





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.

ATK/3000 DEF/2000

KOZMO DARK DESTROYER

ATK/3000 DEF/3000



[MACHINE / EFFECT]

ATK/3000 DEF/1800

ABOMINABLE UNCHAINED SOUL 層



[FIEND / EFFECT]

ATK/3000 DEF/1500

層

WORLD LEGACY - "WORLD SHIELD" 層



[MACHINE / EFFECT]

AHRIMA, THE WICKED WARDEN

ATK/ 0 DEF/3000

FAIRY TAIL - SLEEPER





[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 face-up monster your opponent controls to face-down Defense Position". You can only use this effect of 'Fairy Tail - Sleeper' once per turn.

ATK/1850 DEF/1000

URAGEDO



[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.

ATK/1700 DEF/1300

[FIEND / EFFECT]

[ETEND/ 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







ATK/1700 DEF/

ATK/1500 DEF/ 500





ATK/1500 DEF/ 200

ATK/ 0 DEF/1800



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 I card on the field; destroy it.

ATK/ 0 DEF/1800













































AIWASS, THE MAGISTUS SPELL SPIRIT











ATK/2500 DEF/2000



[DRAGON / SYNCHRO / EFFECT]

ATK/2500 DEF/2900



ATK/2500 DEF/2000

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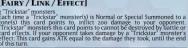
TRICKSTAR HOLLY ANGEL (P)





ATK/2000 LINK-2





ATK/2000 LINK-2















TIME-TEARING MORGANITE

[SPELL CARD]



- For the rest of this Duel, apply the following effects.

 You cannot activate monster effects in the hand.

 Draw 2 cards instead of | for your normal draw during your

 Draw Phase.

 You can conduct 2 Normal Summons/Sets per turn, not just 1.

 You can banish this card from your GY, then discard |

 Time-Tearing Morganite', your opponent cannot activate

 monster effects when you Normal Summon this turn.

HIDDEN FANGS OF REVENGE

[SPELL CARD 69]

ATK/1900 DEF/ 800



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.

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 I/ATK 300/DF 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.

TRICKSTAR LIGHT STAGE

[SPELL CARD []



When this card is activated: You can add i Trickstar" monster rom your Deck to your hand. Once per turn: You can target i Set ard in your opponent's Spell © Trap Zone; while this card is in he Field Zone, that Set card cannot be activated until the End hase, and your opponent must activate it during the End Phase or else send it to the GY. Each time a Trickstar" monster you output lines battle or effect damage to your opponent. inflict

Lair of Darkness

[SPELL CARD (8)]



All face-up monsters on the field become DARK. Once per turn, if you would Tribute a monster you control to activate a card effect, you can Tribute 1 DARK monster your opponent controls, even though you do not control it. Once per turn, during the End Phase-Special Summon as many Torment Tokens' (Fiend/DARK/Level 3/ATK 1000/DEF 1000) as possible to the turn player's field in Defense Position, up to the number of monsters Tributed this turn while this card was face-up.

APEX PREDATION



[TRAP CARD]









