



YIN YANG ORB

 **SPELL** 



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FANTASY SEAL

Fantasy Seal comes into play with additional  for each other spell you control.

  **SPELL**



FANTASY SEAL

Fantasy Seal comes into play with additional  for each other spell you control.

  **SPELL**



BREEZY CHERRY BLOSSOM

Put  on each spell you control.

 **EVENT**



BREEZY CHERRY BLOSSOM

Put ♣ on each spell you control.



EVENT



BREEZY CHERRY BLOSSOM

Put ♣ on each spell you control.



EVENT



FAITH-AUGMENTATION CEREMONY

Draw until you have exactly five cards in your hand.



EVENT



HAKUREI DANMAKU BARRIER

Distribute ♣♣♣♣♣ among any number of spells you control.



EVENT



BINDING BORDER

Target spell does not unbound during next turn.

Draw a card.



EVENT



BINDING BORDER

Target spell does not unbound during next turn.

Draw a card.



EVENT



PERSUASION NEEDLE

Put ☼☼☼ on target spell you control.

 
BOMB



PERSUASION NEEDLE

Put ☼☼☼ on target spell you control.

 
BOMB



SHRINE PROSPERITY TALISMAN

Put the top card of your deck in play face down

 
BOMB



SHRINE PROSPERITY TALISMAN

Put the top card of your deck in play face down

 
BOMB



HOMING AMULET

Barrier


SPELL



HOMING AMULET

Barrier


SPELL



HOMING AMULET

Barrier



SPELL



EVIL-SEALING CIRCLE

At the end of your turn, you may put  on Evil-Sealing Circle.



SPELL



DISASTER-DISPELLING PRAYER

Spells the opponent plays during next turn cost  more to play.

Draw a card.



EVENT



DIMENSIONAL RIFT

Return target spell to its owner's hand.



BOMB



DIMENSIONAL RIFT

Return target spell to its owner's hand.



BOMB



CONSECRATION TALISMAN

Target spell you control has **barrier**.



BOMB



METEORIC SHOWER

Meteor Shower deals ★ damage to each spell.



EVENT



METEORIC SHOWER

Meteor Shower deals ★ damage to each spell.



EVENT



EARTHLIGHT RAY

Spells you control have **pierce** this turn.



EVENT



MAGIC MISSILE

Magic Missile deals ★ damage to target spell.



EVENT



MAGIC MISSILE

Magic Missile deals ★ damage to target spell.



EVENT



MAGIC MISSILE

Magic Missile deals ★ damage to target spell.



EVENT





BLAZING STAR

Unbound target spell you control.



EVENT



WITCH LEYLINE

Add ☼☼☼ to your spirit pool.



EVENT



WITCH LEYLINE

Add ☼☼☼ to your spirit pool.



EVENT



BLAZING STAR

Unbound target spell you control.



EVENT



ILLUSION LASER

Pierce



SPELL



ILLUSION LASER

Pierce



SPELL



MASTER SPARK

Master Spark comes into play bounded.



SPELL



MASTER SPARK

Master Spark comes into play bounded.



SPELL



MASTER SPARK

Master Spark comes into play bounded.



SPELL



POWERFUL DRUG

Target spell you control cannot be discarded in combat this turn.



BOMB



POWERFUL DRUG

Target spell you control cannot be discarded in combat this turn.



BOMB



EVENT HORIZON

Discard target spell if it has received damage this turn



BOMB



SWEEP ASIDE

Target player shuffles her hand into her deck and draws that many cards.



EVENT



OCCULTATION

Put a spell from your hand into play.



BOMB



STARDUST REVERIE

When Stardust Reverie comes into play, the next spell you play this turn costs ⚡ less to play.



SPELL



STARDUST REVERIE

When Stardust Reverie comes into play, the next spell you play this turn costs ⚡ less to play.



SPELL



STARDUST REVERIE

When Stardust Reverie comes into play, the next spell you play this turn costs ⚡ less to play.



SPELL



ORRERIES SOLAR SYSTEM

Spells your opponent plays come into play bounded.



SPELL





MISDIRECTION

Bound all spells the opponent controls.



EVENT



MISDIRECTION

Bound all spells the opponent controls.



EVENT



TUNNEL EFFECT

Target player draws ★ cards.



EVENT



SILVER BLADE

Whenever you play a card, you may put ● on Silver Blade.



SPELL



SILVER BLADE

Whenever you play a card, you may put ● on Silver Blade.



SPELL



ILLUSION IMAGE

Barrier

When Illusion Image leaves play, you may draw a card.



SPELL



ILLUSION IMAGE

Barrier

When Illusion Image leaves play, you may draw a card.



SPELL



ILLUSION IMAGE

Barrier

When Illusion Image leaves play, you may draw a card.



SPELL



LUMINOUS RICOCHET

Draw a card.

Put Luminous Ricochet on top of you deck.



BOMB



PRIVATE VISION

Look at the top ★ cards of your deck and put them back in any order.

Draw a card.



EVENT



PRIVATE VISION

Look at the top ★ cards of your deck and put them back in any order.

Draw a card.



EVENT



PRIVATE VISION

Look at the top ★ cards of your deck and put them back in any order.

Draw a card.



EVENT





TIME PARADOX

Unbound all spells you control.

EVENT



TIME PARADOX

Unbound all spells you control.

EVENT



PERFECT MAID

Retrieve target spell.

BOMB



JACK THE RIPPER

Whenever you assign Jack the Ripper to attack, the opponent loses ★ cards.

SPELL ★★



PHANTOMIC KILLER

Remove all but one ☼ from target spell.

BOMB



ETERNAL MEEK

At the beginning of your turn, the opponent loses ★ cards.

EVENT



ETERNAL MEEK

At the beginning of your turn, the opponent loses ★ cards.

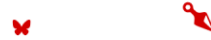


EVENT



SOUL SCULPTURE

The opponent loses ★ cards.



EVENT



SOUL SCULPTURE

The opponent loses ★ cards.



EVENT



SOUL SCULPTURE

The opponent loses ★ cards.



EVENT



ANOTHER MURDER

Remove ♣ from each spell.



BOMB



ANOTHER MURDER

Remove ♣ from each spell.



BOMB