

# DESTINY BOARD



[TRAP CARD ∞]



DPRP-EN041

When this card and all 4 "Spirit Message" cards with different names are placed on your field, you win the Duel. Once per turn, during your opponent's End Phase: Place 1 "Spirit Message" card from your hand or Deck in your Spell & Trap Zone face-up, in the proper order of "I", "N", "A", and "L". When any "Spirit Message" card or "Destiny Board" you control leaves the field, send all "Spirit Message" cards and "Destiny Board" you control to the Graveyard.

# DESTINY BOARD



[TRAP CARD ∞]



DPRP-EN041

When this card and all 4 "Spirit Message" cards with different names are placed on your field, you win the Duel. Once per turn, during your opponent's End Phase: Place 1 "Spirit Message" card from your hand or Deck in your Spell & Trap Zone face-up, in the proper order of "I", "N", "A", and "L". When any "Spirit Message" card or "Destiny Board" you control leaves the field, send all "Spirit Message" cards and "Destiny Board" you control to the Graveyard.



# DESTINY BOARD



[TRAP CARD ∞]



DPRP-EN041

When this card and all 4 "Spirit Message" cards with different names are placed on your field, you win the Duel. Once per turn, during your opponent's End Phase: Place 1 "Spirit Message" card from your hand or Deck in your Spell & Trap Zone face-up, in the proper order of "I", "N", "A", and "L". When any "Spirit Message" card or "Destiny Board" you control leaves the field, send all "Spirit Message" cards and "Destiny Board" you control to the Graveyard.

# SPIRIT MESSAGE "I"



[SPELL CARD ∞]



DTRP-EN042

This card can only be placed on the field by the effect of "Destiny Board".



# SPIRIT MESSAGE "N"



[SPELL CARD ∞]



DPRP-EN043

This card can only be placed on the field by the effect of "Destiny Board".

# SPIRIT MESSAGE "A"



[SPELL CARD ∞]



DPRP-EN044

This card can only be placed on the field by the effect of "Destiny Board".



# SPIRIT MESSAGE "L"



[SPELL CARD ∞]



DPRP-EN045

This card can only be placed on the field by the effect of "Destiny Board".

# DARK SPIRIT OF THE SILENT



[TRAP CARD]



LDN-079

This card can only be activated during your opponent's Battle Step. Negate the attack of 1 monster and select another 1 of your opponent's face-up monsters and have it attack. If the new targeted attacking monster is in face-up Defense Position, change it to Attack Position.



# THE SHALLOW GRAVE



[SPELL CARD]



1<sup>st</sup> Edition

SDR-EN023

Each player selects a monster in their Graveyard and Special Summons it in face-down Defense Position.

# PREMATURE BURIAL



[SPELL CARD 魔]



1<sup>st</sup> Edition

BP02-EN135

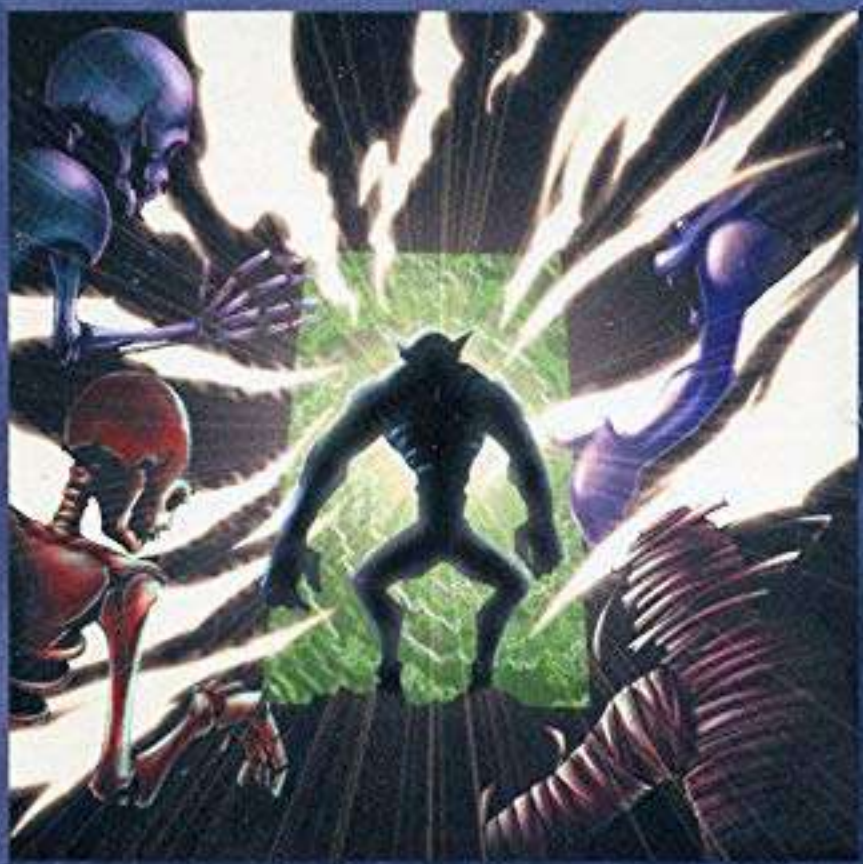
Pay 800 Life Points, then target 1 monster in your Graveyard; Special Summon that target in face-up Attack Position and equip it with this card. When this card is destroyed, destroy the equipped monster.



# THE DARK DOOR



[SPELL CARD ∞]



1<sup>st</sup> Edition

LCYW-EN126

Only 1 monster can attack during each Battle Phase.





# EXCHANGE



[SPELL CARD]



1<sup>st</sup> Edition

LCYW-EN125

Both players reveal their hands and add 1 card from each other's hand to their hand.



# MONSTER REBORN



[SPELL CARD]



LEHD-ENA23

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



# DARK SANCTUARY



[SPELL CARD 魔]



DP17-EN010

If you place a "Spirit Message" card on the field by the effect of "Destiny Board", you can Special Summon that card as a Normal Monster (Fiend-Type/DARK/Level 1/ATK 0/DEF 0). If Summoned this way, that card is unaffected by card effects, except "Destiny Board", also it cannot be targeted for attacks, but does not prevent your opponent from attacking you directly. When an opponent's monster declares an attack: Toss a coin, and if the result is heads, negate the attack, and if you do, inflict damage to your opponent equal to half that opponent monster's ATK.



# DARK SANCTUARY



[SPELL CARD 魔]



DP17-EN010

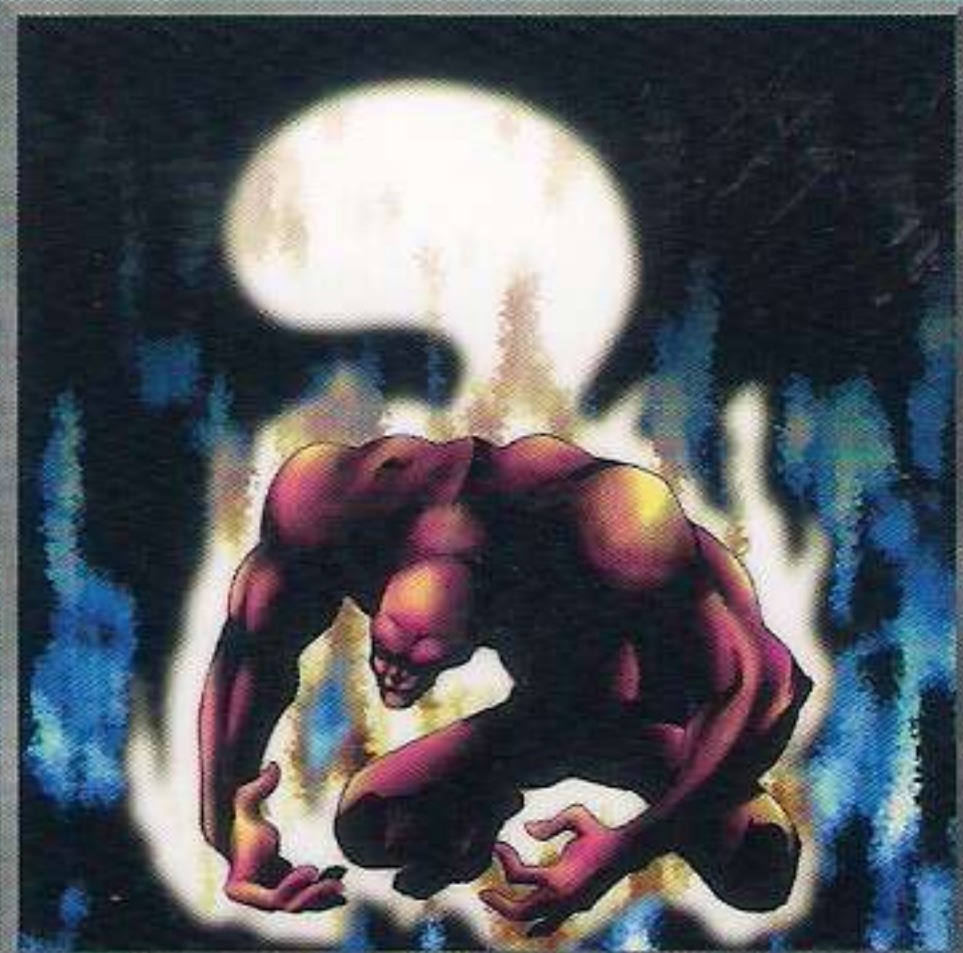
If you place a "Spirit Message" card on the field by the effect of "Destiny Board", you can Special Summon that card as a Normal Monster (Fiend-Type/DARK/Level 1/ATK 0/DEF 0). If Summoned this way, that card is unaffected by card effects, except "Destiny Board", also it cannot be targeted for attacks, but does not prevent your opponent from attacking you directly. When an opponent's monster declares an attack: Toss a coin, and if the result is heads, negate the attack, and if you do, inflict damage to your opponent equal to half that opponent monster's ATK.



# ECTOPLASMER



[SPELL CARD



YGLD-ENB24

Once per turn, during each player's End Phase: The turn player must Tribute 1 face-up monster, and if they do, inflict damage to their opponent equal to half the original ATK of the Tributed monster.





# SANGAN



YS17-EN013

## [FIEND / EFFECT]

If this card is sent from the field to the GY: Add 1 monster with 1500 or less ATK from your Deck to your hand, but you cannot activate cards, or the effects of cards, with that name for the rest of this turn. You can only use this effect of "Sangan" once per turn.

ATK/1000 DEF/ 600



# GOBLIN ZOMBIE



1st Edition

LCJW-EN205

## [ ZOMBIE / EFFECT ]

When this card inflicts battle damage to your opponent: Send the top card of their Deck to the Graveyard. When this card is sent from the field to the Graveyard: Add 1 Zombie-Type monster with 1200 or less DEF from your Deck to your hand.

ATK/1100 DEF/1050



# PUPPET MASTER



1<sup>st</sup> Edition

LCYW-EN122

## [FIEND / EFFECT]

When this card is Tribute Summoned: You can pay 2000 Life Points to target 2 Fiend-Type monsters in your Graveyard; Special Summon those targets. They cannot attack this turn.

ATK/ 0 DEF/ 0

# GOBLIN ZOMBIE



1<sup>st</sup> Edition

LCJW-EN205

## [ ZOMBIE / EFFECT ]

When this card inflicts battle damage to your opponent: Send the top card of their Deck to the Graveyard. When this card is sent from the field to the Graveyard: Add 1 Zombie-Type monster with 1200 or less DEF from your Deck to your hand.

ATK/1100 DEF/1050



# JOWGEN THE SPIRITUALIST



AP03-EN015

## [SPELLCASTER / EFFECT]

You can discard 1 random card from your hand to the Graveyard; destroy all Special Summoned monsters on the field. Neither player can Special Summon monsters.

ATK/ 200 DEF/1300

# GERNIA



LIMITED EDITION

GLDS-EN020

## [ZOMBIE / EFFECT]

During your next Standby Phase, after this face-up card you control was destroyed and sent to your Graveyard by an opponent's card effect: Special Summon it.

ATK/1300 DEF/1200





# JOWGEN THE SPIRITUALIST



AP03-EN015

## [SPELLCASTER / EFFECT]

You can discard 1 random card from your hand to the Graveyard; destroy all Special Summoned monsters on the field. Neither player can Special Summon monsters.

ATK/ 200 DEF/1300

# DARK RULER HA DES



1<sup>st</sup> Edition

BP01-EN122

## [FIEND / EFFECT]

Cannot be Special Summoned from the Graveyard.  
Negate the effects of monsters destroyed by battle with Fiend-Type monsters you control.

ATK/2450 DEF/1600



# GERNIA



LIMITED EDITION

GLDS-EN020

## [ZOMBIE / EFFECT]

During your next Standby Phase, after this face-up card you control was destroyed and sent to your Graveyard by an opponent's card effect: Special Summon it.

ATK/1300 DEF/1200



# DARK NECROFEAR



DPRP-EN040

## [FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 Fiend-Type monsters from your Graveyard. During the End Phase, if this card is in the Graveyard because it was destroyed by an opponent's card this turn (by battle or card effect) and sent to your Graveyard while it was a Monster Card under your control: Target 1 face-up monster your opponent controls; equip this card to that target. While this card is equipped to a monster by this effect, take control of that monster.

ATK/2200 DEF/2800



# DARK RULER HA DES



1<sup>st</sup> Edition

BP01-EN122

## [FIEND / EFFECT]

Cannot be Special Summoned from the Graveyard.  
Negate the effects of monsters destroyed by battle with  
Fiend-Type monsters you control.

ATK/2450 DEF/1600

# DARK NECROFEAR



DPRP-EN040

## [FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 Fiend-Type monsters from your Graveyard. During the End Phase, if this card is in the Graveyard because it was destroyed by an opponent's card this turn (by battle or card effect) and sent to your Graveyard while it was a Monster Card under your control: Target 1 face-up monster your opponent controls; equip this card to that target. While this card is equipped to a monster by this effect, take control of that monster.

ATK/2200 DEF/2800



# THE PORTRAIT'S SECRET



DB1-EN246

## [FIEND]

*A portrait cursed by the artist, it is said to bring ill fortune to anyone who owns it.*

ATK/1200 DEF/1500

# THE GROSS GHOST OF FLED DREAMS



DBI-EN247

## [FIEND]

*This monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.*

ATK/1300 DEF/1800



# THE PORTRAIT'S SECRET



LM1-EN246

## [FIEND]

*A portrait cursed by the artist, it is said to bring ill fortune to anyone who owns it.*

ATK/1200 DEF/1500

# THE GROSS GHOST OF FLED DREAMS



DBI-EN247

## [FIEND]

*This monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.*

ATK/1300 DEF/1800



# THE EARL OF DEMISE



DB1-EN250

## [FIEND]

*This gentlemanly creature is extremely wicked, feared by man and fiend alike.*

ATK/2000 DEF/ 700

# HEADLESS KNIGHT



DB1-EN248

## [FIEND]

*A haunted spirit of a falsely accused knight who wanders in search of truth and justice.*

ATK/1450 DEF/1700



# HEADLESS KNIGHT



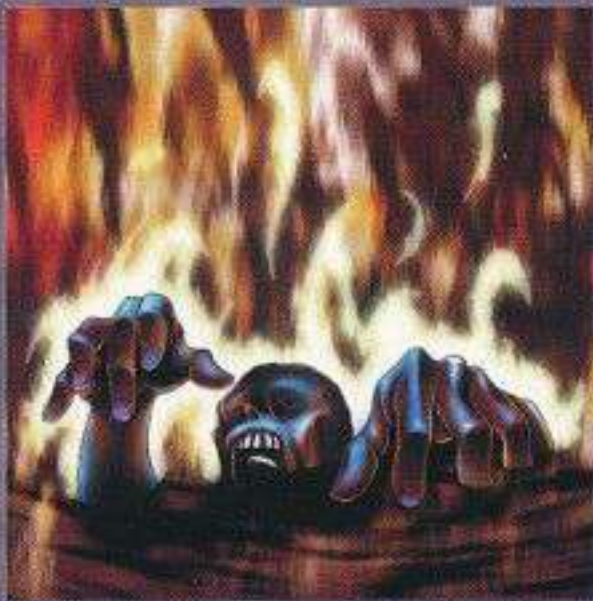
DB1-EN248

## [FIEND]

*A haunted spirit of a falsely accused knight who wanders in search of truth and justice.*

ATK/1450 DEF/1700

# EARTHBOUND SPIRIT



1<sup>st</sup> Edition

LON-055

## [FIEND]

*A vengeful creature formed by the spirits of fallen warriors, it drags any who dare approach it into the deepest bowels of the earth.*

ATK/ 500 DEF/2000



# EARTHBOUND SPIRIT



1<sup>st</sup> Edition

LON-055

## [FIEND]

*A vengeful creature formed by the spirits of fallen warriors, it drags any who dare approach it into the deepest bowels of the earth.*

ATK/ 500 DEF/2000

# SOULS OF THE FORGOTTEN



1<sup>st</sup> Edition

PSV-098

## [FIEND]

*A wicked spirit created by the hateful souls of those who fell in battle. It grows by assimilating the souls of its enemies.*

ATK/ 900 DEF/ 200



# DARK DESIGNATOR



[MAGIC CARD]



1<sup>st</sup> Edition

PGD-079

Declare 1 Monster Card name. If the declared card is in your opponent's Deck, add 1 of that card to your opponent's hand.