

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Demon Continent:: Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Demon Continent:: Chara in your WR and return it to your hand.

LO
CO

[A] [(1) Send this to Memory] When this is Reversed in Battle, may pay. If so, choose a "Rimuru, Reincarnation from Another World" in your WR and place it Rested to the Slot this was in, and for the turn, that Chara gains ::Resist Pierce::, ::Resist Physical Attack::, ::Cancel Pain::, ::Cancel Temperature::, ::Resist Electricity::, ::Resist Paralysis::, ::Predation::, and ::Great Sage::.

L0
C0

[C] If you are Level 2 or higher, this gains the following ability.
 [S] [Put this in the WR] Choose up to 1 "Rimuru, Bond of Friendship" in your hand and place it in the Slot this was in."
 [A] **BOND**"Rimuru, Bond of Friendship" [Discard a card from your hand to the WR]

$$\frac{L0}{C0}$$

[C] For each of your other ::Demon Continent:: Charas, this gains +500 Pow.

[A] **CX COMBO** When this attacks, if "Naming" is in the CZ, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, put it in your hand. (Otherwise put it back where it was)

L1
C0

[C] For each of your other ::Demon Continent:: Charas, this gains +500 Pow.

[A] **CX COMBO** When this attacks, if "Naming" is in the CZ, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, put it in your hand. (Otherwise put it back where it was)

L1
C0

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, this gains +1 Soul for the turn. (Put the revealed card back)

$$\frac{L1}{C0}$$

[C] This cannot Side Attack.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

L1
C0

[C] All your other ::Demon Continent:: Charas gain +1000 Pow.
[A] When your Climax is placed in your CZ, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

L2
C1

[C] For each Marker under this, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a ::Demon Continent:: Chara in your WR and put it face-down under this as Marker.

L3
C2

[C] For each Marker under this, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a ::Demon Continent:: Chara in your WR and put it face-down under this as Marker.

L3
C2

[C] All your Charas gain +1000 Pow and +1 Soul.

[C] All your Charas gain +1000 Pow and +1 Soul.

—

[C] All your Charas gain +2 Soul.

1

[A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

L0
C0

[A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 :: Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

$$\frac{L0}{C0}$$

[C] All your other ::Demon Continent:: Charas gain +500 Pow.
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

LO
CO

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Demon Continent:: Charas among those cards.

$$\frac{L0}{C0}$$

Shizu, Road to Loneliness

[A] When your other ::Demon Continent:: Chara attacks, this gains +1000 Pow for the turn.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Demon Continent - Mask | TSK/S70-T14 T: None

L1

C1

Gobta, Tempest Wolf Summon!

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Demon Continent | TSK/S70-T15 T: Soul

L2

C1

Ranga, Loyalty

[A] When this attacks, this gains +X Pow for the turn.
X = 1000 times # of your other ::Demon Continent:: Charas.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Demon Continent - Shadow | TSK/S70-T16 T: Soul

L2

C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Ranga, Loyalty

[A] When this attacks, this gains +X Pow for the turn.
X = 1000 times # of your other ::Demon Continent:: Charas.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Demon Continent - Shadow | TSK/S70-T16R T: Soul

L2

C1

Rimuru, Bond of Friendship

--No Text--

Demon Continent - Slime | TSK/S70-T17 T: Soul

L2

C2

Shizu, Surging Flame

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Demon Continent:: Charas.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Demon Continent - Flame | TSK/S70-T18 T: Soul

L3

C2

That Time I Got Reincarnated as a Slime Trial Deck

Shizu, Surging Flame

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Demon Continent:: Charas.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Demon Continent - Flame | TSK/S70-T18SP T: Soul

L3

C2

Anti-Demon Mask

Search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

TSK/S70-T19 T: None

L1

C1

Person of Destiny

[C] All your Charas gain +1000 Pow and +1 Soul.

TSK/S70-T20 T: Soul Gate