

VAMPIRE DUKE



SHSP-EN082

[ZOMBIE / EFFECT]

When this card is Normal Summoned: You can target 1 DARK "Vampire" monster in your Graveyard; Special Summon that target in face-up Defense Position. When this card is Special Summoned: You can declare 1 card type (Monster, Spell, or Trap); your opponent sends 1 card of that type from their Deck to the Graveyard. You can only use this effect of "Vampire Duke" once per turn. This card cannot be used as an Xyz Material for an Xyz Summon, except for the Xyz Summon of a DARK monster.

ATK/2000 DEF/ 0

VAMPIRE LADY



AST-013

[ZOMBIE / EFFECT]

When this card inflicts battle damage to your opponent:
Declare 1 card type (Monster, Spell, or Trap); your opponent
sends 1 card of that type from their Deck to the Graveyard.

ATK/1550 DEF/1550

VAMPIRE LORD



DCR-000

[ZOMBIE / EFFECT]

When this card inflicts battle damage to your opponent: Declare 1 type of card (Monster, Spell, or Trap); your opponent sends 1 card of that type from their Deck to the GY. Once per turn, during your next Standby Phase after this card in your possession was destroyed and sent to your GY by an opponent's card effect: Special Summon this card from the GY.

ATK/2000 DEF/1500

VAMPIRE DRAGON



EXVC-EN081

[ZOMBIE / EFFECT]

When this Tribute Summoned card is sent from the field to the Graveyard: You can add 1 Level 4 or lower monster from your Deck to your hand.

ATK/2400 DEF/ 0

VAMPIRE RED BARON



[ZOMBIE / EFFECT]

Once per turn: You can pay 1000 LP, then target 1 monster your opponent controls and 1 other "Vampire" monster you control; switch control of those monsters. At the end of the Battle Phase, if this card destroyed any monster(s) by battle: You can Special Summon them from the GYs to your field.

ATK/2400 DEF/1000

VAMPIRE SORCERER



SHSP-EN029

[ZOMBIE / EFFECT]

If this card in your possession is sent to your GY by your opponent's card: You can add 1 DARK "Vampire" monster or 1 "Vampire" Spell/Trap from your Deck to your hand. You can banish this card from your GY; 1 DARK "Vampire" monster you Normal Summon this turn can be Summoned without Tributing.

ATK/1500 DEF/1500

VAMPIRE RED BARON



[ZOMBIE / EFFECT]

Once per turn: You can pay 1000 LP, then target 1 monster your opponent controls and 1 other "Vampire" monster you control; switch control of those monsters. At the end of the Battle Phase, if this card destroyed any monster(s) by battle: You can Special Summon them from the GYs to your field.

ATK/2400 DEF/1000

VAMPIRE VAMP



PRIO-EN085

[ZOMBIE / EFFECT]

Once per turn, when this card or a "Vampire" monster is Normal Summoned to your field: You can target 1 face-up monster your opponent controls, whose ATK is higher than this card's; equip it to this card. This card gains ATK equal to the combined original ATK of the monsters equipped to it by this effect. If this card is sent to the GY, while equipped with a card(s) by this effect: Special Summon this card.

ATK/2000 DEF/2000

VAMPIRE HUNTER



SHSP-EN034

[WARRIOR / EFFECT]

At the start of the Damage Step, if this card battles a DARK monster: Destroy that monster.

ATK/1600 DEF/1600

VAMPIRE FAMILIAR



[ZOMBIE / EFFECT]

If this card is Special Summoned: You can pay 500 LP; add 1 "Vampire" monster from your Deck to your hand, except "Vampire Familiar". If this card is in your GY: You can send 1 "Vampire" card from your hand or face-up field to the GY; Special Summon this card, but banish it when it leaves the field. You can only use each effect of "Vampire Familiar" once per turn.

ATK/ 500 DEF/ 0

VAMPIRE RETAINER



[ZOMBIE / EFFECT]

If this card is Special Summoned: You can pay 500 LP; add 1 "Vampire" Spell/Trap from your Deck to your hand. If this card is in your GY: You can send 1 "Vampire" card from your hand or face-up field to the GY; Special Summon this card, but banish it when it leaves the field. You can only use each effect of "Vampire Retainer" once per turn.

ATK/1200 DEF/ 0

VAMPIRE SCARLET SCOURGE



[ZOMBIE / EFFECT]

If this card is Normal or Special Summoned: You can pay 1000 LP, then target 1 "Vampire" monster in your GY, except "Vampire Scarlet Scourge"; Special Summon it, but it cannot attack this turn. You can only use this effect of "Vampire Scarlet Scourge" once per turn. At the end of the Battle Phase, if this card destroyed any monster(s) by battle: You can Special Summon them from the GYs to your field.

ATK/2200 DEF/2200

VAMPIRE GRIMSON



[ZOMBIE / EFFECT]

If a monster(s) you control would be destroyed by battle or an opponent's card effect, you can pay 1000 LP for each monster that would be destroyed, instead (you must protect all your monsters that would be destroyed, if you use this effect). At the end of the Battle Phase, if this card destroyed any monster(s) by battle: You can Special Summon them from the GYs to your field.

ATK/2000 DEF/1400

VAMPIRE SUCKER



[ZOMBIE / LINK / EFFECT]

2 Zombie monsters

If you would Tribute a monster(s) for a Tribute Summon, you can Tribute a Zombie monster(s) your opponent controls, even though you do not control them. You can only use each of the following effects of "Vampire Sucker" once per turn.

- You can target 1 monster in your opponent's GY; Special Summon it to your opponent's field in Defense Position, but it becomes a Zombie monster.
- If a Zombie monster(s) is Special Summoned from either GY: Draw 1 card.

ATK/1600 LINK-2

DHAMPIR VAMPIRE SHERIDAN



[ZOMBIE / XYZ / EFFECT]

2+ Level 6 monsters

If you use a monster(s), with a Level, that is owned by your opponent for the Xyz Summon of this card, treat it as Level 6. Once per turn: You can detach 1 material from this card, then target 1 card your opponent controls; send it to the GY. Once per turn, if a Monster Card(s) is sent from the field to your opponent's GY by a card effect, or a monster is destroyed by battle and sent to your opponent's GY: You can detach 1 material from this card; Special Summon 1 of those monsters to your field in Defense Position.

ATK/2600 DEF/1000

VAMPIRE SUCKER



[ZOMBIE / LINK / EFFECT]

2 Zombie monsters

If you would Tribute a monster(s) for a Tribute Summon, you can Tribute a Zombie monster(s) your opponent controls, even though you do not control them. You can only use each of the following effects of "Vampire Sucker" once per turn.

- You can target 1 monster in your opponent's GY; Special Summon it to your opponent's field in Defense Position, but it becomes a Zombie monster.
- If a Zombie monster(s) is Special Summoned from either GY: Draw 1 card.

ATK/1600 LINK-2

VAMPIRE TAKEOVER



[TRAP CARD]



SHSP-EN075

If you have no card in your Field Card Zone and all face-up monsters you control (min. 1) are Zombie-Type: Activate 1 "Vampire Kingdom" directly from your Deck, then, you can Special Summon 1 DARK "Vampire" monster from your Graveyard in face-up Defense Position. You can only activate 1 "Vampire Takeover" per turn.

CRIMSON KNIGHT VAMPIRE BRAM



SHSP-EN054

[ZOMBIE / XYZ / EFFECT]

2 Level 5 Zombie monsters

You can detach 1 material from this card, then target 1 monster in your opponent's GY; Special Summon that target to your field, but only that monster can attack for the rest of this turn. You can only use this effect of "Crimson Knight Vampire Bram" once per turn. Once per turn, during the Standby Phase of the next turn after this card you controlled was destroyed by your opponent's card and sent to your GY; Special Summon this card in Defense Position.

ATK/2500 DEF/ 0

DHAMPIR VAMPIRE SHERIDAN



[ZOMBIE / XYZ / EFFECT]

2+ Level 6 monsters

If you use a monster(s), with a Level, that is owned by your opponent for the Xyz Summon of this card, treat it as Level 6. Once per turn: You can detach 1 material from this card, then target 1 card your opponent controls; send it to the GY. Once per turn, if a Monster Card(s) is sent from the field to your opponent's GY by a card effect, or a monster is destroyed by battle and sent to your opponent's GY: You can detach 1 material from this card; Special Summon 1 of those monsters to your field in Defense Position.

ATK/2600 DEF/1000

VAMPIRE DOMINATION



[TRAP CARD]



When a Spell/Trap Card, or monster effect, is activated while you control a "Vampire" monster: Negate the activation, and if you do, destroy that card, then, if it was a Monster Card, gain LP equal to its original ATK. You can only activate 1 "Vampire Domination" per turn.

VAMPIRE AWAKENING



[TRAP CARD]



Special Summon 1 "Vampire" monster from your Deck, but destroy it during the End Phase of this turn. You can only activate 1 "Vampire Awakening" per turn.

ROBBIN' ZOMBIE



[TRAP CARD ∞]



IOC-109

If your monster inflicts battle damage to your opponent: Send the top card of their Deck to the GY.

COFFIN SELLER



[TRAP CARD ∞]



PGD-093

Each time a monster(s) is sent to your opponent's Graveyard: Inflict 300 damage to your opponent.

VAMPIRE BABY



PSV-090

[ZOMBIE / EFFECT]

At the end of the Battle Phase, if this card destroyed a monster by battle and sent it to the Graveyard this turn: You can Special Summon that monster to your side of the field.

ATK/ 700 DEF/1000

VAMPIRE BABY



PSV-090

[ZOMBIE / EFFECT]

At the end of the Battle Phase, if this card destroyed a monster by battle and sent it to the Graveyard this turn: You can Special Summon that monster to your side of the field.

ATK/ 700 DEF/1000

PYRAMID TURTLE



PGD-026

[ZOMBIE / EFFECT]

When this card is destroyed by battle and sent to the GY: You can Special Summon 1 Zombie monster with 2000 or less DEF from your Deck.

ATK/1200 DEF/1400

ZOMBIE NECRONIZE



[SPELL CARD]



If a Level 5 or higher Zombie monster is on the field: Target 1 monster your opponent controls; take control of it until the End Phase. During your Main Phase, if this card is in your GY: You can shuffle 1 of your banished Zombie monsters into the Deck, and if you do, Set this card, but banish it when it leaves the field. You can only use 1 "Zombie Necronize" effect per turn, and only once that turn.

ZOMBIE WORLD



[SPELL CARD 魔]



SDZW-EN017

All monsters on the field and in the GYs become Zombie monsters. Neither player can Tribute Summon monsters, except Zombie monsters.

VAMPIRE KINGDOM



[SPELL CARD 魔]



JOTL-ENDE4

Zombie-Type monsters gain 500 ATK during damage calculation only. Once per turn, when a card(s) is sent from your opponent's Deck to the Graveyard: Target 1 card on the field; send 1 DARK "Vampire" monster from your hand or Deck to the Graveyard, and if you do, destroy that target.

VAMPIRE FAMILIAR



[ZOMBIE / EFFECT]

If this card is Special Summoned: You can pay 500 LP; add 1 "Vampire" monster from your Deck to your hand, except "Vampire Familiar". If this card is in your GY: You can send 1 "Vampire" card from your hand or face-up field to the GY; Special Summon this card, but banish it when it leaves the field. You can only use each effect of "Vampire Familiar" once per turn.

ATK/ 500 DEF/ 0

FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the GY.

VAMPIRE DUKE



SHSP-EN082

[ZOMBIE / EFFECT]

When this card is Normal Summoned: You can target 1 DARK "Vampire" monster in your Graveyard; Special Summon that target in face-up Defense Position. When this card is Special Summoned: You can declare 1 card type (Monster, Spell, or Trap); your opponent sends 1 card of that type from their Deck to the Graveyard. You can only use this effect of "Vampire Duke" once per turn. This card cannot be used as an Xyz Material for an Xyz Summon, except for the Xyz Summon of a DARK monster.

ATK/2000 DEF/ 0

VAMPIRE FRAULEIN



[ZOMBIE / EFFECT]

When a monster declares an attack: You can Special Summon this card from your hand in Defense Position. You can only use this effect of "Vampire Fraulein" once per turn. Once per battle, if your Zombie monster battles an opponent's monster, during that damage calculation (Quick Effect): You can pay LP in multiples of 100 (max. 3000); your battling monster gains that much ATK/DEF during that damage calculation only. At the end of the Battle Phase, if this card destroyed any monster(s) by battle: You can Special Summon them from the GYs to your field.

ATK/ 600 DEF/2000

VAMPIRE LADY



AST-013

[ZOMBIE / EFFECT]

When this card inflicts battle damage to your opponent:
Declare 1 card type (Monster, Spell, or Trap); your opponent
sends 1 card of that type from their Deck to the Graveyard.

ATK/1550 DEF/1550

VAMPIRE LADY



AST-013

[ZOMBIE / EFFECT]

When this card inflicts battle damage to your opponent:
Declare 1 card type (Monster, Spell, or Trap); your opponent
sends 1 card of that type from their Deck to the Graveyard.

ATK/1550 DEF/1550

VAMPIRE'S DOMAIN



[SPELL CARD ∞]



Once per turn: You can pay 500 LP; during your Main Phase this turn, you can Normal Summon 1 "Vampire" monster in addition to your Normal Summon/Set. (Even if this card leaves the field. You can only gain this effect once per turn.) Each time your "Vampire" monster inflicts battle damage to your opponent: Gain the same amount of LP.

VAMPIRE'S DOMAIN



[SPELL CARD ∞]



Once per turn: You can pay 500 LP; during your Main Phase this turn, you can Normal Summon 1 "Vampire" monster in addition to your Normal Summon/Set. (Even if this card leaves the field. You can only gain this effect once per turn.) Each time your "Vampire" monster inflicts battle damage to your opponent: Gain the same amount of LP.