

ATK/4000 DEF/4000



[ZOMBIE / EFFECT]

ou can send this card and I Spell/Trap fr rget I card on the field; send it to the GY, Il and I Spell/Trap you control to the GY; at ou can Special Summon I Zombie monster till the end of your opponent's turn, it gain

ATK/2500 DEF/2800



Tribute this face-up card on the field, and cannot target it an only use each of these effects of "Darkest Diabolos, Lord

er turn. er you control is Tributed (except during the Damage Step): You on this card from your GY (if it was there when you Tributed) or

(even if not). can Tribute i DARK monster, your opponent places i card from their hand on r the top or bottom of the Deck.

WORLD LEGACY - "WORLD SHIELD" 層

ATK/3000 DEF/2000

KOZMO DARK DESTROYER 層



[MACHINE / EFFECT]

ATK/3000 DEF/1800

ABOMINABLE UNCHAINED SOUL 層



[FIEND / EFFECT]

URAGEDO

ATK/3000 DEF/1500

[MACHINE / EFFECT]

ATK/ 0 DEF/3000

ATK/1700 DEF/1300

層

FAIRY TAIL - ROCHKA



[SPELLCASTER / EFFECT]

ATK/1850 DEF/1000

[FIEND / EFFECT] During the Battle Step (Quick Effect); You can Special Summon this card Irom 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 I face-up monster you control; it gains 1000 ATK until the end of the next turn.

AHRIMA, THE WICKED WARDEN



[FIEND / EFFECT]

[ETERD / EFFECT]

You can discard this card; add i "Lair of Darkness" from your Deck to your hand. You can Tribute: I DARK monster; draw i card, or, if you Tributed a DARK monster other than this card to activate this effect, you can add i 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









- 3: Add i monster from your Deck to your hand.
 4: Add i card from your Deck to your hand.

ATK/ 700 DEF/2000

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[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

[SPELLCASTER / EFFECT]

MATHEMATICIAN

When this card is Normal Summoned: You can send I 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 I card.

ATK/1500 DEF/ 500

MAGICAL BROKER



[SPELLCASTER / EFFECT]

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

ATK/1500 DEF/ 200

PEROPERO CERPERUS



[BEAST / EFFECT]

f you take damage by battle or an opponent's card effect while his card is in the GY: You can banish this card from the GY, then arget I card on the field; destroy it.

ATK/ 0 DEF/1800

LEAFPLACE PLAICE



[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/

VIJAM THE CUBIC SEED P



[FIEND / EFFECT]

ATK/ 0 DEF/ 0









































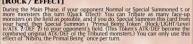








When a monster(s) would be Summoned, OR a Spell/Trap Card is activated: Pay half your LP; negate the Summon or activation, and if you do, destroy that card.



ATK/3000 DEF/ 600

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 Delense Position monster, inflict piercing battle damage to your opponent. Once per opponents turn (Quck Effect; You can banish I card from your hand, change all Special Summoned monsters your opponent controls to acc down Defense Position. ATK/2900 DEF/ 800

PREDICTION PRINCESS PETALELF





宪 FAIRY TAIL - SLEEPER

[THUNDER / EFFECT]

ATK/2800 DEF/1000

[SPELLCASTER / FLIP / EFFECT]

FLIP You can Special Summon I monster from your hand. When your opponent activates a Normal Spell/Trap Card (Quick Effect). You can Tribute I other monster, the activated effect becomes "Change I Jace-up monster your opponent controls to Jace-down Defense Position". You can only use this effect of Tairy Tail - Steeper" once per turn.

ATK/1850 DEF/1000

[FAIRY / FLIP / EFFECT]

FLIP: You can change all face-up Attack Position monsters your opponent controls to face-up Defense Position. Monsters changed to Defense Position by this effect cannot change their battle position.

ATK/ 800 DEF/ 700



















