

Tearlaments Guide



(brought to you by the "Tearlament Discord")

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(*NOTE: Sections with ** are still under construction.)

(*BIGGER NOTE: Sections with ⚠ are out of date and are being reevaluated.*)

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:: INTRO & RARITIES [1.0] ::



Part of “Visas Starfrost” lore, Tearlaments are a group of timid mermaids enslaved(?) by the tyrannical Reinoheart, Visas Starfrost dimensional counterpart. The gameplay of the archetype as a whole revolves around heavy Fusion Summoning, shuffling material back from GY, field, or hand into the deck. This is achieved via milling, decision trees, and sequencing. Similar to Adamancipators, the combo paths and routes to this archetype's best boards are non-linear, requiring practice to utilize. Archetype can be tailored to fit a wide variant of styles, though is mostly fashioned as mid-range /w elements of control. Archetype is also capable of minor Xyz options using the massive Rank 4 pool at their disposal. Take advantage of its many synergistic elements to drown your opponent with Fusion Summons, even during their own turn!

:: ARCHETYPE CARDS [2.0] ::

:: Main Deck Monsters [2.1] ::



[Visas Starfrost](#)

Level 6/LIGHT
Warrior/Tuner
2100/1500

If this card is in your hand: You can target 1 monster you control with a different Type and Attribute than this card; destroy that monster, and if you do, Special Summon this card. You can only use this effect of "Visas Starfrost" once per turn. When this card destroys an opponent's monster by battle: You can make this card gain ATK equal to half the original ATK or DEF of that monster (whichever is higher, your choice if tied).

[[TCGPlayer](#)] [[YugiohPrices](#)]

The OG, emotionless anime-boy himself. Technically NOT a Tearlament, but it'd be criminal not to give it a mention. Its self-Special Summon effect can be used with (and trigger the effects of) all the other named monsters (except Reinoheart), though doing so often results in clunky follow-ups. It too being a Level 6 Tuner is useful for Baronne plays (or level 8 Synchro plays /w Merli). That's as far as pros go. It's not god awful, but it's still a nothingburger card nonetheless. Not as lackluster as he used to be thanks to Vicious Astroud existing, being able to use him alongside Reinoheart in GY to make it, but it's still generally not worth it. **Honestly not worth the slot in any build.** If dead set on running him, run 1 and no more.



[Tearlaments Reinoheart](#)

Level 4/WATER
Warrior/Effect
1500/2100

If this card is Normal or Special Summoned: You can send 1 "Tearlaments" monster from your Deck to the GY, except "Tearlaments Reinoheart". If this card is sent to the GY by card effect: You can Special Summon this card (but banish it when it leaves the field), and if you do, send 1 "Tearlaments" card from your hand to the GY. You can only use each effect of "Tearlaments Reinoheart" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Visas Starfrost dimensional counterpart. Premiere starter of the deck, capable of Fusion Summoning into at least "Tearlaments Kitkallos" by itself. It is very searchable, able to be fetched from a wide array of cards. Thanks to the butcher that is the banlist, **this card is an absolute must. Run 3 in TCG. 1 in OCG.**

NOTE (1): This card is **very flexible**. Familiarize yourself with the hand pitch of its second effect. It is key to achieving the high ceilings this archetype has to offer. Play test. Play test. Play test.

NOTE (2): You can play around from having this card banish itself when it leaves the field (after it Special Summons itself via its second effect) by using this card as Material for an Xyz Summon.

NOTE (3): Level 4/WATER for Shark/Toad option. Though be advised, setting up 2 Level 4 WATERS is rather awkward if not running other Level 4 WATERS or using 1 of your 3 Tear girl fusion effects of the turn for Mudragon of the Swamp. Shark/Toad /w Mudragon also takes up modest Extra Deck space, so that is also something to consider.



Tearlaments Scheiren

Level 4/DARK

Aqua/Effect

1800/1300

During your Main Phase: You can Special Summon this card from your hand, and if you do, send 1 monster from your hand to the GY, then send the top 3 cards of your Deck to the GY. If this card is sent to the GY by card effect: You can Fusion Summon 1 Fusion Monster from your Extra Deck, by placing Fusion Materials mentioned on it from your hand, field, and/or GY on the bottom of the Deck in any order, including this card in your GY. You can only use each effect of "Tearlaments Scheiren" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Tear girl 1, Scheiren. Named extender and equally as important a starter as Reinoheart (if not more so). Commences mills, doesn't take up a Normal Summon, and is a 1.5 card Fusion Summon into at least Kitkallos when pitching another Tear girl with her first effect, that is... if Kit wasn't banned. >_>. She is also paramount material for Rank 4 Xyzs, typically into Redoer. She is *excellent*. With all that said, **run 1 in any build. Card is limited in both OCG and TCG.**



Tearlaments Havnis

Level 4/DARK

Aqua/Effect

1600/1000

When your opponent activates a monster effect on the field (Quick Effect): You can Special Summon this card from your hand, and if you do, send the top 3 cards of your Deck to the GY. If this card is sent to the GY by card effect: You can Fusion Summon 1 Fusion Monster from your Extra Deck, by placing Fusion Materials mentioned on it from your hand, field, and/or GY on the bottom of the Deck in any order, including this card in your GY. You can only use each effect of "Tearlaments Havnis" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Tear girl 2, Havnis. The very rare archetypical hand trap. Key card for allowing us to have at it during the opponent's turn, if blessed by RNGesus. Perhaps you could even pull off the infamous Turn 0 Winda or Caliga play with her! :). Despite the inconsistency of her effect, she is, nevertheless, a fantastic card to have during the opponent's turn. **Run 1 in any build.**

NOTE (1): ~~If you mill a Tear girl with Havnis effect, this at the very least can result in Kitkallos, Lulucaros, or Dragostapelia.~~ No longer true post banlist.

NOTE (2): Don't expect Turn 0 Winda or Caliga much, even in strict Tear/Doll hybrid decks. It is *VERY* inconsistent.



[Tearlaments Merrli](#)

Level 2/DARK
Aqua/Effect
800/2000

If this card is Normal or Special Summoned: You can send the top 3 cards of your Deck to the GY. If this card is sent to the GY by card effect: You can Fusion Summon 1 Fusion Monster from your Extra Deck, by placing Fusion Materials mentioned on it from your hand, field, and/or GY on the bottom of the Deck in any order, including this card in your GY. You can only use each effect of "Tearlaments Merrli" once per turn.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Tear girl 3, Merrli. Used to have been seen as the least useful of the Archetype's Main Deck monsters, but thanks to the banlist, Tears desperately need all the mileage they can get. ~~Allows us access to Spright Elf.~~
Run 1, no questions asked.

***NOTE (1):** Always prioritize Normal Summoning other monsters, that benefit from Normal Summoning, over Merrli if possible. Only consider normal summoning Merrli if you REALLY need to, at that moment, and don't have anything better.*

***NOTE (2):** If you're new to the archetype and still learning, I personally advise pitching Merrli first via Reinoheart's or Scheiren's effect. It can be troublesome keeping up with which Tear girl's effect you already used or not at times. When I first learned the archetype, I tended to always activate Merrli's GY effect first, then Havnis, and then Scheiren in that order to keep up with things. Of course, this is only advice when first learning. The more acquainted, the easier it is keeping track /w things.*



[Tearlaments Kashtira](#)

Level 7/WATER
Psychic/Effect
2300/1700

During the Main Phase (Quick Effect): You can Special Summon this card from your hand, and if you do, banish 1 "Kashtira" or "Tearlaments" card from your hand or GY. If this card is Normal or Special Summoned: You can send the top 3 cards of either player's Deck to the GY. If this card is sent to the GY by card effect: You can send the top 2 cards of your Deck to the GY. You can only use each effect of "Tearlaments Kashtira" once per turn.

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Tear girl 4 and the most recent. Lore wise, she's Kitkallos made a Kashtira via brainwashing(?), I believe, hence why she shares the same stats as the titular fusion. Used in a similar vein as Havnis to play during the opponent's turn. Unable to be used as Material alongside the other 3 Tear girls with their effects thanks to her typing and Attribute. Nevertheless, she is mileage Tearlaments *really* needs after the banlist took the archetype to the slaughterhouse. Funny enough, she also gives Tearlaments Grief and Tearlaments Cryme GY effects' a purpose now — summon Tearlaments Kashtira by banishing a Tear card from the GY, then use Grief or Cryme's GY effect to fetch back that banished card. **Run 3.**

:: Spells [2.2] ::



Primeval Planet Perlereino

Field Spell

When this card is activated: You can add 1 "Tearlaments" monster or 1 "Visas Starfrost" from your Deck to your hand. Fusion Monsters and "Tearlaments" monsters you control gain 500 ATK. If a "Tearlaments" monster(s) you control or in your GY is shuffled into the Deck or Extra Deck (except during the Damage Step): You can target 1 card on the field; destroy it. You can only use this effect of "Primeval Planet Perlereino" once per turn. You can only activate 1 "Primeval Planet Perlereino" per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Fetches any named monster you need as well as provides additional interruption on its own anytime a Tearlament is returned from hand, field, or GY to the deck and/or Extra Deck. Its 500 ATK boost is nothing to scoff at as well, boosting not only Tear monsters but ANY Fusion Monster you control. Turns Overlord Grapha into a 3700 ATK omni-negate, Kaleido and Lulu into 3500 ATK floating beatsticks, Dragostapelia into 3200 ATK Quick Effect negation, Winda into 2700 ATK Floodgate, and more. Its last effect will naturally trigger anytime one of your 3 main deck Tear girls Fusion Summon via their effects. *Absolutely important card. Usually ran at 2-3 /w Terraforming in most variants.* With the limitations and Kashtira on the table, running 2-3 Perlereino + 1-2 Wraithsoth for Kashtira Engine access, including Tearlaments Kashtira, is also applicable.

BIG NOTE!!: Its last effect has an unexpected translation. Instead of "returned to deck" as according to pre-release translations, it says "shuffled". Konami TCG is currently treating all forms of "returned to deck" trigger effect syntax as "shuffled into the deck". Perlereino still functions exactly how it does in the OCG. [[Source](#)][2][[OCG Precedent](#)]

NOTE (1): You can use Perlereino's pop effect to destroy your own cards and increase your board's ceiling. For example, upon Fusion Summoning Kaleido-Heart via a Tear girls effect, you can pop that Kaleido-Heart /w Field, then use that Kaleido-Heart's own effect to Special Summon it back to field and dump a "Tearlament" card from deck to GY.

NOTE (2): Perlereino's pop will also trigger if a face-up Tear Fusion you control is returned to Extra Deck from field via effect (i.e. Compulsory Evacuation Device, Nightmare Unicorn, etc...)

NOTE (3): If running the Ishizu variant, you can also trigger Perlereino's pop effect at almost anytime at your disposal, via Mudora or Keldo's GY Quick Effects, by shuffling a Tear monster from your GY to your deck/Extra Deck.



Tearlaments Grief

Normal Spell

Special Summon 1 "Tearlaments" monster or 1 "Visas Starfrost" from your Deck or GY, and if you do, send 1 monster you control with the same Type or Attribute to the GY. If this card is sent to the GY by card effect: You can target 1 of your banished "Tearlaments" Traps; add it to your hand. You can only use 1 "Tearlaments Grief" effect per turn, and only once that turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Though seemingly great on paper, Grief, in essence, essentially boils down to a glorified foolish burial. For instance, if Special Summoning Reinoheart with Grief, you'll need another WATER or Warrior monster to send to the GY else you'll have to send that Reinoheart you Special Summoned. Same goes for the Tear girls. Card has been made **a lot** better with the recent banlist hits as well as Tearlaments Kashtira being a thing now. Tearlament are now forced to be much more controlled with their mills, which this card happily provides. **Preferred amount to run is still in reevaluation**, though the community agrees it's still generally not worth it.



[Tearlaments Heartbeats](#)

Quick-Play Spell

Target 1 Spell/Trap on the field, or up to 2 instead if you control "Visas Starfrost"; shuffle them into the Deck, then send 1 card from your hand to the GY. If this card is sent to the GY by card effect: You can target 1 "Tearlaments" Trap in your GY; add it to your hand. You can only use 1 "Tearlaments Heartbeats" effect per turn, and only once that turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Named S/T removal. Its usefulness, of course, is meta dependent — the more backrow heavy decks in your meta, the more utility gained out of this card. Unless running "Visas Starfrost", you'll never pull off the 2-for-1 shuffle. Its GY effect is negligible, but it may come up in very prolonged matches.

NOTE (1): This card's "send 1" pitch is not named specific, thus, you can run this card in any deck that benefits from sending cards from hand to GY. (i.e. Phantom Knights, etc...)



[Tearlaments Scream](#)

Continuous Spell

If a monster(s) is Normal or Special Summoned, and you control a "Tearlaments" monster or "Visas Starfrost": You can send the top 3 cards of your Deck to the GY, also all face-up monsters your opponent controls will lose 500 ATK for the rest of this turn. If this card is sent to the GY by card effect: You can add 1 "Tearlaments" Trap from your Deck to your hand. You can only use each effect of "Tearlaments Scream" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Merrli in continuous spell form. More useful than it appears. Can chain-block your own on-summon effects (Reinoheart, Merrli, or Kitkallos), protecting them from Ash Blossom or other "When... you can" interruptions. Its GY effect is pretty good as well, able to net an extra trap if milled (or if popped by Perlereino) for your end board. Best in heavy mill variants, though not essential. **Post banlist, run 2.**

:: Traps [2.3] ::



[Tearlaments Metanoise](#)

Normal Trap

If you control a "Tearlaments" monster or "Visas Starfrost": Target 1 face-up monster your opponent controls; change it to face-down Defense Position, then send 1 "Tearlaments" monster from your Deck to the GY. If this card is sent to the GY by card effect: You can target 1 "Tearlaments" monster in your GY; add it to your hand. You can only use 1 "Tearlaments Metanoise" effect per turn, and only once that turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Make noise in your meta /w this excellent book of moon-like card! Once set, it not only provides interruption but also dumps a Tear from deck to GY thus triggering that card's effect. Flip an opponent's monster face-down /w Metanoise, dump a Tear girl /w Meta, then go into Kaleido-Heart /w the girl you dumped to spin that opponent's set card away! Excellent effect against Spright. Also, unlike the other Tear Traps, you do not pitch a card from hand or field for its benefit, thus making it the best of the 3 in terms of maintaining advantage. Its GY effect is a negligible bonus, oftentimes being in contest with the Tear Girls themselves (as the girls must be shuffled back into the deck to Fusion Summon). Though, if you can fetch something from the GY with it, without interrupting your flow of play, by all means snatch that opportunity! **Typically ran at 1-2.**



[Tearlaments Sulliek](#)

Continuous Trap

If you control a "Tearlaments" monster or "Visas Starfrost": You can target 1 Effect Monster your opponent controls; negate its effects, then send 1 monster you control to the GY. If this card is sent to the GY by card effect: You can add 1 "Tearlaments" monster from your Deck to your hand. You can only use each effect of "Tearlaments Sulliek" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Provides yet more interruption in exchange for board presence. Do not be fooled by the pitch; this card is VERY flexible in what it can do and allows you to "play around" with your board in interesting ways (see [NOTE\(1\)](#) below). It's continuous too, meaning it will always stay on board until dealt with by the opponent, and that's before taking into account its **permanent** negate (the negation stays even if Sulliek would later leave the field)! Has by far the best GY effect among all the named S/Ts to boot too, able to add any named Tear directly from deck to hand. This particular effect's hard OPT isn't shared with Sullieks first effect either. **HIGHLY encouraged to run at least 1 (or 2).**

NOTE (1): You can use this card to allow an opportunity to "dodge" Dark Ruler No More or Forbidden Droplets (if the opponent does not pitch a Trap /w Droplets). Time Thief Redoer, for example, can dodge Dark Ruler No More with Sulliek, by activating this card (JUST the card, not the effect) in response to the opponent's Dark Ruler and then chaining Redoer to Sulliek.

Forbidden Droplets in particular has a nasty interaction with this card and Time Thief Redoer. Suppose you have any Tear fusion and Redoer on board /w Sulliek set. The opponent activates Droplets, pitching a monster and a Spell. You can activate Sulliek (the card, not the effect) in chain to droplets, then chain Redoer in response. Resolve backwards. What'll happen is that Redoer will banish itself, and then Droplets will attempt to resolve. However, since you only control 1 monster at the time Droplets resolves, Droplets will fizzle without any effect as the opponent MUST choose exactly 2 monsters you control to negate (as they pitched 2 cards to activate it).

NOTE (2): This card is especially effective with Foolish Burial Goods. If running 2 or more Sulliek, consider also running 1-2 Foolish Burial Goods.



[Tearlaments Cryme](#)

Counter Trap

When a Spell/Trap Card, or monster effect, is activated while you control a "Tearlaments" monster or "Visas Starfrost": Negate the activation, and if you do, shuffle that card into the Deck, then send 1 monster from your hand to the GY. If this card is sent to the GY by card effect: You can target 1 of your banished "Tearlaments" monsters; add it to your hand. You can only use 1 "Tearlaments Cryme" effect per turn, and only once that turn.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Named omni-negate. Considered the black sheep of the 3 named traps due to having to pitch a monster in hand for its benefit. Though it can trigger Tears that it pitches, it's still rather inefficient as far as advantage goes while also not having the continuous benefit of something like Sulliek. Pre-Kashtira, its GY effect was pretty much not usable. However, with the addition of Tearlament's Kashtira, it's now able to fetch whatever Tear monster she banishes for her summon. Where this card best shines however is within its name. It's a **SEARCHABLE** omni-negate, enabling consistent defense against S/T blow-out cards (Dark Ruler No More, Forbidden Droplets, and, *especially*, Evenly Matched). As such, this card can be an excellent side-deck 1-of, best to side in when you know you're going first in games 2 or beyond. Some players may opt to run Cryme as a solo 1-of in main, running no other Tearlament Trap. Up to preference. Just fair warning, **there will be many players taking advantage of Tearlament pilots not running Cryme in Main Deck.**

:: Extra Deck Monsters [2.4] ::



[Tearlaments Kitkallos](#)

Level 5/DARK
Aqua/Fusion/Effect
2300/1200

1 "Tearlaments" monster + 1 Aqua monster

If this card is Special Summoned: You can take 1 "Tearlaments" card from your Deck, and either add it to your hand or send it to the GY. You can target 1 monster you control; Special Summon 1 "Tearlaments" monster from your hand or GY, and if you do, send the targeted monster to the GY. If this card is sent to the GY by card effect: You can send the top 5 cards of your Deck to the GY. You can only use each effect of "Tearlaments

Kitkallos" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

1st of 3 named ED boss monsters and by far the most versatile; she is the Archetype's go-to bridge. She does everything – adds any named Tear **card** from deck to hand OR sends it directly to GY to trigger its effect, Special Summons any Tear from GY back to field while also sending a monster you control to trigger its effects. She even mills a whopping 5 from your deck if she herself is sent to the GY by a card effect. This particular effect will trigger even if she is sent directly from ED from GY by an effect (such as /w Gale Dogra or Extra Foolish Burial.) On top of it all, she can be Special Summoned via Instant Fusion. As the centerpiece monster of the whole archetype, you will make her at least once in every duel, **or you did...** lol. Her usefulness was so good, Konami bonked her on the head with the banhammer. **Restricted.**

NOTE (1): You can loop this card, in essence, /w another Kitkallos, Lulucaros, or /w Dragostapelia. She makes great material for any of these monsters. Do try to net her 2nd and 3rd effects before using her as Material from field, if possible.

NOTE (2): Her 2nd effect is crucial to extend and push boards to their most powerful. Whether setting up Rank 4 Xyz plays or Spright Elf /w Merrli, it does A LOT. Learn its ins and outs, always trying to keep a target available (preferably Reino or Merrli) in hand or GY to SS with that effect. You want to pitch herself to the GY with that effect and score her mill 5 asap.



[Tearlaments Rulkallos](#)

Level 8/WATER
Aqua/Fusion/Effect
3000/2500

"Tearlaments Kitkallos" + 1 "Tearlaments" monster

Your other Aqua monsters cannot be destroyed by battle. You can only use each of the following effects of "Tearlaments Rulkallos" once per turn. When your opponent activates a card or effect that includes Special Summoning a monster(s) (Quick Effect): You can negate the activation, and if you do, destroy that card, then send 1 "Tearlaments" card from your hand or face-up field to the GY. If this Fusion Summoned card is sent to

the GY by card effect: You can Special Summon this card.

[[TCGPlayer](#)] [[YugiohPrices](#)]

2nd of 3 named ED boss monsters. Big body monster /w interruption. 1st effect is a bonus. 2nd effect is a hard OPT interruption which allows us to play around Nibiru. You can pitch herself with this effect, triggering her 3rd effect which can Special Summon herself back to the field. Do note, if you do Special Summon her back to field this way, she cannot use that same effect again as, now, she no longer is considered Fusion Summoned. Since a specific named material is required to Fusion Summon her "Tearlaments Kitkallos" – *a banned card*, you can only use Fusion Substitute monsters (i.e King of the Swamp) as Fusion Material to summon her. **Very good card, and is a surefire 1-of in everybuild using Fusion Substitutes.**

NOTE (1): Is Level 8 /w 2500 DEF, thus, if you so choose, you can use "Branded in High Spirits" to play around /w it.



Tearlaments Kaleido-Heart

Level 9/DARK

Fiend/Fusion/Effect

3000/3000

"Tearlaments Reinoheart" + 2 Aqua monsters

Cannot be used as Fusion Material. If this card is Special Summoned, or an Aqua monster(s) is sent to your GY by card effect while this card is on the field: You can target 1 card your opponent controls; shuffle it into the Deck. If this card is sent to the GY by card effect: You can Special Summon this card, and if you do, send 1 "Tearlaments" card from your Deck to the GY. You can only use each effect of "Tearlaments Kaleido-Heart"

once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Big bad final boss monster of the archetype. 1st effect serves as amazing interruption, not only triggering when this monster is Special Summoned in any way, but (if it is already on the field) also triggering from our wide range of cards that send [Aqua] monster(s) to your GY by effects. Floats as well, and unlike Lulucaros, not only do you get a free pitch of a named card from deck to GY with that effect, but he'll continue to float after it is first Fusion Summoned. 3k/3k body is also superb, /w 3.5k ATK under Perlereino. 3k DEF booty is not to be underestimated either, making it a wall to niche annoyances such as "Dinomorphia Rexterm". **If running Reinoheart (which you should), run 1.** Beware, Kaleido is also magnet to banish effects.

NOTE (1): Kaleido requires Reinoheart + 2 AQUAs to make. You CANNOT use a Tear Girl + 2 Reinohearts to Fusion Summon Kaleido as Reinoheart is WARRIOR-type, not AQUA. **This is a common mistake to look out for.**

NOTE (2): Keep in mind, this card CANNOT be used as Fusion Material. You cannot loop this card back into the Extra Deck as Material to summon Dragostapelia. You CAN however shuffle this card from GY back into the ED /w Mudora or Keldo in Ishizu variants. Thanks to this condition, Kaleido-Heart is immune to Super Poly.

NOTE (3): Since he requires a specific named monster as Material ("Tearlaments Reinoheart"), you can opt to use a Fusion Substitute monster (i.e. King of the Swamp) to summon him instead.

NOTE (4): Oddly enough, this card is FIEND-Type. Keep this in mind when against floodgates.

:: △ TECHS & ENGINES [3.0] △ ::

:: King of the Swamp Package [3.1] ::



- [King of the Swamp](#) x3
[TCGPlayer] [YugiohPrices]
- [Polymerization](#) x1
[TCGPlayer] [YugiohPrices]
- [Fusion Substitute](#) x0-1
[TCGPlayer] [YugiohPrices]

[\[EXAMPLE LIST - Pure /w KotS\]](#)

[\[EXAMPLE LIST - Pure /w KotS 2\]](#)

King of the Swamp is an oft underestimated card which expands Tearlaments catalog of accessible Fusion Monsters, acting as a substitute for any specific named Fusion Material. (i.e. "Relinquished" for "Millenium-Eyes Restrict", "Aleister the Invoker" for "Invoked Caliga", or "Grapha, Dragon Lord of Dark World" for "Grapha, Dragon Overlord of Dark World"). It's also AQUA, thus can be used as material normally for Kaleido-Heart or ~~Kitkallos~~ (RIP). Can also be used with Reinoheart in GY to make Vicious Astroud. Most pair it with at least a copy of Polymerization which acts either as an 1-off extender, in case plays are interrupted, or a power card to push stylish end boards. It also opens board breaking capabilities via Guardian Chimera, if opting to run that particular card. As for Fusion Substitute, in exchange for the capacity to use monsters from hand as Fusion Material, Substitute can be banished from GY to shuffle a fusion back into the deck for a draw. This can be useful if Perlereino is up, allowing you to pop something on board, particularly annoying floodgates like There Can Be Only One. Some favor these trio of cards, some don't. Each can lead to suboptimal openings at times, the spells especially as they're best when fetched /w KotS rather than hard drawing them. Regardless, the versatility they provide is undeniable. Post-banlist, this is the best (and practically the only) way to Fusion Summon out Rulkallos. It's ill-advised to run Fusion Substitute as the sole spell of the package as the inflexibility of not being able to use Materials from hand via this package is a detriment.

Full list of noteworthy Fusion Monsters you can Fusion Summon with KotS+Tear girls:

- **Tearlaments Kitkallos** [1 "Tearlaments" monster + 1 AQUA monster]
- **Tearlaments Rulkallos** ["Tearlaments Kitkallos" + 1 "Tearlaments" monster]
- **Tearlaments Kaleido-Heart** ["Tearlaments Reinoheart" + 2 AQUA monsters]
- **Invoked Caliga** ["Aleister the Invoker" + 1 DARK monster]
- **Lubellion the Searing Dragon** ["Fallen of Albaz" + 1 DARK monster]
- **Millennium-Eyes Restrict** ["Relinquished" + 1 Effect monster]
- **Grapha, Dragon Overlord of Dark World** ["Grapha, Dragon Lord of Dark World" + 1 DARK monster]

NOTE (1): You CANNOT use a Fusion Substitute monster as substitute for a named material while that monster is still in the deck. (i.e. You cannot use KotS with something like Branded Fusion.) You CAN use a Fusion Substitute monster as a substitute for a named material while they are in the hand, field (face-up or set), or in the GY.

NOTE (2): Again, keep in mind, Kaleido-Heart **cannot** be used as Fusion Material, so no trying to use Poly /w Kaleido. I mention this here 'cause a lot of times it's easy to get carried away in this archetype, to try and really push a particular board.

:: △ Shaddolls [3.2] △ ::



[The Shaddoll Engine](#)

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Tear Dolls\]](#)

[\[EXAMPLE LIST - Danger! Tear Dolls\]](#)

Shaddoll Engine's niche is to provide a bit of advantage from mills, chain-blocking, and access to El Shaddoll Winda as a strong floodgate option. Bigger packages can increase the odds of getting to Winda; though, the bigger the package, the more brickly the engine. Committed Shaddoll hybrids appreciate having Gale Dogra as an option to abuse, which meshes very well with Tearlaments consistency of abusing Spright Elf. Revive a milled Gale Dogra /w Spright Elf, pitch Apakallone from ED, fetch Shaddoll Ruq from deck. Big package Shaddolls also benefit **a lot** by having "That Grass Looks Greener" available in its format. Otherwise, the larger engine may prove too clunky to be worth it. Be careful of Winda. She can get in the way of your own plays at times if trying to push for game. **Ratios vary, but it's best to keep dolls at a minimum (or to not run them at all) to avoid subpar openings.** Unless forcing a committed doll hybrid, **most competitive builds splash 1, single, Shaddoll Beast, 0-1 Squamata, and 1 Winda.** That's it.

:: △ Branded [Despia] [3.3] △ ::



[The Branded \[Despia\] Engine](#)

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Branded Aluber Tears\]](#)

Branded Engine's niche is the benefit of having the best bang for your buck out of 1-card plays. Bigger packages, the Despia, supplement this playstyle; though, the bigger the package, the more brickly the engine may feel. Some who opt to go full-on /w this engine tend to keep the Tear Main Deck monsters at a minimum (i.e. 2 Reino, 2 Scheiren, 1 Havnis, 1 Merli), in lieu of more hand traps and/or more 1-card starters (i.e. Fusion Deployment). Conflicts heavily with Xyz and Link follow-ups, thus making it more susceptible to Dimensional Barrier. **Ratios vary depending on build. If opting for just a splash, consider just 1 Albaz, 3 Branded Fusion, 1 Mirrorjade, 1 Lubellion, 1 Alba Lenatus in pure variants.**

:: ⚠ **Ishizu [3.4]** ⚠ ::



[The Ishizu Engine](#)

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Ishizu Tears\]](#)

Ishizu Engine's niche consists of mass milling, filling your GY like a madman for advantage. It also consists of copious amounts of GY and deck manipulation. Mudora and Keldo provide the aforementioned GY manip while Agido and Kelbek are the premiere mass millers. Agido acts as an extender, and can potentially mill a whopping 10 cards on its own, while Kelbek acts as a hand-trap and can potentially re-set any Trap from your GY to your field. These 4 Fairies together /w Diviner also opens the door to Herald of the Orange Light as a Hand Trap. By far the most represented of Tear engines and the most explosive too, but tends to be very sacky and has rather inconsistent opening hands. Most Rank 4 Xyz friendly of the main 3 competitive engines, and possesses a couple, exclusive nifty interactions /w Tearlaments. **Ratios vary depending on how much importance you place upon GK Trap and Exchange of the Spirit.** If running those cards and you feel they're important, the ratios within the above link will suffice. Otherwise, you can opt not to run those traps, drop Mudora entirely, and still do fine. Heck, if you really want to, it's possible to forgo everything and simply opt to only run 3x Kelbek in more standard builds if you prefer (but you'll be missing out on a lot).

:: ⚠ Other Engines [3.5] ⚠ ::



DANGER!

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Danger! Tears \(No KOTS/No Branded\)\]](#)

[\[EXAMPLE LIST - Danger! Branded Tears\]](#)

"Danger!'s" act as excellent, compact extenders to push fodder on board for Xyz and Links. Nessie is AQUA, thus capable as Fusion Material for Kitkallos or Kaleido-Heart, while Mothman is Level 4 for Xyz plays and can be Fusion Material for Mudragon of the Swamp. Dangers!, however, can be rather clunky when trying to net them on the field via their effects, often having to manipulate your hand first before attempting to do so. Regardless, if you're in need of a small, efficient engine which has no need for the NS to push monsters on board, look no more. Danger's are superb material to push out Curious, the Lightsworn Dominion.



Destiny HERO & Dark Law Package

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Destiny HERO Tears\]](#)

Uses Malicious in tandem /w "Destiny HERO - Dangerous" and "Beatrice, Lady of the Eternal" for super strong end boards. Has high potential ceiling, about as high as Ishizu Variant, and can be very compact. Though, the more you commit to this engine the less capable it is going second. Malicious and gang can also mesh well with the Dark Law package, which is relevant against Tear mirrors. If Mask Change 2 targets a Tear monster, you can trigger that Tear monster's GY effect (as it sends to GY via effect).



P.U.N.K.

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - P.U.N.K. Tears\]](#)

Uses a small P.U.N.K engine in tandem /w Emergency Teleport to create "Chaos Ruler" and "The Zombie Vampire" to gain advantage from their respective mill effects. Can also attempt to delve /w Halq shenanigans, though Extra Deck space for that can be very limited. Good engine /w superb ceiling, but monsters are unable to be used as Material for fusions /w Tear girls, thus making it a one-and-done type of package. Fun fact: Foxy Tune's pitch can trigger Tearlament's stuff.



Adventure/Brave

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[\[EXAMPLE LIST - Adventurer Tears\]](#)

Well-known engine which forces out an omni-negate monster before committing to plays. Not only does Fateful Adventure's hand pitch mesh well with Tearlament's effects, but it's rather easy to find a Water Enchantress in your GY to banish thanks to all the milling. Can be conflicting as Tearlaments will often need the Normal Summon's effect to get something started. Quite a hefty engine to boot too, which means less room for other techs. Something else to consider is the Token and Gryphon itself taking up Monster Zones. When combined with the Fusion Summoning, you may not have room to plug any Xyz or Link's on board.



Paleozoic

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[EXAMPLE LIST - Paleo Tears]

Tears are the best thing Paleozoics has asked for in recent years. Takes full advantage of the Paleozoic Traps to control and flood the board, as well as being the variant most suited for "Needlebug Nest". Marella is especially good to dump Sulliek or Metanoise, benefiting from their effects. Amazing going first potential, but suffers the worst of all variants going second right next to Lightsworn Tears.



Therions

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[EXAMPLE LIST - Therion Tears]

Therions can appreciate Tears innate capability to load the GY quickly, whereas Tears enjoys easy access to an omni-negate via Regulus. Mesh them together and you create a cake of a deck /w extra icing. With RNGesus on your side, the deck can pop off like any other.



Lightsworn

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[EXAMPLE LIST - Lightsworn Tears]

Similar to Ishizu Variant in that it mass mills for advantage, but has better spam capabilities in exchange for defense. Very much a glass cannon engine — the more you commit, the more fragile it is going second. Nevertheless, with the right cards and RNG in your favor, the engine can go on for days. Great to utilize /w the King Calamity turn-lock setup!



Predaplant

Click the link above for the gist of the engine. Key for above is:

- If in Side, it's optional and is used for bigger packages.
- If in Main or Extra Deck, it's the engine's bare minimum.

[EXAMPLE LIST - Predap Tears]

Allows more play with Predator Counters outside of Dragostapelia, and makes use of Predaplanning's GY effect to pop stuff. In addition, all Predaplant monsters can be used /w Tear girls effect to create Predaplant Chimerarafflesia. Neat engine but with very undefined ratios which can often feel like a cluttered mess. May find better results in more committed packages such as the example list below.

:: △ OTHER NOTEWORTHY CARDS [4.0] △ ::

:: △ Main Deck Monsters [4.1] △ ::



Supreme Sea Mare

Level 4/WATER

Aqua/Effect

1500/1600

If this card is Normal or Special Summoned: You can send 1 Aqua monster from your Deck to your GY, except "Supreme Sea Mare". During your End Phase: You can Tribute this card, then target 1 Aqua monster in your GY, except "Supreme Sea Mare"; add it to your hand. You can only use each effect of "Supreme Sea Mare" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Oft forgotten monster that acts, sort of, like another copy of Reinoheart. Similarly, it's a 1-card starter capable of commencing Fusion plays. It being Level 4 WATER attribute makes it the best companion for Reinoheart, next to Mudragon of the Swamp, for Shark/Toad. Its last effect is a bonus, rarely able to be pulled off as it's likely this monster will be used as Material for something beforehand. Careful to consider the amount of monsters in your deck that benefit from Normal Summoning when opting for this card. Too many and your opening hands may suffer.



Fairy Tail - Snow

Level 4/LIGHT

Spellcaster/Effect

1850/1000

If this card is Normal or Special Summoned: You can target 1 face-up monster your opponent controls; change it to face-down Defense Position. If this card is in your GY (Quick Effect): You can banish 7 other cards from your hand, field, and/or GY; Special Summon this card.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Though Tearlaments do focus on heavy milling, Snow is an uncommon pick among players. This is because, while the card is excellent mid-to-late game, Snow suffers early game before mills get going. It's similar to Shaddoll Beast in that regard — you hate to see it in the opening hand going first, and you hate to see it in the opening hand going second. To Beast's credit though, at least that card can be Fusion Material for the powerful Windra whereas Snow just sits in hand until you find a way to get it in GY. Regardless of the matter, this card has increased niftiness within Danger/Curious/Zeroboros builds to fuel Zeroboros to gargantuan ATK.



Frog Package

- [Swap Frog](#) x3 [\[TCGPlayer\]](#) [\[YugiohPrices\]](#)
- [Ronintoadin](#) x1 [\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Splashable duo to Xyz Summon Toadally Awesome while also meshing well /w Merlli and Spright Elf. Despite this, they're rarely seen in Tear builds as they're rather clunky to utilize efficiently. Best in more spam heavy Tear builds which can opt to utilize more Level 2 monsters outside of Merlli, such as P.U.N.K or Paleos. Oh, and remember, Merlli is DARK-attribute not WATER. Don't be *that* guy who tries to pitch Merlli from deck to GY via Swap Frog's effect.



Hand Traps

In most typical builds, Tearlaments should have enough flex room to consider an adequate number of hand traps. A good range is between 8-15 hand traps (not counting Havnis). The more hand traps, the less able you can get out of your mills. Ishizu variant typically runs the least amount of generic hand traps, though makes up for it with engine unique hand traps such as Kelbek and Herald of the Orange Light. Overall, while

Hand Traps among this meta are good to thwart certain powerful effects, it'll typically take about 2-3 to halt entire turns. As such, it's recommended to utilize card efficient board breakers such as Lava Golem, Dark Ruler No More, Evenly Matched, etc... over higher hand trap counts.

Here's a small Tier "Tear" list of great hand traps to utilize in your Tearlament decks among this TCG meta:

- S:** Ash Blossom, PSY-Framegear Gamma, D.D. Crow
- A:** Ghost Ogre, Infinite Impermanence, Ghost Belle, Ghost Reaper
- B:** Ghost Mourners, Veiler
- C:** Nibiru
- D:** Most everything else.

:: ⚠ Spells [4.2] ⚠ ::



Instant Fusion

Normal Spell

Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Pretty much a free Kitkallos, at the cost of 1k LP. Can also Special Summon "Millennium-Eyes Restrict", if running that card, which can act as a blind out to most generic hand traps. **VERY close to a staple card in any variant.**



Fusion Deployment

Normal Spell

Reveal 1 Fusion Monster in your Extra Deck and Special Summon, from your hand or Deck, 1 of the Fusion Materials whose name is specifically listed on that card, also you cannot Special Summon monsters from the Extra Deck, except Fusion Monsters, the turn you activate this card. You can only activate 1 "Fusion Deployment" per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Forces out Reinoheart from deck to field, without using NS, at the cost of locking you into only Special Summoning Fusion Monsters (from ED) for the turn. Can also Special Summon Fallen of Albaz, if running that particular engine. Highly useful in Branded[Despia] variants, though can clash with Xyz and Link capabilities of other variants.



Foolish Burial

Normal Spell

Send 1 monster from your Deck to the GY.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Forces a Tear monster from deck to GY, instantly triggering its effect. Always handy card, but doesn't do much in the end. Can have wider use such as dumping Shaddoll Beast for a Draw, Despian Tragedy to fetch Aluber, or Ishizu's monsters for the GY manip or the mill 5. **Up to preference if opting for this card or not; though it's a bit more handy in Ishizu Tear builds.**



Foolish Burial Goods

Normal Spell

Send 1 Spell/Trap from your Deck to the GY. You can only activate 1 "Foolish Burial Goods" per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Deceptively useful when paired /w Sulliek in decks, acting as a more robust ROTA (Reinforcement of the Army) when dumping that particular Trap, thus in turn thinning the deck by 1. Can also send any other S/T to GY, including "Exchange of the Spirit" in Ishizu Variants or "Bridge of Salvation" if running that particular package (see below in "Noteworthy Traps"). If running 2+ Sulliek, always consider this card over ROTA. 1 or 2 Foolish Burial Goods is the sweet spot.



Galaxy Cyclone

Normal Spell

Target 1 Set Spell/Trap on the field; destroy it. During your Main Phase, except the turn this card was sent to the GY: You can banish this card from your GY, then target 1 face-up Spell/Trap on the field; destroy it. You can only use this effect of "Galaxy Cyclone" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Fantastic answer to back row. Tearlaments mill a lot, thus having great odds to net this card in the GY. Once milled, have it sit in your GY until needed. **If Mystic Mine is giving you the woes, consider this card.**



Terraforming

Normal Spell

Add 1 Field Spell from your Deck to your hand.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Tutors Perlereino, which tutors named Tear monsters. As important as Perlereino is, this card is a no-brainer. **Run the 1 you're allowed in all variants.**



[Reinforcement of the Army](#)

Normal Spell

Add 1 Level 4 or lower Warrior monster from your Deck to your hand.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Tutors Reinoheart to hand. That's it. While a good consistency card to see Reinoheart more often, there are other avenues you can opt. (i.e Foolish Burial Goods, if running 2+ Sulliek). Could also just run Supreme Sea Mare over ROTA too, as Mare has the benefit of being an AQUA for mill purposes.



[Pot of Desires](#)

Normal Spell

Banish 10 cards from the top of your Deck, face-down; draw 2 cards. You can only activate 1 "Pot of Desires" per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Pot of choice for Tearlaments, it substantially thins the deck to help tailor later mills while netting 2 cards in the process. Doesn't conflict /w 1-of cards as initially may seem as its most opportune moment of use is **after** using all your searches and other mill effects of the turn, or as a last ditch effort to net some advantage. Preferred for Pure and Branded builds, though Ishizu variants can do without.



[Branded in High Spirits](#)

Quick-Play Spell

Reveal 1 monster in your hand and send 1 Level 8 Fusion Monster from your Extra Deck to the GY with the same Type that has 2500 ATK or DEF, then you can apply this effect.

- Discard the revealed monster, and if you do, add 1 "Fallen of Albaz", or 1 monster that lists that card in its text, from your Deck to your hand.

During the End Phase, if a Fusion Monster was sent to your GY this turn: You can add this card from the GY to your hand. You can only use 1 "Branded in High Spirits" effect per turn, and only once that turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Cute quick-play method of setting up Fusion plays, by revealing a Tear Girl in hand, dumping it and "Lulucaros" or "D.3.S Frog" from Extra Deck, then tutor to hand "Springans Kitt" or "Albion the Shrouded Dragon" from deck. Continuously adds itself from GY back to hand for reuse. Can also dump any of the "Albaz" Lore Dragons from ED, if you reveal a Dragon monster in hand when activating this card. Not many have personally played around with this, though it has made a couple appearances in early OCG topping lists.

:: △ Traps [4.3] △ ::



Bridge of Salvation

Normal Trap

If Level 10 or higher monsters with 2 or more different Types are on the field: Shuffle as many cards from each player's hand, field, and GY as possible into the Deck, except this card, then each player draws 5 cards. You can banish this card from your GY; add 1 "Crystal Beast" monster and 1 Field Spell from your Deck to your hand. You can only apply each effect of "Bridge of Salvation" once per Duel.

[TCGPlayer] [YugiohPrices]

Alternative method to tutor Perlereino, adding a AQUA monster for Fusion Material ("Crystal Beast Emerald Tortoise") in the process. Makes Foolish Burial Goods an effective +2 (+1 from Salvation tutors, then another +1 from Perlereino itself.) Most useful in mass milling variants, especially in Ishizu variants as not only it has better odds to dump Bridge of Salvation but also has opportunity to shuffle the Crystal Beast back into the deck in case it was milled before using Bridge. **Be warned**, the package can (and will) tend to be bricky, especially /w the Crystal Beast acting as a Garnet. It IS possible to hard activate Bridge of Salvation in Ishizu Variants, but it requires a combination of Baronne De Fleur, Spright Elf, and Diviner while running El Shaddoll Construct in Extra Deck. Currently an OCG only package.



Rebirth Judgment

Continuous Trap

Once per turn: You can declare 1 Monster Type; monsters in the GYs become that Type for the rest of this turn (even if this card leaves the field).

[TCGPlayer] [YugiohPrices]

More of a meme, if anything. **WIDELY** opens Tearlaments catalog of accessible Fusion Monsters, including the likes of Red-Eyes Dark Dragoon if running this card alongside King of the Swamp. Want to finally use that Quintet Magician stuck in your binder? Well, here you go. Outside of meme potential, it can stifle certain decks in its own right (i.e. Tri-Brigade, Dragon Link, Zombies, and the Tearlament mirror.)

:: ⚠ Extra Deck Monsters [4.4] ⚠ ::

:: Fusions [4.4a] ::



Predaplant Dragostapelia

Level 8/DARK
Plant/Fusion/Effect
2700/1900

1 Fusion Monster + 1 DARK monster

Once per turn (Quick Effect): You can target 1 face-up monster your opponent controls; place 1 Predator Counter on it, and if it is Level 2 or higher, it becomes Level 1 as long as it has a Predator Counter. Negate the activated effects of your opponent's monsters that have Predator Counters.

[TCGPlayer] [YugiohPrices]

Important ED monster that allows Tearlaments to cycle any Fusion (except Kaleido), including other copies of itself, back into the ED for reuse. Very easy to make. Its soft OPT Quick Effect interruption is also handy. Use it to place a counter on something (thus negating that monster's activated effects), fuse that Dragostapelia into another Dragostapelia somehow, then use the 2nd Dragostapelia's effect at your disposal that same turn. Keep in mind, anything with a Predator Counter on it is reduced to Level 1 (even after this card leaves the field), thus putting a wedge to most Synchro or Xyz gameplans, including against Swordsoul or Sprights. **Typically ran at 2 in all variants. No more, and no less.** Ishizu variants can get away /w running 1 thanks to Mudora and Keldo.



King of the Swamp-Eligible Fusions

- **Grapha, Dragon Overlord of Dark World**
[TCGPlayer] [YugiohPrices]
- **Millennium-Eyes Restrict**
[TCGPlayer] [YugiohPrices]
- **Invoked Caliga**
[TCGPlayer] [YugiohPrices]

King of the Swamp's terrible trio. These 3 make up the core of opting to run the aforementioned Fusion Substitute. Grapha Overlord boasts an incredible 3.2k ATK packed with an omni-negate-like effect, which said effect can trigger Tearlaments. MER (Millennium-Eyes Restrict) snatches and negates opponent's monsters, negating any of their activated effects in the process — an effective answer in countering hand traps or floating effects. It's also Instant Fusion friendly to boot. Caliga is a hard lock down on monster effects, its impact to stifle entire turns equivalent to Winda. It together /w Dragostapelia, MER, or Grapha Overlord is essentially a True King of All Calamities-esque lock. If Caliga ever gets in the way of your own plays, you can simply opt to use it as Xyz Material for your Rank 4 plays. **If running KotS, you run at least 2 or these at 1, period.**



Branded Fusion Package

- [Mirrorjade the Iceblade Dragon](#)
[TCGPlayer] [YugiohPrices]
- [Lubellion the Searing Dragon](#)
[TCGPlayer] [YugiohPrices]
- [Alba-Lenatus the Abyss Dragon](#)
[TCGPlayer] [YugiohPrices]

The bare minimum Fusion Package if running Branded Fusion. Each monster is pretty self-explanatory. Lubellion in particular is useful to play around /w chain blocking. You can either chain block its own effect /w whatever was dumped by Branded Fusion or vice-versa. Keep in mind that the discard to activate Lubellion's effect is considered a cost to activate that effect, not an effect in itself. Thus, it will not trigger any GY effect of any Tearlament card when discarded. **If running Branded Package, you run at least these 3 each at 1.**



Guardian Chimera

Level 9/DARK
Beast/Fusion/Effect
3300/3300

3 monsters with different names

Must first be Fusion Summoned using only Fusion Materials from your hand and field, with at least 1 monster from each. If this card is Fusion Summoned by a Spell Card or effect: You can draw cards equal to the number of cards used as material from the hand, and if you do, destroy cards your opponent controls equal to the number of cards used as material from the field. You can only use this effect of "Guardian Chimera" once per turn. While "Polymerization" is in your GY, your opponent cannot target this card with card effects.

[TCGPlayer] [YugiohPrices]

Supplements King of the Swamp package by having an option to break boards. Rarely will you find a consistent opportune moment to make this; though, nevertheless, it can come up. If dropped using a couple Tear Girls as Fusion Material, it can win games. If not careful, you may find its destruction effect the only out to certain nuisances such as "Necrovalley". **Useful at 1 if running Poly, but not a must need.**



Mudragon of the Swamp

Level 4/DARK
Wym/Fusion/Effect
1900/1600

2 monsters with the same Attribute but different Types

Your opponent cannot target this card, or monsters on the field with the same Attribute as this card, with card effects. Once per turn (Quick Effect): You can declare 1 Attribute; this card becomes that Attribute until the end of this turn.

[TCGPlayer] [YugiohPrices]

Allows Tearlaments to cycle any DARK non-Aqua monster back into the Main or Extra Deck, including "Fallen of Albaz" which can be milled early before using Branded Fusion. Also useful as Material for Rank 4 Xyz plays, particularly Shark/Toad. Its targeting protection effect has surprising utility to boot too, if for some reason you want to keep it on the field that is. It's also a fantastic fusion to use /w Super Poly, if running that particular card. Great stepping stone for follow-ups, though outside of Branded Variants, not essential.



[Dragonecro Nethersoul Dragon](#)

Level 8/DARK

Dragon/Fusion/Effect

3000/0

2 Zombie monsters

Must first be Fusion Summoned. Monsters cannot be destroyed by battle with this card. At the end of the Damage Step, if this card battled a monster that has an original Level: That monster's ATK becomes 0, also, if that monster is still face-up on the field, Special Summon 1 "Dark Soul Token" (Zombie/DARK/Level ?/ATK ?/DEF 0). (When Summoned, its Level and ATK become equal to the original Level and ATK of that monster.)

You can only control 1 "Dragonecro Nethersoul Dragon".

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Answer to Zombie World, which can hinder Tearlaments flow of play. Its utility is strictly tied to Zombie World. If Zombie World is up, you can use **any** monster in your GY (including Effect Veiler or Ghost Girl hand traps), along /w a Tear girl, to Fusion Summon this. If you do manage to get it on board, it's a swell out to "Cannot be targeted by effects" hindrances such as Red-Eyes Dark Dragoon or Mek-Knight Crusadia Avramax.

:: Synchronos [4.4b] ::



Baronne de Fleur

Level 10/WIND

Warrior/Synchro/Effect

3000/2400

1 Tuner + 1+ non-Tuner monsters

Once per turn: You can target 1 card on the field; destroy it. Once while face-up on the field, when a card or effect is activated (Quick Effect): You can negate the activation, and if you do, destroy that card. You can only use the previous effect of "Baronne de Fleur" once per turn. Once per turn, during the Standby Phase: You can target 1 Level 9 or lower monster in your GY; return this card to the Extra Deck, and if you do, Special Summon that monster.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Used in Ishizu Variants to supplement Diviner, or used if running "Visas Starfrost". Important omni-negate for interruption. You can destroy your own cards with Baronne's 1st effect to extend your end board (i.e. by popping Kaleido-Heart or Tearlaments Scream.) To use /w Diviner, just pitch a Level 4 FAIRY from deck or Extra Deck to make that Diviner level 6, then tune /w any non-tuner Level 4.



PSY-Frame Lord Omega

Level 8/LIGHT

Psychic/Synchro/Effect

2800/2200

1 Tuner + 1+ non-Tuner monsters

Once per turn, during the Main Phase (Quick Effect): You can banish both this face-up card from the field and 1 random card from your opponent's hand, face-up, until your next Standby Phase. Once per turn, during your opponent's Standby Phase: You can target 1 banished card; return it to the GY. If this card is in your GY: You can target 1 other card in the GY; shuffle both that card and this card from the GY into the Deck.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Can be used in Ishizu Variants to supplement Diviner, though usually is not considered. A good card to drop to help clean up awkward ends board, to not leave vulnerable monsters on board. Snipes a card from the opponent's hand, and also puts any banished Mudora or Keldo back into your GY for endless GY manipulation. If you have the ED space, you can opt for Omega, though it's not essential.

:: Xyzs [4.4c] ::



Time Thief Redoer

Rank 4/DARK

Psychic/XYZ/Effect

2400/2000

2 Level 4 monsters

Once per turn, during the Standby Phase: You can attach the top card of your opponent's Deck to this card as material. (Quick Effect): You can detach up to 3 different types of materials from this card, then apply the following effect(s) depending on what was detached.

- Monster: Banish this card until the End Phase.
 - Spell: Draw 1 card.
 - Trap: Place 1 face-up card your opponent controls on the top of the Deck.
- You can only use this effect of "Time Thief Redoer" once per turn.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Primary Rank 4 Xyz option, acting as draw power, removal, or more often than not, a way for you to fuse on your opponent's turn. This is because, unlike most other Xyz monsters, **Redoer detaches Materials as part of his effect, not as cost** – thus feel free to detach a Scheiren and trigger her GY effect to Fusion Summon at your disposal. Also has nifty interactions /w Sulliek to dodge Dark Ruler No More or Forbidden Droplets (refer to [NOTE: \(1\)](#) in "Tearlaments Sulliek" above). Overall, this card's recurring presence can spell trouble for the opponent if not dealt with. Since it banishes itself until End Phase, then attaches a free material on Standby, this also makes it an effective Material for Zeus if need be. If not locked into Fusions only, *always aim to Xyz into Redoer using Scheiren, if possible*. This card acts as glue for a strong Tearlament end-board. **Run 1, no matter the variant.**



Rank 4 Xyz Meta Essentials

- [Number 41: Bagooska the Terribly Tired Tapir](#)
[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)
- [Abyss Dweller](#)
[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Essential Rank 4 Xyzs to hinder your opponent. Oftentimes you'll be unable to go into your Fusions for whatever reason (i.e. "Dimensional Shifter", "Dimensional Barrier", or opposing "Abyss Dweller"), thus the next best avenue is the Rank 4 Xyz toolbox. Bagooska has amazing utility, from negating activated monster effects to simply forcing a problem card to defense position to later get rid of it by battle. It can flat out counter the likes of Floowandereeze and can be wedges to Swordsoul or Dinomorphia if the opponent does not have the appropriate out at hand. As for Abyss Dweller, it is the epitome counter against the mirror match. Even its 500 ATK boost to WATER monsters you control can come up, thanks to Reinoheart, Supreme Sea Mare, and Mudragon of the Swamp all being WATER. **If your Tearlament deck-of-choice can dive into the Rank 4 toolbox, these cards are absolute considerations.** However, if running a variant that often locks you into a particular kind of monster (i.e Fusions in the Branded/Despia), then these may not be the best options.

Other good Xyz options to consider are:

- [Divine Arsenal AA-Zeus - Sky Thunder](#)
- [Evilswarm Exciton Knight](#)
- [Tornado Dragon](#)
- [Bahamut Shark](#) + [Toadally Awesome](#)
- [Number 39: Utopia](#) (or [Rising](#)) + [Number S39: Utopia the Lightning](#)

:: Links [4.4d] ::



Dharc the Dark Charmer, Gloomy

Link-2/DARK

Spellcaster/Link/Effect

1850

2 monsters, including a DARK monster

(This card is always treated as a "Familiar-Possessed" card.)

You can target 1 DARK monster in your opponent's GY; Special Summon it to your zone this card points to. If this Link Summoned card is destroyed by battle, or is destroyed by an opponent's card effect while in its owner's Monster Zone: You can add 1 DARK monster with 1500 or less DEF from your Deck to your hand. You can only use each effect of "Dharc the Dark Charmer, Gloomy" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Snatches an opponent's DARK monster from their GY for your use, and can tutor a variety of monsters to hand ("Scheiren", "Havnis", "Shaddoll Beast", "Aluber", "D.D. Crow", and more) if destroyed. Great for link climbing into bigger monsters to push for game, in tandem with [Selene, Queen of the Master Magicians](#), and then into an easy [Accesscode Talker](#) with 5.3k attack /w 2 Link monsters in GY with different attributes to use his effect twice.



Spright Elf

Link-2/FIRE

Thunder/Link/Effect

1400

2 monsters, including a Level/Rank/Link 2 monster

Cannot be used as Link Material the turn it is Link Summoned. Your opponent cannot target monsters this card points to with card effects. During the Main Phase (Quick Effect): You can target 1 Level 2 monster in your GY, or, if your opponent controls a monster, you can target 1 Rank/Link 2 monster instead; Special Summon it. You can only use this effect of "Spright Elf" once per turn.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Created using Merrli as Link Material, Elf allows an on-demand mill 3 in Quick Effect form by Special Summoning Merrli back from GY. Can also revive Diviner in Ishizu builds which, with that card, can act as interruption, GY manip, or even a mill 5 when pitching the appropriate cards /w Diviner. In P.U.N.K builds, use this to revive PSY-Framegear Gamma or Shaddoll Falco which, in turn, allows easy access to Baronne. Elf also provides targeting protection to monsters it points to – handy since most of the typical monsters in a Tearlament Extra Deck lack inherent protection. **Mostly used in Ishizu builds, but is also a useful 1-of in pure, P.U.N.K, Paleo, or Gale Dogra-centric builds.**



Barricadeborg Blocker

Link-2/DARK

Machine/Link/Effect

1000

2 monsters with different names

If this card is Link Summoned: You can discard 1 card; during the End Phase of this turn, add 1 Continuous or Field Spell from your GY to your hand. You can only use this effect of "Barricadeborg Blocker" once per turn. Face-up Spells you control cannot be destroyed by your opponent's card effects.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Used to tutor "Perlereino" or other Field and/or Continuous Spells from GY at End Phase. Handy to have in mass mill variants, in case all copies of a particular Field or Continuous Spell are in your GY or if you REALLY want to have that Field and/or Continuous Spell in play next turn. Although Barricadeborg Blocker's discard is incapable to trigger any Tear card's GY effect (since the discard is a cost, not an effect), it **does** have particular use in Ishizu variants as it can aid in setting up Mudora or Keldo, trigger Agido or Kelbeks mill 5 GY effects, or to simply put a drawn "Exchange of the Spirit" in the GY.

Other good Link options to consider are:

- [Cross-Sheep](#)
- [Gravity Controller](#)
- [Selene, Queen of the Master Magicians](#)
- [Accesscode Talker](#)
- [I:P Masquerena](#)
- [Knightmare Unicorn](#)
- [Underworld Goddess of the Closed World](#)
- [Curious, the Lightsworn Dominion](#)
- [Topologic Zeroboros](#)

:: ⚠ Side Deck Options [4.5] ⚠ ::



PSY-Framegear Gamma

Level 2/LIGHT
Psychic/Tuner/Effect
1000/0

Cannot be Normal Summoned/Set. Must be Special Summoned by an effect. When your opponent activates a monster effect while you control no monsters (Quick Effect): You can Special Summon both this card from your hand and 1 "PSY-Frame Driver" from your hand, Deck, or GY, and if you do, negate that activation, and if you do that, destroy that monster. During the End Phase, banish the face-up monsters Special Summoned by this effect.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Puts a stop to a vast majority of monster effects, and destroys that monster. Frightened of Dimension Shifter? Look no more — **Gamma shares the distinction /w Herald of the Orange Light as amazing outs to blind Dimension Shifter**. Even outside of that, Gamma has superb utility against several prominent meta threats. Sprights for instance. Rid them of a Level/Rank 2 monster, preferably a NS Diva, Swap Frog, or Nimble Beaver, and if they don't have Spright Starter (or some other card to force a Level 2 or board), their turn ends. Same goes against Floowandereeze — if they can't drop another NS bird on board somehow, their turn pretty much ends. (Bit harder to catch Floo, however, as a good pilot will try to chain block their normal summons.) Heck, it's even swell against Exosisters — use it to thwart Malffa's summon or impede their other monsters' effects. Card even has extra utility in P.U.N.K. variants as you can fetch back a milled Gamma via Spright Elf and use that Gamma to go into Baronne. Really, Gamma's luster only falters somewhat against the mirror as other side choices come into consideration — some comparable, some better. But don't let that minor detail refrain from using one of the best side cards among this meta. It's hard to do wrong with this excellent choice.



Kaiju-like Board Breakers

- [Gameciel, the Sea Turtle Kaiju](#)
[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)
- [Lava Golem](#)
[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)
- [The Winged Dragon of Ra - Sphere Mode](#)
[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

Fantastic cards to demolish oppressive monster boards when going second. Gameciel is of particular note due to its AQUA typing, allowing it a bit of extra utility outside of its usual role (i.e. as Fusion Material for Kaleido-Heart or Kitkallos). Lava Golem & Sphere Mode are also capable options as Tears don't necessarily depend on the normal summon THAT much, especially in Branded[Despia] Variants. Gameciel shines best against Exosister and Sky Strikers, whereas Golem and Spheres are superb thwarts against Sprights and Tearlament mirrors.



[Neko Mane King](#)

Level 1/EARTH

Beast/Effect

0/0

During your opponent's turn, when this card is sent to the Graveyard by the effect of your opponent's Spell, Trap, or Monster Card, your opponent's turn ends.

[[TCGPlayer](#)] [[YugiohPrices](#)]

A frankly hilarious option specifically to counter the Ishizu Tear Mirror match. They mill it /w their Agido or Kelbek, their turn ends. It's that simple. Also good against Dark Worlds, an archetype soon to get support in the near future (and perhaps could be meta relevant). Speaking of Dark World's, this card when paired /w Overlord Grapha is pretty delicious. Pitch this when using Overlord Grapha's omni-negate on the opponent's turn and that turn will end.



[Ultimate Slayer \(+ Evil★Twin Package\)](#)

Normal Spell

Your opponent cannot activate monster effects in response to this card's activation. Send 1 monster from your Extra Deck to the GY, then target 1 monster your opponent controls with the same card type (Fusion, Synchro, Xyz, Pendulum, or Link); shuffle it into the Deck.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Superb, yet expensive, side choice to out Extra Deck threats. Pretty self-explanatory as far as functions goes — dump something beneficial from your ED depending on what threat the opponent has on board, and then spin said threat away. No cool functions specific to Tearlaments to note, I'm afraid. However, there are a couple interesting packages you can opt to utilize with this card. A prominent one being—



- [Evil★Twins Ki-sikil & Lil-la](#)
[[TCGPlayer](#)] [[YugiohPrices](#)]
- [Evil★Twin's Trouble Sunny](#)
[[TCGPlayer](#)] [[YugiohPrices](#)]

Target an opponent's Link Monster /w Ultimate Slayer, dump Trouble Sunny from ED, then spin that opponent's monster away. Then, banish that Trouble Sunny from GY and send Evil★Twins Ki-sikil & Lil-La from deck (or hand) to GY to deal with another opponent's card. This sequence of plays steadily handles a typical Frog Spright Board with extra style. Milling the Evil★Twin garnet early can be a non-issue too if running Mudragon of the Swamp. Just shuffle it back into the main /w a Tear girl's effect when Fusion Summoning Mudragon. Overall, Ultimate Slayer is a pretty nifty card to utilize, if ED space and wallet allows. Give it a try!



[Super Polymerization](#) (+ [Garura, Wings of Resonance Life](#) & other Super Poly Fusions)

Quick-Play Spell

Discard 1 card; Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from either field as Fusion Material. Neither player can activate cards or effects in response to this card's activation.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

With the right Fusion available in ED, Super Poly can single-handedly out some of the most oppressive boards in the game. Using Garura, Super Poly can (clunkily) deal with the typical Spright/Frog end board, depending if the opponent has Dupe Frog along /w Toadally Awesome or shotguns their Spright Starter. Super Poly is also pretty nice to have against the mirror, able to deal with most non-Tearlament ED monsters. Opposing Dragostapelia + Redoer is food for Super Poly. Garura itself can be summoned with 2 named Tear girls as well (if for some reason you'd ever want to.) Of course, to utilize Super Poly at its most versatile will take up ED space else you'll find its range of matchups in which it is good against limited. If you have the ED room, why not give Super Poly a go?



[Mischievous of the Gnomes](#)

Normal Trap

This turn, reduce the Levels of all monsters in each player's hand by 1 (even after they are Summoned/Set). You can banish this card from the Graveyard; this turn, reduce the Levels of all monsters in each player's hand by 1 (even after they are Summoned/Set).

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

An option against Synchro and Xyz based strategies, it has utility even when milled. Against Sprights, they'll need to SS a Level 2 from their deck to continue their turn. Same goes for Exosisters, with them either needing to SS a Level 4 from deck or rely on their monster's archetypical effects to Xyz Summon. As such, it's not particularly hard for these matchups to get around this card. Nevertheless, it is something.



[Deck Devastation Virus](#) (+ [Codebreaker Virus Swordsman](#))

Normal Trap

Tribute 1 DARK monster with 2000 or more ATK; look at your opponent's hand, all monsters they control, and all cards they draw until the end of their 3rd turn after this card's activation, and destroy all those monsters with 1500 or less ATK.

[\[TCGPlayer\]](#) [\[YugiohPrices\]](#)

A successful and well-timed DDV against the likes of Spright, Exosisters, or Floowandereeze is pretty much an auto-win. The only way for these matchups to make an immediate comeback is to have a spell tutor or extender, which in the case for Spright is mostly Spright Starter. Codebreaker Virus Swordsman is a very generic Link-2 that can be opted to meet the requirement cost for DDV (in case you can't go into Kitkallos or w/e somehow.)



[Solemn Judgment](#)

Counter Trap

When a monster(s) would be Summoned, OR a Spell/Trap Card is activated: Pay half your LP; negate the Summon or activation, and if you do, destroy that card.

[[TCGPlayer](#)] [[YugiohPrices](#)]

Incredible card to side in when going first. Very flexible anti-meta card, able to be a wedge in Normal Summon dependent decks (Floos and Sprights), a stop sign to S/T board breakers, or more. Of course that LP cost can be hefty, but it's a small price to pay for the grand-daddy of all counter traps.

Other good Side options to consider are:

- [Ghost Ogre & Snow Rabbit](#)
- **Artifact Package** (1-2x [Artifact Scythe](#) + 3x [Artifact Sanctum](#) + 0-1 [Artifact Dagda](#))
- [Dimensional Barrier](#)
- [Dark Ruler No More](#)
- [Evenly Matched](#)
- **Mass Monster Removal Spells** ([Raigeki](#), [Lightning Storm](#), etc...)
- **S/T Removal** ([Harpie's Feather Duster](#), [Lightning Storm](#), [Cosmic Cyclone](#), etc...)

:: ⚠ **BASE RATIOS & EXAMPLE DECKLISTS (TL;DR) [5.0]** ⚠ ::

(*NOTE: Decklist Examples aren't complete)

:: ⚠ **Pure [5.1]** ⚠ ::



PROS

- Most balanced, gameplay wise, of competitive builds.
- Versatile with plenty of flex room for techs. Weaknesses can be easily adjusted for.
- Can splash a variety of engines, from King of the Swamp, Branded Fusion, Danger, and more...
- Has its moments, but overall not too difficult to pilot.
- Has enough depth and decision trees, gameplay and deck-building wise, to not feel monotonous or overwhelming.

CONS

- Very dependent on Reino and/or Scheiren to get plays started, if not supplemented with a sub-engine.
- Mild RNG to deal with (though usually can be made up for).
- Deckbuilding can be rather tough thanks to the many tech/sub-engine options at disposal.
- Has it the hardest outing big ATK "Cannot be targeted by effects" monsters (i.e. ["Red-Eyes Dark Dragon"](#), ["Mekk-Knight Crusadia Avramax"](#), etc...)

BASE RATIOS

Main Deck Monsters	Spells	Traps	Extra Deck Monsters
3 Reinoheart 3 Scheiren 3 Havnis 2-3 Merrli 0, 2-3 King of the Swamp 0-1 Fallen of Albaz 0-1 Shaddoll Beast	3 Perlereino 1 Terraforming 1 Instant Fusion 0-1 Polymerization 1 Called by the Grave 0, 3 Branded Fusion 0-1 Foolish Burial 0-1 Foolish Burial Goods 0-1 Reinforcement of the Army 0, 2 Pot of Desires	1-2 Metanoise 1-2 Sulliek 0-1 Cryme	2 Kitkallos 1 Lulucaros 1-2 Kaleido-Heart 2 Dragostapelia 0-1 El Shaddoll Winda 1 Time Thief Redoer 1 Bagooska 0-1 Abyss Dweller 1 Spright Elf 0-1 Millennium-Eyes Restrict 0-1 Grapha, Dragon Overlord of Dark World 0-1 Invoked Caliga 0-1 Lubellion 0-1 Mirrorjade 0-1 Alba Lenatus 0-1 Mudragon

EXAMPLE LISTS

[TCG - Rowan's Pure /w King of the Swamp](#)

[TCG - Columbus Top 32 Regionals Profile](#)

[TCG - Euro Nats 2nd Place Decklist](#)

[OCG - Pure /w Danger](#)

[OCG - Pure /w Branded Splash 1](#)

[OCG - Pure /w Branded Splash 2](#)

[OCG - Pure /w Branded Splash 3](#)

[OCG - Pure /w Branded & Fossil Splash](#)

[OCG - Pure /w Rebirth Judgment](#)

:: ⚠ Branded[Despia] [5.2] ⚠ ::



PROS

- Plethora of 1-card starters to get plays going.
- Not as dependent on random mills as other variants.
- Most consistent access to El Shaddoll Winda next to Doll variants.
- Easy out to towers-like monsters via Mirrorjade.
- Easiest competitive variant to pilot.
- Budget friendly (though you'll still need 3x Perlereino to perform at best capacity.)

CONS

- VERY weak to Dimensional Barrier.
- High spell dependency.
- Often is locked into only Special Summoning Fusions from ED, thus making it difficult to utilize other ED summon types.
- Milling "Fallen of Albaz" early before using Branded Fusion often results in less than ideal, clunky follow-ups.
- Tight Extra Deck.

BASE RATIOS

Main Deck Monsters	Spells	Traps	Extra Deck Monsters
2-3 Reinoheart 1-3 Scheiren 1-2 Havnis 1-2 Merrli 1-2 Fallen of Albaz 2 Aluber 0-1 Ad Libitum 0-1 Despian Tragedy 0, 2 King of the Swamp 0-1 Shaddoll Beast	3 Perlereino 1 Terraforming 1 Instant Fusion 0-1 Polymerization 1 Called by the Grave 2-3 Fusion Deployment 3 Branded Fusion 2-3 Branded Opening 0-1 Branded in Red	1-2 Metanoise 0-2 Sulliek 0-1 Cryme	2 Kitkallos 1 Lulucaros 1 Kaleido-Heart 2 Dragostapelia 0-1 El Shaddoll Winda 1 Time Thief Redoer 0-1 Millennium-Eyes Restrict 0-1 Grapha, Dragon Overlord of Dark World 0-1 Invoked Caliga 1-2 Lubellion 1-2 Mirrorjade 1 Alba Lenatus 1 Mudragon

EXAMPLE LISTS

[TCG - Aluber Branded Tears Sample List](#)

[OCG - Branded Tears](#)

[OCG - Branded Tears /w Dinomorphia](#)

:: △ **Ishizu [5.3]** △ ::



PROS

- Very high ceiling — crazy mills often leading to ludicrous end boards.
- Can manip either GY at player's disposal thanks to Mudora and Keldo's GY Quick Effects, or lock the opponent's GY down entirely via Gravekeeper's Trap.
- Can eat through interruptions, provided good opening hand.
- Access to variant unique hand traps in Kelbek and Herald of Orange Light.
- Has an alternate win-condition (via decking the opponent out).
- Excellent against **other** Tearlament variants.
- Best capable variant to utilize Rank 4 Xyzs.

CONS

- Inconsistent opening hands. Starting hands can vary widely from superb to Trump's Brick Wall.
- **High RNG.**
- Nightmarish mirror-match.
- Difficult to pilot.
- Little to no room for Techs unless opting for a 40+ card build.
- Tight Extra Deck.
- Won't be available in TCG until months after POTE's release. ([November 3rd, 2022 in Magnificent Mavens](#))

BASE RATIOS

Main Deck Monsters	Spells	Traps	Extra Deck Monsters
2-3 Reinoheart 3 Scheiren 3 Havnis 2 Merrli 2-3 Diviner of the Heralds 2-3 Mudora 2-3 Keldo 3 Agido 3 Kelbek 3 Herald of the Orange Light 0-1 Shaddoll Beast 0-1 Elemental HERO Shadow Mist	3 Perlereino 1 Terraforming 1 Instant Fusion 1 Called by the Grave 0-1 Tearlaments Scream 1 Foolish Burial 0-1 Foolish Burial Goods 0-3 A Hero Lives 0-1 Mask Change 2	0-1 Metanoise 0-1 Sulliek 0-1 Cryme 1 Gravekeeper's Trap 1 Exchange of the Spirit	1-2 Kitkallos 1 Lulucaros 1 Kaleido-Heart 1-2 Dragostapelia 0-1 El Shaddoll Winda 1 N'Tss 0-1 Masked HERO Dark Law 1 Time Thief Redoer 1 Bagooska 1 Dweller 1 AA-Zeus 1 Baronne 0-1 Omega 1 Spright Elf 0-1 Barricadeborg Blocker 0-1 Dharc 0-1 Knightmare Unicorn

EXAMPLE LISTS

[OCG - Ishizu Tears 1](#)

[OCG - Ishizu Tears 2](#)

[OCG - Ishizu Tears 3](#)

[OCG - Ishizu Tears 4](#)

[OCG - Ishizu Tears, no Mudora/GKTrap/EotS](#)

:: △ HOW-TO-PLAY, GAMEPLAY, & COMBO EXAMPLES [6.0] △ ::

(NOTE: Section is incomplete.)



(Typical end-board in pure Tearlaments)

Tearlaments, while not at the top of complexity of D/D's, are still a very mind-intensive archetype. There are copious amounts of decision trees and “thinking outside the box” on the fly involved when piloting. You have to take into consideration not only your hand, but also your entire GY and what you mill. **I cannot stress this enough — your mileage out of combos is at mercy of the mill 3 or 5.** To master this Archetype takes *practice*, and it's recommended to play test in a casual environment or with yourself before taking helm in competitive atmospheres. Hopefully these many gameplay examples can help along the way. If you're new to this archetype, it's recommended to watch all of them in order. Comments and tips are left in most replays at particular points to explain specific scenarios and decisions.

:: △ General Tearlament Combos [6.1] △ ::

[[[SAMPLE DECKLIST USED IN GENERAL EXAMPLES](#)]]

(NOTE: For POTE-Only sakes, if at any point in these replays where a combo makes Lulucaros, you can also make Dragostapelia. Lulucaros and Dragostapelia, for the most part, take the same materials to make.)

1-Card Combos	1.5-Card Combos	2.5-Card Combos	Full Hand Combos
• Basic 1-card combo • Basic 1-card combo Alternative • Advance 1-card combo • 0 Turn, Havnis Combo	• Basic 1.5-card combo 1 • Basic 1.5-card combo 2 • Intermediate 1.5-card combo 1 • Intermediate 1.5-card combo 2 • Intermediate 1.5-card combo 3 • Advanced 1.5-card combo	• 2.5-card combo 1 • 2.5-card combo 2 • 2.5-card combo 3 • 2.5-card combo 4 (NOTE: Instead of Overlord Grapha in this example, you can make MER or Caliga instead.) • Advanced 2.5-card combo 1 • Advanced 2.5-card combo 2 • 2.5-card combo, Instant Fusion Specific 1 • 2.5-card combo, Instant Fusion Specific 2 (NOTE: DWBL-Specific)	• Combo 1 • Combo 2 • Combo 3 • Combo 4 • Combo 5 • Combo 6, Instant Fusion Specific

:: ⚠ Ishizu Tearlament Combos [6.3] ⚠ ::

Most of the general combos above can also be applied within Ishizu Variants. Ishizu builds take their combos a step further thanks to massive mills and access to Diviner allowing potential extension into Baronne (or Omega). **WARNING: This particular variant is very difficult to pilot.**

[[[SAMPLE DECKLIST USED IN ISHIZU TEARLAMENT EXAMPLES](#)]]

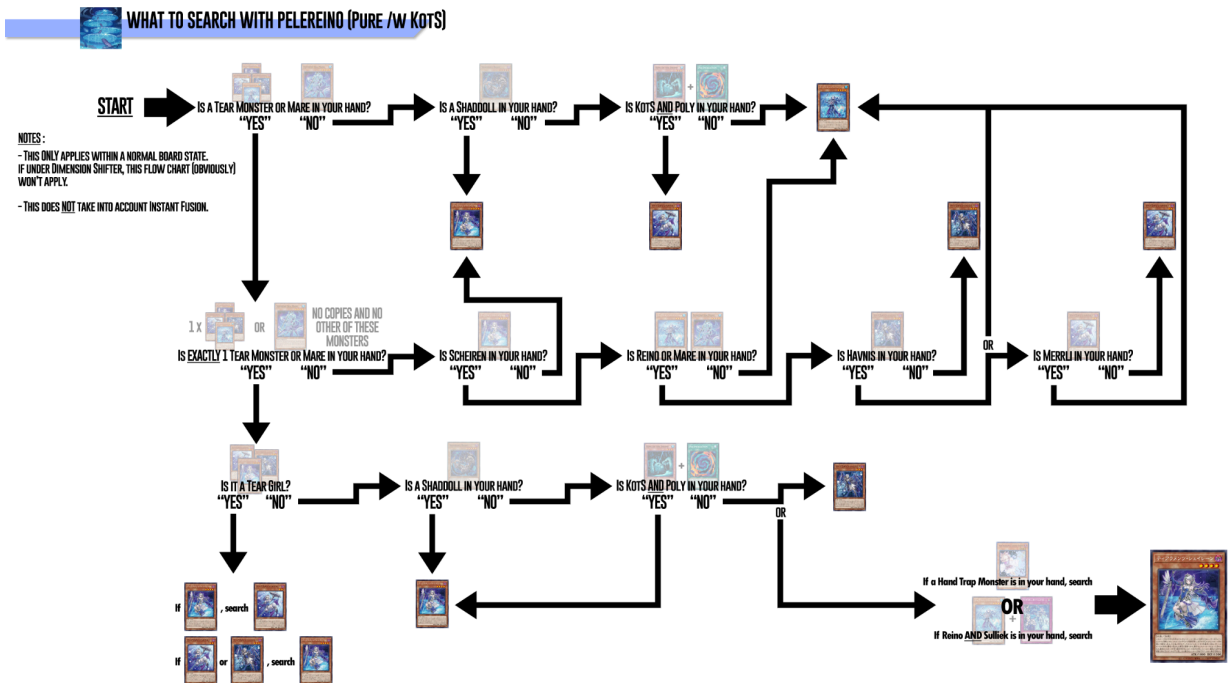
1-CARD COMBOS

- ["Basic" 1-Card Combo 1](#)
- [Basic 1-Card Combo 2](#)
- [Advance 1-Card Combo](#)

FULL HAND COMBOS

- [Combo 1](#)
- [Combo 2](#)
- [Combo 3](#)

:: ⚠ What to Search /w Perlereino [6.5] ⚠ ::



:: △ F.A.Q [7.0] △ ::

(NOTE: Under Construction.)

Q: What are effective counters against Tearlaments?



A: D.D. Crow and most of the **Byssted Archetype** are big ones. Tear girls need to return themselves from GY to deck in order to Fusion Summon /w their effects. Banishing them from GY via D.D. Crow or Byssted will deny them the opportunity. Ghost Belle can also sting if correct timing allows as, unlike Crow or Byssted, her effect can be chain blocked. **Kaiju-like board breakers** are also powerful outs as well. The best Tearlament end boards always end /w 2-3 monsters, and their named traps also require a Tearlament on board to be used. Tribute away their monsters with Lava Golem or Sphere Mode and, most often, Tearlaments are left /w only Havnis as an answer.

S/T-form board breakers, such as **DRNM (Dark Ruler No More)** and **Forbidden Droplets**, are “okay” answers to deal /w Tearlament boards, but these can largely be played around thanks to Tearlaments copious amount of floating as well as Tearlament’s trap arsenal. **Super Poly** can be a better punch, but even that is only effective against non-Tear named ED monsters. Nevertheless, there is a certain 1-card S/T answer that can be very threatening against Tearlaments — **Evenly Matched**. Until Izhisu cards drop, Tearlaments seldom end their turn with an omni-negate on board. Tearlaments Cryme, Tears most effective answer to Evenly, is commonly either brought as a side deck 1-of option or not even ran at all. Until Ishizu cards arrive in early Nov, it can be wise to take advantage of this.

There’s also always **Dimensional Shifter** and **Dimension Barrier** too, of course, the latter having much less of an impact as Tearlaments can play around it via their good foray of options during the OP’s turn on top of their adequate Rank 4 Toolbox capabilities. Nevertheless, these cards can *sting*. Honestly, there’s quite a lot of answers to Tearlaments.

Here’s a small Tier “Tear” list of effective counters:

S: D.D. Crow/Byssted, Dimension Shifter, Mystic Mine, Lava Golem

A: Necrovalley, Big body “Cannot be targeted by effects” monsters (Avramax, Dark Dragoon, The Arrival @Ignister, etc...), Evenly Matched, Sphere Mode, S/T Floodgates, Ultimate Slayer, Ghost Reaper, Ghost Belle

B: Super Poly (Pre-DWBL), Zombie World, Dimensional Barrier, DRNM, Forbidden Droplets

C: Super Poly (Post-DWBL), Imperm, Veiler, Ash, Nibiru (Pre-DWBL), most everything else

F: Nibiru (Post-DWBL)

△ Q: Against Tearlaments, where do I Ash, Imperm, Veiler? △



A: Best overall answer — **Kitkallos**. While not a choke-point, her bridging capabilities are neutered significantly by denying her the fetch/pitch. Imperm and Veiler also leave the scar of blocking her from her 2nd effect follow-up. If more than 1 hand trap is at disposal, **Ash’ing Scheiren can also be pretty afflicting too** as, a good chunk of the time, it forces Tears into having to commit to Normal Summon to get something started. **Another good target to Ash is Redoer**, as this denies the Scheiren pitch to Fusion Summon and keeps Redoer on board. And, yes, [you can Ash Redoer](#). Ash’ing Havnis is generally not the best play, unless your opening hand is rather godly and you’re confident you can interrupt w/e Tearlaments throws next turn. If a Tear player uses Havnis on your Turn and they mill a Tear girl but you don’t see a Shaddoll, Reinoheart, King of the Swamp, or a Fusion Monster in their GY (or in their control), they’ll likely make Kitkallos. Just use Ash then upon her summon.

Q: How do I play around “Dimensional Shifter”?



A: Quick answer is to **try and utilize your other ED summoning capabilities, typically Rank 4 Xyzs.**

Scheiren SS + any other level 4 is at least Bagooska to stall with or Exciton Knight (or Zeus, if able) to blow up fields. Against D-Shifters in particular, running PSY-Framegear Gamma package along /w Called By can help counter that specific card. You can even utilize 3x Crossout Designator (along with a 1-of DShifter of your own) if you're desperate.

If the opponent goes 1st and they use DShifter blindly that turn, it can also be a good idea to just let its effect pass your next turn while you set up Tear Traps and Havnis for the opponent's next turn (where neither player will no longer be under its effects). Remember, Tears are very capable of Fusion Summoning even during the opponent's turn. Make sure to take advantage of that.

In the case against Floowandereeze, if the opponent goes 1st and they blind DShifter, it's wise to drop Havnis on field asap if you can, even under shifter, as this puts a little pressure on their typical Barrier Statue setup (as this may force them to use Dreaming Towns' effects to get Raiza out (or w/e) to deal with it before you Normal Summon.)

Q: How do I play around “Dimensional Barrier” if the opponent calls Fusion?



A: Again, the quick answer is to **utilize your other ED summoning capabilities, typically Rank 4 Xyzs.**

Scheiren SS + any other level 4 is at least Bagooska to stall with or Exciton Knight (or Zeus, if able) to blow up fields. Creating Redoer /w Scheiren + any other level 4 can also be ideal, allowing us Fusion Summon access in Quick Effect form during the opponent's turn. **It can also be a good idea to just let DBarrier's effect pass while you set up Tear Traps and Havnis for the opponent's next turn.** DBarrier only lasts for your turn, and Tearlaments are more than capable of playing on the opponent's turn.

Q: But what if I play “Branded Fusion” and/or “Fusion Deployment”? What can I do if the opponent uses “Dimensional Barrier” in response to their effects?

A: Not much, I'm afraid. It's the expense of running those particular cards. Best can do is to set up Tear Traps /w a Tear monster on board and/or Havnis for the opponent's next turn. For Branded[Despia] variants, a good counter to opposing DBarriers can be Crossout Designator — so long as your deck also has a couple DBarriers in it, of course. Generic counters such as Denko Sekka, Night Beam, Red Reboot could also help.

⚠ **Q: As a Tearlament player, what do I do if “X” is Ash’d, Imperm’d, Veiler’d, etc?**
(Under Construction.)** ⚠

A: A lot of things, honestly. It depends on what was interrupted, what is in your hand (and sometimes GY), the amount of extenders and resources available to continue, and so forth. There’s no clear one answer — just try to get as much out with your turn as possible. What I **can** do is list the most common hand-traps and board breakers, their effectiveness against particular cards, and what possibly can be done.



Ash Blossom

vs Perlereino

Effectiveness Rating: 5/10

Most often will be Ash bait, but can usually recover if the opponent negates it blind. Occasionally, Ash against Perlereino will deny the Reino or Scheiren access; but so long as something else is available to get things started, gamestate should be dandy. It is a negative trade for the opponent after all.

vs Scheiren

Effectiveness Rating: 6/10

Relevant Ash target. -1 trade for the opponent, though as a tradeoff, it'll shut down your primary extender. If no other extensions are at hand, this particular hit will force you to commit to Normal Summon. Use spell extenders to continue plays such as Poly, Instant Fusion, Branded Fusion, etc...

vs Kitkallos

Effectiveness Rating: 6/10 [OP's Turn: 7/10]

Can either cripple the turn or not, no in-between. As Kit is a bridge, at worst she can still get her 2nd and 3rd effects. Whether the negate here is worth it is up to the opponent. Nevertheless, if negated during your turn, it will cut off access to a Trap. Nothing you can do about that unless running Scream and praying to RNG gods to mill it. A negated Kit during the opponent's turn can be huge if attempting to use it as a bridge to Lulucaros or Dragostapelia. If suspecting Ash, try to go directly into another Fusion, if you can, instead of committing to Kit on OP's turn..

vs Havnis

Effectiveness Rating: 3/10

Halts playing on your opponent's turn in a fresh game-state, but other than that, it's a favorable trade. If Havnis is negated, be excited and smile as the opponent will have to deal with it again sooner or later.

Vs Branded Fusion

Effectiveness Rating: 8/10

Card neutral trade that single-handedly stops access to Branded half of decks, while also locking you into Fusion Summons for the turn thus limiting options further. No Mirrorjade to dump the Branded Dragons will also be a dent to grind game. **Try to bait out Ash with your other cards before committing to Branded Fusion.** Can also use Branded Fusion itself as Ash Bait to clear the path for the general Tearlament engine. A resolved Scheiren can get you pretty far.

Vs P.U.N.K Engine

Effectiveness Rating: 6/10

PUNK gives you a number more cards to ash, notably Foxy Tune being the worst of them.

There are situations where you can use it to bait for a tear card, but often you're going to be left going neutral in card advantage, whereas the Pure deck will typically force them to neg in order to use it.

However, because of E-Tele, you have a full engine recovery through ash which can be threatened at any time, making the deck pretty resilient if it's only a single handtrap.

Ash Blossom - PUNK - 5/10

Infinite Impermanence/Effect Veiler - Pure - 6/10

Imperm or veiler will inevitably find their way into decks in some capacity, whether to add off Chaos Ruler, or just because Imperm is a general-purpose card. There's only one real target for these cards, and that's Kitkallos, but it's a damn good one. Sometimes, an imperm on Kit can shut off upwards of two disruptions, particularly in a weaker hand.

Playing around imperm will usually involve using Perlereino to pop Kit in chain link 2, so you can still attempt to mill cards through it and hit a tear name, or trying to go through reino first, so that less experienced players will try to handtrap that instead.

In terms of veiler, opening or milling a King of the Swamp is an effective veiler check, because it often means you can set up a Millennium-Eyes before your Kitkallos resolves.

Ghost Mourner is the exact same card vs pure

Infinite Impermanence/Effect Veiler - Branded - 5/10

Branded adds Lubellion as another possible Imperm chokepoint, but in return gives you the ability to access fusions with it even if your Kit gets impermed. The card is pretty good, but relatively unlikely to be gamewinning on the spot. Branded also has less capacity to negate something like veiler on account of less/no KOTS, but instead plays through them with extenders.

Ghost Mourner is the exact same card vs Branded

Infinite Impermanence/Effect Veiler - PUNK - 3/10

Every card in your deck plays through a veiler because of halq, it's good in concert with other handtraps but almost unplayable on its own if they see a mix of engines. Especially if you ever resolve swap special summon, imperm effectively just becomes a dead card on its own. Bait imperm with the less impactful engine in hand, then run through with the higher-power push afterwards.

Ghost Mourner is a 2/10 vs PUNK because you can just get to another ze amin quite often

Ghost Ogre & Snow Rabbit - Pure - 6/10

I actually rate this card pretty highly against Pure, it trades 1-for-1 with your endboard interruptions, end because of the way they're layered, this often means it will shut off another one too (if they ogre redoer you sometimes can't get a tear on board for salic). It's legitimately unplayable on your own turn though, so it's more of a board-breaker than anything else.

You can't really 'dodge' ogre per se, but you can try to leave a spare tear on board, usually Reino or a second Kit, so that Salic is still live through it.

Ghost Ogre & Snow Rabbit - Branded - 1/10

Does this even do anything against Branded?

Ghost Ogre & Snow Rabbit - PUNK - 6/10

Ogre on halq, gigantic or dragostapelia can hurt quite a bit, but with the additional extension PUNK provides it's not necessarily a game-winner. Tradeoff vs pure, it hits less on your endboard, so is worse as a 6th, but in return can actually hurt you on your own turn.

D.D. Crow - Pure - 8/10

Now this is an actually relevant handtrap. Crow will guaranteed shut off one of your three fusions per turn, often making it hard to end on the full board. This can't really be circumvented through standard means, but is often just a case of hitting with your mills. If at all possible, you can attempt to random mill before you reino, whether through scheiren or kitkallos, so that you have the possibility to cl1 tear cl2 tear, which can get around crow.

D.D. Crow - Branded - 7/10

Still all the same impact, but you add Branded Fusion which can let you extend through it more easily by accessing the last tear name.

D.D. Crow - PUNK - 7/10

Still all the same impact, but the PUNK cards can bait it out with Deer Note effect, and Chaos Ruler gets you access to more possible tear names in grave.

Ghost Belle is basically the same as Crow but dropped down a couple of points vs Pure, as you'll often have the ability to chainblock your GY effects.

Dimension Shifter - Pure - 10/10

A Bagooska and a prayer. Most decks playing Shifter right now either have to use their whole hand to out Plan B, or can't at all.

This won't always be accessible though, and sometimes it does just kill you on the spot.

Dimension Shifter - Branded - 9/10

Still probably kills you a lot of the time, but sometimes you can ride Tragedy search and just about get through it

Dimension Shifter - PUNK - 10/10

Arguably even better than vs pure, you can occasionally put up one negate through it. Turns off all the frogs and deer note as well as your tears.