









**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.

**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.

**SOLEMN STRIKE** 

[ TRAP CARD ]



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.

**SOLEMN JUDGMENT** 

[ TRAP CARD ]



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.

**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 2000 ATK/DEF. During the Main Phase, once per effect, you can target 1 other face-up monster on the field except this card and control it 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 "Aiwas, the Magistus Spell Spirit" once per turn.

ATK / 2000 DEF / 2800

**PSYCHIC END PUNISHER** 

[ PSYCHIC/SYNCHRO/EFFECT ]



1 Tuner + 1 non-Tuner monsters  
 While your LP are less than or equal to your opponent's, this Synchro Summoned card is unaffected by your opponent's activated effects. Once per turn: You can pay 1000 LP; target 1 monster you control and 1 card your opponent controls; banish them. At the start of the Battle Phase: You can make this card gain ATK equal to the difference in your LP and your opponent's.

ATK / 3500 DEF / 3500

**CHAOS ANGEL** 



[ FIEND/SYNCHRO/EFFECT ]  
 1 Tuner + 1 non-Tuner LIGHT or DARK monsters  
 For this card's Synchro Summon, you can treat 1 LIGHT or DARK monster you control as a Tuner. If this card is Special Summoned, you can target 1 card on the field, banish it. This card gains these effects based on the original Attribute of monsters called for its Synchro Summon.  
 ● LIGHT: Synchro Monsters you control are unaffected by monster effects activated by your opponent.  
 ● DARK: Monsters you control cannot be destroyed by battle.

ATK / 3500 DEF / 2800

**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

**SAMURAI DESTROYER** 



[ MACHINE/SYNCHRO/EFFECT ]  
 1 Tuner + 1 non-Tuner monsters  
 If this card battles an opponent's monster, your opponent cannot activate cards or effects until the end of the Damage Step, also that opponent's monster has its effects negated during the Battle Phase only. If this face-up card in its owner's control leaves the field because of an opponent's card effect: You can target 1 Machine monster in your GY, Special Summon it.

ATK / 2600 DEF / 1400





