

No./100:	100				
SFN/S136-001		(RR) 0/0 Frieren & Fern (Adventurer/Magic) CONT - You can play events without meeting color requirement. AUTO - When you trigger a CX or a {copy of this}, choose 1 of your <Adventurer> or <Magic> characters, this turn, it gets +1000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send it to Memory." 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	
SFN/S136-002		(RR) 0/0 Himmel & Frieren (Adventurer/Magic) AUTO - [(1) Put the top card of your deck into 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 - [Discard 1 Event] When this is 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 <Adventurer> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			SR & SSP
SFN/S136-003		(RR) 1/0 Frieren (Adventurer/Magic) CONT - If you have 2 or more other <Adventurer> or <Magic> characters, this gets +3500 power and the following ability, "AUTO - At the end of this card's attack, look at the top card of your Stock, and put it on the top or bottom of your Stock." AUTO - {CX Combo} When this attacks, if you have the Focus CX (024) in your CX Area, look at up to 4 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character or Event from among them, show it to your opponent, add it to hand or send it to Stock, and send the rest to Waiting Room. If you sent it to Stock, this turn, this gets +2000 power.			SR & SP

SFN/S136-004



(RR) 3/2 Frieren (Adventurer/Magic)

CONT - During your turn, this gets +3000 power.

AUTO - {**CX Combo**} When this attacks, if you have the **Focus CX (023)** in your CX Area, choose 1 of the following 3 effects and resolve it,

- a) "Put up to 5 cards from the top of your deck into Stock."
- b) "Choose up to 1 "**Hellfire Summoning Magic**" (3/5 Event - 020) from your hand, which meets the level and color requirements, play it without paying its cost."
- c) "This turn, this gains the following ability: "**AUTO** - [(8) Discard 1 Yellow Card, Send 1 CX from your CX Area to Waiting Room] At the start of your Encore Step, if this is in your front row, you may pay cost. If you do, choose up to 1 "**Destructive Lightning Magic**" (3/15 Event - 018) from your hand, which meets the level and color requirements, play it without paying its cost.""



SR

SFN/S136-005



(R) 0/0 Heiter (Adventurer/Magic)

CONT - You may choose "**Magic That Removes Rust From Bronze Statues**" (SFN/S108-021) in your Waiting Room for the effects of Choice Trigger.

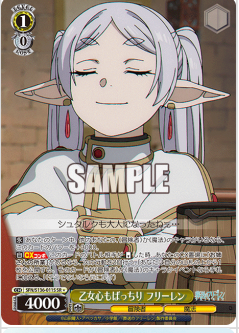
CONT - During your turn, all of your other **"Hero" Himmel** (SFN/S108-104) gets +2000 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."

ACT - [Send 1 of your other characters on stage to Waiting Room, 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 among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR & SP

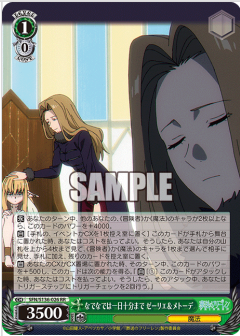
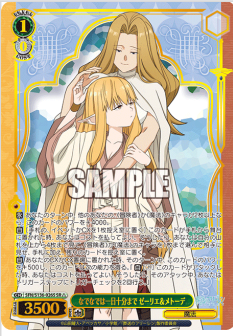
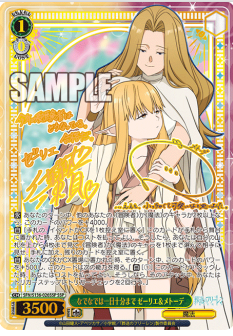
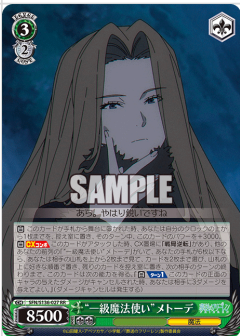
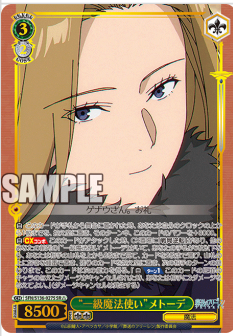
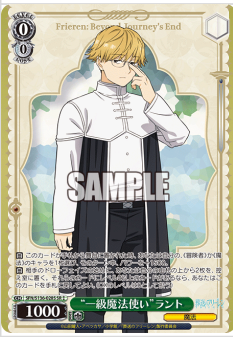
SFN/S136-006		(R) 0/0 Eisen (Adventurer/Weapon) CONT - MEMORY - If this is in your Memory, all of your "Reason to Go on a Journey, Himmel" (SFN/S108-003) gains the following 2 abilities, - "CONT - MEMORY - If you have 3 or more "Statue of the Party of Heroes" (SFN/S108-017) in your Memory, this gets +1000 power and during this card's battle, you do not take damage from the AUTO effects of your opponent's characters." - "CONT - MEMORY - When this attacks, if you have 4 or more "Statue of the Party of Heroes" (SFN/S108-017) in your Memory, look at the top card of your opponent's deck, and put it on top or bottom of their deck." AUTO - {CX Combo} If this is in your Waiting Room, and you do not have a {copy of this} in your Memory, when "Our Adventure" (SFN/S108-T09) or "Eternal Love" (SFN/S108-022) is placed in your CX Area, you may send this to Memory.	 	SR & SP
SFN/S136-007		(R) 2/0 Himmel (Adventurer/Weapon) CONT - During your turn, for each of your other <Adventurer> or <Magic> characters, this gets +1500 power. AUTO - {CX Combo} [Send the Choice CX (022) from your CX Area to Waiting Room] At the end of this card's attack, if you have another <Adventurer> or <Magic> character, you may pay cost. If you do, choose up to 2 <Adventurer> or <Magic> characters in your Waiting Room, add them to hand.	 	SR & SP
SFN/S136-008		(R) 3/2 Himmel (Adventurer/Weapon) CONT - If you have 3 or more CXes with a Focus Trigger in your Waiting Room, this gets -1 Level in hand. CONT - During your turn, if all of your characters are <Adventurer> or <Magic>, this gets +2000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send it to the top of your opponent's deck." AUTO - [Discard 1 <Adventurer> or <Magic> character] When this is placed on stage from hand, you may pay cost. If you do, return the top card of your Clock to your hand.		SR

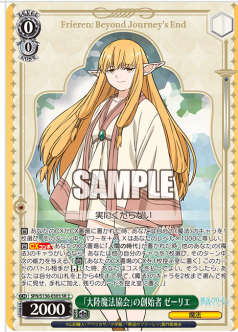
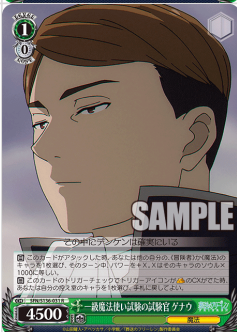
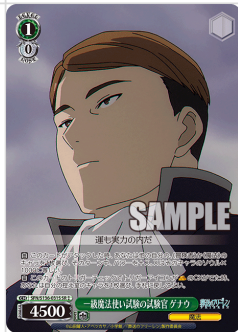
SFN/S136-009		(U) 0/0 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 level 3 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card. AUTO - When this is placed on stage from hand, 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	
SFN/S136-010		(U) 1/0 Frieren (Adventurer/Magic) AUTO - {1 Per Turn} When you play an Event, look at up to 2 cards from the top of your deck, and put them back on top in any order. AUTO - When a CX with a Focus Trigger is placed in your CX Area, perform the following 2 effects once each, - "Choose 1 of your characters, this turn, it gets +1000 power and +1 Soul." - "Choose 1 card in your clock, you may add it to hand. If you do, choose 1 card in your hand and put it into Clock."		SR	
SFN/S136-011		(U) 1/0 Frieren (Adventurer/Magic) CONT - During your turn, if you have another <Adventurer> or <Magic> character, this gets +3000 power. AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Choice CX (025) in your CX Area, perform the following effect two times, "Reveal the top card of your deck. If that card is a <Adventurer> or <Magic> character or an Event, add it to hand."		SR	
SFN/S136-012		(U) 2/1 Heiter (Adventurer/Magic) AUTO - (1) When you use this card's BACKUP, if you have 5 or more CX with a Choice Trigger in your Waiting Room, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck. ACT - BACKUP +2500		SR	

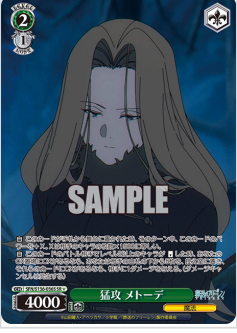
SFN/S136-013		(C) 0/0 Eisen (Adventurer/Weapon) CONT - If this is in your front row center slot, this gets +4000 power and +1 Soul.		SR	
SFN/S136-014		(C) 0/0 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Adventurer> or <Magic> characters, this turn, it gets +1500 power. AUTO - [Discard 1 Event or CX] 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 <Adventurer> or <Magic> character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.		SR	
SFN/S136-015		(C) 0/0 Frieren (Magic) ACT - BRAINSTORM [(1) Rest this] Flip over the top 6 cards of your deck, then send them to Waiting Room. If there is a CX among them, choose up to 1 Cost 0 or lower <Adventurer> or <Magic> character in your Waiting Room, and place it on stage in any slot. <i>*Note: Has a Soul Trigger</i>		SR	
SFN/S136-016		(C) 2/1 Himmel (Adventurer/Weapon) CONT - During your turn, if you have another <Adventurer> or <Magic> character, this gets +6000 power. AUTO - During your turn, when this card's level 2 or higher battle opponent is Reversed, reveal the top card of your deck. If that card is a <Adventurer> or <Magic> character, choose 1 of your opponent's characters, you may return it to hand.		SR	

SFN/S136-017	(C) 3/2 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, this turn, this gets +1500 power, then you may perform the following effect, "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 - [(3) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 4 damage to your opponent.	SR	
SFN/S136-018	(R) 3/15 Destructive Lightning Magic (Event) If you have a {RR 3/2 Frieren - 004}, deal 1 damage to your opponent 4 times, then deal 3 damage to your opponent. AUTO - ALARM [Discard 1 card] If this is the top card of your Clock, and you have 5 or more hand, at the start of your Main Phase, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.	SR	
SFN/S136-019	(U) 1/0 Magic to Find Silver Ore (Event) Mill 3, then choose up 1 Level X or lower <Adventurer> or <Magic> character from your Waiting Room, add it to hand. X equals the number of cards without a Soul Trigger sent to Waiting Room by this effect.	SR	
SFN/S136-020	(U) 3/5 Hellfire Summoning Magic (Event) If you have a {RR 3/2 Frieren - 004}, and your opponent is level 2 with 4 or more clock, choose 1 card in your opponent's clock, send it to their Level, and send the rest of their Clock to Waiting Room. AUTO - ALARM [Discard 1 card] If this is the top card of your Clock, and you have 5 or more hand, at the start of your Main Phase, you may pay cost. If you do, choose 1 Yellow character in your Waiting Room, add it to hand.	SR	

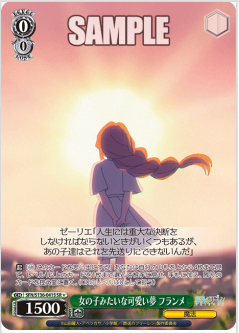
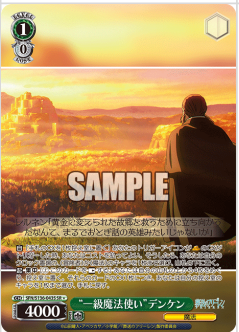
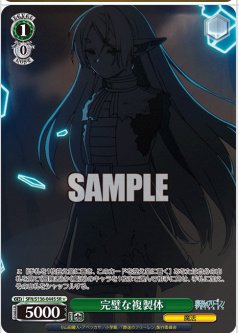
SFN/S136-021		(C) 2/2 Magic to Break a Barrier (Event) Look at up to 4 cards from the top of your opponent's deck, choose up to 1 CX from among them, send it to Waiting Room, return the rest to the deck, and your opponent shuffles their deck afterwards.		SR	
SFN/S136-022		(CR) Choice CX		RRR	
SFN/S136-023		(CR) Focus CX		RRR	
SFN/S136-024		(CR) Focus CX		RRR	
SFN/S136-025		(CR) Choice CX		RRR	

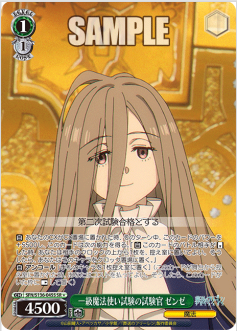
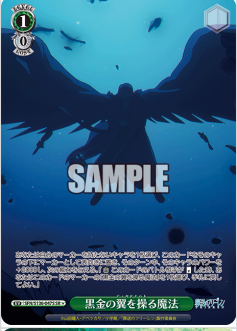
SFN/S136-026		(RR) 1/0 Serie & Methode (Magic) CONT - During your turn, if you have 2 or more other <Adventurer> or <Magic> characters, this gets +4000 power. AUTO - [Discard 1 Event or CX] When this is placed on stage from hand, you may pay cost. if you do, look at up to 4 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. AUTO - When a CX is placed in your CX Area, this turn, this 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 & SSP
SFN/S136-027		(RR) 3/2 Methode (Magic) AUTO - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power. AUTO - {CX Combo} When this attacks, if you have the Bar CX (049) in your CX Area, and you have another front row {copy of this}, and you have 6 or less hand, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room, and until the end of your opponent's next turn, this gains the following ability, "AUTO - {1 Per Turn} When the damage from the character across from this is cancelled, you may deal 3 damage to your opponent."		SR
SFN/S136-028		(R) 0/0 Land (Magic) AUTO - When this is placed on stage from hand, choose 1 of your <Adventurer> or <Magic> characters, this turn, it gets +1500 power. AUTO - At the start of your opponent's Draw Phase, mill 2. If there is a Level 2 or higher card among those cards, you may return this card to hand.	 	SR & SP

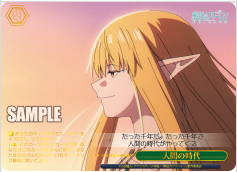
SFN/S136-029		(R) 0/0 Genau (Magic) AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets -1000 power. AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.	 	SR & SP
SFN/S136-030		(R) 0/0 Serie (Magic) AUTO - When a CX is placed in your CX Area, choose 1 of your <Magic> characters, this turn, it gets +X power. X is equal to your level times 1000. AUTO - {CX Combo} When the Bar CX (050) is placed in your CX Area, if you have another <Magic> character, choose 1 of your other characters, this turn, it gains the following ability, "AUTO - [Send the 1 CX from your CX Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 2 <Magic> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room."	 	SR & SP
SFN/S136-031		(R) 1/0 Genau (Magic) AUTO - When this attacks, choose 1 of your other <Adventurer> or <Magic> characters, this turn, it gets +X power. X equals that character's Soul times 1000. AUTO - When this card's trigger check reveals a CX with a Bar Trigger, choose 1 character in your Waiting Room, you may add it to hand.		SR
SFN/S136-032		(R) 2/1 Übel (Magic) ACT - [Send this to Clock] Choose 1 of your opponent's characters, send it to Memory.	 	SR & SP

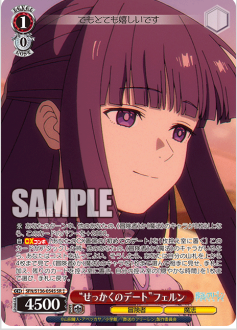
SFN/S136-033		(U) 0/0 Lawine (Magic) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Kanne - 034}, place it on stage in any slot, and shuffle your deck afterwards. AUTO - When this attacks, if you have another {0/0 Kanne - 034}, 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 +4000 power.		SR	
SFN/S136-034		(U) 0/0 Kanne (Magic) AUTO - [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 {0/0 Lawine - 033}, place it on stage in any slot, and shuffle your deck afterwards. AUTO - When this attacks, if you have another {0/0 Lawine - 033}, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, and this turn, this gets +2000 power and +1 soul.		SR	
SFN/S136-035		(U) 1/1 Übel (Magic) AUTO - When you use this card's BACKUP, if you have a <Adventurer> or <Magic> character, you or your opponent mills 3. ACT - BACKUP +2000		SR	
SFN/S136-036		(U) 2/1 Methode (Magic) 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 1500. AUTO - When this card's level 2 or higher battle opponent is Reversed, if you have a CX in your CX Area, send the bottom 5 cards of your opponent's deck to Waiting Room, if there is a CX among them, deal 1 damage to your opponent.		SR	

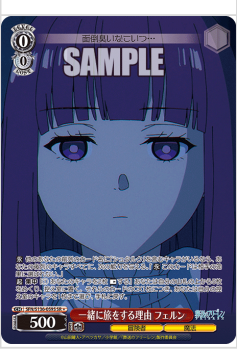
SFN/S136-037	 (U) 3/2 Wirbel (Magic) AUTO - [Discard 1 card] When this is placed on stage from hand, choose up to 1 of your opponent's characters, return it to hand, then you may pay cost. If you do, choose 1 of your opponent's characters, and return it to hand. AUTO - ALARM - If this is the top card of your Clock, at the start of your Attack Phase, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot return to hand, move to other slots or be sent to Memory."	 SR	
SFN/S136-038	 (U) 3/2 Land (Magic) CONT - If you have 3 or more CXes with a Bar Trigger in your Waiting Room, this gets -1 Level in hand. AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 {copy of this} in your Waiting Room, place it on stage in any slot.	 SR	
SFN/S136-039	 (C) 0/0 Richter (Magic) CONT - All of your other <Adventurer> or <Magic> characters get +500 power. AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.	 SR	
SFN/S136-040	 (C) 0/0 Laufen (Magic) AUTO - [Discard 1 <Adventurer> or <Magic> character] When this is placed on stage from hand or attacks, you may pay cost. If you do, draw 1 card. AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.	 SR	

SFN/S136-041		(C) 0/0 Flamme (Magic) ACT - [(1) Send this to Memory] Look at up to 4 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	
SFN/S136-042		(C) 1/0 Genau (Magic) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Magic to Manipulate Niello Wings" (1/0 Event - 047) in your Waiting Room, add it to hand. AUTO - When this attacks, if there is a Marker underneath this, 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 +4000 power.		SR	
SFN/S136-043		(C) 1/0 Denken (Magic) AUTO - [Discard 1 CX] When you trigger a CX with a Bar Trigger, you may pay cost. If you do, choose up to 1 <Adventurer> or <Magic> character in your Clock, send it to the bottom 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 CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		SR	
SFN/S136-044		(C) 1/0 Perfect Replica (Magic) ACT - [Discard 1 card, send this to Waiting Room] Search your deck for up to 1 <Adventurer> or <Magic> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR	

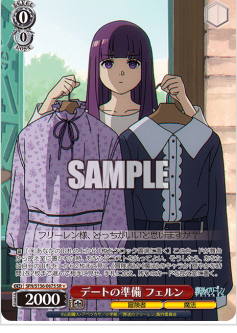
SFN/S136-045		(C) 1/1 Sense (Magic) AUTO - When a CX is placed in your CX Area, this turn, this gets +5500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock." AUTO - ENCORE [Discard 1 character]		SR	
SFN/S136-046		(C) 2/1 Hero of the South (Adventurer) AUTO - When this is placed on stage from hand, choose up to 2 of your 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, choose 1 {U 2/0 Event - 048} in your Waiting Room, add it to hand.		SR	
SFN/S136-047		(U) 1/0 Magic to Manipulate Niello Wings (Event) Choose 1 of your characters without a Marker, place this underneath that character face-up as a Marker, and this turn, it gets +2000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 "Magic to Manipulate Niello Wings" (1/0 Event - 047) underneath this as a Marker, you may add it to hand."		SR	
SFN/S136-048		(U) 2/0 Event Look at up to 3 cards from the top of your deck, and put them back on top in the original order, then look at up to 3 cards from the top of your opponent's deck, and put them back on top in the original order. Send this to Stock.		SR	

SFN/S136-049		(CR) Bar CX		RRR	
SFN/S136-050		(CR) Bar CX		RRR	
SFN/S136-051		(RR) 0/0 Frieren & Fern (Adventurer/Magic) CONT - During your turn, this gets +2000 power. AUTO - [Put the top card of your deck into Clock or Put the top card of your Stock to Waiting Room] When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.			SR & SP
SFN/S136-052		(RR) 3/2 Fern & Stark (Adventurer/Magic) CONT - If you have 4 or more <Adventurer> or <Magic> characters, this gets -1 Level in hand. CONT - If you have 2 or more other <Adventurer> or <Magic> 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 heal 1." b) "If you have 2 or more other <Adventurer> or <Magic> characters, until the end of your opponent's next turn, this gains the following ability, " CONT - The character across from this gets -2 soul.""			SR & SSP

SFN/S136-053		(R) 1/0 Stark (Adventurer/Weapon) CONT - During your turn, if you have another <Adventurer> or <Magic> character, this gets +3500 power and the following ability, "AUTO - When this attacks, if you do not have a CX in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock." AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +3000 power.		SR	
SFN/S136-054		(R) 1/0 Fern (Adventurer/Magic) CONT - During your turn, if you have 2 or more other <Adventurer> or <Magic> characters, this gets +2000 power. AUTO - {CX Combo} [Send the Standby CX (075) from your CX Area to Waiting Room] When this attacks, if you have another <Adventurer> or <Magic> character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose up to 1 {1/1 Event - 073} in your Waiting Room, add it to hand.		SR	
SFN/S136-055		(R) 2/1 Fern (Adventurer/Magic) AUTO - [(2) Send 1 of your 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 whose Level is higher than your opponent's Level, and send it to Waiting Room. ACT - BACKUP +2500		SR	
SFN/S136-056		(R) 2/1 Stark (Adventurer/Weapon) AUTO - At the start of the Encore Step, choose 1 of your characters with "Stark" in its name, this turn, it gains "AUTO - ENCORE [Discard 1 character]" AUTO - At the end of your turn, if you have 3 or less total cards in your Memory and Marker Zone, choose 1 <Adventurer> or <Magic> character in your Waiting Room or Memory, you may place it underneath this face-up as a Marker.		SR	

SFN/S136-057		(R) 2/2 Fern (Adventurer/Magic) CONT - If you have 2 or more other <Adventurer> or <Magic> characters, this gets +2500 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 - ENCORE [Discard 1 character]		SR	
SFN/S136-058		(R) 3/2 Stark (Adventurer/Weapon) AUTO - {CX Combo} [(1) Send the Standby CX (074) from your CX Area to Waiting Room] At the start of your Attack Phase, you may pay cost. If you do, Stand this, and until the end of your opponent's next turn, this gets +2500 power and this cannot be targeted by your opponent's effects. AUTO - [Discard 1 {copy of this}] When this attacks, you may pay cost. If you do, choose 1 Red character in your Clock, place it underneath your other {2/1 Stark - 057} face-up as a Marker. AUTO - When this is front attacked, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.	 	SR & SP	
SFN/S136-059		(U) 0/0 Fern (Adventurer/Magic) CONT - If you have another front row character with "Stark" in its name, all of your back row characters gains the following ability, " CONT - This cannot be targeted by your opponent's effects." ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 5 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	

SFN/S136-060		(U) 0/0 Fern (Adventurer/Magic) AUTO - When this is placed on stage from hand, choose up to 1 card with a COUNTER Icon in your opponent's Waiting Room, your opponent puts it either on the third from the top of their Stock or the bottom of their Stock. AUTO - [(1) Discard 1 CX] 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.		SR	
SFN/S136-061		(U) 0/0 Fern (Adventurer/Magic) 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, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		SR	
SFN/S136-062		(U) 0/0 Stark (Adventurer/Weapon) CONT - This card's power cannot be changed. AUTO - [Put 1 <Adventurer> or <Magic> character from hand into Clock] 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	
SFN/S136-063		(U) 1/1 Stark (Adventurer/Weapon) AUTO - When this is placed on stage from hand, if you have 4 or more other <Adventurer> or <Magic> characters, choose 1 <Adventurer> or <Magic> 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 Memory.		SR	

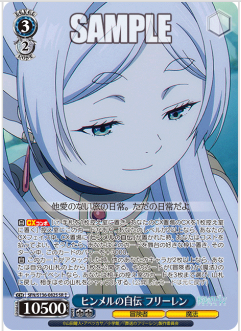
SFN/S136-064		(U) 3/2 Stark (Adventurer/Weapon) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - [(5) Discard 3 cards, Send 4 Markers underneath 1 of your {2/1 Stark - 056} to Waiting Room] When this attacks, you may pay cost. IF you do, deal 5 damage to your opponent. This damage cannot be cancelled unless 2 CXes are revealed.		SR	
SFN/S136-065		(C) 0/0 Freiren (Adventurer/Magic) 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	
SFN/S136-066		(C) 0/0 Freiren (Adventurer/Magic) AUTO - SHIFT Lv.0 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	
SFN/S136-067		(C) 0/0 Fern (Adventurer/Magic) 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 <Adventurer> or <Magic> characters or {New Red 1/1 Event} from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SR	

SFN/S136-068	 (C) 1/0 Freiren (Adventurer/Magic) CONT - MEMORY - If this is in your Memory, all of your "Clumsy Birthday, Stark - SFN/S108-047" gains the following ability, "AUTO - [(2) Discard 2 cards] At the end of this card's attack, if you have a "Clumsy Birthday, Fern - SFN/S108-052" with "Birthday Present - SFN/S108-065" as a Marker, you may pay cost. If you do, declare any number, then deal X damage to your opponent. X is equal to the number you declared." CONT - If this is in your Memory, all of your "Clumsy Birthday, Fern - SFN/S108-052" cannot be targeted by your opponent's effects. ACT - [(1) Send this to Memory, Choose 1 "Birthday Present - SFN/S108-065" in your Waiting Room, add it to hand.	 SR	
SFN/S136-069	 (C) 1/1 Fern (Adventurer/Magic) AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Adventurer> or <Magic> character or {New Red 1/1 Event - 073}, add it to hand and discard 1 card. ACT - BACKUP +2500 [(1) Reveal this from your hand, Send this to the bottom your deck]	 SR	
SFN/S136-070	 (C) 2/1 Freiren (Adventurer/Magic) AUTO - [(1) Discard 1 card, Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 battling character, this turn, it gets +5 Soul. ACT - BACKUP +2500	 SR	

SFN/S136-071		(C) 2/1 Stark (Adventurer/Weapon)	AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, all players shuffle all cards from their Waiting Room into their deck. AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.		SR	
SFN/S136-072		(C) 2/2 Stark (Adventurer/Weapon)	CONT - If all of your characters are <Adventurer> or <Magic>, this gets +4000 power. 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.		SR	
SFN/S136-073		(U) 1/1 Event	If you don't have a <Adventurer> or <Magic> character, this cannot be played from hand. Search your deck for up to 1 character with "Stark" in its name and up to 1 character with "Fern" in its name, show them to your opponent, add them to hand, and shuffle your deck afterwards, then discard 1 card. AUTO - When this is triggered, you may add the top card of your Stock to hand.		SR	
SFN/S136-074		(CR) Standby CX			RRR	

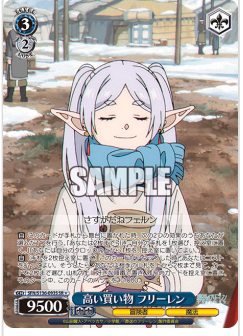
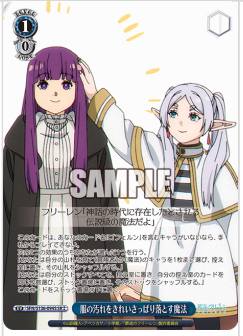
SFN/S136-075		(CR) Standby CX		RRR	
SFN/S136-076		(RR) 0/0 Fern (Adventurer/Magic) CONT - If all of your characters are <Adventurer> or <Magic>, this gets +3000 power and the following ability, "AUTO - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room." AUTO - When this is sent from Stage to Waiting Room, if you have another <Adventurer> or <Magic> character, mill 2. If you milled an Event, you may send this to the bottom of your Stock.	 	SR & SP	
SFN/S136-077		(RR) 1/0 Frieren (Adventurer/Magic) CONT - During your turn, if you have 2 or more other <Adventurer> or <Magic> characters, this gets +4000 power. AUTO - {CX Combo} At the start of your Encore Step, if you have the Pants CX (097) in your CX Area, and this is in your front row, and you have another character, search your deck for up to X <Adventurer> or <Magic> characters, show them to your opponent, choose up to 1, add it to hand, send the rest to Waiting Room, and shuffle your deck afterwards. X is equal to 1 if you are level 2 or higher, 2 if you are level 1 or lower.	 	SR & SP	
SFN/S136-078		(R) 0/0 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, choose 1 of your <Adventurer> or <Magic> characters, this turn, it gets +1500 power. AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot.		SR	

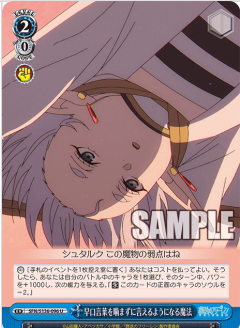
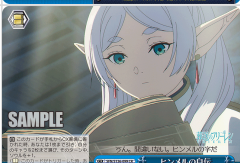
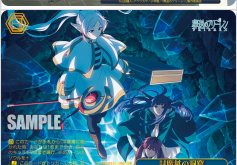
SFN/S136-079		(R) 2/2 Fern (Adventurer/Magic) CONT - During your turn, if you have 3 or more other <Adventurer> or <Magic> characters, this gets +2500 power. AUTO - {CX Combo} [Send the Draw Splitsoul Book CX (100) from your CX Area to Waiting Room] If this is in your Waiting Room, and you are level 1 or higher, during your CX Phase, when the Draw Splitsoul Book CX (100) is placed in your CX Area, you may pay cost. If you do, place this on stage in any slot.		SR	
SFN/S136-080		(R) 3/2 Fern (Adventurer/Magic) CONT - If you have 3 or more CXes with a Book Trigger in your Waiting Room, this gets -1 Level in hand. CONT - If you have 2 or more other <Adventurer> or <Magic> characters, this gets +2000 power. AUTO - [Discard 1 <Adventurer> or <Magic> character] When this is placed on stage from hand, heal up to 1, then you may pay cost. If you paid cost, choose 1 of your opponent's characters, return it to hand.		SR	
SFN/S136-081		(R) 3/2 Fern (Adventurer/Magic) CONT - If you have a {copy of this} in your clock, this gets -1 level in hand. AUTO - {CX Combo} [Send the Pants CX (098) from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "If this is in your front row, deal 2 damage to your opponent, then choose up to 1 {2/0 Event - 095} in your Waiting Room, add it to hand." b) "[(3) Discard 1 card] If this is in your back row, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room, then deal 4 damage to your opponent."		SR	

SFN/S136-082	 (R) 3/2 Frieren (Adventurer/Magic) AUTO - {CX Combo} [(1) Discard 1 card, Send the 1 CX from your CX Area to Waiting Room] If this is in your Waiting Room, and you are level 2 or higher, during your CX Phase, when the Draw Splitsoul Book CX (099) is placed in your CX Area, you may pay cost. If you do, place this on stage in any slot, and this turn, this gets +3000 power. AUTO - When this attacks, if you have 2 or more other characters, reveal the top card of your deck. If that card is a <Adventurer> or <Magic> character or an Event, choose up to 3 cards in your opponent's Waiting Room, your opponent shuffles them into their deck.	 SR	
SFN/S136-083	 (U) 0/0 Frieren (Adventurer/Magic) AUTO - When this is sent from your hand to Waiting Room by the ACT effect of "Fern & Frieren - SFN/S108-075", you may send this to the bottom of your Stock. AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to the bottom of your opponent's deck.	 SR	
SFN/S136-084	 (U) 1/0 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, this turn, this gets +3000 power. AUTO - [(1) Discard 2 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 2 <Adventurer> or <Magic> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.	 SR	
SFN/S136-085	 (U) 1/0 Fern (Adventurer/Magic) AUTO - When a CX with a Book Trigger is placed in your CX Area, look at the top card of your deck, and put it on top or bottom of your deck, and this turn, this gains the following ability, "AUTO - When this card's battle opponent is Reversed, reveal the top card of your deck. If that card is level 1 or higher, add it to hand." AUTO - When this attacks, if you have 2 or more CXes with a Book Trigger in your Waiting Room, this turn, this gets +3000 power.	 SR	

SFN/S136-086	 (U) 1/0 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, if you have another <Adventurer> or <Magic> character, this turn, this gets +2000 power. AUTO - [Discard 1 card, Send 1 of your other <Adventurer> or <Magic> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Adventurer> or <Magic> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, and this turn, this gets +1000 power.	 SR	
SFN/S136-087	 (U) 2/1 Fern (Adventurer/Magic) CONT - ASSIST Level x 500. AUTO - When this is placed on stage from hand, choose 1 "Favorite Magic, Frieren - SFN/S108-074" in your Waiting Room, you may send it to Stock. AUTO - {CX Combo} When "Hero - SFN/S108-109" is placed in your CX Area, if all of your characters are <Adventurer> or <Magic>, declare Deck or Waiting Room, search the declared area for up to 1 "Defensive Magic - SFN/S108-T19" show it to your opponent, and add it to hand. If you declared deck, shuffle your deck.	 SR	
SFN/S136-088	 (C) 0/0 Fern (Adventurer/Magic) AUTO - [(1) Discard 1 <Adventurer> or <Magic> 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.	 SR	

SFN/S136-089		(C) 0/0 Fern (Adventurer/Magic) AUTO - {1 Per Turn} When you play an Event, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck." AUTO - When a CX is placed in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, choose 1 of your <Adventurer> or <Magic> characters, this turn, it gets +1000 power and +1 soul.		SR	
SFN/S136-090		(C) 0/0 Frieren (Adventurer/Magic) AUTO - [Discard 1 card] 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 <Adventurer> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. If you sent a CX with a Pants Trigger to Waiting Room by this effect, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		SR	
SFN/S136-091		(C) 2/1 Frieren (Adventurer/Magic) AUTO - [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 <Adventurer> or <Magic> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. ACT - [Send this to Waiting Room] Choose 1 of your opponent's Back Row level 3 or lower characters, during your opponent's next Stand Phase, that character does not Stand.		SR	
SFN/S136-092		(C) 2/1 Frieren (Adventurer/Magic) 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. ACT - [(1) Discard this card from your hand] If you are level 2 or higher, Look at up to 4 cards from the top of your deck, choose up to 1 <Adventurer> or <Magic> character or an event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		SR	

SFN/S136-093		(C) 3/2 Frieren (Adventurer/Magic) AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it: a) "Draw up to 2 cards, then discard 1 card." b) "You may heal 1." AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room, and this turn, this gets +1000 power.		SR	
SFN/S136-094		(R) 1/0 Magic to Completely Remove Stains From Clothes (Event) If you don't have a character with "Fern" in its name, this cannot be played from hand. Choose 1 of the following 2 effects and resolve it, a) "Search your deck for up to 1 <Adventurer> or <Magic> character, send it to Waiting Room, and shuffle your deck afterwards." b) "Send all of your Stock to Waiting Room, then choose the same amount of cards in your Waiting Room, send them to Stock, and shuffle your Stock." Send this to the bottom of your Stock.		SR	
SFN/S136-095		(U) 2/0 Event COUNTER - If you have 2 or more Blue characters, choose 1 of the following 2 effects and resolve it, a) "Choose 1 Blue character in your Waiting Room, add it to hand." b) "Choose 1 Blue character in your Waiting Room, add it to hand, then discard 1 card, then choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this is sent from stage to Waiting Room, you may place this on stage in this card's former slot Rested."" CONT - If this is in your Waiting Room, you may choose this for the effect of Pants Trigger.		SR	

SFN/S136-096		(U) 2/0 Magic that Allows You to Say Tongue Twisters Without Tripping Over Your Words (Event) COUNTER - [Discard 1 event] You may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1000 power and the following ability, "CONT - The character across from this gets -2 soul."		SR	
SFN/S136-097		(CR) Pants CX		RRR	
SFN/S136-098		(CR) Pants CX		RRR	
SFN/S136-099		(CR) Draw Splitsoul Book CX		RRR	
SFN/S136-100		(CR) Draw Splitsoul Book CX		RRR	

SFN/S136-P01

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(PR) 0/0 Frieren (Adventurer/Magic)

AUTO - When your other <Adventurer> or <Magic> character attacks, this turn, this gets +1000 power.

AUTO - [Send this to Clock] When your other <Adventurer> or <Magic> character is Front Attacked, you may pay cost. If you do, return that character to hand.



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