

DOMAIN OF THE TRUE MONARCHS



[SPELL CARD 魔]



SR01-EN024

While you have no cards in your Extra Deck and you are the only player that controls a Tribute Summoned monster, your opponent cannot Special Summon monsters from the Extra Deck. If a Tribute Summoned monster you control attacks an opponent's monster, it gains 800 ATK during damage calculation only. Once per turn: You can reduce the Level of 1 monster with 2800 ATK and 1000 DEF in your hand by 2 until the end of this turn (even after they are Summoned/Set, and even if this card leaves the field).

DELG THE DARK MONARCH



STBL-EN037

[SPELLCASTER / EFFECT]

When this card is Normal or Special Summoned: You can target up to 2 cards in your opponent's Graveyard; banish that target(s), then send the same number of cards from the top of their Deck to the Graveyard. This card cannot attack during the turn it is Normal or Special Summoned.

ATK/2400 DEF/1000

GIANT RAT



SRL-079

[BEAST / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: You can Special Summon 1 EARTH monster with 1500 or less ATK from your Deck, in Attack Position.

ATK/1400 DEF/1450

POT OF DUALITY



[SPELL CARD]



DREV-EN062

Excavate the top 3 cards of your Deck, add 1 of them to your hand, also, after that, shuffle the rest back into your Deck. You can only activate 1 "Pot of Duality" per turn. You cannot Special Summon during the turn you activate this card.

JAR OF AVARICE



[TRAP CARD]



CROS-EN074

Target 5 cards in your GY, except "Jar of Avarice"; shuffle all 5 into the Deck, then draw 1 card. You can only activate 1 "Jar of Avarice" per turn.

JAR OF AVARICE



[TRAP CARD]



CROS-EN074

Target 5 cards in your GY, except "Jar of Avarice"; shuffle all 5 into the Deck, then draw 1 card. You can only activate 1 "Jar of Avarice" per turn.

ONE DAY OF PEACE



[SPELL CARD]



PHSW-EN060

Each player draws 1 card, and neither player takes damage until the end of the opponent's next turn.

THE TRUE NAME



[SPELL CARD]



MIL1-EN016

Declare 1 card name; excavate the top card of your Deck, and if it is the declared card, add it to your hand, then you can add to your hand, or Special Summon, 1 DIVINE monster from your Deck. Otherwise, send it to the Graveyard. You can only activate 1 "The True Name" per turn.

THE GOLDEN APPLES



[TRAP CARD]



STOR-EN071

When you take battle damage while you control no monsters: Gain LP equal to the battle damage you took, and if you do, Special Summon 1 "Malus Token" (Fiend-Type/DARK/Level 1/ATK ?/DEF ?). Its ATK/DEF are each equal to the amount of LP you gained by this effect.

DRAINING SHIELD



[TRAP CARD]



AST-054

When an opponent's monster declares an attack: Target the attacking monster; negate that attack, and if you do, gain LP equal to that target's ATK.

MIRROR FORCE



[TRAP CARD]



MRD-138

When an opponent's monster declares an attack: Destroy all your opponent's Attack Position monsters.

CARD ADVANCE



[SPELL CARD]



BP03-EN185

Look at up to 5 cards from the top of your Deck, then place them on the top of the Deck in any order. You can Tribute Summon 1 monster in addition to your Normal Summon/Set this turn. (You can only gain this effect once per turn.)

CARD ADVANCE



[SPELL CARD]



BP03-EN185

Look at up to 5 cards from the top of your Deck, then place them on the top of the Deck in any order. You can Tribute Summon 1 monster in addition to your Normal Summon/Set this turn. (You can only gain this effect once per turn.)

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[SPELL CARD]



BP03-EN185

Look at up to 5 cards from the top of your Deck, then place them on the top of the Deck in any order. You can Tribute Summon 1 monster in addition to your Normal Summon/Set this turn. (You can only gain this effect once per turn.)

MYSTICAL SPACE TYPHOON



[SPELL CARD 



SRL-047

Target 1 Spell/Trap on the field; destroy that target.

SOUL CHARGE



[SPELL CARD]



DRLG-EN014

Target any number of monsters in your GY; Special Summon them, and if you do, you lose 1000 LP for each monster Special Summoned by this effect. You cannot conduct your Battle Phase the turn you activate this card. You can only activate 1 "Soul Charge" per turn.

SCAPEGHOST



SHVI-ENSE4

[ZOMBIE / TUNER / EFFECT]

FLIP: You can Special Summon any number of "Black Sheep Tokens" (Zombie/DARK/Level 1/ATK 0/DEF 0).

ATK/ 0 DEF/ 0

SCAPEGHOST



SHVI-ENSE4

[ZOMBIE / TUNER / EFFECT]

FLIP: You can Special Summon any number of "Black Sheep Tokens" (Zombie/DARK/Level 1/ATK 0/DEF 0).

ATK/ 0 DEF/ 0

SCAPEGHOST



SHVI-ENSE4

[ZOMBIE / TUNER / EFFECT]

FLIP: You can Special Summon any number of "Black Sheep Tokens" (Zombie/DARK/Level 1/ATK 0/DEF 0).

ATK/ 0 DEF/ 0

TERRAFORMING



[SPELL CARD]



PGD-088

Add 1 Field Spell from your Deck to your hand.

HAND DESTRUCTION



[SPELL CARD 魔]



DP07-EN018

Each player sends 2 cards from their hand to the GY, then draws 2 cards.

MONSTER REINCARNATION



[SPELL CARD]



RDS-EN045

Discard 1 card, then target 1 monster in your GY; add it to your hand.

RA'S DISCIPLE



DRLG-EN024

[FAIRY / EFFECT]

When this card is Summoned: You can Special Summon up to 2 "Ra's Disciple" from your hand and/or Deck. Cannot be Tributed, except for the Tribute Summon of "Slifer the Sky Dragon", "Obelisk the Tormentor", or "The Winged Dragon of Ra". You cannot Special Summon monsters, except by the effect of "Ra's Disciple".

ATK/1100 DEF/ 600

RA'S DISCIPLE



DRLG-EN024

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ATK/1100 DEF/ 600

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ATK/1100 DEF/ 600

MONSTER REBORN



[SPELL CARD]



LOB-118

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

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



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



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/ ?

SLIFER THE SKY DRAGON



[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. This card gains 1000 ATK and DEF for each card in your hand. If a monster(s) is Normal or Special Summoned to your opponent's field in face-up Attack Position: That monster(s) loses 2000 ATK, then if its ATK has been reduced to 0 as a result, destroy it.

ATK/ ? DEF/ ?

SLIFER THE SKY DRAGON



[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. This card gains 1000 ATK and DEF for each card in your hand. If a monster(s) is Normal or Special Summoned to your opponent's field in face-up Attack Position: That monster(s) loses 2000 ATK, then if its ATK has been reduced to 0 as a result, destroy it.

ATK/ ? DEF/ ?

SLIFER THE SKY DRAGON



[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. This card gains 1000 ATK and DEF for each card in your hand. If a monster(s) is Normal or Special Summoned to your opponent's field in face-up Attack Position: That monster(s) loses 2000 ATK, then if its ATK has been reduced to 0 as a result, destroy it.

ATK/ ? DEF/ ?

HOLACTIE THE CREATOR OF LIGHT

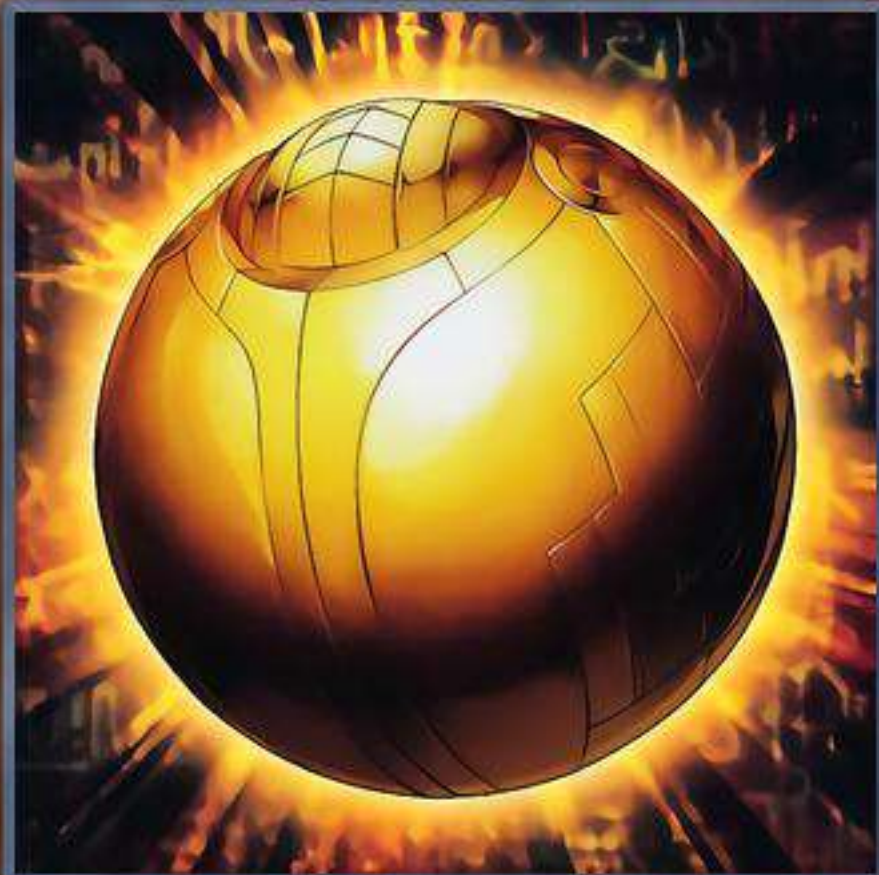


[CREATOR GOD / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 3 monsters whose original names are "Slifer the Sky Dragon", "Obelisk the Tormentor", and "The Winged Dragon of Ra", and cannot be Special Summoned by other ways. This card's Special Summon cannot be negated. The player that Special Summons this card wins the Duel.

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 and DEF become 4000.

ATK/ ? DEF/ ?

THE WINGED DRAGON OF RA - IMMORTAL PHOENIX



MIL1-EN001

[DIVINE-BEAST / EFFECT]

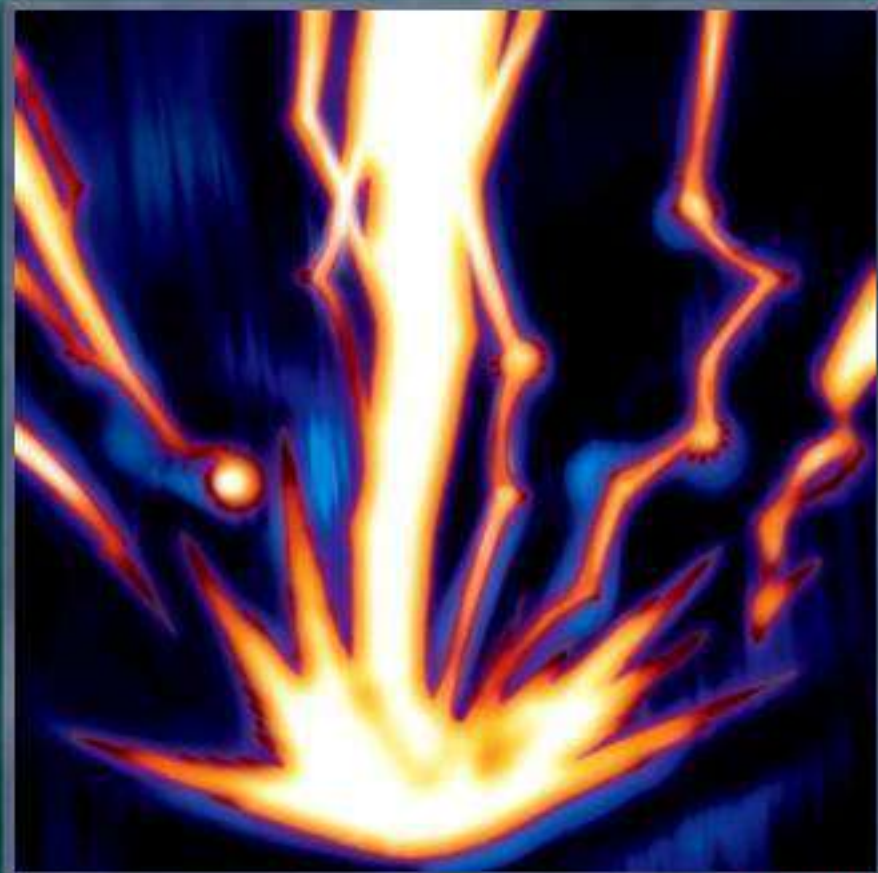
Cannot be Normal Summoned/Set. Must be Special Summoned by its own effect, and cannot be Special Summoned by other ways. If "The Winged Dragon of Ra" is sent from the field to your Graveyard while this card is in your Graveyard: Special Summon this card. Cards and effects cannot be activated in response to this effect's activation. This card is unaffected by other cards' effects. You can pay 1000 LP; send 1 monster on the field to the Graveyard. Once per turn, during the End Phase: Send this card to the Graveyard, and if you do, Special Summon 1 "The Winged Dragon of Ra - Sphere Mode" from your hand, Deck, or Graveyard, ignoring its Summoning conditions.

ATK/4000 DEF/4000

RAIGEKI



[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

NEGATE ATTACK



[TRAP CARD ]



TSC-003

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, then end the Battle Phase.

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

OVERWHELM



[TRAP CARD ]



RGBT-EN088

Activate only while you control a face-up Level 7 or higher monster that was Tribute Summoned. Negate the activation of a Trap Card or Effect Monster's effect and destroy that card.

AROMA JAR



CORE-EN038

[ROCK / FLIP / EFFECT]

If this card is flipped face-up, this card cannot be destroyed by battle while it is face-up on the field. If this card is flipped face-up, during each player's End Phase: You gain 500 LP.

ATK/ 500 DEF/ 400

AROMA JAR



CORE-EN038

[ROCK / FLIP / EFFECT]

If this card is flipped face-up, this card cannot be destroyed by battle while it is face-up on the field. If this card is flipped face-up, during each player's End Phase: You gain 500 LP.

ATK/ 500 DEF/ 400

AROMA JAR



CORE-EN038

[ROCK / FLIP / EFFECT]

If this card is flipped face-up, this card cannot be destroyed by battle while it is face-up on the field. If this card is flipped face-up, during each player's End Phase: You gain 500 LP.

ATK/ 500 DEF/ 400

GRAVEKEEPER'S SPY



PGD-059

[SPELLCASTER / FLIP / EFFECT]

FLIP: Special Summon 1 "Gravekeeper's" monster with 1500 or less ATK from your Deck.

ATK/1200 DEF/2000

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.

METAL REFLECT SLIME



[TRAP CARD ∞]



PTDN-EN094

Special Summon this card in Defense Position as an Effect Monster (Aqua-Type/WATER/Level 10/ATK 0/DEF 3000). (This card is also still a Trap Card.) This card cannot attack.

METAL REFLECT SLIME



[TRAP CARD ∞]



PTDN-EN094

Special Summon this card in Defense Position as an Effect Monster (Aqua-Type/WATER/Level 10/ATK 0/DEF 3000). (This card is also still a Trap Card.) This card cannot attack.

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Special Summon this card in Defense Position as an Effect Monster (Aqua-Type/WATER/Level 10/ATK 0/DEF 3000). (This card is also still a Trap Card.) This card cannot attack.

OBELISK THE TORMENTOR



JUMP-EN037

[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Cannot be targeted by Spells, Traps, or card effects. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. You can Tribute 2 monsters; destroy all monsters your opponent controls. This card cannot declare an attack the turn this effect is activated.

ATK/4000 DEF/4000

OBELISK THE TORMENTOR



JUMP-EN037

[DIVINE-BEAST / EFFECT]

Requires 3 Tributes to Normal Summon (cannot be Normal Set). This card's Normal Summon cannot be negated. When Normal Summoned, cards and effects cannot be activated. Cannot be targeted by Spells, Traps, or card effects. Once per turn, during the End Phase, if this card was Special Summoned: Send it to the Graveyard. You can Tribute 2 monsters; destroy all monsters your opponent controls. This card cannot declare an attack the turn this effect is activated.

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ATK/4000 DEF/4000