

### Rimuru, After Battle

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas and return it to their hand.

Demon Continent - Slime | TSK/S70-001 T: None

L0  
C0

### Rimuru, After Battle

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas and return it to their hand.

Demon Continent - Slime | TSK/S70-001SEC T:

L0  
C0

### Rimuru, Successor

[A] When this is placed from hand to the Stage or via effect of [S] of "Inherited Feelings, Rimuru" to the Stage, look at up to 3 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.  
 [A] **CX COMBO** [(2)] When this attacks, if "What Everyone Has" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
 [S] **RECOLLECTION** [(1) Rest 1 of your Charas] If "Ruler of Flame" Shizu' is in your Memory, choose up to 1 "Rimuru, Successor" or "Predation" Rimuru' from your hand, place it to any slot on the Stage, and place all Markers under this underneath that Chara facedown in any order.

Demon Continent - Slime | TSK/S70-002 T: Soul

L3  
C2

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### Rimuru, Successor

[A] When this is placed from hand to the Stage or via effect of [S] of "Inherited Feelings, Rimuru" to the Stage, look at up to 3 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.  
 [A] **CX COMBO** [(2)] When this attacks, if "What Everyone Has" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
 [S] **RECOLLECTION** [(1) Rest 1 of your Charas] If "Ruler of Flame" Shizu' is in your Memory, choose up to 1 "Rimuru, Successor" or "Predation" Rimuru' from your hand, place it to any slot on the Stage, and place all Markers under this underneath that Chara facedown in any order.

Demon Continent - Slime | TSK/S70-002SEC T: Soul

L3  
C2

### Shion, Fulfilling the Humiliation

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Demon Continent::, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Demon Continent - Secretary | TSK/S70-003 T: Soul

L3  
C2

### Shion, Fulfilling the Humiliation

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Demon Continent::, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Demon Continent - Secretary | TSK/S70-003SP T: Soul

L3  
C2

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### Hakurou, Iai Strike

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.  
 [A] When this attacks, choose 1 of your other ::Demon Continent:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Demon Continent:: Charas.

Demon Continent - Kenjutsu | TSK/S70-004 T: None

L0  
C0

### Elen, Sense of Respect

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [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, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 of those cards, put it in your hand, and put the rest in the WR."

Demon Continent - Adventurer | TSK/S70-005 T:

L0  
C0

### "Great Forest Manager" Treyni

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Demon Continent - Plant | TSK/S70-006 T: None

L0  
C0

### "Samurai" Shion

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Demon Continent - Secretary | TSK/S70-007 T:

L0  
C0

### Shion, Matchless Warrior

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Demon Continent:: Charas.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Overwhelming Blow" is in your CZ, search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

Demon Continent - Secretary | TSK/S70-008 T:

L1  
C0

### Shion, Matchless Warrior

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Demon Continent:: Charas.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Overwhelming Blow" is in your CZ, search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

Demon Continent - Secretary | TSK/S70-008S T:

L1  
C0

### Rimuru, Way to Walk Together

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
 [S] [Rest this] Choose a Chara in your Opp.'s Back Row that is higher Level than your Opp.'s Level. That Chara does not Stand during your Opp.'s next Stand Phase.

Demon Continent - Slime | TSK/S70-009 T: Soul

L1  
C1

### Rimuru, Way to Walk Together

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
 [S] [Rest this] Choose a Chara in your Opp.'s Back Row that is higher Level than your Opp.'s Level. That Chara does not Stand during your Opp.'s next Stand Phase.

Demon Continent - Slime | TSK/S70-009S T: Soul

L1  
C1

### Kuro, Mysterious Devil

[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1000 Pow.  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Demon Continent - Demon | TSK/S70-010 T: Soul

L2  
C1

### Kuro, Mysterious Devil

[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1000 Pow.  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Demon Continent - Demon | TSK/S70-010S T: Soul

L2  
C1

### "Orc Disaster" Geld

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and your Opp. takes X Damage. X = sum of # of Soul Trigger Icons among those cards. (DC can occur)  
 [A] **CX COMBO** When "Death March Dance" is placed to your CZ, if this is in your Front Row, choose up to 1 of your Opp.'s Charas, return it to their hand, choose up to 1 ::Demon Continent:: Chara in your WR and put it to Stock.  
 [A] [Put a Chara on your Stage with "Orc" in name that is not Reversed into the WR] At the beginning of the Encore Step, may pay. If so, Rest this.

Demon Continent - Demon Lord | TSK/S70-011 T: Soul

L3  
C2

### "Orc Lord" Geld

[C] If this has 4 or more Markers underneath it, it does not Stand during your Stand Phase.  
 [S] [Rest this] Look at the top card of your LB, place it under this as a Marker, choose 1 of your ::Demon Continent:: Charas, and that Chara gains +1500 Pow for the turn.  
 [S] [(1) Put 4 Markers from under this in the WR, put this in the WR] If you are Level 2 or higher, choose up to 1 "Orc Disaster" Geld in your hand and place it to this card's slot.  
 [S] [Put 1 of your other "Geldmud, Cunning Devil" from Stage under this facedown as Marker] Stand this, choose a ::Demon Continent:: Chara in your WR and put that Chara to Stock.

Demon Continent - None | TSK/S70-012 T: None

L0  
C0

**Elemental Colossus**  
 [C] During your turn this gains +4000 Pow.

*Demon Continent - None | TSK/S70-013 T: None*

L1  
C0

**"Demon Lord" Ramiris**  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Demon Continent:: Chara in your WR and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

*Demon Continent - Demon Lord | TSK/S70-014 T:*

L1  
C0

**"Director" Hakuro**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

*Demon Continent - Kenjutsu | TSK/S70-015 T: Soul*

L1  
C1

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**"Teacher" Hakuro**  
 [A] When you use the **BACKUP** of this, if you have a ::Demon Continent:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Demon Continent - Kenjutsu | TSK/S70-016 T: Soul*

L2  
C1

**"Hero King" Gizel**  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and choose up to 1 of your Opp.'s Charas and return it to their hand.  
 [S] [(1)] Choose 1 of your ::Demon Continent:: Charas, and that Chara gains +1 Soul for the turn.

*Demon Continent - King | TSK/S70-017 T: Soul*

L3  
C2

**Gelmu, Cunning Devil**  
 [A] At the beginning of your Attack Phase, choose 1 of your Charas with "Orc" in name, and for the turn, that Chara gains +X Pow. X equals the number of Chara with the name of that Chara times 500.  
 [S] [(2) Discard a Chara with "Orc" in name from hand to the WR, Rest this] Choose a Chara in your WR, return it to hand, choose a Chara in your WR with the name of the Chara already returned by this effect and return it to hand.

*Demon Continent - Hat | TSK/S70-018 T: None*

L0  
C0

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**Orc**  
 [C] You may have as many copies of cards with the same name as this in your deck.  
 [C] This cannot Side Attack.  
 [C] For each other "Orc General" and/or "Orc" in your Front Row, this gains +1000 Pow.

*Demon Continent - None | TSK/S70-019 T: None*

L0  
C0

**Kaijin, Blacksmith**  
 [C] This cannot Side Attack.  
 [C] If you have no other Charas, this gains +1 Level and +1500 Pow.

*Demon Continent - Smithing | TSK/S70-020 T: None*

L0  
C0

**"Free Guild President" Yuki**  
 --No Text--

*Demon Continent - None | TSK/S70-021 T: None*

L0  
C0

**Orc General**  
 [C] You may have as many copies of cards with the same name as this in your deck.  
 [C] This cannot Side Attack.  
 [C] For each of your other "Orc General" and/or "Orc" Charas, this gains +1500 Pow.

*Demon Continent - None | TSK/S70-022 T: Soul*

L1  
C0

**Cabal & Ellen & Guido, Troublemakers**  
 [C] All your other Charas gain the following ability.  
 "[C] This card cannot Side Attack".  
 [A] When this is placed from hand to the Stage, choose a Cost 1 or higher Chara in your Opp.'s WR and put it in an empty Slot in your Opp.'s Back Row.

*Demon Continent - Adventurer | TSK/S70-023 T:*

L1  
C0

**Geld, Inheriting the Wishes of the Orc Demon Lord**  
 [A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Geld, Inheriting the Wishes of the Orc Demon Lord" in your WR and return it to your hand.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Demon Continent - Serious | TSK/S70-024 T: Soul*

L2  
C1

**Shion, Fierce Battle**  
 [C] If there is a Marker under this, this gains +6500 Pow and +1 Soul.  
 [A] When this is placed from hand to the Stage, you may choose a "Rimuru, Which Do You Choose?" in your WR and put it face-up under this as Marker.

*Demon Continent - Secretary | TSK/S70-025 T: Soul*

L2  
C1

**Shion, Home Cooking**  
 If there are 1 or fewer Climax cards in your WR, you cannot play this from your hand.  
 All of your Opp.'s Charas get -1000 Pow for the turn.

*TSK/S70-026 T: None*

L1  
C1

**Tempest-made Weapon**  
 [Counter] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of your ::Demon Continent:: Charas.

*TSK/S70-027 T: None*

L2  
C1

**What Everyone Has**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*TSK/S70-028 T: Soul Bounce*

**What Everyone Has**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*TSK/S70-028R T: Soul Bounce*

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

*TSK/S70-029 T: Soul Bounce*

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

TSK/S70-029R T: Soul Bounce

**Death March Dance**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TSK/S70-030 T: Soul Shot

**Shuna, Princess of the Clan**  
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -500 Pow.  
[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, choose up to 1 Chara in your WR and return it to your hand.

Demon Continent - Miko | TSK/S70-031 T: None

L0  
C0

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**Shuna, Princess of the Clan**  
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -500 Pow.  
[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, choose up to 1 Chara in your WR and return it to your hand.

Demon Continent - Miko | TSK/S70-031SP T: None

L0  
C0

**Milim, The Contents are Children?**  
[A] [(3)] When this is placed from hand to the Stage, may pay. If so, put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from the top of their LB in the Stock.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Demon Continent - Demon Lord | TSK/S70-032 T:

L0  
C0

**Milim, The Contents are Children?**  
[A] [(3)] When this is placed from hand to the Stage, may pay. If so, put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from the top of their LB in the Stock.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Demon Continent - Demon Lord | TSK/S70-032S T: None

L0  
C0

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**"Dragon Demon" Milim**  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
[A] When your other ::Demon Continent:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [(3)] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

Demon Continent - Demon Lord | TSK/S70-033 T: Soul

L3  
C2

**"Dragon Demon" Milim**  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
[A] When your other ::Demon Continent:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [(3)] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

Demon Continent - Demon Lord | TSK/S70-033SP T: Soul

L3  
C2

**Benimaru, Demonic Power**  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Newfound Pow" is in your CZ, Deal 4 Damage to your Opp., choose 1 of your Charas, and for the turn, that Chara gains +1 Soul. (DC can occur)

Demon Continent - Flame | TSK/S70-034 T: Soul

L3  
C2

**Benimaru, Demonic Power**  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Newfound Pow" is in your CZ, Deal 4 Damage to your Opp., choose 1 of your Charas, and for the turn, that Chara gains +1 Soul. (DC can occur)

Demon Continent - Flame | TSK/S70-034S T: Soul

L3  
C2

**Rimuru, Strike from Heaven**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] [(1) Put this in Clock] When this becomes Reversed in Battle, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Demon Continent - Slime | TSK/S70-035 T: None

L0  
C0

**Milim, Loss of Will**  
[A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

Demon Continent - Demon Lord | TSK/S70-036 T:

L0  
C0

**Shizu, Way to Walk Together**  
[A] When the Battle Opp. of this becomes Reversed, choose a ::Demon Continent:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Demon Continent - Mask | TSK/S70-037 T: None

L1  
C0

**Shizu, Way to Walk Together**  
[A] When the Battle Opp. of this becomes Reversed, choose a ::Demon Continent:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Demon Continent - Mask | TSK/S70-037S T: None

L1  
C0

**Milim, Incur Wrath**  
[A] CX COMBO When this attacks, if "Instead of Greetings" is in your CZ and you have 5 or less Stock, look at up to 4 cards from the top of your LB, choose up to 1 ::Demon Continent:: Chara from them, show it to your Opp., put it in your hand, and discard the rest to the WR.

Demon Continent - Demon Lord | TSK/S70-038 T:

L1  
C0

**Milim, Incur Wrath**  
[A] CX COMBO When this attacks, if "Instead of Greetings" is in your CZ and you have 5 or less Stock, look at up to 4 cards from the top of your LB, choose up to 1 ::Demon Continent:: Chara from them, show it to your Opp., put it in your hand, and discard the rest to the WR.

Demon Continent - Demon Lord | TSK/S70-038S T: None

L1  
C0

**Rimuru, Creating a Grudge**  
[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Demon Continent - Flame | TSK/S70-039 T: Soul

L2  
C1

**Shuna, for Everyone**  
[C] **ASSIST** All your Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a ::Demon Continent:: Chara in your WR and return it to your hand.  
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Demon Continent - Miko | TSK/S70-040 T: Soul

L3  
C2

**Shuna, for Everyone**  
 [C] ASSIST All your Charas in front of this gain +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a ::Demon Continent:: Chara in your WR and return it to your hand.  
 [S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Demon Continent - Miko | TSK/S70-040S T: Soul

L3  
C2

**Milim, Chasing**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(5) Discard 3 ::Demon Continent:: Charas from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Pow of a Demon Lord" is in your CZ, may pay. If so, Deal 2 Damage to your Opp. and Stand this. (DC can occur)

Demon Continent - Demon Lord | TSK/S70-041 T: Soul

L3  
C2

**Milim, Chasing**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(5) Discard 3 ::Demon Continent:: Charas from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Pow of a Demon Lord" is in your CZ, may pay. If so, Deal 2 Damage to your Opp. and Stand this. (DC can occur)

Demon Continent - Demon Lord | TSK/S70-041S T: Soul

L3  
C2

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**Benimaru, Daily Training**  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Demon Continent - Flame | TSK/S70-042 T: None

L0  
C0

**"Swordsmith" Kurobe**  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
 [A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Demon Continent - Smithing | TSK/S70-043 T: None

L0  
C0

**Rimuru, Everyone's Teacher**  
 [C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] CX COMBO When "Scenery You Want to See Together" is placed to your CZ, choose 1 of your Charas, and for the turn, that Chara gains +1 Soul.  
 [S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Demon Continent - Teacher | TSK/S70-044 T: None

L1  
C0

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**Kurobe, Sharpened Sensation**  
 [A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Demon Continent - Smithing | TSK/S70-045 T: None

L1  
C0

**"Shrine Princess" Shuna**  
 [A] (Discard a card from Hand to WR) When this is placed from Hand to Stage, may pay. If so, reveal the top card of your LB, choose 1 Chara of Level X or lower in WR and return it to hand. X = the Level of the revealed card. (Climax cards are considered Level 0. Put the revealed card back where it was)

Demon Continent - Miko | TSK/S70-046 T: None

L1  
C0

**Shizu, Ifrit Manifestation**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.  
 [A] CHANGE [(1) Discard 2 ::Demon Continent:: Charas from your hand to the WR, return this to your hand] At the start of your Climax Phase, may pay. If so, choose a "Supreme Spirit of Fire" Ifrit in your WR and put it in the Slot this was in.

Demon Continent - Flame | TSK/S70-047 T: None

L1  
C0

**"Supreme Spirit of Fire" Ifrit**  
 [A] [(2) Discard 2 ::Demon Continent:: Charas from hand to the WR, choose 1 card in your Clock and put it in your Level] When this attacks, may pay. If so, perform the following 3 times. "Deal 4 Damage to your Opp.". (DC can occur)

Demon Continent - Flame | TSK/S70-048 T: Soul

L2  
C1

**Benimaru, Strong Will**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB, and for every Soul Trigger on that card, all of your Opp.'s Front Row Charas get -1000 Pow. (Put the revealed card back)  
 [A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Demon Continent - Flame | TSK/S70-049 T: None

L0  
C0

**Milim, Big Smile**  
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, 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.

Demon Continent - Demon Lord | TSK/S70-050 T:

L0  
C0

**Rimuru, Which Do You Choose?**  
 --No Text--

Demon Continent - Slime | TSK/S70-051 T: None

L0  
C0

**Milim, Break at a Hot Spring**  
 [A] When this is placed from hand to the Stage, this gains +50 Soul for the turn.

Demon Continent - Demon Lord | TSK/S70-052 T:

L1  
C0

**"Black Lightning" Rimuru**  
 [C] For each of your other ::Demon Continent:: Charas, this gains +500 Pow.  
 [A] ENCORE [Discard a Chara from your hand to the WR]

Demon Continent - Thunder | TSK/S70-053 T: None

L1  
C1

**Shizu, Take Care Together**  
 [A] When this card is placed from hand to Stage, choose 1 of your ::Demon Continent:: Charas, that Chara gains +X Pow. X = the number of your ::Demon Continent:: Charas \* 500.  
 [A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Awakening Impulse" is in your CZ, you may pay Cost. If so, choose 1 card in your Opp.'s WR, and send it to their Memory.

Demon Continent - Flame | TSK/S70-054 T: Soul

L2  
C1

**Shuna, Intense Battle**  
 [C] If there's a Marker under this, all your other ::Demon Continent:: Charas gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may choose a "Rimuru, Which Do You Choose?" in your WR and put it face-up under this as Marker.

Demon Continent - Miko | TSK/S70-055 T: Soul

L2  
C1

**"Great General" Benimaru**  
 [C] If you have 2 or more other ::Demon Continent:: Charas, this gains +3000 Pow.  
 [A] ENCORE [Discard a Chara from your hand to the WR]

Demon Continent - Flame | TSK/S70-056 T: Soul

L2  
C2

### True Friend Declaration!

Look at up to 4 cards from the top of your LB, choose up to 1 YELLOW Chara and up to 1 RED Chara and 1 up to BLUE Chara, show them to your Opp., put them in your hand, put the remaining cards in the WR, and discard a card from hand to the WR.

TSK/S70-057 T: None

L2  
C0

### Flaming Hell

Deal 4 Damage to your Opp.. (DC can occur)

TSK/S70-058 T: None

L3  
C3

### Instead of Greetings

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

TSK/S70-059 T: Salvage

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### Instead of Greetings

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

TSK/S70-059R T: Salvage

### Newfound Power

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

TSK/S70-060 T: Soul Standby

### Newfound Power

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

TSK/S70-060R T: Soul Standby

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### Power of a Demon Lord

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

TSK/S70-061 T: Salvage

### Scenery You Want to See Together

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

TSK/S70-062 T: Soul Standby

### Awakening Impulse

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

TSK/S70-063 T: 2 Soul

### Rimuru, There are Monsters

[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Demon Continent - Slime | TSK/S70-064 T: None

L0  
C0

### Rimuru, There are Monsters

[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Demon Continent - Slime | TSK/S70-064SP T: None

L0  
C0

### "Ruler of Flame" Shizu

[A] CX COMBO When this attacks, if "Legendary Hero" is in your CZ, put the top 2 cards of your LB in your WR, choose 1 Level X or lower ::Demon Continent:: Chara in your WR, return it to hand, and this gains +2000 Pow for the turn. X equals the sum total of the Levels of the cards placed in the WR by this effect. (Climax cards are considered Level 0)  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's either a ::Demon Continent:: Chara or "Anti-Demon Mask", you may send this to Memory. (Put the revealed card back where it was)

Demon Continent - Flame | TSK/S70-065 T: None

L1  
C0

### "Ruler of Flame" Shizu

[A] CX COMBO When this attacks, if "Legendary Hero" is in your CZ, put the top 2 cards of your LB in your WR, choose 1 Level X or lower ::Demon Continent:: Chara in your WR, return it to hand, and this gains +2000 Pow for the turn. X equals the sum total of the Levels of the cards placed in the WR by this effect. (Climax cards are considered Level 0)  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's either a ::Demon Continent:: Chara or "Anti-Demon Mask", you may send this to Memory. (Put the revealed card back where it was)

Demon Continent - Flame | TSK/S70-065SP T: None

L1  
C0

### Memory of Japan, Shizu

[C] RECOLLECTION If there are 2 or more "Ruler of Flame" Shizu' in your Memory, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1500 Pow and "[A] ENCORE [Discard a ::Demon Continent:: Chara from hand to the WR]"  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Demon Continent - Mask | TSK/S70-066 T: Soul

L3  
C2

### Memory of Japan, Shizu

[C] RECOLLECTION If there are 2 or more "Ruler of Flame" Shizu' in your Memory, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Demon Continent:: Charas, this gains +1500 Pow and "[A] ENCORE [Discard a ::Demon Continent:: Chara from hand to the WR]"  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Demon Continent - Mask | TSK/S70-066S T: Soul

L3  
C2

### Shizu, Case in Filtwood Kingdom

[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.  
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Demon Continent - Mask | TSK/S70-067 T: None

L0  
C0

### Shizu, Case in Filtwood Kingdom

[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.  
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Demon Continent - Mask | TSK/S70-067S T: None

L0  
C0

### Rimuru, All-in-One Partner

[A] At the beginning of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.  
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

Demon Continent - Slime | TSK/S70-068 T: None

L0  
C0

### Rimuru, All-in-One Partner

[A] At the beginning of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Demon Continent:: Chara, reveal it, put it in your hand, and shuffle your LB.

Demon Continent - Slime | TSK/S70-068S T: None

L0  
C0

### Rimuru, Power to Protect Friends

[C] Chara Opposite this cannot move to another Slot.  
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Demon Continent:: Charas, Rest it and move it to an empty Slot in the Back Row.

Demon Continent - Slime | TSK/S70-069 T: None

L0  
C0

### "Intimidating" Ranga

[A] When you use the **BACKUP** of this, if you have a ::Demon Continent:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Demon Continent - Shadow | TSK/S70-070 T: None

L1  
C0

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### "Intimidating" Ranga

[A] When you use the **BACKUP** of this, if you have a ::Demon Continent:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Demon Continent - Shadow | TSK/S70-070S T:

L1  
C0

### Inherited Feelings, Rimuru

[S] [Put 1 of your other "Shizu, Final Journey" from Stage under this facedown as Marker] If you are Level 3 or higher, choose up to 1 ::Demon Continent:: Chara in your WR and put it to Stock, then perform UNIQUE SKILL "Predation".  
**REPLAY UNIQUE SKILL "Predation"** Choose up to 1 "Rimuru, Successor" in your WR, place it to the slot this is in, put all Markers under this and this underneath that "Rimuru, Successor" facedown as Markers in any order.

Demon Continent - Slime | TSK/S70-071 T: Soul

L2  
C1

### Rimuru, Secret

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **CX COMBO** When this attacks, if "More Than a Measure" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Demon Continent - Slime | TSK/S70-072 T: Soul

L3  
C2

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### Rimuru, Secret

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **CX COMBO** When this attacks, if "More Than a Measure" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Demon Continent - Slime | TSK/S70-072S T: Soul

L3  
C2

### Souei, Silent Anger

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
 [A] When this attacks, choose 1 of your ::Demon Continent:: Charas, and for the turn, that Chara gains +X Pow. X equals the number of your ::Demon Continent:: Charas times 500.

Demon Continent - Ninja | TSK/S70-073 T: Soul

L3  
C2

### Souei, Silent Anger

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
 [A] When this attacks, choose 1 of your ::Demon Continent:: Charas, and for the turn, that Chara gains +X Pow. X equals the number of your ::Demon Continent:: Charas times 500.

Demon Continent - Ninja | TSK/S70-073S T: Soul

L3  
C2

### "Automatic Battle State" Rimuru

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Unique Skill "Great Sage" in your WR and return it to your hand.  
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Demon Continent - Slime | TSK/S70-074 T: None

L0  
C0

### Shizu, Final Journey

[A] [(1)] 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 Climax card in your WR and return it to your hand.  
 [A] When this attacks, look at up to 2 cards from the top of your LB. Choose 1 from among them, put it on top of your LB, and put the remaining cards into your WR.

Demon Continent - Mask | TSK/S70-075 T: None

L0  
C0

### Shizu, Final Journey

[A] [(1)] 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 Climax card in your WR and return it to your hand.  
 [A] When this attacks, look at up to 2 cards from the top of your LB. Choose 1 from among them, put it on top of your LB, and put the remaining cards into your WR.

Demon Continent - Mask | TSK/S70-075S T: None

L0  
C0

### Rigur, Good to Hear

[A] [Put a card from hand to Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the remaining cards in the WR. X equals the number of your other ::Demon Continent:: Charas.

Demon Continent - None | TSK/S70-076 T: None

L0  
C0

### Chloe, Monopoly

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] [Discard a ::Demon Continent:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Anti-Demon Mask", reveal it, put it in your hand, and shuffle your LB.

Demon Continent - None | TSK/S70-077 T: None

L0  
C0

### Rimuru, Potion Generation

[S] [(2) Rest this] Put the top card of your Clock in the WR.  
 [S] [Rest this] If there is no Marker under this, choose a ::Demon Continent:: Chara in your WR and put it face-down under this as Marker.  
 [S] [Rest this] Put a Marker from under this in your Stock.

Demon Continent - Plant | TSK/S70-078 T: None

L1  
C0

### "Spy" Souei

[A] **CX COMBO** When your Opp. Levels Up, if "Traps Throughout" is in your CZ and this is in your Front Row, look at up to 2 cards from the top of your LB, choose up to 2 ::Demon Continent:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.  
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Demon Continent - Ninja | TSK/S70-079 T: None

L1  
C0

### "Viscous Steel Thread" Rimuru

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row that is higher Level than your Opp.'s Level. That Chara does not Stand during your Opp.'s next Stand Phase.  
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Demon Continent - Mask | TSK/S70-080 T: None

L1  
C0

### Rimuru, Attendance Confirmation

[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

Demon Continent - Teacher | TSK/S70-081 T: None

L1  
C0

**Rimuru, Eats Everything**  
 [C] For each Marker under this, this gains +1000 Pow.  
 [C] If you have 2 or more other ::Demon Continent:: Charas, this gains +2000 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

*Demon Continent - Slime | TSK/S70-082 T: None*

L1  
C1

**Shizu, Hero's Power**  
 [C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [S] [Rest this] Draw a card, and discard a card from your hand to the WR.

*Demon Continent - Flame | TSK/S70-083 T: Soul*

L2  
C1

**Souei, Carrying Out the Mission**  
 [C] For each of your other "Souei, Carrying Out the Mission" in the Front Row, this gains +2000 Pow.  
 [A] [(1) Discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 2 "Souei, Carrying Out the Mission", place them to separate slots on the Stage, and shuffle your LB.

*Demon Continent - Ninja | TSK/S70-084 T: Soul*

L2  
C1

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**Ranga, Into the Vortex of War**  
 [C] All your other ::Demon Continent:: Charas gain +500 Pow.  
 [A] CX COMBO When "Confronting the Spirit" is placed in your CZ, reveal the top card of your LB. If that card is a ::Demon Continent:: Chara, choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step."

*Demon Continent - Shadow | TSK/S70-085 T: None*

L0  
C0

**Souka, New Subordinate**  
 [A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.  
 [A] When this attacks, choose 1 of your ::Demon Continent:: Charas, and that Chara gains +1500 Pow for the turn.

*Demon Continent - Ninja | TSK/S70-086 T: None*

L0  
C0

**"Whirlpool Raid" Gabiru**  
 [A] When this card becomes Reversed in battle, put the top 4 cards of your LB in the WR. If "Gabiru, Name Override" is among them, return this card to hand.

*Demon Continent - Water | TSK/S70-087 T: None*

L0  
C0

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**Souei, Avatar**  
 [S] [(1) Rest this] Search your LB for up to 1 "Souei, Avatar", place it to any slot on the Stage, shuffle your LB, and at the end of the turn, place that Chara in the WR.

*Demon Continent - Ninja | TSK/S70-088 T: None*

L0  
C0

**Gobta, Feeling of Death**  
 [A] [(1)] When this is placed from hand to the Stage, may pay, if so, all players reveal the top card of their LB. If the Level of your revealed card is higher than the Level of your Opp.'s revealed card, choose a "Tempest-made Weapon" from your WR and return it to hand. If the Level of your revealed card is lower than the Level of your Opp.'s revealed card, choose a "Shion, Home Cooking" from your WR and return it to hand. (Climax cards are treated as Level 0. Put all revealed cards back)

*Demon Continent - None | TSK/S70-089 T: None*

L1  
C0

**Gabiru, Name Override**  
 [A] When this card is Reversed in Battle, put the top 5 cards of your LB in the WR. If "Gabiru, Name Override" is among them, you may return this card to your hand.

*Demon Continent - None | TSK/S70-090 T: None*

L1  
C0

**Chloe & Alice & Kenya & Ryota & Gale**  
 [A] When this attacks, if you have 4 or more cards in your hand, for the turn this gains +3000 Pow.

*Demon Continent - None | TSK/S70-091 T: None*

L1  
C0

**Rimuru, Break at a Hot Spring**  
 [C] For each of your other ::Demon Continent:: Charas, this gains +1000 Pow.  
 [A] **ENCORE** [Discard a ::Demon Continent:: Chara from your hand to the WR]

*Demon Continent - Slime | TSK/S70-092 T: Soul*

L2  
C1

**"Rigurd Shock" Rigurd**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

*Demon Continent - Muscle | TSK/S70-093 T: Soul*

L2  
C1

**"Moving Shadow" Ranga**  
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Moving Shadow" Ranga' in your Memory and put it in any Slot on the Stage.

*Demon Continent - Shadow | TSK/S70-094 T: Soul*

L2  
C1

**Anti-Demon Mask**  
 [Counter] Choose 1 of your ::Demon Continent:: Charas, and for turn that Chara gains +2500 Pow. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] At the start of your MP, if this is in Memory, may pay. If so, return this to your hand.

*TSK/S70-095 T: None*

L1  
C1

**Anti-Demon Mask**  
 [Counter] Choose 1 of your ::Demon Continent:: Charas, and for turn that Chara gains +2500 Pow. Send this to Memory.  
 [A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] At the start of your MP, if this is in Memory, may pay. If so, return this to your hand.

*TSK/S70-095S T: None*

L1  
C1

**Unique skill "Great Sage"**  
 Send this to Memory.  
 [A] **RECOLLECTION** At the beginning of your Climax Phase, if this is in your Memory, choose 1 of your Charas with "Rimuru" in name, and for the turn, that Chara gains +2500 Pow.

*TSK/S70-096 T: None*

L1  
C1

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

*TSK/S70-097 T: Soul Gate*

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

*TSK/S70-097R T: Soul Gate*

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

*TSK/S70-098 T: Draw*

**More Than a Measure**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*TSK/S70-099 T: Soul Gate*

**More Than a Measure**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*TSK/S70-099R T: Soul Gate*

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**Confronting the Spirit**  
[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

*TSK/S70-100 T: 2 Soul*

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