List of Rulers (set SKL, count 10)

Arla, the Winged Lord SKL-001 R Ruler	[J-Activate] {w}{w} {w}{w}: Target resonator with [_Flying_] you control gains [+200/+200] until end of turn.
Arla, the Hegemon of the Sky SKL-001 R J-Ruler ATK 900 / DEF 700	[_Flying_] When this card enters your field, search your main deck for an Angel resonator, reveal it and put it into your hand. Then shuffle your main deck. God's Art <Rain of Arrows> {w}{w}{2}: Whenever a J/resonator you control attacks this turn, this card deals 400 damage to target resonator your opponent controls for each time J/resonators you control attacked this turn. (Play God's Art <Rain of Arrows> only once per game.)
Faria, the Sacred Queen SKL-007 R Ruler	[J-Activate] {w}{w} {w}{w}: You gain 200 life.
Faria, the Ruler of God Sword SKL-007 R J-Ruler ATK 800 / DEF 800	[_Target Attack_] (This card can attack recovered J/resonators.) When this card enters your field, put the top card of your magic stone deck into your magic stone area. Whenever this card attacks, recover target Regalia you control. God's Art <God's Breath> {w}{w}{4}: Recover all resonators you control. Play God's Art <God's Breath> only once per game.
Melgis, the Flame King SKL-027 R Ruler	[J-Activate] Pay {r}{r}. {r}{r}: This card deals 200 damage to target opponent.

Melgis, the One Charmed by the Demon Sword SKL-027 R J-Ruler ATK 1000 / DEF 500	[_First Strike_] (While attacking, this card deals battle damage first to the blocker or attacked object.) When this card enters your field, put the top card of your magic stone deck into your magic stone area. {r}, banish a magic stone or resonator: This card deals 300 damage to target resonator. God's Art <:Unleash the Demon Sword> {r}{r}{4}: Destroy target resonator. This card gains [+X/+0] until end of turn, where X is the ATK of the destroyed resonator. Play God's Art <Unleash the Demon Sword> only once per game.
Valentina, the Princess of Love SKL-048 R Ruler	[J-Activate] {u}{u} {u}{u}: You may put a water resonator with total cost 2 or less from your hand into your field.
Valentina, the Ruler of Paradise SKL-048 R J-Ruler ATK 500 / DEF 500	When this card enters your field, put the top card of your magic stone deck into your magic stone area. Prevent all damage that would be dealt to this card during your turn. This card gains [+100/+100] for each card into your hand. God's Art <Chain of Love> {u}{u}{2}: Gain control of target resonator. (Play God's Art <Chain of Love> only once per game.)
Pricia, the Beast Lady SKL-059 R Ruler	[J-Activate] {g}{g} You may pay the attribute cost of Four Sacred Beasts resonators with will of any attribute. {g}{g}: Target Beast or Four Sacred Beasts gains [+100/+100] until end of turn.
Pricia, the Commander of the Sacred Beasts SKL-059 R J-Ruler ATK 800 / DEF 800	This card gains [_Target Attack_] as long as you control a light resonator, [_Swiftness_] as long as you control a fire resonator, [_Flying_] as long as you control a water resonator and [+200/+200] as long as you control a wind resonator. God's Art <Summon the Sacred Beasts> {g}{g}{g}{x}: Search your main deck for up to X Four Sacred Beasts resonators with different names, reveal them and put them into your hand. Then put up to X Four Sacred Beasts resonators with different names from your hand into your field and shuffle your main deck. (Play God's Art <Summon the Sacred Beasts> only once per game.)
Rezzard, the Undead Lord SKL-077 R Ruler	[J-Activate] {b}{b}. {b}{b}: Put the top two cards of your main deck into your graveyard.

Rezzard, the Desecrating Vampire SKL-077 R J-Ruler ATK 500 / DEF 500	[_Imperishable_] When this card enters your field, you may puy up to two cards from your hand into your chant-standby area face down. This card gains [+200/+200] for each card in your chant-standby area. God's Art <March of Undead> {b}{b}{4}: Remove any number of resonators in your graveyard from the game. For each card removed this way, each player banishes a resonator and discards a card. (Play God's Art <March of Undead> only once per game.)
Machina, the Machine Lord SKL-087 R Ruler	[J-Activate] {4} {x}: Search your main deck for an addition or resonator with total cost X or less with no attribute, reveal it and put it into your hand. Then shuffle your main deck. Play this ability only once per turn.
Machina, the Mechanical Emperor SKL-087 R J-Ruler ATK 800 / DEF 800	When this card enters your field, you may put up to three resonators and/or additions with no attribute from your hand into your field. Banish a resonator with no attribute: Prevent all damage that would be dealt to this card until end of turn. God's Art <Invincible Soldiers> {3}: Resonators with no attribute you control cannot be destroyed this turn. (Play God's Art <Invincile Soldiers> only once per game.)
Alice, the Girl in the Looking Glass (SKL-092) SKL-092 R Ruler	[J-Activate] {u}{1} {Rest}: Search your main deck for a card named "Deep Blue, the Phantom Board", reveal it and put it into your hand. Then shuffle your main deck.
Alice, the Saint of Healing SKL-092 R J-Ruler ATK 400 / DEF 1500	{2}: Target resonator gains [0/+1000] until end of turn. {Rest}: Target resonator cannot be targeted by spells or abilities until end of turn. God's Art <Healing Wind> {u}{g}: J/resonators you control cannot be targeted by spells or abilities until end of turn. Draw three cards. (Play God's Art <Healing Wind> only once per game.)
Alice, the Girl in the Looking Glass (SKL-093) SKL-093 R Ruler	[J-Activate] {u}{1} {Rest}: Search your main deck for a card named "Deep Blue, the Phantom Board", reveal it and put it into your hand. Then shuffle your main deck.
Alice, the Valkyrie of Fairy Tales SKL-093 R J-Ruler ATK 1000 / DEF 1000	When this card enters your field, search your main deck a for Fairy Tale resonator, reveal it and put it into your hand. Then shuffle your main deck. Counters on Fairy Tales you control cannot be removed by effects. God's Art <Leaping Dance> {u}{r}: This card deals 500 damage to target resonator. You may pay {1}. If you do, copy this ability. You may choose new targets for the copy. (Play God's Art <Leaping Dance> only once per game.)

Blazer Gill Rabus SKL-094 R Ruler	[J-Activate] {0}: Play this ability only if your opponent controls a J-Ruler. Magic stones you control gain "{Rest}: Produce {r}.".
Blazer Gill Rabus [J-Ruler] SKL-094 R J-Ruler ATK 1000 / DEF 1000	When this card enters your field, target J-ruler your opponent controls loses all abilities until end of turn. When this card enters your field, destroy target J-ruler your opponent controls. Magic stones you control gain "{Rest}: Produce {r}.". This card gains [+400/+400] as long as you don't control a resonator.