Changshi the Spiridao

[Zombie/Effect]
During your Main Phase: You can send 1 Zombie monster from your hand or Deck to the GY. If this card is banished: You can banish 1 Zombie monster in your GY; Special Summon this card, but place it on the bottom of the Deck when it leaves the field. You can only use each effect of "Changshi the Spiridao" once per turn.

ATK/2000 DEF/ 0

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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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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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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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Speedroid Terrortop

[Machine/Effect]
If you control no monsters, you can Special Summon this card (from your hand). When this card is Normal or Special Summoned: You can add 1 "Speedroid" monster from your Deck to your hand, except "Speedroid Terrortop". You can only use this effect of "Speedroid Terrortop" once per turn.

ATK/1200 DEF/ 600

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Speedroid Terrortop

[Machine/Effect]
If you control no monsters, you can Special Summon this card (from your hand). When this card is Normal or Special Summoned: You can add 1 "Speedroid" monster from your Deck to your hand, except "Speedroid Terrortop". You can only use this effect of "Speedroid Terrortop" once per turn.

ATK/1200 DEF/ 600

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Speedroid Terrortop

[Machine/Effect]
If you control no monsters, you can Special Summon this card (from your hand). When this card is Normal or Special Summoned: You can add 1 "Speedroid" monster from your Deck to your hand, except "Speedroid Terrortop". You can only use this effect of "Speedroid Terrortop" once per turn.

ATK/1200 DEF/ 600

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Speedroid Taketomborg

[Machine/Effect]
If you control a WIND monster, you can Special Summon this card (from your hand). You can Tribute this card; Special Summon 1 "Speedroid" Tuner monster from your Deck, also you cannot Special Summon monsters for the rest of this turn, except WIND monsters. You can only Special Summon "Speedroid Taketomborg(s)" once per turn.

ATK/ 600 DEF/1200

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Goblin Zombie

[Zombie/Effect]
If this card inflicts battle damage to your opponent: Send the top card of their Deck to the GY. If this card is sent from the field to the GY: Add 1 Zombie monster with 1200 or less DEF from your Deck to your hand.

ATK/1100 DEF/1050

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Goblin Zombie

DARK

[Zombie/Effect]
If this card inflicts battle damage to your opponent: Send the top card of their Deck to the GY. If this card is sent from the field to the GY: Add 1 Zombie monster with 1200 or less DEF from your Deck to your hand.

ATK/ 1100 DEF/ 1050

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Goblin Bikers Gone Wild

DARK

[Fiend/Effect]
If you control no monsters, or all monsters you control are "Goblin" monsters, you can Normal Summon this card without Tributing. You can only use each of the following effects of "Goblin Bikers Gone Wild" once per turn.
If this card is Normal or Special Summoned: You can Special Summon 1 Level 4 or lower "Goblin" monster from your Deck. If this card is sent to the GY: You can target 1 card on the field; attach it to 1 "Goblin" Xyz Monster you control.

ATK/ 2400 DEF/ 0

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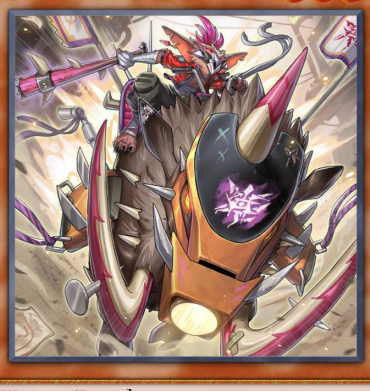
Goblin Biker Dugg Charger

EARTH



[Warrior/Effect]
If this card is in your hand: You can detach 1 Xyz Material from a monster on either field, and if you do, Special Summon this card. If this card is Normal or Special Summoned: You can add 1 "Goblin Biker" Spell/Trap from your Deck to your hand. You can only use each effect of "Goblin Biker Dugg Charger" once per turn.

ATK/ 1600 DEF/ 0

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Foolish Burial

[Spell Card]

Send 1 monster from your Deck to the GY.

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Forbidden Droplet

[Spell Card]

Send any number of other cards from your hand and/or field to the GY; choose that many Effect Monsters your opponent controls, and until the end of this turn, their ATK is halved, also their effects are negated. In response to this card's activation, your opponent cannot activate cards, or the effects of cards, with the same original type (Monster/Spell/Trap) as the cards sent to the GY to activate this card. You can only activate 1 "Forbidden Droplet" per turn.

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Forbidden Droplet

[Spell Card]

Send any number of other cards from your hand and/or field to the GY; choose that many Effect Monsters your opponent controls, and until the end of this turn, their ATK is halved, also their effects are negated. In response to this card's activation, your opponent cannot activate cards, or the effects of cards, with the same original type (Monster/Spell/Trap) as the cards sent to the GY to activate this card. You can only activate 1 "Forbidden Droplet" per turn.

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Triple Tactics Talent

[Spell Card]

If your opponent has activated a monster effect during your Main Phase this turn: Activate 1 of these effects;
● Draw 2 cards.
● Take control of 1 monster your opponent controls until the End Phase.
● Look at your opponent's hand, and choose 1 card from it to shuffle into the Deck.
You can only activate 1 "Triple Tactics Talent" per turn.

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Triple Tactics Talent

[Spell Card]

If your opponent has activated a monster effect during your Main Phase this turn: Activate 1 of these effects;
● Draw 2 cards.
● Take control of 1 monster your opponent controls until the End Phase.
● Look at your opponent's hand, and choose 1 card from it to shuffle into the Deck.
You can only activate 1 "Triple Tactics Talent" per turn.

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Ghost Fusion

[Spell Card]

Fusion Summon 1 Fusion Monster from your Extra Deck, using only Zombie monsters you control as material. If your LP are lower than your opponent's, you can also banish up to 1 Zombie monster from your hand, Deck, or GY as material. You can only activate 1 "Ghost Fusion" per turn.

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Ghost Sleeper, the Underworld Princess

DARK 闇

★★★

[Zombie/Effect]
If this card is sent to the GY: You can add 1 "Ghost Fusion" from your Deck to your hand. If this card is in your GY, except the turn it was sent there: You can banish this card and discard 1 card, then target 1 of your banished Level 4 or higher Zombie monsters; add it to your hand. You can only use each effect of "Ghost Sleeper, the Underworld Princess" once per turn.

ATK/ 1300 DEF/ 0

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Assault Synchron

DARK 闇

★★

[Machine/Tuner/Effect]
During your Main Phase: You can Special Summon this card from your hand, then take 700 damage, also you cannot Special Summon monsters from the Extra Deck, except Synchro Monsters, while this card is face-up in the Monster Zone. If a face-up Dragon Synchro Monster(s) you control is Tributed or banished (except during the Damage Step): You can banish this card from your GY, then target 1 of those monsters; Special Summon it. You can only use each effect of "Assault Synchron" once per turn.

ATK/ 700 DEF/ 0

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Assault Synchron

DARK 闇

★★

[Machine/Tuner/Effect]
During your Main Phase: You can Special Summon this card from your hand, then take 700 damage, also you cannot Special Summon monsters from the Extra Deck, except Synchro Monsters, while this card is face-up in the Monster Zone. If a face-up Dragon Synchro Monster(s) you control is Tributed or banished (except during the Damage Step): You can banish this card from your GY, then target 1 of those monsters; Special Summon it. You can only use each effect of "Assault Synchron" once per turn.

ATK/ 700 DEF/ 0

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Psychic Tracker

EARTH 地

★★★

[Psychic/Effect]
If you control a Level 3 monster other than "Psychic Tracker", you can Special Summon this card (from your hand) in Defense Position. You can only Special Summon "Psychic Tracker" once per turn this way. A Synchro Monster that used this card as material gains 600 ATK.

ATK/ 1600 DEF/ 600

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Noh-P.U.N.K. Foxy Tune

LIGHT 光

★★★★★★★★

[Beast/Effect]
Once per turn, when this card destroys an opponent's monster by battle: You can gain LP equal to that monster's original ATK. You can only use each of the following effects of "Noh-P.U.N.K. Foxy Tune" once per turn. You can Tribute 1 "P.U.N.K." monster; Special Summon this card from your hand. You can send this card from your hand or field to the GY; send 1 card from your hand to the GY, and if you do, Special Summon 1 "P.U.N.K." monster from your Deck, except a Level 8 monster.

ATK/ 2300 DEF/ 2600

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Noh-P.U.N.K. Deer Note

EARTH 地

★★★★★

[Warrior/Effect]
You can reveal 1 other "P.U.N.K." monster in your hand; Special Summon either the revealed monster or this card, and send the other to the GY. If this card is sent from the field to your GY: You can target 1 "P.U.N.K." monster in your GY, except a Level 5 monster; Special Summon it, but you cannot Special Summon "Noh-P.U.N.K. Deer Note" for the rest of this turn. You can only use each effect of "Noh-P.U.N.K. Deer Note" once per turn.

ATK/ 2100 DEF/ 1800

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Noh-P.U.N.K. Ze Amin

EARTH 地

★★★

[Psychic/Tuner/Effect]
You can pay 600 LP; add 1 "P.U.N.K." monster from your Deck to your hand, except "Noh-P.U.N.K. Ze Amin". If this card is sent to the GY: You can target 1 "P.U.N.K." monster you control; it gains 600 ATK. You can only use each effect of "Noh-P.U.N.K. Ze Amin" once per turn.

ATK/ 600 DEF/ 600

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Emergency Teleport

SPELL 魔

[Spell Card]

Special Summon 1 Level 3 or lower Psychic-Type monster from your hand or Deck, but banish it during the End Phase of this turn.

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Emergency Teleport

SPELL 魔

[Spell Card]

Special Summon 1 Level 3 or lower Psychic-Type monster from your hand or Deck, but banish it during the End Phase of this turn.

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Emergency Teleport

[Spell Card]

Special Summon 1 Level 3 or lower Psychic-Type monster from your hand or Deck, but banish it during the End Phase of this turn.

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Goblin Biker Grand Breakout

[Spell Card]

Tribute 1 monster; Special Summon 1 "Goblin" monster from your Deck, but it cannot attack this turn. When a monster declares an attack: You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control; all monsters your opponent currently controls lose 1000 ATK for each material detached, until the end of this turn. You can only use each effect of "Goblin Biker Grand Breakout" once per turn.

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Goblin Biker Grand Breakout

[Spell Card]

Tribute 1 monster; Special Summon 1 "Goblin" monster from your Deck, but it cannot attack this turn. When a monster declares an attack: You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control; all monsters your opponent currently controls lose 1000 ATK for each material detached, until the end of this turn. You can only use each effect of "Goblin Biker Grand Breakout" once per turn.

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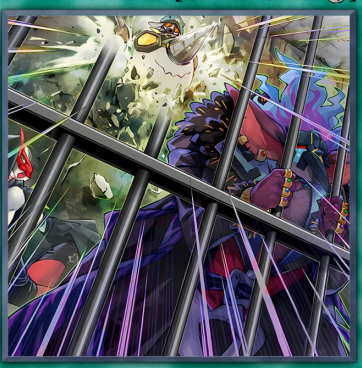
Goblin Biker Grand Breakout

[Spell Card]



Tribute 1 monster; Special Summon 1 "Goblin" monster from your Deck, but it cannot attack this turn. When a monster declares an attack: You can banish this card from your GY and detach any number of materials from "Goblin" Xyz Monsters you control; all monsters your opponent currently controls lose 1000 ATK for each material detached, until the end of this turn. You can only use each effect of "Goblin Biker Grand Breakout" once per turn.

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Delta of Invitation

[Spell Card]

When this card is activated: You can send 1 Level 5 or higher Zombie monster from your Deck to the GY. You can only use each of the following effects of "Delta of Invitation" once per turn. If a Zombie monster is on the field: You can Special Summon 1 "Delta Token" (Zombie/DARK/Level 5/ATK 0/DEF 0). If a monster(s) is added from the GY to the hand, while this card is in your GY (except during the Damage Step): You can add this card to your hand. You can only activate 1 "Delta of Invitation" per turn.

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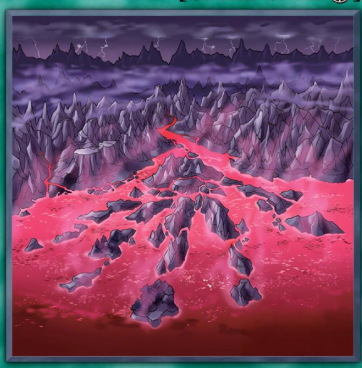
Delta of Invitation

[Spell Card]



When this card is activated: You can send 1 Level 5 or higher Zombie monster from your Deck to the GY. You can only use each of the following effects of "Delta of Invitation" once per turn. If a Zombie monster is on the field: You can Special Summon 1 "Delta Token" (Zombie/DARK/Level 5/ATK 0/DEF 0). If a monster(s) is added from the GY to the hand, while this card is in your GY (except during the Damage Step): You can add this card to your hand. You can only activate 1 "Delta of Invitation" per turn.

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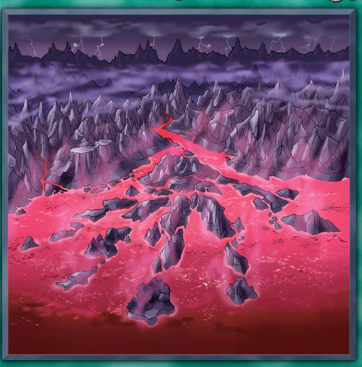
Delta of Invitation

[Spell Card]



When this card is activated: You can send 1 Level 5 or higher Zombie monster from your Deck to the GY. You can only use each of the following effects of "Delta of Invitation" once per turn. If a Zombie monster is on the field: You can Special Summon 1 "Delta Token" (Zombie/DARK/Level 5/ATK 0/DEF 0). If a monster(s) is added from the GY to the hand, while this card is in your GY (except during the Damage Step): You can add this card to your hand. You can only activate 1 "Delta of Invitation" per turn.

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I:P Masquerena

[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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Proxy F Magician

[Cyberse/Link/Effect]
2 Effect Monsters
During your Main Phase: You can Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your field as Fusion Material. If a Fusion Monster(s) is Fusion Summoned to a zone(s) this card points to: You can Special Summon 1 monster with 1000 or less ATK from your hand. You can only use each effect of "Proxy F Magician" once per turn.

ATK/ 1400 LINK-2

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S:P Little Knight

DARK 闇

[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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Yuki-Onna, the Absolute Zero Mayakashi

WATER 氷

[Zombie/Link/Effect]
2+ Zombie monsters
You can only control 1 "Yuki-Onna, the Absolute Zero Mayakashi". Negate any activated effects of your opponent's banished monsters. If a monster is Special Summoned from the GY, or a monster effect is activated in the GY (except during the Damage Step): You can target 1 other face-up monster on the field; change its ATK to 0, and if you do, negate its effects. You can use this effect of "Yuki-Onna, the Absolute Zero Mayakashi" up to twice per turn.

ATK/2900 LINK-4

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Goblin Biker Big Gabonga

LIGHT 光

★★★

[Beast-Warrior/Xyz/Effect]
2 Level 3 monsters
If this card is Xyz Summoned: You can add 1 "Goblin" monster from your Deck to your hand. If material is detached from a monster(s) on the field (except during the Damage Step): You can target 1 face-up monster on the field, except this card; attach it to this card as material. During the End Phase: You can attach 1 "Goblin" monster from your Deck to this card as material. You can only use each effect of "Goblin Biker Big Gabonga" once per turn.

ATK/2100 DEF/ 0

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P.U.N.K. JAM Dragon Drive

EARTH 地

★★★★★★★★

[Psychic/Synchro/Effect]
1 Psychic Tuner + 1+ non-Tuner monsters
If this card is Special Summoned by the effect of a "P.U.N.K." card, or Synchro Summoned: You can pay 600 LP; take 1 Level 3 Psychic monster from your Deck and either add it to your hand or send it to the GY. If your opponent activates a card or effect in response to your "P.U.N.K." card or effect activation, while this card is in your GY: You can Special Summon this card. You can only use each effect of "P.U.N.K. JAM Dragon Drive" once per turn.

ATK/2700 DEF/2400

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PSY-Framelord Omega

LIGHT 光

★★★★★★★★

[Psychic/Synchro/Effect]
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.

ATK/2800 DEF/2200

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Ancient Fairy Dragon

LIGHT 光

★★★★★★★

[Dragon/Synchro/Effect]
1 Tuner + 1+ non-Tuner monsters
Once per turn: You can Special Summon 1 Level 4 or lower monster from your hand. You cannot conduct your Battle Phase the turn you activate this effect. Once per turn: You can destroy as many Field Spells on the field as possible, and if you do, gain 1000 LP, then you can add 1 Field Spell from your Deck to your hand.

ATK/2100 DEF/3000

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Bystial Dis Pater

DARK 闇

★★★★★★★★★★

[Dragon/Synchro/Effect]
1 Tuner + 1+ non-Tuner Dragon monsters
You can target 1 banished LIGHT or DARK monster; Special Summon it to your field. When your opponent activates a monster effect (Quick Effect): You can target 1 banished card; shuffle it into the Deck, then if you shuffled it into your Deck, destroy that monster, or if you shuffled it into your opponent's Deck, negate that activated effect. You can only use each effect of "Bystial Dis Pater" once per turn.

ATK/3500 DEF/3500

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Swordsoul Supreme Sovereign - Chengying

WATER 氷

★★★★★★★★★★

[Wyrm/Synchro/Effect]
1 Tuner + 1+ non-Tuner monsters
For each banished card, this card gains 100 ATK/DEF and monsters your opponent controls lose 100 ATK/DEF. If this card would be destroyed by card effect, you can banish 1 card from your GY instead. If a card(s) is banished (except during the Damage Step): You can banish 1 card each from both your opponent's field and GY. You can only use this effect of "Swordsoul Supreme Sovereign - Chengying" once per turn.

ATK/3000 DEF/3000

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The Duke of Demise

DARK 闇

★★★★★★

[Fiend/Fusion/Effect]
2 Fiend and/or Zombie monsters
Once per turn, during your Standby Phase, pay 500 LP or destroy this card. Cannot be destroyed by battle. You can only use each of the following effects of "The Duke of Demise" once per turn. During your Main Phase, you can: Immediately after this effect resolves, Normal Summon 1 monster. You can banish this card from your GY, then target 1 Level 4 or higher Fiend or Zombie monster in your GY; add it to your hand.

ATK/2000 DEF/1700

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