Eldlich the Golden Lord

[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

[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

[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

[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 of the Original Sin

[Illusion/Effect]
If a "Sinful Spoils" card is in either GY, you can Special Summon this card (from your hand). You can only Special Summon "Diabellze of the Original Sin" once per turn this way. Your opponent cannot activate Spell/Trap Cards that were not Set. If either player Sets a Spell/Trap(s) to the field while this monster is on the field (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 of the Original Sin" once per turn.

ATK/2500 DEF/2000

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World Legacy - "World Shield"

[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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Thunder King Rai-Oh

[Thunder/Effect]
Neither player can add cards from their Deck to their hand except by drawing them. During either player's turn, when your opponent would Special Summon exactly 1 monster: You can send this face-up card to the Graveyard; negate the Special Summon, and if you do, destroy it.

ATK/1900 DEF/ 800

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Fairy Tail - Sleeper

[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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Juragedo

[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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BM-4 Blast Spider

DARK

[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

[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

[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

[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

[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

[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

[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

[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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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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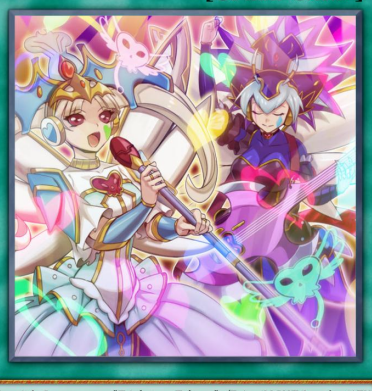
Trickstar Festival

[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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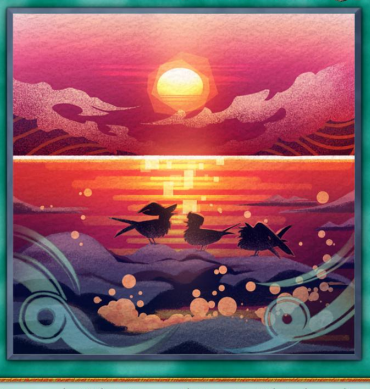
Floowandereeze and the Unexplored Winds

[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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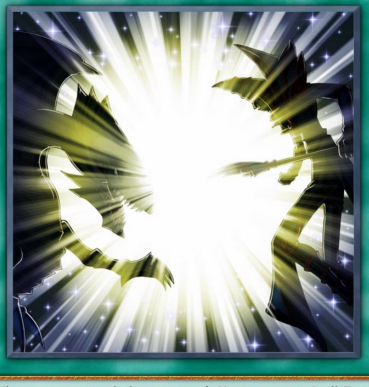
Legacy of the Duelist

[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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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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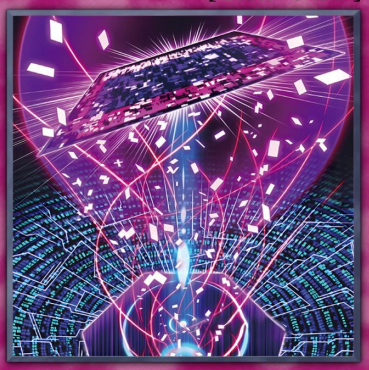
Transaction Rollback

[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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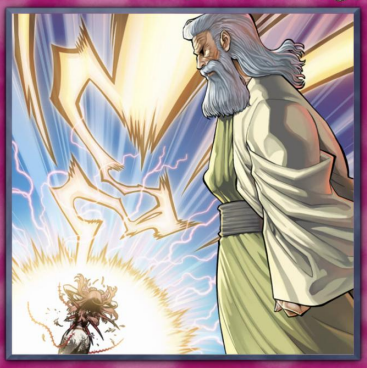
Solemn Strike

[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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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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Dark Rebellion Xyz Dragon

[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

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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

EARTH 地

★★★★

[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

LIGHT 光

★★★★

[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

LIGHT 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 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

DARK 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

FIRE 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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Trickstar Holly Angel

LIGHT 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

LIGHT 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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Dharc the Dark Charmer, Gloomy

DARK 闇

[Spellcaster/Link/Effect]
2 monsters, including a DARK monster
(This card is always treated as a "Familiar-Possessed" card.)
You can target 1 DARK monster in your opponent's GY; Special Summon it to your zone this card points to. If this Link Summoned card is destroyed by battle, or is destroyed by an opponent's card effect while in its owner's Monster Zone: You can add 1 DARK monster with 1500 or less DEF from your Deck to your hand. You can only use each effect of "Dharc the Dark Charmer, Gloomy" once per turn.

ATK/1850 LINK-2

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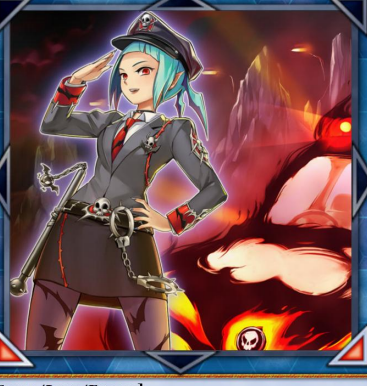
Beat Cop from the Underworld

DARK 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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Archnemeses Eschatos

[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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Floowandereeze & Snowl

[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

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Nightmare Magician

[Illusion/Effect]
If this card battles a monster, neither can be destroyed by that battle. At the end of the Damage Step, if this card battled an opponent's monster: You can take control of that opponent's monster. Once per turn, at the start of the Damage Step, if another monster attacks: You can destroy 1 card on the field.

ATK/2500 DEF/2000

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Sky Scourge Invicil

[Fairy/Effect]
This card cannot be Special Summoned. If you Tribute Summon this card by Tributing 1 of the following monsters, this card gets the appropriate effect:
- LIGHT Fairy-Type monster: Negate the effects of all Spell Cards.
- DARK Fiend-Type monster: Negate the effects of all Trap Cards.

ATK/2200 DEF/1600

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Doomstar Ulka

[Beast/Effect]
When exactly 1 monster you control (and no other monsters) leaves the field by an opponent's card effect (except during the Damage Step): You can banish this card from your hand or GY; if that monster is in the GY or banished face-up, Special Summon it, otherwise, Special Summon this banished card. If this card is Special Summoned: You can make this card gain 1500 ATK until the end of the next turn. You can only use each effect of "Doomstar Ulka" once per turn.

ATK/1500 DEF/ 400

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Ledger of Legerdemain

[Spell Card]

Banish 3 cards from the top of your Deck, face-down. During your 3rd Standby Phase after this card's activation, add all 3 cards to your hand. You can only activate 1 "Ledger of Legerdemain" per turn.

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Drastic Draw

[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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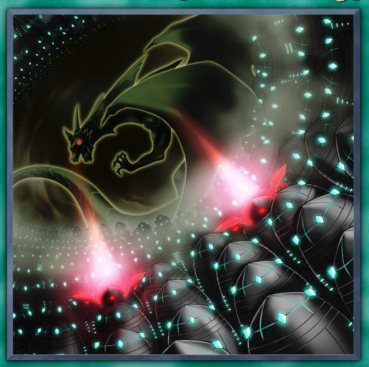
Dragonoid Generator

[Spell 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.

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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.

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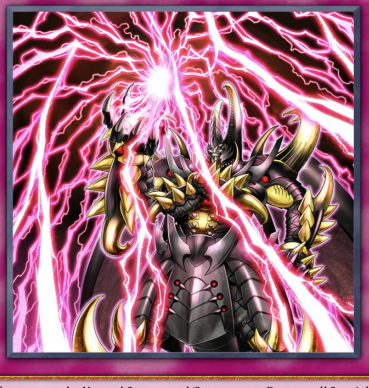
Apex Predation

[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.

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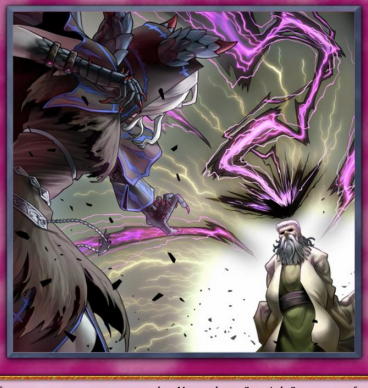
Witch's Strike

[Trap Card]



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.

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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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Gravekeeper's Trap

[Trap Card]

While "Exchange of the Spirit" is in your GY, your opponent cannot activate the effects of cards in the GY, or Special Summon monsters from the GY. You can only use each of the following effects of "Gravekeeper's Trap" once per turn. During the Main Phase: You can discard 1 card; add 1 "Gravekeeper's" or EARTH Fairy monster from your Deck to your hand. During your opponent's Draw Phase, before their normal draw, if this card is already face-up on the field: Declare 1 card name; look at the card(s) drawn for their normal draw, and if it was the declared card, send it to the GY.

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