Left Arm of the Forbidden One

[Spellcaster/Normal]
A forbidden left arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

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Right Leg of the Forbidden One

[Spellcaster/Normal]
A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

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Left Leg of the Forbidden One

[Spellcaster/Normal]
A forbidden left leg sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

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Right Arm of the Forbidden One

[Spellcaster/Normal]
A forbidden right arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

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Lava Golem

[Fiend/Effect]
Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) to your opponent's field by Tributing 2 monsters they control. You cannot Normal Summon/Set the turn you Special Summon this card. Once per turn, during your Standby Phase: Take 1000 damage.

ATK/3000 DEF/2500

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Lava Golem

[Fiend/Effect]
Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) to your opponent's field by Tributing 2 monsters they control. You cannot Normal Summon/Set the turn you Special Summon this card. Once per turn, during your Standby Phase: Take 1000 damage.

ATK/3000 DEF/2500

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Lava Golem

[Fiend/Effect]
Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) to your opponent's field by Tributing 2 monsters they control. You cannot Normal Summon/Set the turn you Special Summon this card. Once per turn, during your Standby Phase: Take 1000 damage.

ATK/3000 DEF/2500

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Heart of the Blue-Eyes

[Dragon/Effect]
(This card is always treated as a "Millennium" card.)
Control of this card cannot switch. You can discard this card; add 1 "Millennium Ankh" from your Deck to your hand. You can only use this effect of "Heart of the Blue-Eyes" once per turn. If this card is in your GY, and you have successfully activated "Millennium Ankh" this Duel, and your opponent Normal or Special Summons a monster(s) that is Level 8 or higher, or has 3000 or more ATK: You can send that monster to the GY, and if you do, Special Summon this card. You can only use this effect of "Heart of the Blue-Eyes" once per Duel.

ATK/3000 DEF/2500

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Heart of the Blue-Eyes

[Dragon/Effect]
(This card is always treated as a "Millennium" card.)
Control of this card cannot switch. You can discard this card; add 1 "Millennium Ankh" from your Deck to your hand. You can only use this effect of "Heart of the Blue-Eyes" once per turn. If this card is in your GY, and you have successfully activated "Millennium Ankh" this Duel, and your opponent Normal or Special Summons a monster(s) that is Level 8 or higher, or has 3000 or more ATK: You can send that monster to the GY, and if you do, Special Summon this card. You can only use this effect of "Heart of the Blue-Eyes" once per Duel.

ATK/3000 DEF/2500

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Heart of the Blue-Eyes

LIGHT 光

★★★★★★★★

[Dragon/Effect]
(This card is always treated as a "Millennium" card.)
Control of this card cannot switch. You can discard this card; add 1 "Millennium Ankh" from your Deck to your hand. You can only use this effect of "Heart of the Blue-Eyes" once per turn. If this card is in your GY, and you have successfully activated "Millennium Ankh" this Duel, and your opponent Normal or Special Summons a monster(s) that is Level 8 or higher, or has 3000 or more ATK: You can send that monster to the GY, and if you do, Special Summon this card. You can only use this effect of "Heart of the Blue-Eyes" once per Duel.

ATK/3000 DEF/2500

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Sengenjin Wakes from a Millennium

EARTH 地

★★★★★★★★

[Beast-Warrior/Effect]
Cannot be destroyed by monster effects. You can only use each of the following effects of "Sengenjin Wakes from a Millennium" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium" monster from your Deck to your hand.

ATK/2750 DEF/2500

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Sengenjin Wakes from a Millennium

EARTH 地

★★★★★★★★

[Beast-Warrior/Effect]
Cannot be destroyed by monster effects. You can only use each of the following effects of "Sengenjin Wakes from a Millennium" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium" monster from your Deck to your hand.

ATK/2750 DEF/2500

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Sengenjin Wakes from a Millennium

EARTH 地

★★★★★★★★

[Beast-Warrior/Effect]
Cannot be destroyed by monster effects. You can only use each of the following effects of "Sengenjin Wakes from a Millennium" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium" monster from your Deck to your hand.

ATK/2750 DEF/2500

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Golem that Guards the Millennium Treasures

EARTH 地

★★★★★★

[Rock/Effect]
The activation of your "Millennium Ankh" cannot be negated. You can only use each of the following effects of "Golem that Guards the Millennium Treasures" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Wedju Temple" from your Deck to your hand.

ATK/2000 DEF/2200

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Golem that Guards the Millennium Treasures

EARTH 地

★★★★★★

[Rock/Effect]
The activation of your "Millennium Ankh" cannot be negated. You can only use each of the following effects of "Golem that Guards the Millennium Treasures" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Wedju Temple" from your Deck to your hand.

ATK/2000 DEF/2200

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Dimension Shifter

DARK 闇

★★★★★★

[Spellcaster/Effect]
If you have no cards in your GY (Quick Effect): You can send this card from your hand to the GY; until the end of the next turn, any card sent to the GY is banished instead.

ATK/1200 DEF/2200

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Dimension Shifter

DARK 闇

★★★★★★

[Spellcaster/Effect]
If you have no cards in your GY (Quick Effect): You can send this card from your hand to the GY; until the end of the next turn, any card sent to the GY is banished instead.

ATK/1200 DEF/2200

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Dimension Shifter

DARK 闇

★★★★★★

[Spellcaster/Effect]
If you have no cards in your GY (Quick Effect): You can send this card from your hand to the GY; until the end of the next turn, any card sent to the GY is banished instead.

ATK/1200 DEF/2200

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Shield of the Millennium Dynasty

EARTH

★★★★★

[Warrior/Effect]
Cannot be destroyed by Spell/Trap effects. You can only use each of the following effects of "Shield of the Millennium Dynasty" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium Ankh" from your Deck to your hand.

ATK/ 0 DEF/3000

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Shield of the Millennium Dynasty

EARTH

★★★★★

[Warrior/Effect]
Cannot be destroyed by Spell/Trap effects. You can only use each of the following effects of "Shield of the Millennium Dynasty" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium Ankh" from your Deck to your hand.

ATK/ 0 DEF/3000

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Shield of the Millennium Dynasty

EARTH

★★★★★

[Warrior/Effect]
Cannot be destroyed by Spell/Trap effects. You can only use each of the following effects of "Shield of the Millennium Dynasty" once per turn. If this card is in your hand: You can place it in your Spell & Trap Zone as a face-up Continuous Spell. While this card is a Continuous Spell: You can either pay 2000 LP, or reveal 1 "Millennium Ankh" in your hand; Special Summon this card, then you can add 1 "Millennium Ankh" from your Deck to your hand.

ATK/ 0 DEF/3000

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Mulcharmy Fuwalos

WIND

★★★★

[Winged Beast/Effect]
If you control no cards (Quick Effect): You can discard this card; apply these effects this turn.
● Each time your opponent Special Summons a monster(s) from the Deck and/or Extra Deck, immediately draw 1 card.
● Once, during this End Phase, if the number of cards in your hand is more than the number of cards your opponent controls +6, you must randomly shuffle cards from your hand into the Deck so the number in your hand equals the number your opponent controls +6.
You can only activate 1 other "Mulcharmy" monster effect, the turn you activate this effect.

ATK/ 100 DEF/ 600

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Mulcharmy Fuwalos

WIND

★★★★

[Winged Beast/Effect]
If you control no cards (Quick Effect): You can discard this card; apply these effects this turn.
● Each time your opponent Special Summons a monster(s) from the Deck and/or Extra Deck, immediately draw 1 card.
● Once, during this End Phase, if the number of cards in your hand is more than the number of cards your opponent controls +6, you must randomly shuffle cards from your hand into the Deck so the number in your hand equals the number your opponent controls +6.
You can only activate 1 other "Mulcharmy" monster effect, the turn you activate this effect.

ATK/ 100 DEF/ 600

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Mulcharmy Fuwalos

WIND

★★★★

[Winged Beast/Effect]
If you control no cards (Quick Effect): You can discard this card; apply these effects this turn.
● Each time your opponent Special Summons a monster(s) from the Deck and/or Extra Deck, immediately draw 1 card.
● Once, during this End Phase, if the number of cards in your hand is more than the number of cards your opponent controls +6, you must randomly shuffle cards from your hand into the Deck so the number in your hand equals the number your opponent controls +6.
You can only activate 1 other "Mulcharmy" monster effect, the turn you activate this effect.

ATK/ 100 DEF/ 600

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Exodia the Forbidden One

DARK

★★★

[Spellcaster/Effect]
If you have "Right Leg of the Forbidden One", "Left Leg of the Forbidden One", "Right Arm of the Forbidden One" and "Left Arm of the Forbidden One" in addition to this card in your hand, you win the Duel.

ATK/1000 DEF/1000

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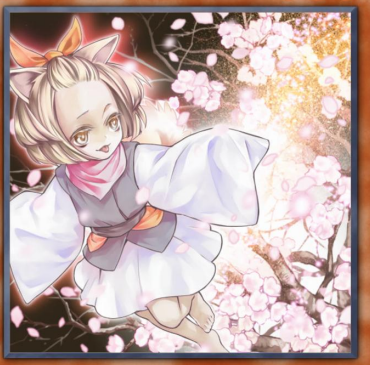
Ash Blossom & Joyous Spring

FIRE

★★★



[Zombie/Tuner/Effect]
When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.
● Add a card from the Deck to the hand.
● Special Summon from the Deck.
● Send a card from the Deck to the GY.
You can only use this effect of "Ash Blossom & Joyous Spring" once per turn.

ATK/ 0 DEF/1800

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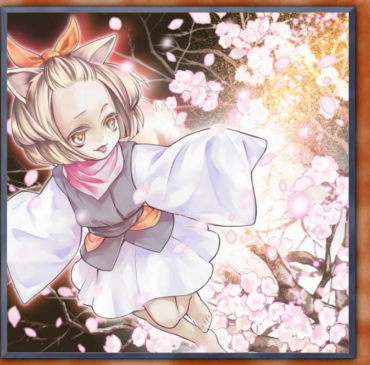
Ash Blossom & Joyous Spring

FIRE

★★★



[Zombie/Tuner/Effect]
When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.
● Add a card from the Deck to the hand.
● Special Summon from the Deck.
● Send a card from the Deck to the GY.
You can only use this effect of "Ash Blossom & Joyous Spring" once per turn.

ATK/ 0 DEF/1800

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Ash Blossom & Joyous Spring

[Zombie/Tuner/Effect]
When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.
- Add a card from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

You can only use this effect of "Ash Blossom & Joyous Spring" once per turn.

ATK/ 0 DEF/1800

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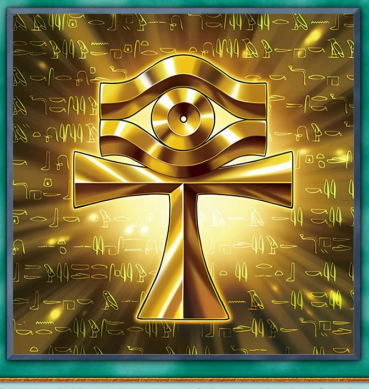
Millennium Ankh

[Spell Card]



Show 5 "Forbidden One" Monster Cards from your hand, Deck, and/or face-up field, then Special Summon 1 "The Unstoppable Exodia Incarnate" from your Extra Deck, then shuffle the face-up Monster Cards you control into the Deck, except "Exodia" Monster Cards whose original Levels are 10 or higher, and "Millennium" Monster Cards, also you cannot Summon for the rest of this turn. After activation, shuffle this card into the Deck instead of sending it to the GY.

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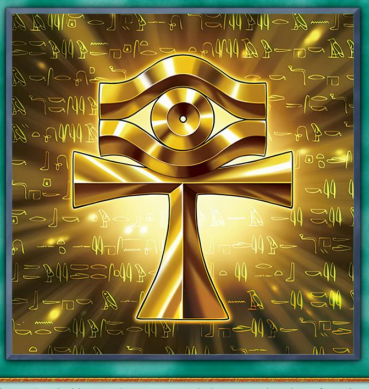
Millennium Ankh

[Spell Card]



Show 5 "Forbidden One" Monster Cards from your hand, Deck, and/or face-up field, then Special Summon 1 "The Unstoppable Exodia Incarnate" from your Extra Deck, then shuffle the face-up Monster Cards you control into the Deck, except "Exodia" Monster Cards whose original Levels are 10 or higher, and "Millennium" Monster Cards, also you cannot Summon for the rest of this turn. After activation, shuffle this card into the Deck instead of sending it to the GY.

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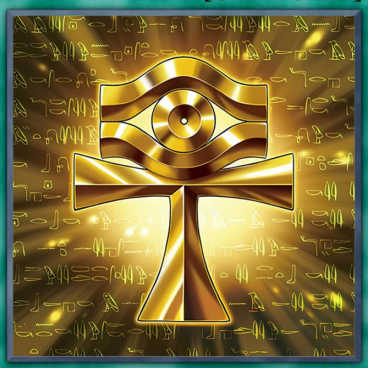
Millennium Ankh

[Spell Card]



Show 5 "Forbidden One" Monster Cards from your hand, Deck, and/or face-up field, then Special Summon 1 "The Unstoppable Exodia Incarnate" from your Extra Deck, then shuffle the face-up Monster Cards you control into the Deck, except "Exodia" Monster Cards whose original Levels are 10 or higher, and "Millennium" Monster Cards, also you cannot Summon for the rest of this turn. After activation, shuffle this card into the Deck instead of sending it to the GY.

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Terraforming

[Spell Card]

Add 1 Field Spell from your Deck to your hand.

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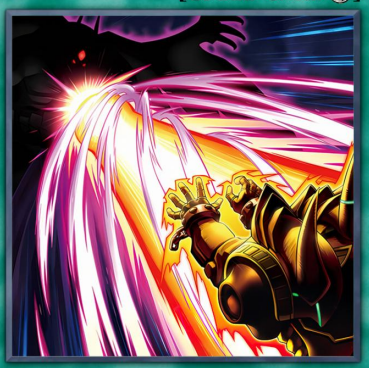
Obliterate!!! Blaze

[Spell Card]



One Level 10 or higher monster on the field with "Exodia" in its original name gains these effects.
- You can pay half your LP; destroy as many cards in the Spell & Trap Zones as possible, then equip 5 "Forbidden One" monsters from your hand and/or Deck to this card as Equip Spells that each give it 2000 ATK, also you cannot activate other cards' effects for the rest of this turn.
- If this card attacks a Defense Position monster, inflict piercing battle damage to your opponent.

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Super Polymerization

[Spell Card]

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.

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Dimensional Fissure

[Spell Card]

Any monster sent to the Graveyard is banished instead.

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Dimensional Fissure

[Spell Card]

Any monster sent to the Graveyard is banished instead.

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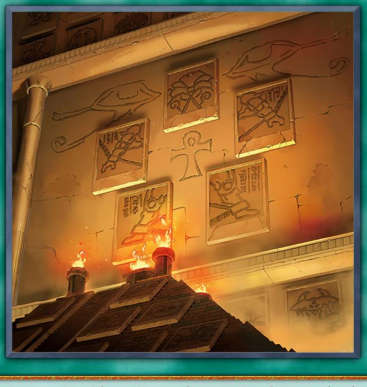
Wedju Temple

[Spell Card]



During your Main Phase: You can place 1 monster from your hand in your Spell & Trap Zone as a face-up Continuous Spell, then place 1 "Millennium" monster from your Deck in your Spell & Trap Zone as a face-up Continuous Spell. You can only use this effect of "Wedju Temple" once per turn. If a face-up "Millennium" monster(s) you control is destroyed by battle or card effect, you can place it in your Spell & Trap Zone as a face-up Continuous Spell, instead of sending it to the GY.

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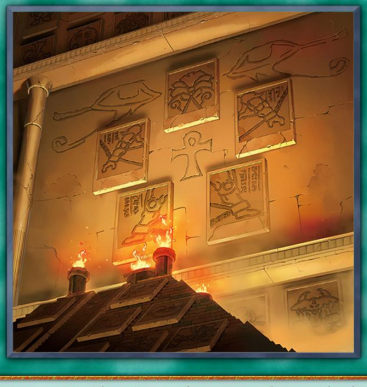
Wedju Temple

[Spell Card]



During your Main Phase: You can place 1 monster from your hand in your Spell & Trap Zone as a face-up Continuous Spell, then place 1 "Millennium" monster from your Deck in your Spell & Trap Zone as a face-up Continuous Spell. You can only use this effect of "Wedju Temple" once per turn. If a face-up "Millennium" monster(s) you control is destroyed by battle or card effect, you can place it in your Spell & Trap Zone as a face-up Continuous Spell, instead of sending it to the GY.

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Infinite Impermanence

[Trap Card]

Target 1 face-up monster your opponent controls; negate its effects (until the end of this turn), then, if this card was Set before activation and is on the field at resolution, for the rest of this turn all other Spell/Trap effects in this column are negated. If you control no cards, you can activate this card from your hand.

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Infinite Impermanence

[Trap Card]

Target 1 face-up monster your opponent controls; negate its effects (until the end of this turn), then, if this card was Set before activation and is on the field at resolution, for the rest of this turn all other Spell/Trap effects in this column are negated. If you control no cards, you can activate this card from your hand.

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Infinite Impermanence

[Trap Card]

Target 1 face-up monster your opponent controls; negate its effects (until the end of this turn), then, if this card was Set before activation and is on the field at resolution, for the rest of this turn all other Spell/Trap effects in this column are negated. If you control no cards, you can activate this card from your hand.

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Exxod Fires of Rage

[Trap Card]

(This card is always treated as an "Exodd" and "Obliterate!!!" card.)
If you control a Level 10 or higher "Exodia" monster: Destroy all cards your opponent controls. If this card is in your GY, except the turn it was sent there: You can banish it, then activate 1 of these effects;
● Add 1 "Forbidden One" monster from your Deck or GY to your hand.
● Shuffle up to 5 "Forbidden One" monsters from your GY and/or banishment into the Deck.
You can only use each effect of "Exxod Fires of Rage" once per turn.

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Exxod Fires of Rage

[Trap Card]

(This card is always treated as an "Exodd" and "Obliterate!!!" card.)
If you control a Level 10 or higher "Exodia" monster: Destroy all cards your opponent controls. If this card is in your GY, except the turn it was sent there: You can banish it, then activate 1 of these effects;
● Add 1 "Forbidden One" monster from your Deck or GY to your hand.
● Shuffle up to 5 "Forbidden One" monsters from your GY and/or banishment into the Deck.
You can only use each effect of "Exxod Fires of Rage" once per turn.

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Angel Statue - Azurune

[Trap Card]

Special Summon this card as an Effect Monster (Fairy/LIGHT/Level 4/ATK 1800/DEF 1800). (This card is also still a Trap.) Once per turn, when your opponent would Special Summon a monster(s) while this card is in your Monster Zone: You can send to the GY, 1 Continuous Trap in your Monster Zone that was Special Summoned from the Spell & Trap Zone; negate the Summon, and if you do, destroy that monster(s). When this card in the Monster Zone is destroyed by battle: You can destroy the monster that destroyed this card.

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The Unstoppable Exodia Incarnate

★★★★★★★★★★

[Spellcaster/Fusion/Effect]
5 "Forbidden One" monsters
Cannot be destroyed by an opponent's card effects. Once per turn, if this card battles, during damage calculation: You can make this card gain ATK equal to your LP. Once per turn, when a Spell/Trap Card or effect is activated (Quick Effect): You can negate that activation. Once per turn, during the End Phase: You can Set 1 "Exodd" or "Obliterate!!!" Spell/Trap from your Deck. Once per turn, during your Standby Phase: Lose 1000 LP.

ATK/ ? DEF/ 0

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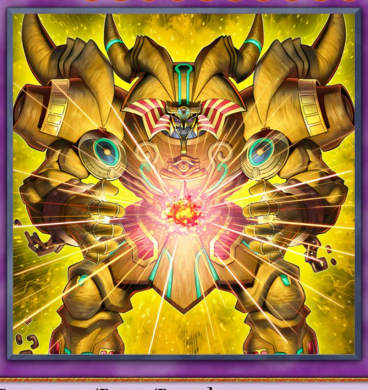
The Unstoppable Exodia Incarnate

DARK



[Spellcaster/Fusion/Effect]
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Cannot be destroyed by an opponent's card effects. Once per turn, if this card battles, during damage calculation: You can make this card gain ATK equal to your LP. Once per turn, when a Spell/Trap Card or effect is activated (Quick Effect): You can negate that activation. Once per turn, during the End Phase: You can Set 1 "Exodd" or "Obliterate!!!" Spell/Trap from your Deck. Once per turn, during your Standby Phase: Lose 1000 LP.

ATK/ ? DEF/ 0

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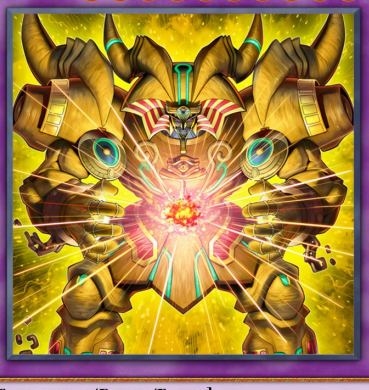
The Unstoppable Exodia Incarnate

DARK



[Spellcaster/Fusion/Effect]
5 "Forbidden One" monsters
Cannot be destroyed by an opponent's card effects. Once per turn, if this card battles, during damage calculation: You can make this card gain ATK equal to your LP. Once per turn, when a Spell/Trap Card or effect is activated (Quick Effect): You can negate that activation. Once per turn, during the End Phase: You can Set 1 "Exodd" or "Obliterate!!!" Spell/Trap from your Deck. Once per turn, during your Standby Phase: Lose 1000 LP.

ATK/ ? DEF/ 0

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Predaplant Dragostapelia

DARK

[Plant/Fusion/Effect]
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.

ATK/2700 DEF/1900

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Garura, Wings of Resonant Life

DARK

[Winged Beast/Fusion/Effect]
2 monsters with the same Type and Attribute, but different names
Any battle damage your opponent takes from battles involving this card is doubled. If this card is sent to the GY: You can draw 1 card. You can only use this effect of "Garura, Wings of Resonant Life" once per turn.

ATK/1500 DEF/2400

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Super Starslayer TY-PHON - Sky Crisis

DARK

[Fiend/Xyz/Effect]
2 Level 12 monsters
During the turn, or turn after, your opponent Special Summoned 2 or more monsters from the Extra Deck, you can also Xyz Summon this card by using 1 monster you control with the highest ATK (your choice, if tied). (Transfer its materials to this card.) If you do, you cannot Normal or Special Summon monsters for the rest of this turn. While this Xyz Summoned monster is on the field, neither player can activate the effects of monsters with 3000 or more ATK. Once per turn: You can detach 1 material from this card; return 1 monster from the field to the hand.

ATK/2900 DEF/2900

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Underworld Goddess of the Closed World

LIGHT

[Fiend/Link/Effect]
4+ Effect Monsters
You can also use 1 monster your opponent controls as material to Link Summon this card. If this card is Link Summoned: You can negate the effects of all face-up monsters your opponent currently controls. This Link Summoned card is unaffected by your opponent's activated effects, unless they target this card. Once per turn, when your opponent activates a card or effect that Special Summons a monster(s) from the GY (Quick Effect): You can negate the activation.

ATK/3000 LINK-5

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Accesscode Talker

DARK

[Cyberse/Link/Effect]
2+ Effect Monsters
Your opponent cannot activate cards or effects in response to this card's effect activations. If this card is Link Summoned: You can target 1 Link Monster that was used as material for its Link Summon; this card gains ATK equal to that monster's Link Rating x 1000. You can banish 1 Link Monster from your field or GY; destroy 1 card your opponent controls, also for the rest of this turn, you cannot banish monsters with that same Attribute to activate this effect of "Accesscode Talker".

ATK/2300 LINK-4

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Knightmare Unicorn

DARK

[Fiend/Link/Effect]
2+ monsters with different names
If this card is Link Summoned: You can discard 1 card, then target 1 card on the field; shuffle it into the Deck, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Unicorn" once per turn. While any co-linked "Knightmare" monsters are on the field, for your normal draw in your Draw Phase, draw 1 card for each different card name among those co-linked "Knightmare" monsters, instead of drawing just 1 card.

ATK/2200 LINK-3

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Sorcerer of Sebek

WATER

[Aqua/Link/Effect]
2 Effect Monsters
When this card or your monster this card points to inflicts battle damage to your opponent: You can gain that much LP. If a player gains LP, even during the Damage Step: You can make each player take 1000 damage. You can only use each effect of "Sorcerer of Sebek" once per turn.

ATK/2000 LINK-2

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Knightmare Phoenix

FIRE

[Fiend/Link/Effect]
2 monsters with different names
If this card is Link Summoned: You can discard 1 card, then target 1 Spell/Trap your opponent controls; destroy it, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Phoenix" once per turn. Co-linked monsters you control cannot be destroyed by battle.

ATK/ 1900 LINK-2

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Aussa the Earth Charmer, Immovable

EARTH

[Spellcaster/Link/Effect]
2 monsters, including an EARTH monster
(This card is always treated as a "Familiar-Possessed" card.)
You can target 1 EARTH 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 EARTH monster with 1500 or less DEF from your Deck to your hand. You can only use each effect of "Aussa the Earth Charmer, Immovable" once per turn.

ATK/ 1850 LINK-2

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S:P Little Knight

DARK

[Warrior/Link/Effect]
2 Effect Monsters
If this card is Link Summoned using a Fusion, Synchro, Xyz, or Link Monster as material: You can target 1 card on the field or in either GY; banish it; also your monsters cannot attack directly this turn. When your opponent activates a card or effect (Quick Effect): You can target 2 face-up monsters on the field, including a monster you control; banish both until the End Phase. You can only use each effect of "S:P Little Knight" once per turn.

ATK/ 1600 LINK-2

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Silhouhatte Rabbit

LIGHT

[Illusion/Link/Effect]
2 Effect Monsters
If this card battles a monster, neither can be destroyed by that battle. You can only use each of the following effects of "Silhouhatte Rabbit" once per turn. If this card is Link Summoned: You can Set 1 Continuous Trap from your Deck with an effect that Special Summons itself as a monster, also this card cannot be used as Link Material this turn. If a card in the Spell & Trap Zone is Special Summoned to the Monster Zone (except during the Damage Step): You can target 1 Spell/Trap your opponent controls; destroy it.

ATK/ 1500 LINK-2

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I:P Masquerena

DARK

[Cyberse/Link/Effect]
2 non-Link Monsters
During your opponent's Main Phase, you can (Quick Effect): Immediately after this effect resolves, Link Summon 1 Link Monster using materials you control, including this card. You can only use this effect of "I:P Masquerena" once per turn. A Link Monster that used this card as material cannot be destroyed by your opponent's card effects.

ATK/ 800 LINK-2

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Set Rotation

SPELL

[Spell Card]

Set 2 Field Spells with different names from your Deck on the field (1 on your field, and 1 on your opponent's field). While either of those cards remain Set on the field, neither player can activate or Set other Field Spells.

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Dimensional Fissure

SPELL

[Spell Card]

Any monster sent to the Graveyard is banished instead.

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Secret Village of the Spellcasters

SPELL

[Spell Card]

If only you control a Spellcaster monster, your opponent cannot activate Spell Cards. If you control no Spellcaster monsters, you cannot activate Spell Cards.

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Obliterate!!!

TRAP

[Trap Card]

You can target 1 monster on the field; send 1 "Forbidden One" monster or "Exodia" card from your hand or Deck to the Graveyard, and if you do, return that target to the hand. If this card is sent from the Spell & Trap Zone to the Graveyard: You can target 1 "Forbidden One" monster or "Exodia" card in your Graveyard; add it to your hand. You can only use 1 "Obliterate!!!" effect per turn, and only once that turn.

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