Eldlich the Golden Lord

LIGHT

[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

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Darkest Diabolos, Lord of the Lair

DARK

[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

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Kozmo Dark Destroyer

DARK

[Machine/Effect]
If this card is Normal or Special Summoned: You can target 1 monster on the field; destroy it. Cannot be targeted by an opponent's card effects. If this card is destroyed by battle or card effect and sent to the Graveyard: You can banish this card from your Graveyard; Special Summon 1 Level 7 or lower "Kozmo" monster from your Deck.

ATK/3000 DEF/1800

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Abominable Unchained Soul

DARK

[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

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Diabellze the Original Sinkeeper

LIGHT

[Illusion/Effect]
If a "Sinful Spoils" card is in either player's GY, you can Special Summon this card (from your hand). You can only Special Summon "Diabellze the Original Sinkeeper" once per turn this way. Your opponent must Set Spell/Trap Cards before activating them. If a Spell/Trap becomes Set on the field, while this card is in the Monster Zone (except during the Damage Step): You can target 1 card you control and 1 card your opponent controls; destroy them. You can only use this effect of "Diabellze the Original Sinkeeper" once per turn.

ATK/2500 DEF/2000

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World Legacy - "World Shield"

DARK

[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

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Fairy Tail - Sleeper

LIGHT

[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

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Fallen of Albaz

DARK

[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

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Dragodies, the Empowered Warrior

LIGHT

2 At the start of the Damage Step, if a monster you control battles an opponent's face-up monster: You can discard 1 card; the opponent's battling monster's ATK and DEF become half its current ATK and DEF (even if this card leaves the field). 2

[Warrior/Pendulum/Effect]
If this card in its owner's Monster Zone is destroyed by your opponent's attack or card effect: You can add 1 Warrior or Spellcaster-Type monster with 2000 or less ATK from your Deck to your hand, except "Dragodies, the Empowered Warrior", during the End Phase of this turn.

ATK/1500 DEF/1500

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BM-4 Blast Spider

DARK 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

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Endymion, the Magistus of Mastery

WATER 水

★★★★

[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

LIGHT 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

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Electromagnetic Turtle

LIGHT 光

★★★★

[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

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Feedran, the Winds of Mischief

WIND 風

★★★

[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

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Mathematician

EARTH 地

★★★

[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

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Peropero Cerperus

EARTH 地

★★★

[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

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Leafplace Plaice

DARK 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/ ?

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Kurikara Divincarnate

FIRE 炎

★

[Fairy/Effect]
Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing all face-up monsters on the field that activated their effects this turn in your opponent's Monster Zone. Gains 1500 ATK for each monster Tributed to Special Summon this card. During your End Phase: You can target 1 monster in your opponent's GY; Special Summon it to your field. You can only use this effect of "Kurikara Divincarnate" once per turn.

ATK/ 1500 DEF/ 1500

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Vijam the Cubic Seed

[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

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Battle Fader

[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

[Spell Card]

Destroy all monsters your opponent controls.

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Harpie's Feather Duster

[Spell Card]

Destroy all Spell and Trap Cards your opponent controls.

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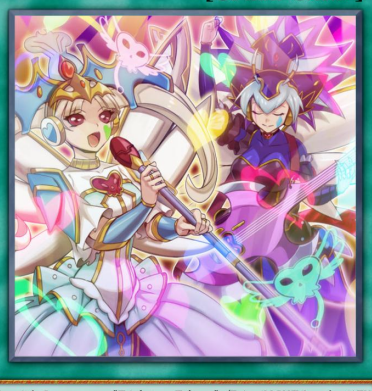
Trickstar Festival

[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]

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]

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]

Send 1 monster from your Deck to the GY.

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Monster Reborn

[Spell Card]

Target 1 monster in either GY; Special Summon it.

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Legacy of the Duelist

[Spell Card]

When your monster declares an attack: You can target 1 Spell/Trap Card your opponent controls; negate the attack, and if you do, destroy that card. Each player can only Set 1 Spell/Trap Card from their hand per turn. Monsters cannot attack the turn they were Special Summoned from the Extra Deck. During your Draw Phase, before your draw: You can give up your normal draw this turn, and if you do, add 1 monster from your Graveyard to your hand.

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Snatch Steal

[Spell Card]

Equip only to a monster your opponent controls. Take control of the equipped monster. During each of your opponent's Standby Phases: They gain 1000 Life Points.

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The Seal of Orichalcos

[Spell Card]

All monsters you control gain 500 ATK. Once per turn, this card cannot be destroyed by card effects. While you control 2 or more face-up Attack Position monsters, your opponent cannot target your monster(s) with the lowest ATK for an attack. If this card is activated: Destroy all Special Summoned monsters you control. You cannot Special Summon monsters from the Extra Deck. You can only activate "The Seal of Orichalcos" once per Duel.

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Storming Mirror Force

[Trap Card]

When an opponent's monster declares an attack: Return all your opponent's Attack Position monsters to the hand.

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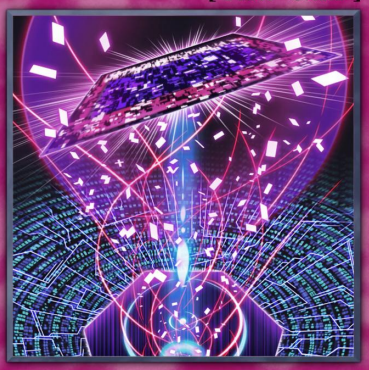
Transaction Rollback

[Trap Card]



Pay half your LP, then target 1 Normal Trap in your opponent's GY, except "Transaction Rollback"; this effect becomes that card's activation effect. You can banish this card from your GY and pay half your LP, then target 1 Normal Trap in your GY, except "Transaction Rollback"; this effect becomes that card's activation effect. You can only use 1 "Transaction Rollback" effect per turn, and only once that turn.

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Infinite Impermanence

[Trap Card]

Target 1 face-up monster your opponent controls; negate its effects (until the end of this turn), then, if this card was Set before activation and is on the field at resolution, for the rest of this turn all other Spell/Trap effects in this column are negated. If you control no cards, you can activate this card from your hand.

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Torrential Tribute

[Trap Card]

When a monster(s) is Summoned: Destroy all monsters on the field.

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Wall of Disruption

[Trap Card]

When an opponent's monster declares an attack: All Attack Position monsters your opponent controls lose 800 ATK for each monster they control.

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Dark Sacrifice

[Trap Card]

When your opponent activates a card or effect that would destroy a card(s) on the field: Negate the effect, then send 1 Level 3 or lower DARK monster from your Deck to your GY.

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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.

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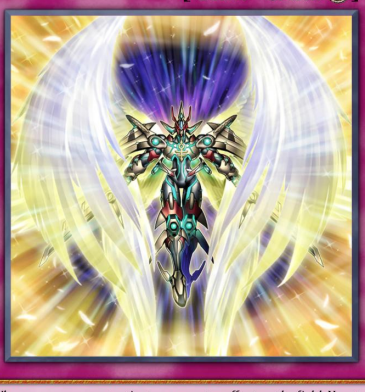
Draco-Utopian Aura

[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]

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.

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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.

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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 "Fallen of Albaz" or "Dogmatika" monster from your Deck. You can only use this effect of "Titaniklad the Ash Dragon" once per turn.

ATK/2500 DEF/2500

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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

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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, then 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

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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

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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

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Number 39: Utopia

★★★★

[Warrior/Xyz/Effect]
2 Level 4 monsters
When a monster declares an attack: You can detach 1 material from this card; negate the attack. If this card is targeted for an attack, while it has no material: Destroy this card.

ATK/2500 DEF/2000

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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

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Rilliona, the Wondrous Magistus Witch Wardrobe

★★★★

[Spellcaster/Xyz/Effect]
2 Level 4 Spellcaster monsters with different Attributes
You can detach 1 material from this card; Special Summon 1 "Magistus" monster from your Deck, also you cannot Special Summon monsters from the Extra Deck for the rest of this turn, except "Magistus" monsters. While this card is equipped to a monster: You can target 1 Effect Monster your opponent controls; negate its effects until the end of this turn. You can only use each effect of "Rilliona, the Wondrous Magistus Witch Wardrobe" once per turn.

ATK/1000 DEF/2800

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Underworld Goddess of the Closed World

[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 Special Summons a monster(s) from the GY (Quick Effect): You can negate the activation.

ATK/3000 LINK-5

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Decode Talker

[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

[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 Lord of Yama

[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 Lord of Yama" once per turn.

ATK/2000 LINK-2

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Trickstar Holly Angel

[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 Divaridis

[Fairy/Link/Effect]
2 Level 3 or lower "Trickstar" monsters
You can only control 1 "Trickstar Divaridis". If this card is Special Summoned: You can inflict 200 damage to your opponent. If your opponent Normal or Special Summons a monster(s): Inflict 200 damage to your opponent.

ATK/1800 LINK-2

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Moon of the Closed Heaven

LIGHT

[Fiend/Link/Effect]
2 Effect Monsters
You can target 1 face-up monster your opponent controls this card points to; this turn, if you Link Summon a Link-5 monster using this card you control, you can also use that monster your opponent controls as material. You can only use this effect of "Moon of the Closed Heaven" once per turn.

ATK/1200 LINK-2

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Vanquish Soul Caesar Valius

EARTH

[Dragon/Effect]
During the Main Phase (Quick Effect): You can target 1 non-Dragon "Vanquish Soul" monster you control; return it to the hand, and if you do, Special Summon this card from your hand. (Quick Effect): You can activate 1 of these effects, by revealing monster(s) in your hand with the listed Attribute(s):
● EARTH: This face-up card is unaffected by your opponent's activated effects this turn.
● EARTH, FIRE, & DARK: Destroy 1 other card on the field.
You can only use each effect of "Vanquish Soul Caesar Valius" once per turn, and cannot activate more than 1 in the same Chain.

ATK/3000 DEF/1500

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Dark End Evaporation Dragon

DARK

[Dragon/Effect]
You can banish 1 Level 8 Dragon monster from your Extra Deck; Special Summon this card from your hand, also you cannot Special Summon for the rest of this turn, except Dragon monsters. You can activate 1 of these effects:
● Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field.
● Target 1 other Attack Position monster on the field; make this card lose exactly 500 ATK/DEF, and if you do, destroy that monster.
You can only use each effect of "Dark End Evaporation Dragon" once per turn.

ATK/2600 DEF/2100

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Bystial Baldrake

DARK

[Dragon/Effect]
You can target 1 LIGHT or DARK monster in either GY; banish it, and if you do, Special Summon this card from your hand. This is a Quick Effect if your opponent controls a monster. If your opponent Special Summons a Ritual, Fusion, Synchro, Xyz, and/or Link Monster(s) (except during the Damage Step): You can Tribute 1 other LIGHT or DARK monster, then target 1 of those Special Summoned monsters; banish it. You can only use each effect of "Bystial Baldrake" once per turn.

ATK/2500 DEF/2000

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Juragedo

DARK

[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

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Ahrima, the Wicked Warden

DARK

[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

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Time-Tearing Morganite

SPELL

[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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Drastic Draw

SPELL

[Spell Card]

Banish all monsters you control (min. 2); draw 3 cards. You cannot Normal or Special Summon the turn you activate this card, except Cyberse monsters. You can only activate 1 "Drastic Draw" per turn.

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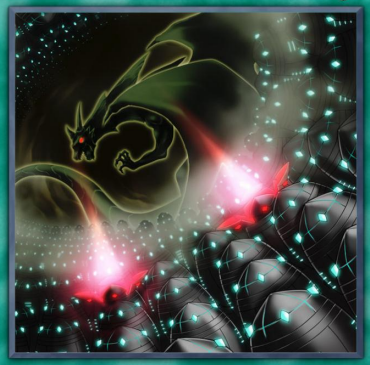
Dragonoid Generator

SPELL

[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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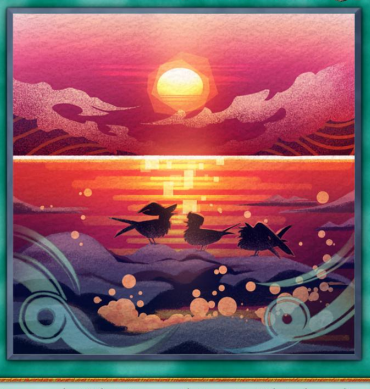
Floowandereeze and the Unexplored Winds

[Spell Card]



You can conduct Tribute Summons that require 2 Tributes by sending 1 monster you control and 1 card your opponent controls to the GY instead of Tributing (it is still treated as a Tribute Summon). During your Main Phase: You can reveal up to 2 Winged Beast monsters in your hand and place them on the bottom of your Deck in any order, then draw the same number of cards. You can only use this effect of "Floowandereeze and the Unexplored Winds" once 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.

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Attack Guidance Armor

[Trap Card]

When a monster declares an attack: Activate 1 of these effects;
- Destroy the attacking monster.
- Target 1 monster on either field, except the attacking monster; change the attack target to it and perform damage calculation.

You can only activate 1 "Attack Guidance Armor" per turn.

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Eradicator Epidemic Virus

[Trap Card]

Tribute 1 DARK monster with 2500 or more ATK, and declare 1 type of card (Spell or Trap); look at your opponent's hand, all Spells/Traps they control, and all cards they draw until the end of their 3rd turn after this card's activation, and destroy all cards of that declared type.

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Titanocider

[Trap Card]

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.

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D.D. Post

[Trap Card]

Monsters you control gain 300 ATK for each card type (Monster, Spell, or Trap) among your banished cards. Once per turn, during the Main Phase: You can banish 1 card from your hand or GY, then you can shuffle 1 of your banished cards into the Deck. If this card is banished: You can place it face-up on your field. You can only use this effect of "D.D. Post" once per turn.

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Iron Thunder

[Trap Card]

When a Spell/Trap Card, or monster effect, is activated on the field: Pay half your LP; negate the activation, and if you do, destroy that card, then destroy any other cards in the same column the destroyed card was in, that are in the Monster Zones or Spell & Trap Zones.

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