

INFINITE IMPERMANENCE



[TRAP CARD]



If you control no cards, you can activate this card from your hand. 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.

INVOKED CALIGA



FUEN-EN027

[BEAST / FUSION / EFFECT]

"Aleister the Invoker" + 1 DARK monster

If a player's monster effect attempts to activate, none of that player's monsters can activate their effects for the rest of this turn while this card is face-up on the field. Each player can attack with only 1 monster during each Battle Phase.

ATK/1000 DEF/1800

THUNDER DRAGON COLOSSUS



[THUNDER / FUSION / EFFECT]

"Thunder Dragon" + 1 Thunder monster

Must be either Fusion Summoned, or Special Summoned during the turn a Thunder monster's effect was activated in the hand, by Tributing 1 Thunder Effect non-Fusion Monster (in which case you do not use "Polymerization"). Cards cannot be added from the Main Deck to your opponent's hand except by drawing them. If this card would be destroyed by battle or card effect, you can banish 1 Thunder monster from your GY instead.

ATK/2600 DEF/2400

THUNDER DRAGON COLOSSUS



[THUNDER / FUSION / EFFECT]

"Thunder Dragon" + 1 Thunder monster

Must be either Fusion Summoned, or Special Summoned during the turn a Thunder monster's effect was activated in the hand, by Tributing 1 Thunder Effect non-Fusion Monster (in which case you do not use "Polymerization"). Cards cannot be added from the Main Deck to your opponent's hand except by drawing them. If this card would be destroyed by battle or card effect, you can banish 1 Thunder monster from your GY instead.

ATK/2600 DEF/2400

CALLED BY THE GRAVE



[SPELL CARD 



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

BROHUNDER



DUSA-EN012

[THUNDER / EFFECT]

When this card is Normal Summoned: You can add 1 Level 4 LIGHT Thunder-Type monster from your Deck to your hand, except "Brohunder".

ATK/ 900 DEF/ 400

THUNDER DRAGONROAR



[THUNDER / EFFECT]

You can discard this card; add to your hand, 1 of your "Thunder Dragon" cards that is banished or in your GY, except "Thunder Dragonroar". If this card is banished, or sent from the field to the GY: You can Special Summon 1 "Thunder Dragon" monster from your Deck in Defense Position, but return it to the hand during the End Phase. You can only use 1 "Thunder Dragonroar" effect per turn, and only once that turn.

ATK/2400 DEF/ 0

THUNDER DRAGON



MRD-097

[THUNDER / EFFECT]

You can discard this card; add up to 2 "Thunder Dragon" from your Deck to your hand.

ATK/1600 DEF/1500

BORRELOAD DRAGON



[**DRAGON / LINK / EFFECT**]

3+ Effect Monsters

Neither player can target this card with monster effects. Once per turn (Quick Effect): You can target 1 face-up monster on the field; it loses 500 ATK/DEF. Your opponent cannot activate cards or effects in response to this effect's activation. At the start of the Damage Step, if this card attacks an opponent's monster: You can place that opponent's monster in a zone this card points to and take control of it, but send it to the GY during the End Phase of the next turn.

ATK/3000 LINK-4

SOME SUMMER SUMMONER



[THUNDER / LINK / EFFECT]

2 Thunder monsters

Once per opponent's turn (Quick Effect): You can discard 1 card, then target 1 Thunder monster in your GY, except a Link Monster; Special Summon it to your zone this card points to.

ATK/1600 LINK-2

THUNDER DRAGON TITAN



[THUNDER / FUSION / EFFECT]

3 "Thunder Dragon" monsters

Must be either Fusion Summoned, or Special Summoned by banishing 1 Thunder monster from your hand and 1 Thunder Fusion Monster you control, except "Thunder Dragon Titan" (in which case you do not use "Polymerization"). When a Thunder monster's effect is activated in the hand, even during the Damage Step (Quick Effect): You can destroy 1 card on the field. If this card would be destroyed by card effect, you can banish 2 cards from your GY instead.

ATK/3200 DEF/3200

MAGICAL MELTDOWN



[SPELL CARD 魔]



FUEN-EN034

When this card is activated: You can add 1 "Aleister the Invoker" from your Deck to your hand. The activation of your cards and effects that include an effect that Fusion Summons a Fusion Monster cannot be negated, also your opponent's cards and effects cannot activate when a monster is Fusion Summoned this way. You can only activate 1 "Magical Meltdown" per turn.

CRYSTRON NEEDLEFIBER



[MACHINE / LINK / EFFECT]

2 monsters, including at least 1 Tuner

If this card is Link Summoned: You can Special Summon 1 Level 3 or lower Tuner from your hand or Deck in Defense Position, but it cannot activate its effects this turn. During your opponent's Main Phase or Battle Phase (Quick Effect): You can banish this card; Special Summon 1 Tuner Synchro Monster from your Extra Deck. (This is treated as a Synchro Summon.) You can only use each effect of "Crystron Needlefiber" once per turn.

ATK/1500 LINK-2

SKY STRIKER MECHA - HORNET DRONES



[SPELL CARD 魔]



If you control no monsters in your Main Monster Zones: Special Summon 1 "Sky Striker Ace Token" (Warrior/DARK/Level 1/ATK 0/DEF 0) in Defense Position, which cannot be Tributed, and if you have 3 or more Spells in your GY when this effect resolves, the Token's ATK/DEF become 1500 instead.

CHAOS DRAGON LEVIANEER



[DRAGON / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 LIGHT and/or DARK monsters from your GY. When Summoned this way: You can apply this effect, based on the Attribute(s) of the monsters banished for the Special Summon, also this card cannot attack for the rest of this turn.

- Only LIGHT: Special Summon 1 monster from your GY in Defense Position.
- Only DARK: Shuffle 1 random card from your opponent's hand into the Deck.
- Both LIGHT and DARK: Destroy up to 2 cards on the field.

You can only use this effect of "Chaos Dragon Levianeer" once per turn.

ATK/3000 DEF/ 0

THUNDER DRAGONDARK



[THUNDER / EFFECT]

(Quick Effect): You can discard this card; add 1 "Thunder Dragondark" from your Deck to your hand. If this card is banished, or sent from the field to the GY: You can add 1 "Thunder Dragon" card from your Deck to your hand, except "Thunder Dragondark". You can only use 1 "Thunder Dragondark" effect per turn, and only once that turn.

ATK/1600 DEF/1500

SISHUNDER



REDU-EN097

[THUNDER / EFFECT]

When this card is Normal Summoned: You can target 1 Level 4 LIGHT Thunder-Type monster with 1600 or less ATK in your Graveyard, except "Sishunder"; banish that target. During the End Phase of this turn, add that card to your hand.

ATK/ 900 DEF/ 400

BATTERYMAN 9-VOLT



DUEA-EN038

[THUNDER / EFFECT]

When this card is Summoned: You can add 1 "Batteryman" monster from your Deck to your hand, and if you do, this card's ATK and DEF become double its original ATK and DEF. You can only use this effect of "Batteryman 9-Volt" once per turn. During your End Phase: Destroy this card.

ATK/1000 DEF/1000

SUMMON SORCERESS



[SPELLCASTER / LINK / EFFECT]

2+ monsters with the same Type, except Tokens

If this card is Link Summoned: You can Special Summon 1 monster from your hand in Defense Position, to your opponent's zone this card points to. You can target 1 face-up monster this card points to; Special Summon 1 monster from your Deck in Defense Position, with the same Type as that monster, to a zone this card points to, but negate its effects. You can only use this effect of "Summon Sorceress" once per turn.

ATK/2400 LINK-3

SKY STRIKER MOBILIZE - ENGAGE!



[SPELL CARD]



If you control no monsters in your Main Monster Zones: Add 1 "Sky Striker" card from your Deck to your hand, except "Sky Striker Mobilize - Engage", then, if you have 3 or more Spells in your GY, you can draw 1 card.

SKY STRIKER ACE - KAGARI



[MACHINE / LINK / EFFECT]

1 non-FIRE "Sky Striker Ace" monster

If this card is Special Summoned: You can target 1 "Sky Striker" Spell in your GY; add it to your hand. Gains 100 ATK for each Spell in your GY. You can only Special Summon "Sky Striker Ace - Kagari(s)" once per turn.

ATK/1500 LINK-7

THUNDER KING RAI-OH



YG02-EN001

[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

SCAPEGOAT



[SPELL CARD 魔]



SDJ-041

Special Summon 4 "Sheep Tokens" (Beast/EARTH/Level 1/ATK 0/DEF 0) in Defense Position. They cannot be Tributed for a Tribute Summon. You cannot Summon other monsters the turn you activate this card (but you can Normal Set).

INVOCATION



[SPELL CARD]



FUEN-EN035

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand as Fusion Materials. If Summoning an "Invoked" Fusion Monster this way, you can also banish monsters from your field and/or either player's Graveyard as Fusion Materials. If this card is in your Graveyard: You can target 1 of your banished "Aleister the Invoker"; shuffle this card into the Deck, and if you do, add that card to your hand. You can only use this effect of "Invocation" once per turn.

BATTERYMAN FUEL CELL



TSHD-EN035

[THUNDER / EFFECT]

If you control 2 or more face-up "Batteryman" monsters, you can Special Summon this card from your hand. Once per turn, you can Tribute 1 "Batteryman" monster, except this card, to select 1 card your opponent controls and return it to its owner's hand.

ATK/2100 DEF/ 0

INVOKED MECHABA



FUEN-EN032

[MACHINE / FUSION / EFFECT]

"Aleister the Invoker" + 1 LIGHT monster

Once per turn, when a Spell/Trap Card, or monster effect, is activated (Quick Effect): You can send the same type of card (Monster, Spell, or Trap) from your hand to the GY; negate the activation, and if you do, banish that card.

ATK/2500 DEF/2100

GOLD SARCOPHAGUS



[SPELL CARD]



SJCS-EN005

Banish 1 card from your Deck, face-up. During your second Standby Phase after this card's activation, add that card to the hand.

LANPHORHYNCHUS



[CYBERSE / LINK]

2 monsters

ATK/1200 **LINK-2**

THUNDER DRAGONS' HUNDRED THUNDERS



[TRAP CARD]



Target 1 Thunder monster in your GY; Special Summon it, then you can Special Summon as many monsters with that same name as possible from your GY. The monster(s) Special Summoned by this effect are banished when they leave the field, also while they are face-up on the field, you cannot Special Summon monsters, except Thunder monsters. You can only activate 1 "Thunder Dragons' Hundred Thunders" per turn.

THUNDER DRAGONHAWK



[THUNDER / EFFECT]

You can discard this card; Special Summon 1 of your "Thunder Dragon" monsters that is banished or in your GY, except "Thunder Dragonhawk". If this card is banished, or sent from the field to the GY: You can shuffle any number of cards from your hand into the Deck, then draw the same number of cards. You can only use 1 "Thunder Dragonhawk" effect per turn, and only once that turn.

ATK/1800 DEF/2200

PAHUNDER



REDU-EN095

[THUNDER / EFFECT]

Once per turn: You can Normal Summon 1 Level 4 LIGHT Thunder-Type monster from your hand, except "Pahunder", as an additional Normal Summon.

ATK/1300 DEF/ 600

BORRELSWORD DRAGON



[**DRAGON / LINK / EFFECT**]

3+ Effect Monsters

Cannot be destroyed by battle. Once per turn (Quick Effect): You can target 1 Attack Position monster; change it to Defense Position, also, this card can make a second attack during each Battle Phase this turn. Your opponent cannot activate cards or effects in response to this effect's activation. Once per turn, when this card declares an attack on a face-up monster: You can activate this effect; until the end of this turn, this card gains ATK equal to half that monster's current ATK, and if it does, that monster's current ATK is halved.

ATK/3000 LINK-4

ALEISTER THE INVOKER



FUEN-EN026

[SPELLCASTER / EFFECT]

(Quick Effect): You can send this card from your hand to the GY, then target 1 Fusion Monster you control; it gains 1000 ATK/DEF until the end of this turn. If this card is Normal Summoned or flipped face-up: You can add 1 "Invocation" from your Deck to your hand.

ATK/1000 DEF/1800

THUNDER DRAGON FUSION



[SPELL CARD]



Fusion Summon 1 Thunder Fusion Monster from your Extra Deck, by shuffling the Fusion Materials listed on it into the Deck, from among your cards on the field, in your GY, and/or your face-up banished cards. During your Main Phase, except the turn this card was sent to the GY: You can banish this card from your GY; add 1 Thunder monster from your Deck to your hand. You can only use each effect of "Thunder Dragon Fusion" once per turn.

ALEISTER THE INVOKER OF MADNESS



[SPELLCASTER / LINK / EFFECT]

2 monsters with different Types and different Attributes
This card's name becomes "Aleister the Invoker" while on the field or in the GY. If a monster is Fusion Summoned while you control this monster (except during the Damage Step): You can discard 1 card, and if you do, add 1 "Invocation" or "The Book of the Law" from your Deck to your hand. If this face-up card you control leaves the field because of an opponent's card effect: You can add 1 "Omega Summon" from your Deck to your hand.

ATK/1800 LINK-2