

# ELDLICH THE GOLDEN LORD 光



## [ZOMBIE / EFFECT]

You can send this card and 1 Spell/Trap from your hand to the GY, then target 1 card on the field; send it to the GY. If this card is in your GY, you can send 1 Spell/Trap you control to the GY, add this card to your hand, then you can Special Summon 1 Zombie monster from your hand, and if you do, until the end of your opponent's turn, it gains 1000 ATK/DEF and cannot be destroyed by card effects. You can only use each effect of "Eldlich the Golden Lord" once per turn.

ATK/2500 DEF/2800

95440946

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# D/D/D DESTINY KING ZERO LAPLACE 闇



During your Main Phase: You can add 1 face-up "D/D/D" Pendulum Monster from your Extra Deck to your hand, except "D/D/D Destiny King Zero Laplace". You can only use this effect of "D/D/D Destiny King Zero Laplace" once per turn.

## [FIEND / PENDULUM / EFFECT]

You can Special Summon this card (from your hand) by Tributing 1 "D/D/D" monster. Before damage calculation, if this card battles an opponent's monster: You can activate this effect; this card's ATK becomes double that opponent's monster's original ATK until the end of the Damage Step. If this card attacks a Defense Position monster, inflict piercing battle damage. The first time this card would be destroyed by battle each turn, it is not destroyed, also you take no battle damage from that battle.

YA03-EN001

ATK/ ? DEF/ 0

21686473

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# DARKEST DIABOLOS, LORD OF THE LAIR 闇



## [DRAGON / EFFECT]

Your opponent cannot Tribute this face-up card on the field, and cannot target it with card effects. You can only use each of these effects of "Darkest Diablos, Lord of the Lair" once per turn.  
● If a DARK monster you control is Tributed (except during the Damage Step): You can Special Summon this card from your GY (if it was there when you Tributed or hand (even if not)).  
● You can Tribute 1 DARK monster; your opponent places 1 card from their hand on either the top or bottom of the Deck.

ATK/3000 DEF/2000

50383626

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# KOZMO DARK DESTROYER 闇



DOCS-EN085

## [MACHINE / EFFECT]

If this card is Normal or Special Summoned: You can target 1 monster on the field; destroy it. Your opponent cannot target this card with card effects. If this card is destroyed by battle or card effect and sent to the GY, you can banish this card from your GY. Special Summon 1 Level 7 or lower "Kozmo" monster from your Deck.

ATK/3000 DEF/1800

55885348

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# ABOMINABLE UNCHAINED SOUL 闇



## [FIEND / EFFECT]

You can only Special Summon "Abominable Unchained Soul(s)" once per turn. If a card(s) you control is destroyed by battle or card effect: You can Special Summon this card from your hand. If this card is Special Summoned: You can discard 1 card; destroy 1 card on the field. Once per turn, during the End Phase, if this card is in the GY because it was destroyed on the field and sent there this turn: You can Special Summon this card, but place it on the bottom of the Deck when it leaves the field.

ATK/3000 DEF/1500

01966438

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# WORLD LEGACY - "WORLD SHIELD" 闇



## [MACHINE / EFFECT]

Unaffected by activated effects from any monster Special Summoned from the Extra Deck. Your opponent cannot target your "World Legacy" cards in this card's column with card effects, also they cannot be destroyed by your opponent's card effects. During the Standby Phase, if this card is in your GY, you can pay 1000 LP; Special Summon this card, then your opponent can Special Summon 1 monster from their hand or GY. You can only use this effect of "World Legacy - "World Shield" once per turn.

ATK/ 0 DEF/3000

55787576

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# FAIRY TAIL - ROCHKA 光



## [SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can make your opponent gain 500 LP, then your opponent looks at the top 3 cards in your Deck, and chooses 1 of them for you to add to your hand, also shuffle the rest back into the Deck. You can only use this effect of "Fairy Tail - Rochka" once per turn. Once per battle, if this card battles, before damage calculation: You can send this card to the GY.

ATK/1850 DEF/1000

65953423

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# JURAGEDO 闇



DPBC-EN002

## [FIEND / EFFECT]

During the Battle Step (Quick Effect): You can Special Summon this card from your hand, and if you do, gain 1000 LP. You can only use this effect of "Juragedo" once per turn. (Quick Effect): You can Tribute this card, then target 1 face-up monster you control; it gains 1000 ATK until the end of the next turn.

ATK/1700 DEF/1300

59546797

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# AHRIMA, THE WICKED WARDEN 闇



## [FIEND / EFFECT]

You can discard this card; add 1 "Lair of Darkness" from your Deck to your hand. You can Tribute 1 DARK monster; draw 1 card, or, if you Tributed a DARK monster other than this card to activate this effect, you can add 1 DARK monster with 2000 or more DEF from your Deck to your hand instead. You can only use this effect of "Ahrima, the Wicked Warden" once per turn.

ATK/1700 DEF/ 0

86377375

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# HARDENED ARMED DRAGON 地



RGBT-EN083

## [DRAGON / EFFECT]

(This card is not treated as an "Armed Dragon" card.) You can Special Summon this card (from your hand) by sending 1 Level 8 or higher monster from your hand to the GY. If you Tribute this card for the Tribute Summon of a Level 7 or higher monster, that monster cannot be destroyed by card effects.

ATK/1500 DEF/ 800

68473226

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# BM-4 BLAST SPIDER 闇



## [MACHINE / EFFECT]

Once per turn: You can target 1 DARK Machine monster you control and 1 face-up card your opponent controls; destroy them. If a monster you control that was originally a DARK Machine destroys an opponent's monster(s) by battle or card effect and sends it to the GY, you can inflict damage to your opponent equal to half the original ATK of 1 of those monster(s) destroyed and sent to the GY. You can only use this effect of "BM-4 Blast Spider" once per turn.

ATK/1400 DEF/2200

40634253

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# SHINING PIECEPHILIA 光



## [ROCK / EFFECT]

Cannot be destroyed by battle. At the end of the Damage Step, if this card battled an opponent's monster: You can place 1 Piece Counter on this card (max. 4); then you can apply the following effect, based on the number of Piece Counters on it.

- 1: Place 1 monster from your Deck on top of your Deck.
- 2: Draw 1 card.
- 3: Add 1 monster from your Deck to your hand.
- 4: Add 1 card from your Deck to your hand.

ATK/ 700 DEF/2000

49776811

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# ELECTROMAGNETIC TURTLE 光



YGLD-EN000

## [MACHINE / EFFECT]

During your opponent's Battle Phase (Quick Effect): You can banish this card from your GY; end the Battle Phase. You can only use this effect of "Electromagnetic Turtle" once per Duel.

ATK/ 0 DEF/1800

34710660

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# MATHEMATICIAN 地



DRLG-EN023

## [SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can send 1 Level 4 or lower monster from your Deck to the GY. When this card is destroyed by battle and sent to the GY, you can draw 1 card.

ATK/1500 DEF/ 500

41386308

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# MAGICAL BROKER 闇



## [SPELLCASTER / EFFECT]

While you control a Continuous Spell/Trap, this card cannot be destroyed by battle or card effects. During your opponent's turn (Quick Effect): You can send 1 face-up Continuous Spell/Trap you control to the GY; draw 1 card. You can only use this effect of "Magical Broker" once per turn.

ATK/1500 DEF/ 200

72171665

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# PEROPERO CERPERUS 地



PGL2-EN008

## [BEAST / EFFECT]

If you take damage by battle or an opponent's card effect while this card is in the GY, you can banish this card from the GY, then target 1 card on the field; destroy it.

ATK/ 0 DEF/1800

69764158

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# LEAFPLACE PLAICE 闇



## [PSYCHIC / EFFECT]

Gains 200 ATK/DEF for each card in your opponent's GY. During your Standby Phase, if this card is in your hand or GY and your opponent has more cards in their GY than you, you can Special Summon this card. You can only use this effect of "Leafplace Plaice" once per turn.

ATK/ ? DEF/ ?

50599453

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# VIJAM THE CUBIC SEED 闇



MVPI-EN032

## [FIEND / EFFECT]

Cannot be destroyed by battle. At the end of the Damage Step, if this card battled an opponent's monster: You can place this card face-up in your Spell & Trap Zone as a Continuous Spell Card, and if you do, place 1 Cubic Counter on that opponent's monster. (Monsters with a Cubic Counter cannot attack, also negate their effects.) If this card is treated as a Continuous Spell Card by this effect during your Main Phase, you can Special Summon this card from your Spell & Trap Zone.

ATK/ 0 DEF/ 0

15610297

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**BATTLE FADER** 



ABPF-EN006

**[FIEND / EFFECT]**  
When an opponent's monster declares a direct attack: You can Special Summon this card from your hand, then end the Battle Phase. If Summoned this way, banish it when it leaves the field.

ATK/ 0 DEF/ 0

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**SCAPEGHOST** 



SHVL-ENSE4

**[ZOMBIE / FLIP / TUNER / EFFECT]**  
FLIP: You can Special Summon any number of "Black Sheep Tokens" (Zombie/DARK/Level 1/ATK 0/DEF 0).

ATK/ 0 DEF/ 0

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**RAIGEKI** 

**[SPELL CARD]**



LOB-053

Destroy all monsters your opponent controls.

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**HARPIE'S FEATHER DUSTER** 

**[SPELL CARD]**



SDD-003

Destroy all Spells and Traps your opponent controls.

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**TRICKSTAR FESTIVAL** 

**[SPELL CARD]**



Special Summon 2 "Trickstar Tokens" (Fairy/LIGHT/Level 1/ATK 0/DEF 0). If a "Trickstar" monster(s) you control that was Special Summoned from the Extra Deck would be destroyed by battle or card effect, you can banish this card from your GY instead. You cannot Normal or Special Summon monsters the turn you activate this card, except "Trickstar" monsters. You can only activate 1 "Trickstar Festival" per turn.

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**STAND-OFF** 

**[SPELL CARD]**



LVAL-EN069

Target 1 face-up Attack Position Effect Monster on each side of the field; if both monsters are still face-up on the field, negate their effects, then if both their effects were negated by this effect, as long as those monsters are in face-up Attack Position, they cannot be destroyed by battle, are unaffected by other card effects, also they cannot attack or change their battle positions.

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**SWORDS OF REVEALING LIGHT** 

**[SPELL CARD]**



LOB-101

After this card's activation, it remains on the field, but you must destroy it during the End Phase of your opponent's 3rd turn. When this card is activated: If your opponent controls a face-down monster, flip all monsters they control face-up. While this card is face-up on the field, your opponent's monsters cannot declare an attack.

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**FOOLISH BURIAL** 

**[SPELL CARD]**



SDRI-EN020

Send 1 monster from your Deck to the GY.

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**MONSTER REBORN** 

**[SPELL CARD]**



LOB-118

Target 1 monster in either GY; Special Summon it.

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# THERE CAN BE ONLY ONE



[TRAP CARD]



Each player can only control 1 monster of each Type. If a player controls 2 or more monsters of the same Type, they must send some to the GY so they control no more than 1 monster of that Type.

24207889

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# DRACO-UTOPIAN AURA



[TRAP CARD]



When your opponent activates a monster effect on the field: Negate the activation, and if you do, destroy that card, then, you can apply the following effect:  
● Banish 1 monster from your hand, and if you do, Special Summon the monster that was destroyed and sent to the GY by this effect to your field, but negate its effects. You can only activate 1 "Draco-Utopian Aura" per turn.

09070454

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# SOLEMN STRIKE



[TRAP CARD]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

40605147

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# SOLEMN JUDGMENT



[TRAP CARD]



MRD-127

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.

41420027

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# NIBIRU, THE PRIMAL BEING



[ROCK / EFFECT]



During the Main Phase, if your opponent Normal or Special Summoned 5 or more monsters this turn (Quick Effect): You can Tribute as many face-up monsters on the field as possible, and if you do, Special Summon this card from your hand, then Special Summon 1 "Primal Being Token" (Rock; LIGHT Level 14 ATK 2 DEF 7) to your opponent's field. (This Token's ATK/DEF become the combined original ATK/DEF of the Tributed monsters.) You can only use this effect of "Nibiru, the Primal Being" once per turn.

ATK/3000 DEF/ 600

27204311

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# SANDAION, THE TIMELORD



[FAIRY / EFFECT]



Cannot be Special Summoned from the Deck. You can only control 1 "Sandaion, the Timelord". If only your opponent controls a monster, you can Normal Summon this card without Tributing. Cannot be destroyed by battle or card effects. Neither player takes battle damage from attacks involving this card. At the end of the battle Phase, if this card battled: Inflict 2000 damage to your opponent. Once per turn, during your Standby Phase: Shuffle this card into the Deck.

ATK/4000 DEF/4000

33015627

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# POWERED CRAWLER



[MACHINE / EFFECT]



If this card is Normal or Special Summoned: You can destroy 1 monster your opponent controls with less ATK than this card. You can only use this effect of "Powered Crawler" once per turn. All monsters your opponent controls must attack, if able.

ATK/2700 DEF/2000

87742943

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# GIZMEK OKAMI, THE DREADED DELUGE DRAGON



[MACHINE / EFFECT]



You can pay 1500 LP; destroy all monsters on the field that were Special Summoned from the Extra Deck, also you can only attack with 1 monster this turn. You can only use each of the following effects of "Gizmek Okami, the Dreaded Deluge Dragon" once per turn. If 2 or more monsters Special Summoned from the Extra Deck are on the field, You can Special Summon this card from your hand. If this card in your possession is sent to your GY by your opponent: You can banish 1 monster from your opponent's GY, then gain LP equal to its ATK.  
The above text is unofficial and describes the card's functionality in the OCG.

ATK/2950 DEF/2950

43218406

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# FLOOWANDEREEZE & SNOWL



[WINGED BEAST / EFFECT]



Once per turn, while you control this Tribute Summoned card: You can conduct up to 3 Normal Summons/Sets this turn, not just 1. While this Tribute Summoned card is in the Monster Zone, if your monster attacks a Defense Position monster, inflict piercing battle damage to your opponent. Once per opponent's turn (Quick Effect): You can banish 1 card from your hand; change all Special Summoned monsters your opponent controls to face-down Defense Position.

ATK/2900 DEF/ 800

53212882

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# DARK RULER NO MORE

[SPELL CARD]



Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response to this card's activation.

54693926

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# HIDDEN FANGS OF REVENGE

[SPELL CARD]



Neither player can activate cards or effects in response to this card's activation. When a monster declares an attack: Destroy 2 Set cards you control, and if you do, negate that attack, then, if any Monster Cards were destroyed by this effect and sent to the GY, choose 1 and destroy as many monsters your opponent controls as possible with ATK less than or equal to that monster's DEF, then it becomes the End Phase. You can only activate 1 "Hidden Fangs of Revenge" per turn.

47128571

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# GUARDED TREASURE

[SPELL CARD]



DRLG-EN013

Activate this card by discarding 5 cards; draw 2 cards. While this card is on the field, draw 2 cards instead of 1 for your normal draw during your Draw Phase.

17052477

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# DRAGONOID GENERATOR

[SPELL CARD]



Activate this card by paying 1000 LP. During your Main Phase: You can Special Summon 1 "Dragonoid Token" (Machine/EARTH/Level 1/ATK 300/DEF 300) in Attack Position; you cannot Special Summon monsters from the Extra Deck for the rest of this turn, also during the End Phase your opponent Special Summons 1 "Dragonoid Token" to their field in Attack Position (even if this card leaves the field). You can use this effect of "Dragonoid Generator" up to twice per turn.

28053763

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# ICE DRAGON'S PRISON

[TRAP CARD]



Target 1 monster in your opponent's GY. Special Summon it to your field, but its effects are negated, then, you can banish 1 monster from both players' fields that have the same Type as each other. You can only activate 1 "Ice Dragon's Prison" per turn.

20899496

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# TRICKSTAR LIGHT STAGE

[SPELL CARD]



When this card is activated: You can add 1 "Trickstar" monster from your Deck to your hand. Once per turn: You can target 1 Set card in your opponent's Spell & Trap Zone; while this card is in the Field Zone, that Set card cannot be activated until the End Phase, and your opponent must activate it during the End Phase or else send it to the GY. Each time a "Trickstar" monster you control inflicts battle or effect damage to your opponent, inflict 200 damage to them.

35371948

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# THE MONARCHS ERUPT

[TRAP CARD]



PRIO-EN076

Activate this card only if you have no cards in your Extra Deck and control a Tribute Summoned monster. Negate the effects of all face-up monsters on the field, while those monsters are face-up on the field, except Tribute Summoned monsters. During your End Phase, if you control no Tribute Summoned monsters, send this card to the GY.

48716527

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# FULL FORCE VIRUS

[TRAP CARD]



RATE-EN078

Tribute 1 DARK monster with 2000 or more DEF; 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 DEF.

04931121

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# THE MONARCHS AWAKEN

[TRAP CARD]



LVAL-EN077

If you have no cards in your Extra Deck: Target 1 face-up Tribute Summoned monster you control; its effects are negated, also it is unaffected by the effects of cards other than this card.

26822796

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# WITCH'S STRIKE



[TRAP CARD]



If your opponent negates the Normal or Special Summon of a monster(s), or the activation of a card or effect: Destroy all cards your opponent controls and in their hand.

36458063

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