Room, then your opponent mills 4.	 SR	

RZ/S132-053	 (U) 1/0 Sirius (Witch Cult/Magic) CONT - During your turn, if you have 2 or more other <Witch Cult> characters, this gets +2000 power. AUTO - {CX Combo} When this attacks, if you have the Bar CX (063) in your CX Area, and you have 2 or more other <Witch Cult> 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 until the end of your opponent's next turn, this gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."	 SR	
RZ/S132-054	 (U) 2/1 Kurgan (Witch Cult/Magic) AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power. AUTO - {1 Per Turn} [(2) Discard 2 cards, Send 1 of your other characters on stage to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, send all of your Stock to Waiting Room, then Stand this. <i>*Note: Has 2 Souls.</i>	 SR	
RZ/S132-055	 (C) 0/0 Sirius (Witch Cult/Magic) AUTO - When this is Reversed, if the battle opponent's Level is X or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock. X is equal to the number of {copies of this} in your Waiting Room.	 SR	
RZ/S132-056	 (C) 0/0 Roy (Witch Cult/Magic) AUTO - [Discard 1 card] When this is Reversed, you may pay cost. If you do, mill 2, then choose up to 1 Level X or lower <Witch Cult> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.a	 SR	

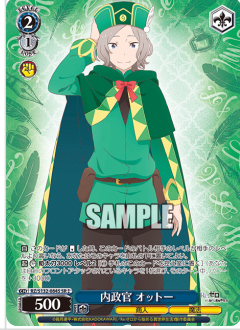
RZ/S132-061		(U) 1/1 Event Search your deck for up to 1 <Witch Cult> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. Reveal the top card of your deck. If it's a level 0 or lower character, send it to Stock.			SRa & SRb
RZ/S132-062		(CR) Bar CX		RRR	
RZ/S132-063		(CR) Bar CX		RRR	
RZ/S132-064		(RR) 0/0 Ram (Magic/Maid) AUTO - At the start of your Main Phase, you may look at the top card of your deck. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, choose up to 1 character from your Waiting Room, and add it to hand. If you sent a {copy of this} to Waiting Room by this effect, choose up to 1 {copy of this} in your Waiting Room, and send it to the bottom of your Stock.			SR & SSP

RZ/S132-065		(RR) 3/2 Beatrice (Magic/Book) CONT - If you have 3 or less CXes in your Waiting Room, this gets -1 Level in hand. CONT - If you have 3 or more other characters, this gets +2000 power. AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "You may send 1 card from the bottom of your Clock to Waiting Room." b) "Perform the following effect twice, "You may 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 & SSP
RZ/S132-066		(R) 0/0 Liliana (Music) AUTO - [(1) Put 1 Red or <Magic> or <Weapon> 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. <i>*Note: Has a Soul Trigger</i>	 	SR & SP
RZ/S132-067		(R) 1/0 Ram (Magic/Maid) AUTO - When this attacks, choose 1 of your other Red or <Magic> or <Weapon> characters, until the end of your opponent's next turn, it gets +2000 power and "AUTO - ENCORE [Discard 1 character]".		SR

RZ/S132-068		(R) 1/0 Beatrice (Magic/Book) CONT - If you have 3 or more other characters, this gets +2000 power. AUTO - {CX Combo} When the Door CX (076) is placed in your CX Area, if this is in your front row, and you have 4 or more other Red or <Magic> or <Weapon> characters, look at up to 2 cards from the top of your deck, choose up to 2 Red or <Magic> or <Weapon> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SR	
RZ/S132-069		(R) 2/1 Liliana (Music) CONT - ASSIST Level x 1000 During your turn. ACT - [Rest this] Choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.		SR	
RZ/S132-070		(C) 2/0 Beatrice (Magic/Book) AUTO - When this is placed on stage from hand, choose 1 {3/2 Saburu - 095} in your Waiting Room, you may place it underneath this face-up as a Marker. AUTO - [Discard 2 cards] When this is Reversed, you may pay cost. If you do, choose 1 {3/2 Subaru - 095} underneath this as a Marker, place on stage in this card slot Rested, then place this underneath that character face-up as a Marker.		SR	
RZ/S132-071		(U) 3/2 Liliana (Music) AUTO - {CX Combo} - (1) If this is in your Waiting Room, and you are level 3 or higher, during your CX Phase, when the Door CX (077) is placed in your CX Area, you may pay cost. If you do, place this on stage in any slot. AUTO - During the turn this was placed on stage from hand or Waiting Room, when this card's battle opponent is Reversed, you may send 1 card from the bottom of your Clock to Waiting Room. AUTO - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent.		SR	

RZ/S132-076		(CR) Door CX		RRR	
RZ/S132-077		(CR) Door CX		RRR	
RZ/S132-078		(RR) 0/0 Rem (Magic/Maid)			SR & SEC
RZ/S132-079		(RR) 3/2 Rem (Magic/Maid)			SR & SSP

RZ/S132-080			SR & SEC
RZ/S132-081			SR
RZ/S132-082			SR

RZ/S132-083	 (R) 1/0 Emilia (Magic/Celestial Spirit) CONT - During your turn, if you have 3 or more other characters, this gets +4000 power. ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 Red or <Magic> or <Weapon> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.	 SR	
RZ/S132-084	 (R) 2/1 Otto (Merchant/Magic) 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. ACT - BACKUP +3000	 SR	
RZ/S132-085	 (U) 0/0 Emilia (Magic/Celestial Spirit) 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 - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Red or <Magic> or <Weapon> character from your Waiting Room, and add it to hand.	 SR	
RZ/S132-086	 (U) 0/0 Emilia (Magic/Celestial Spirit) CONT - MEMORY - If this is in Memory, all of your {RR 3/2 Emilia - 080} gains the following ability, "CONT - This cannot be targeted by your opponent's effects." ACT - [(1) Send this Standing character to Memory] Choose 1 {RR 3/2 Emilia - 080} in your Waiting Room, add it to hand.	 SR	

RZ/S132-087		(U) 1/0 Rem (Magic/Maid) AUTO - When a CX with a Pants Trigger is placed in your CX Area, this turn, this gets +1000 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." AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.		SR	
RZ/S132-088		(C) 0/0 Otto (Merchant/Magic) 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 - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.		SR	
RZ/S132-089		(C) Unexpected Switching, Emilia		SR	
RZ/S132-090		(C) 0/0 Emilia (Magic/Celestial Spirit) CONT - All of your opponent's characters get "AUTO - ENCORE (2)". AUTO - ALARM [(1) Discard 1 card] If this is the top card of your Clock, at the start of your Encore Step, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.		SR	

RZ/S132-091		(C) 1/0 Kind Elder Sister, Emilia (Magic/Celestial Spirit) AUTO - When this is placed on stage from hand, choose 1 "Unexpected Switching, Emilia" (089) in your Waiting Room, you may send it to Stock.		SR	
RZ/S132-092		(C) 1/0 Emilia (Magic/Celestial Spirit) CONT - For each of your other Red or <Magic> or <Weapon> characters, this gets +1000 power. AUTO - When this is placed on stage from hand, this turn, this gets +53 soul.		SR	
RZ/S132-093		(C) 2/1 Emilia (Magic/Celestial Spirit) CONT - ASSIST +500 ACT - [Discard 2 cards, Rest this] Choose 1 character from your Waiting Room whose Level is equal or lower than your Level, place it on stage in any slot.		SR	
RZ/S132-094		(C) 2/1 Emilia (Magic/Celestial Spirit) CONT - ASSIST +2000 to level 3 or higher characters. AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.		SR	

RZ/S132-095		(C) 2/1 Subaru (Death/Magic) CONT - If you have 3 or more other characters, this gets +3000 power. AUTO - {CX Combo} When this attacks, if you have the Pants CX (100) in your CX Area, and you have 3 or more other characters, look at up to 4 cards from the top of your deck, choose up to 1 Red or <Magic> or <Weapon> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then put up to 1 card from the top of your deck into Stock, and until the end of your opponent's next turn, this gains, “AUTO - ENCORE [Discard 1 Red or <Magic> or <Weapon> character]”		SR	
RZ/S132-096		(C) 3/2 Subaru (Death/Magic) AUTO - If this is in your Waiting Room, at the start of your first turn, you may return this to hand. AUTO - {1 Per Turn} When this is Reversed, Rest this. ACT - [Send this to Waiting Room] Choose up to 1 Red or <Magic> or <Weapon> character in your Waiting Room, add it to hand, then shuffle all cards from your Waiting Room into your deck.		SR	
RZ/S132-097		(CR) Pants CX			RRR & AGR
RZ/S132-098		(CR) Pants CX			RRR & AGR
RZ/S132-099		(CR) Pants CX		RRR	

RZ/S132-100



(CR) Pants CX



RRR