

DIVINE SERPENT GEH



[REPTILE / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned by its own effect. If a monster(s) you control is destroyed by an opponent's attack or card effect: You can pay half your LP; Special Summon this card from your hand. Cannot be targeted by card effects. If this card attacks an opponent's monster, during the Damage Step only, negate the effects of that monster while it is face-up on the field (but its effects can still be activated), also its ATK becomes half its original ATK. Once per battle, if this card battles, during damage calculation (Quick Effect): You can make this card's ATK become equal to the highest original ATK on the field (your choice, if tied).

ATK/ ? DEF/ 0

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ATK/ ? DEF/ 0

THE WINGED DRAGON OF RA



JUMP-EN045

[DIVINE-BEAST / EFFECT]

Cannot be Special Summoned. Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, other cards and effects cannot be activated. When this card is Normal Summoned: You can pay LP so that you only have 100 left; this card gains ATK and DEF equal to the amount of LP paid. You can pay 1000 LP, then target 1 monster on the field; destroy that target.

ATK/ ? DEF/ ?

THE WINGED DRAGON OF RA



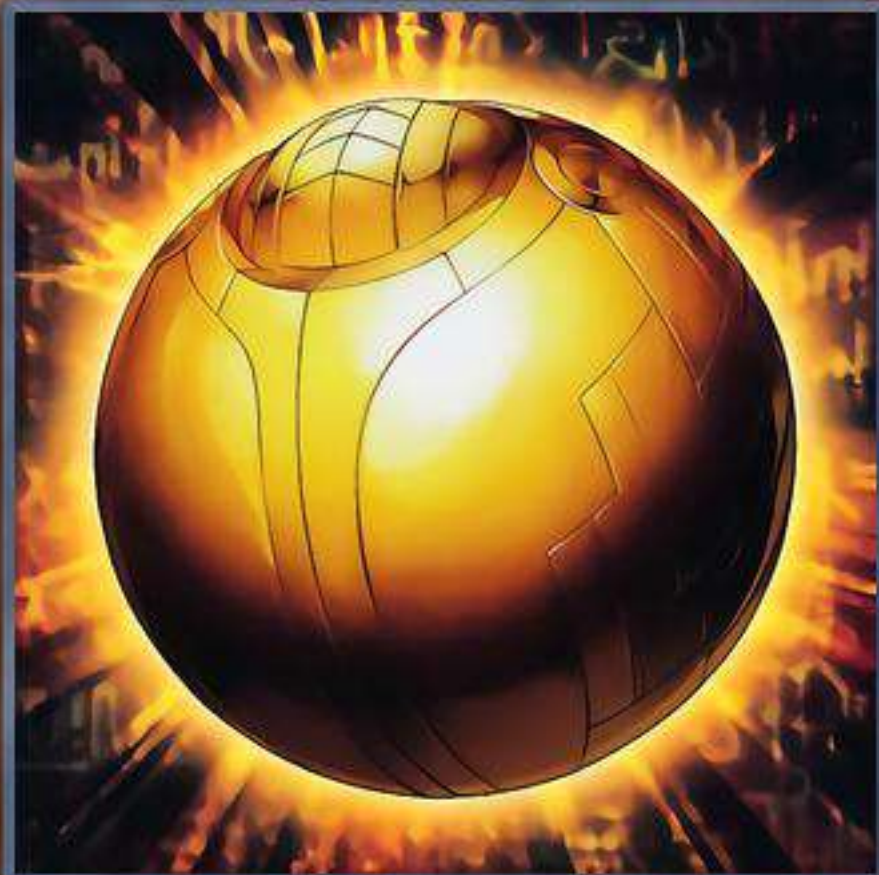
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ATK/ ? DEF/ ?

THE WINGED DRAGON OF RA - SPHERE MODE



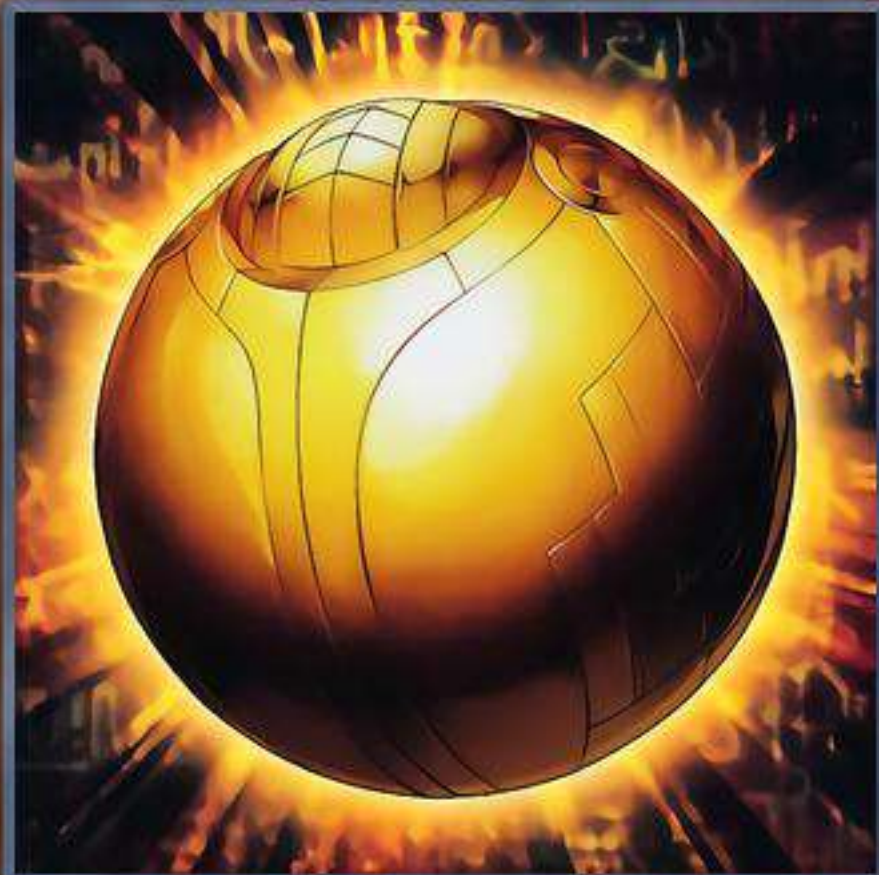
DPBC-EN001

[DIVINE-BEAST / EFFECT]

Cannot be Special Summoned. Requires 3 Tributes from either side of the field to Normal Summon to that side of the field (cannot be Normal Set), then shift control to this card's owner during the End Phase of the next turn. Cannot attack. Your opponent cannot target this card for attacks or by card effects. You can Tribute this card; Special Summon 1 "The Winged Dragon of Ra" from your hand or Deck, ignoring its Summoning conditions, and if you do, its ATK/DEF become 4000.

ATK/ ? DEF/ ?

THE WINGED DRAGON OF RA - SPHERE MODE



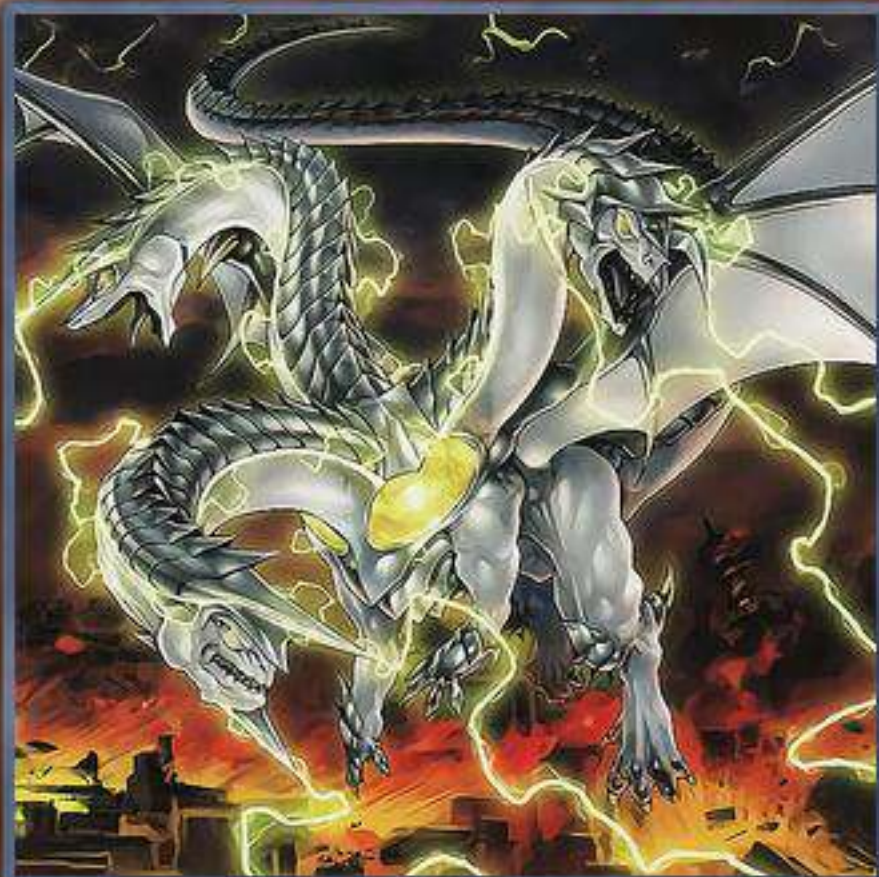
DPBC-EN001

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ATK/ ? DEF/ ?

THUNDER KING, THE LIGHTNINGSTRIKE KAIJU



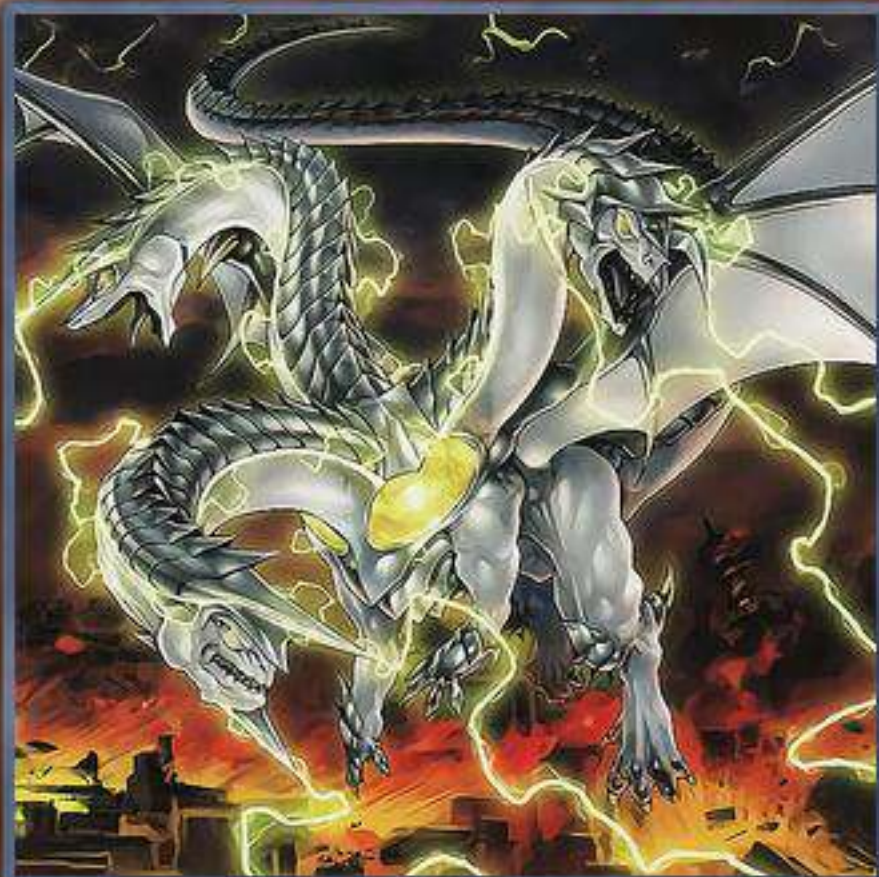
SHVI-EN087

[THUNDER / EFFECT]

You can Special Summon this card (from your hand) to your opponent's side of the field in Attack Position, by Tributing 1 monster they control. If your opponent controls a "Kaiju" monster, you can Special Summon this card (from your hand) in Attack Position. You can only control 1 "Kaiju" monster. Once per turn: You can remove 3 Kaiju Counters from anywhere on the field; your opponent's cards and effects cannot be activated for the rest of this turn, also this card can make up to 3 attacks on monsters during each Battle Phase this turn.

ATK/3300 DEF/2100

THUNDER KING, THE LIGHTNINGSTRIKE KAIJU



SHVI-EN087

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ATK/3300 DEF/2100

MANA DRAGON ZIRNITRON



[**DRAGON / EFFECT**]

If a Spell/Trap you control leaves the field because of an opponent's effect, and is now in the GY or banished (except during the Damage Step): You can Special Summon this card from your GY (if it was there when that Spell/Trap left) or hand (even if not), then you can Set 1 Spell/Trap that is banished or in your GY to your Spell ∞ Trap Zone. You can only use this effect of "Mana Dragon Zirniron" once per turn. If Summoned this way, banish this card when it leaves the field.

ATK/2200 DEF/1200

DOGORAN, THE MAD FLAME KAIJU



CORE-EN087

[DINOSAUR / EFFECT]

You can Special Summon this card (from your hand) to your opponent's field in Attack Position, by Tributing 1 monster they control. If your opponent controls a "Kaiju" monster, you can Special Summon this card (from your hand) in Attack Position. You can only control 1 "Kaiju" monster. Once per turn: You can remove 3 Kaiju Counters from anywhere on the field; destroy all monsters your opponent controls. This card cannot attack the turn this effect is activated.

ATK/3000 DEF/1200

RADIAN, THE MULTIDIMENSIONAL KAIJU



DOCS-EN087

[FIEND / EFFECT]

You can Special Summon this card (from your hand) to your opponent's side of the field in Attack Position, by Tributing 1 monster they control. If your opponent controls a "Kaiju" monster, you can Special Summon this card (from your hand) in Attack Position. You can only control 1 "Kaiju" monster. Once per turn: You can remove 2 Kaiju Counters from anywhere on the field; Special Summon 1 "Radian Token" (Fiend-Type/DARK/Level 7/ATK 2800/DEF 0), but it cannot be used as a Synchro Material.

ATK/2800 DEF/2500

RADIAN, THE MULTIDIMENSIONAL KAIJU



DOCS-EN087

[FIEND / EFFECT]

You can Special Summon this card (from your hand) to your opponent's side of the field in Attack Position, by Tributing 1 monster they control. If your opponent controls a "Kaiju" monster, you can Special Summon this card (from your hand) in Attack Position. You can only control 1 "Kaiju" monster. Once per turn: You can remove 2 Kaiju Counters from anywhere on the field; Special Summon 1 "Radian Token" (Fiend-Type/DARK/Level 7/ATK 2800/DEF 0), but it cannot be used as a Synchro Material.

ATK/2800 DEF/2500

DOGORAN, THE MAD FLAME KAIJU



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ATK/3000 DEF/1200

LAVA GOLEM



PGD-107

[FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) to your opponent's side of the field by Tributing 2 monsters they control. You cannot Normal Summon/Set the turn you Special Summon this card. During each of your Standby Phases: Take 1000 damage.

ATK/3000 DEF/2500

MANA DRAGON ZIRNITRON



[**DRAGON / EFFECT**]

If a Spell/Trap you control leaves the field because of an opponent's effect, and is now in the GY or banished (except during the Damage Step): You can Special Summon this card from your GY (if it was there when that Spell/Trap left) or hand (even if not), then you can Set 1 Spell/Trap that is banished or in your GY to your Spell ∞ Trap Zone. You can only use this effect of "Mana Dragon Zirniron" once per turn. If Summoned this way, banish this card when it leaves the field.

ATK/2200 DEF/1200

SANTA CLAWS



PGL2-EN021

[FIEND / EFFECT]

You can Special Summon this card (from your hand) to your opponent's field in Defense Position, by Tributing 1 monster they control. If Summoned this way, once, during the End Phase of this turn: You can draw 1 card.

ATK/1200 DEF/2500

BATTLE FADER



ABPF-EN006

[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

SANTA CLAWS



PGL2-EN021

[FIEND / EFFECT]

You can Special Summon this card (from your hand) to your opponent's field in Defense Position, by Tributing 1 monster they control. If Summoned this way, once, during the End Phase of this turn: You can draw 1 card.

ATK/1200 DEF/2500

MOUND OF THE BOUND CREATOR



[SPELL CARD 魔]



DRLG-EN025

Level 10 or higher monsters on the field cannot be targeted or destroyed by card effects. If a Level 10 or higher monster on the field destroys a monster by battle and sends it to the Graveyard: The player who controlled the destroyed monster takes 1000 damage. When this card on the field is destroyed by a card effect and sent to the Graveyard: You can add 1 DIVINE monster from your Deck to your hand.

MOUND OF THE BOUND CREATOR



[SPELL CARD 魔]



DRLG-EN025

Level 10 or higher monsters on the field cannot be targeted or destroyed by card effects. If a Level 10 or higher monster on the field destroys a monster by battle and sends it to the Graveyard: The player who controlled the destroyed monster takes 1000 damage. When this card on the field is destroyed by a card effect and sent to the Graveyard: You can add 1 DIVINE monster from your Deck to your hand.

MOUND OF THE BOUND CREATOR



[SPELL CARD 魔]



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Level 10 or higher monsters on the field cannot be targeted or destroyed by card effects. If a Level 10 or higher monster on the field destroys a monster by battle and sends it to the Graveyard: The player who controlled the destroyed monster takes 1000 damage. When this card on the field is destroyed by a card effect and sent to the Graveyard: You can add 1 DIVINE monster from your Deck to your hand.

MONSTER REBORN



[SPELL CARD]



LOB-118

Target 1 monster in either player's GY; Special Summon it.

CHILD'S PLAY



[SPELL CARD ∞]



Each time your opponent Summons a monster(s), gain 300 LP.
Your monsters cannot be destroyed by battle while you have 10,000 or more LP.

TWIN TWISTERS



[SPELL CARD 魔]



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

CHILD'S PLAY



[SPELL CARD ∞]



Each time your opponent Summons a monster(s), gain 300 LP.
Your monsters cannot be destroyed by battle while you have 10,000 or more LP.

WONDER BALLOONS



[SPELL CARD ∞]



DUEA-ENDE6

Once per turn: You can send any number of cards from your hand to the GY; place 1 Balloon Counter on this card for each card sent to the GY. All monsters your opponent controls lose 300 ATK for each Balloon Counter on this card.

REMOVE BRAINWASHING



[TRAP CARD ∞]



MFC-101

The control of all monsters on the field returns to the owners.

REMOVE BRAINWASHING



[TRAP CARD ∞]



MFC-101

The control of all monsters on the field returns to the owners.

LOSE 1 TURN



[TRAP CARD ∞]



CROS-EN075

Activate this card only if you currently control no Special Summoned monsters. While a monster is face-up on the field, negate its effects during the turn that monster was Special Summoned. If an Effect Monster(s) is Special Summoned in Attack Position: Change it to Defense Position.

WABOKU



[TRAP CARD]



SDY-040

You take no battle damage from your opponent's monsters this turn. Your monsters cannot be destroyed by battle this turn.

THREATENING ROAR



[TRAP CARD]



FET-EN052

Your opponent cannot declare an attack this turn.

SPELL ABSORPTION



[SPELL CARD ∞]



FET-EN039

Each time a Spell Card is activated, gain 500 LP immediately after it resolves.

THREATENING ROAR



[TRAP CARD]



FET-EN052

Your opponent cannot declare an attack this turn.

MANA DRAGON ZIRNITRON



[**DRAGON / EFFECT**]

If a Spell/Trap you control leaves the field because of an opponent's effect, and is now in the GY or banished (except during the Damage Step): You can Special Summon this card from your GY (if it was there when that Spell/Trap left) or hand (even if not), then you can Set 1 Spell/Trap that is banished or in your GY to your Spell ∞ Trap Zone. You can only use this effect of "Mana Dragon Zirniron" once per turn. If Summoned this way, banish this card when it leaves the field.

ATK/2200 DEF/1200

STARDUST DRAGON



TDGS-EN040

[**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1 or more non-Tuner monsters

During either player's turn, when a card or effect is activated that would destroy a card(s) on the field: You can Tribute this card; negate the activation, and if you do, destroy it. During the End Phase, if this effect was activated this turn (and was not negated): You can Special Summon this card from your Graveyard.

ATK/2500 DEF/2000