Number C25: Salvation Crusader

Fire

Rank: 10

Type:

Psychic/Xyz/Effect

Atk: 3600

Def: 3000

Effect:

2 level 10 Monsters

When this card is summoned or during the standby phase; shuffle half of your graveyard back into your deck and you gain x100 LPs for every shuffled, then draw cards until you have a full hand(max 5).

If this card is targeted by a card effect, negate the effect, ignoring any conditions and then send the card to the graveyard.

When this card battles, all face-up cards lose and their effects, ignoring any conditions, and your opponent also cannot activate face-down, graveyard, or hand effects until the end of the battle phase.

This card cannot attack if you have any card on your field or in your hand.

After the battle phase, you can banish “Number 25: Salvation Monument” from your graveyard: destroy all remaining monsters on your opponent’s field, then discard 1 card from your deck equal to the monsters destroyed and inflict x100 damage to your opponent equal to the combined level/rank of the monster(s) destroyed. This effect cannot be negated or ignored.

During the Standby phase, if “Number 25: Salvation Monument” is banished, you can special summon this card from your graveyard and attach “Number 25: Salvation Monument” as an Xyz material. This effect cannot be negated or ignored.

If this card has “Number 25: Salvation Monument” as an Xyz Material, it gains these effect:

* Detach 1 Xyz material: destroy all cards on your field and discard your hand, then this card can battle each of your opponent’s monsters once and for every monster destroyed, discard the top card of your deck. If this card would have been destroyed by battle, destroy it during the end phase instead.

Number C9: Mechafiend- Goliath Destroyer Excavator

Earth

Rank: 9

Type:

Machine/Xyz/Effect

Atk: 4000

Def: 2700

Effect:

2 level 9 Monsters

When this card is summoned or during the standby phase, equip 3 monsters in your graveyard as equip spells with no effects.

Once per turn, destroy as many cards that are equipped to this card(max 5): both players can place any spell or trap cards from either their deck or graveyard in any order on top of their deck.

This card can make an additional attack by tributing an equip card.

This card can equip a monster that this card destroyed as an equip spell that has the effect that the equipped monster cannot be destroyed.

If this card has “Number 9: Mechafiend- Goliath Excavator” as an Xyz Material, it gains these effect:

* Detach 1 Xyz material: send the top 5 cards of your opponent deck to the graveyard, then your opponent loses half of their LPs for every trap and/or spell card sent to the graveyard.

Number C5: Wind-up Cerberus Fiend

Earth

Rank: 6

Type:

Beast/Xyz/Effect

Atk: 0

Def: 2000

Effect:

3 level 6 monsters

When this card is summoned, place 6 counters on this card.

When this card battles a monster with a higher level/rank than this card, this card gains +500 Atk for the difference between the levels/ranks of this card and the battling monster during the battle phase. The battling monster’s effects are negated

Every monster on the field gains 200 Atk times their current level/rank.

If this card has “Number 5: Wind-up Kerberus Toy” as an Xyz Material, it can activate the following effects:

* Remove 1 counter: You can triple the level/rank of every monster on the field and lower this card’s rank down to 1 until the end phase of your 5th turn.
* Remove 1 counter: You can shuffle all cards in your and your opponent’s graveyard back into deck and every monster gains +1 level/rank for every card shuffled back. Neither player cannot conduct their Draw phase for the next 2 turns.
* Remove 1 counter: destroy every monster on your field except this card and the every monster on your opponent’s field except the monster with the highest level/rank (if there are multiple, your opponent chooses which one stays), then that monster gains the combined amount of every level/rank of every monster discarded. Neither player can summon monsters for the next 2 turns.
* Remove 1 counter: destroy every card in the spell and trap zone and any field spell on both player’s fields, then your opponent’s monster's level/rank doubles for every card discarded. Neither player can activate spell or trap cards for the next 2 turns.
* Remove 2 counters: you activate 2 effects that you have not activated this turn.

You can only activate this effect of “Number C5: Wind-up Cerberus Fiend” thrice per turn.