

LORD OF THE HEAVENLY PRISON 闇



[ROCK / EFFECT]

During your Main Phase: You can activate this effect; this card in your hand becomes revealed until the end of your opponent's turn. While this card is revealed by this effect, Set cards on the field cannot be destroyed by card effects. If a Set Spell/Trap Card is activated (except during the Damage Step), You can Special Summon this card from your hand, then, if you activated this effect while this card was revealed, you can reveal and Set 1 Spell/Trap directly from your Deck, but banish it during the End Phase of the next turn. You can only use 1 "Lord of the Heavenly Prison" effect per turn, and only once that turn.

ATK/3000 DEF/3000

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

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 Diabolos, 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

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

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

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

FAIRY TAIL - SLEEPER 光



INOV-EN035

[SPELLCASTER / FLIP / EFFECT]

FLIP: You can Special Summon 1 monster from your hand. When your opponent activates a Normal Spell/Trap Card (Quick Effect): You can Tribute 1 other monster; the activated effect becomes "Change 1 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

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

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

BM-4 BLAST SPIDER



[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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ENDYMION, THE MAGISTUS OF MASTERY



[SPELLCASTER / EFFECT]

You can target 1 "Magistus" monster you control; equip it with 1 "Magistus" monster from your Extra Deck. You can target 1 face-up Spell you control; destroy it, and if you do, draw 1 card, then place 1 card from your hand on the bottom of the Deck. You can only use each effect of "Endymion, the Magistus of Mastery" once per turn.

ATK/1300 DEF/1700

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SHINING PIECEPHILIA



[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



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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FEEDRAN, THE WINDS OF MISCHIEF



[DRAGON / EFFECT]

If this card is Normal or Special Summoned: You can target 1 face-up monster you control; if it attacks a Defense Position monster this turn, inflict piercing battle damage to your opponent. During your opponent's turn (Quick Effect): You can target 1 other face-up monster on the field; change its battle position, then return this card to the hand. You can only use each effect of "Feedran, the Winds of Mischief" once per turn.

ATK/1700 DEF/ 0

92597893

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MATHEMATICIAN



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



[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



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



[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 Plaiice" once per turn.

ATK/ ? DEF/ ?

50599453

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VIJAM THE CUBIC SEED 闇



MVP1-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 or 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 or Trap Zone.

ATK/ 0 DEF/ 0

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BATTLE FADER 闇



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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RAIGEKI 魔

[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

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HARPIE'S FEATHER DUSTER 魔

[SPELL CARD]



SDD-003

Destroy all Spells and Traps your opponent controls.

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TRICKSTAR FESTIVAL 魔

[SPELL CARD]



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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.

STAND-OFF 魔

[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 魔

[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 魔

[SPELL CARD]



SDRI-EN020

Send 1 monster from your Deck to the GY.

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MONSTER REBORN 魔

[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.

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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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TITANIKLAD THE ASH DRAGON



[DRAGON / FUSION / EFFECT]

"Fallen of Albaz" + 1 monster with 2500 or more ATK
Gains ATK equal to the combined original Levels of the monsters used for its Fusion Summon x 100. After this card is Fusion Summoned, for the rest of this turn, it is unaffected by the activated effects of any other monsters' Special Summoned from the Extra Deck. During the End Phase, if this card is in the GY because it was sent there this turn: You can add to your hand, or Special Summon, 1 "Dogmatika" monster or 1 "Fallen of Albaz" from your deck. You can only use this effect of "Titaniklad the Ash Dragon" once per turn.

ATK/2500 DEF/2000

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AIWASS, THE MAGISTUS SPELL SPIRIT



[FIEND / FUSION / EFFECT]

1 "Magistus" monster + 1 Spellcaster monster
While this card is an Equip Card, the equipped monster gains 1000 ATK/DEF. During the Main Phase (Quick Effect): You can target 1 other face-up monster on the field; equip this card you control to it. If this card was equipped to an opponent's monster by this effect, take control of the equipped monster, also it cannot activate its effects. You can only use this effect of "Aiwass, the Magistus Spell Spirit" once per turn.

ATK/2000 DEF/2800

35877582

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VAHRAM, THE MAGISTUS DIVINITY DRAGON



[DRAGON / SYNCHRO / EFFECT]

1 Tuner + 1 non-Tuner monsters
While this card is an Equip Card, the equipped monster cannot be destroyed by your opponent's Spell/Trap effects. You can only use each of the following effects of "Vahram, the Magistus Divinity Dragon" once per turn. If this Synchro Summoned card is destroyed: You can destroy all face-up cards your opponent controls. At the start of the Damage Step, if the monster this card is equipped to battles an opponent's monster: You can destroy that opponent's monster.

ATK/2500 DEF/2900

61272280

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DARK REBELLION XYZ DRAGON



NECH-EN053

[DRAGON / XYZ / EFFECT]

2 Level 4 monsters
You can detach 2 materials from this card, then target 1 face-up monster your opponent controls; its ATK becomes half its current ATK, and if it does, this card gains that lost ATK.

ATK/2500 DEF/2000

16195942

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NINARURU, THE MAGISTUS GLASS GODDESS



[ROCK / XYZ / EFFECT]

2 Level 4 Spellcaster monsters
While this card is an Equip Card, the equipped monster can make up to 2 attacks on monsters during each Battle Phase. You can only use each of the following effects of "Ninaruru, the Magistus Glass Goddess" once per turn. You can detach 1 material from this card, then target 1 Level 4 or higher Spellcaster monster in your GY; add it to your hand. While this card is equipped to a monster: You can target 1 "Magistus" card in your Spell & Trap Zone and 1 Spell/Trap your opponent controls; destroy them.

ATK/1800 DEF/2400

08660395

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UNDERWORLD GODDESS OF THE CLOSED WORLD 光

[FIEND / LINK / EFFECT]
 4+ Effect Monsters
 You can also use 1 monster your opponent controls as material to Link Summon this card. If this card is Link Summoned, you can negate the effects of all face-up monsters your opponent currently controls. This Link Summoned card is unaffected by your opponent's activated effects, unless they target this card. Once per turn, when your opponent activates a card or effect that includes Special Summoning a monster(s) from the GY (Quick Effect), you can negate the activation. The above text is unofficial and describes the card's functionality in the OCG.

ATK/3000 LINK-5

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DECODE TALKER 闇

[CYBERSE / LINK / EFFECT]
 2+ Effect Monsters
 Gains 500 ATK for each monster it points to. When your opponent activates a card or effect that targets a card(s) you control (Quick Effect), you can Tribute 1 monster this card points to; negate the activation, and if you do, destroy that card.

ATK/2300 LINK-3

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POWERCODE TALKER 炎

[CYBERSE / LINK / EFFECT]
 3 monsters
 Once per turn: You can target 1 face-up monster on the field; negate that target's effects until the end of this turn. Once per turn, if this card battles an opponent's monster, during damage calculation (Quick Effect), you can Tribute 1 monster this card points to; this card's ATK becomes double its original ATK during that damage calculation only.

ATK/2300 LINK-3

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UNCHAINED SOUL KING YAMA 闇

[FIEND / LINK / EFFECT]
 2 Fiend monsters
 If this card is Special Summoned, you can add 1 "Unchained" monster from your Deck or GY to your hand. If a card(s) you control is destroyed by battle or card effect while this card is in your GY, you can banish this card; Special Summon 1 Fiend monster from your hand or GY, then you can destroy 1 card you control. You can only use each effect of "Unchained Soul King Yama" once per turn.

ATK/2000 LINK-2

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TRICKSTAR HOLLY ANGEL 光

[FAIRY / LINK / EFFECT]
 2 Trickstar monsters
 Each time a "Trickstar" monster(s) is Normal or Special Summoned to a zone(s) this card points to, inflict 200 damage to your opponent. "Trickstar" monsters this card points to cannot be destroyed by battle or card effects. If your opponent takes damage by a "Trickstar" monster's effect, this card gains ATK equal to the damage they took, until the end of this turn.

ATK/2000 LINK-2

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TRICKSTAR CRIMSON HEART 光

[FAIRY / LINK / EFFECT]
 2 Trickstar monsters
 Each time a "Trickstar" monster(s) is Normal or Special Summoned to a zone(s) this card points to, gain 200 LP. You can discard 1 "Trickstar" card; both players draw 1 card, but if your LP was at least 2000 higher than your opponent's when this effect was activated, you draw 2 cards instead. You can only use this effect of "Trickstar Crimson Heart" once per turn.

ATK/2000 LINK-2

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BEAT COP FROM THE UNDERWORLD 闇

[FIEND / LINK / EFFECT]
 2 monsters
 If this card is Link Summoned using 2 DARK monsters with different names as material, it gains this effect.
 ●You can Tribute 1 monster, then target 1 face-up card on the field; place 1 Patrol Counter on it. You can only use this effect of "Beat Cop from the Underworld" once per turn. If a card with a Patrol Counter would be destroyed by battle or card effect, remove 1 Patrol Counter from it instead.

ATK/1000 LINK-2

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ARCHNEMESSES ESCHATOS 光

[DRAGON / EFFECT]
 Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 monsters with different Types from your GY and/or face-up field. Cannot be destroyed by card effects. You can declare 1 Monster Type on the field; destroy all monsters on the field with that Type, also until the end of the next turn, neither player can Special Summon monsters with that Type. You can only use this effect of "Archnemeses Eschatos" once per turn.

ATK/3000 DEF/2500

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OGDOABYSS, THE OGDOADIC OVERLORD 光

[REPTILE / EFFECT]
 If this card is in your GY, you can Tribute 3 monsters; Special Summon this card. Once, while this card is face-up on the field (Quick Effect), you can send all monsters from the field to the GY, except face-up monsters Special Summoned from the GY. You can only use each effect of "Ogdoabyss, the Ogdoadic Overlord" once per turn.

ATK/3100 DEF/2200

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FLOOWANDEREEZE & SNOW



[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

THUNDER KING RAI-OH



YG02-EN001

[THUNDER / EFFECT]

Cards cannot be added from either player's Main Deck to the hand, except by drawing them. When your opponent would Special Summon exactly 1 monster (Quick Effect): You can send this face-up card to the GY, negate the Special Summon, and if you do, destroy that monster. The above text is unofficial and describes the card's functionality in the OCG.

ATK/1900 DEF/ 800

FALLEN OF ALBAZ



[DRAGON / EFFECT]

If this card is Normal or Special Summoned (except during the Damage Step): You can discard 1 card; Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters on either field as Fusion Material, including this card, but you cannot use other monsters you control as Fusion Material. You can only use this effect of "Fallen of Albaz" once per turn.

ATK/1800 DEF/ 0

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 1 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 1 "Time-Tearing Morganite"; your opponent cannot activate monster effects when you Normal Summon this turn.

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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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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.

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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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LAIR OF DARKNESS



[SPELL CARD]



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.

59160188

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APEX PREDATION



[TRAP CARD]



If you control a Normal Summoned/Set monster: Destroy all Special Summoned monsters on the field. Until the end of your next turn after this card is activated, you cannot Normal Summon/Set. You can only activate 1 "Apex Predation" per turn.

25573115

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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]



36458063

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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.

TITANOCIDER



[TRAP CARD]



67037924

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Target 1 face-up monster your opponent controls that was Special Summoned from the Extra Deck; change its ATK to 0, and if you do, negate its effects. If your opponent Special Summons a monster(s) from the Extra Deck while this card is in your GY, except the turn this card was sent to the GY, You can Set this card. You can only use each effect of "Titanocider" once per turn.

TOLL HIKE



[TRAP CARD]



Each player must send 1 card from their hand to the GY to declare an attack.

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