







SDY-004

[FIEND]
A fiend with dark powers for confusing the enemy. Among the Fiend-Type monsters, this monster boasts considerable force. (This card is always treated as an "Archfiend" card.)

ATK/2500 DEF/1200

70781052 1st Edition

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PSV-103

[FIEND]
Only the master of the sword among the Fiend-Type monsters is permitted to hold the Talwar. (This card is always treated as an "Archfiend" card.)

ATK/2400 DEF/2150

11761845 1st Edition

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MRD-128

When a Spell Card is activated: Discard 1 card; negate the activation, and if you do, destroy it.

77414722 1st Edition

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All WIND monsters gain 500 ATK and lose 400 DEF.

45778932 1st Edition

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Double the ATK of all Machine monsters you currently control, until the end of this turn. During the End Phase of this turn, destroy those monsters.

23171610 1st Edition

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Level 3 or lower monsters are destroyed during the End Phase of the turn that they are Normal Summoned or Flip Summoned.

54109233 1st Edition

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[AQUA / RITUAL]
This monster can only be Ritual Summoned with the Ritual Spell Card, "Turtle Oath". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.

ATK/2550 DEF/2500

91782219 1st Edition

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A Fairy-Type monster equipped with this card increases its ATK and DEF by 300 points.

01557499 1st Edition

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[BEAST]
This creature adopts the form of a white goat living in the forest, but is actually a Forest Elder.

ATK/1800 DEF/1900

14015067 1st Edition

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ULTIMATE OFFERING

X'02★

[TRAP CARD] ◊



SDY-050

During your Main Phase or your opponent's Battle Phase: You can pay 500 Life Points; immediately after this effect resolves, Normal Summon/Set 1 monster.

80604092 1st Edition

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MAGIC JAMMER

X'02◊

[TRAP CARD] ◊



MRD-128

When a Spell Card is activated: Discard 1 card; negate the activation, and if you do, destroy it.

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GIANT TRUNADE

X'02◊

[SPELL CARD]



MRL-048

Return all Spell and Trap Cards on the field to the hand.

JUDGE MAN

X'02

EARTH 地



SDK-007

[WARRIOR]

This club-wielding warrior battles to the end and will never surrender.

ATK/2200 DEF/1500

30113682 1st Edition

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TWO-PRONGED ATTACK

X'02

[TRAP CARD]



LOB-061

Select and destroy 2 of your monsters and 1 of your opponent's monsters.

83887306 1st Edition

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CHAIN ENERGY

X'02

[SPELL CARD] ◊



SRL-046

Each player must pay 500 Life Points per card to Normal Summon, Special Summon, Set or activate cards from his/her respective hand.

DARK MAGICIAN

X'02○

DARK 魔



YGLD-ENB02

[SPELLCASTER]

The ultimate wizard in terms of attack and defense.

ATK/2500 DEF/2100

46986414 1st Edition

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ARMAILL

X'02○

EARTH 地



LOB-079

[WARRIOR]

A strange warrior who manipulates three deadly blades with both hands and his tail.

53153481 1st Edition

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MAN EATER

X'02○

EARTH 地



LOB-075

[PLANT]

Man-eating plant with poison feelers for attacking enemies.

ATK/ 800 DEF/ 600

93553943 1st Edition

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