

DES FERAL IMP



DCR-014

[REPTILE / FLIP / EFFECT]

FLIP: Target 1 card in your Graveyard; shuffle that target into the Deck.

ATK/1600 DEF/1800

DES FERAL IMP



DCR-014

[REPTILE / FLIP / EFFECT]

FLIP: Target 1 card in your Graveyard; shuffle that target into the Deck.

ATK/1600 DEF/1800

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

DEKOICHI THE BATTLECHANTED LOCOMOTIVE



RDS-EN032

[MACHINE / FLIP / EFFECT]

FLIP: Draw 1 card, then draw 1 additional card for each face-up "Bokoichi the Freighting Car" you control.

ATK/1400 DEF/1000

DEKOICHI THE BATTLECHANTED LOCOMOTIVE



RDS-EN032

[MACHINE / FLIP / EFFECT]

FLIP: Draw 1 card, then draw 1 additional card for each face-up "Bokoichi the Freighting Car" you control.

ATK/1400 DEF/1000

MARSHMACARON



MVP1-EN013

[FAIRY / EFFECT]

If this card is destroyed by battle or card effect: You can Special Summon up to 2 other "Marshmacaron" from your hand, Deck, and/or Graveyard. You can only use this effect of "Marshmacaron" once per turn.

ATK/ 200 DEF/ 200

MARSHMACARON



MVP1-EN013

[FAIRY / EFFECT]

If this card is destroyed by battle or card effect: You can Special Summon up to 2 other "Marshmacaron" from your hand, Deck, and/or Graveyard. You can only use this effect of "Marshmacaron" once per turn.

ATK/ 200 DEF/ 200

MARSHMACARON



MVP1-EN013

[FAIRY / EFFECT]

If this card is destroyed by battle or card effect: You can Special Summon up to 2 other "Marshmacaron" from your hand, Deck, and/or Graveyard. You can only use this effect of "Marshmacaron" once per turn.

ATK/ 200 DEF/ 200

GOOD GOBLIN HOUSEKEEPING



[TRAP CARD]



FET-EN054

Draw cards equal to the number of "Good Goblin Housekeeping" cards in your Graveyard +1, then select 1 card from your hand and return it to the bottom of your Deck.

GOOD GOBLIN HOUSEKEEPING



[TRAP CARD]



FET-EN054

Draw cards equal to the number of "Good Goblin Housekeeping" cards in your Graveyard +1, then select 1 card from your hand and return it to the bottom of your Deck.

GOOD GOBLIN HOUSEKEEPING



[TRAP CARD]



FET-EN054

Draw cards equal to the number of "Good Goblin Housekeeping" cards in your Graveyard +1, then select 1 card from your hand and return it to the bottom of your Deck.

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.

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.

CYBER VALLEY



PTDN-EN010

[MACHINE / EFFECT]

You can use 1 of these effects.

- When this card is targeted for an attack by an opponent's monster: You can banish this card; draw 1 card, then end the Battle Phase.
- You can target 1 face-up monster you control and this card; banish both that target and this card, then draw 2 cards.
- You can target 1 card in your GY; banish both this card and 1 card from your hand, then place that target on top of the Deck.

ATK/ 0 DEF/ 0

CYBER VALLEY



PTDN-EN010

[MACHINE / EFFECT]

You can use 1 of these effects.

- When this card is targeted for an attack by an opponent's monster: You can banish this card; draw 1 card, then end the Battle Phase.
- You can target 1 face-up monster you control and this card; banish both that target and this card, then draw 2 cards.
- You can target 1 card in your GY; banish both this card and 1 card from your hand, then place that target on top of the Deck.

ATK/ 0 DEF/ 0

CUP OF ACE



[SPELL CARD]



LODT-EN050

Toss a coin: ● Heads: Draw 2 cards. ● Tails: Your opponent draws 2 cards.

CUP OF ACE



[SPELL CARD]



LODT-EN050

Toss a coin: ● Heads: Draw 2 cards. ● Tails: Your opponent draws 2 cards.

MIRROR FORCE



[TRAP CARD]



MRD-138

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

LEFT LEG OF THE FORBIDDEN ONE



LOB-121

[SPELLCASTER]

A forbidden left leg sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

WORM LINX



DT02-EN029

[REPTILE / FLIP / EFFECT]

FLIP: During each End Phase, if this card is face-up, draw 1 card.

ATK/ 300 DEF/1000

CARDCAR D



GAOV-EN006

[MACHINE / EFFECT]

Cannot be Special Summoned. During your Main Phase 1, if this card was Normal Summoned this turn: You can Tribute this card; draw 2 cards, then it becomes the End Phase. You cannot Special Summon during the turn you activate this effect.

ATK/ 800 DEF/ 400

MYSTICAL SPACE TYPHOON



[SPELL CARD 



SRL-047

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

DESTINY HERO - DEFENDER



POTD-EN013

[WARRIOR / EFFECT]

During each of your opponent's Standby Phases: Your opponent draws 1 card. This card must be in face-up Defense Position to activate and to resolve this effect.

ATK/ 100 DEF/2700

THE LEGENDARY EXODIA INCARNATE



LDK2-ENY01

[SPELLCASTER / EFFECT]

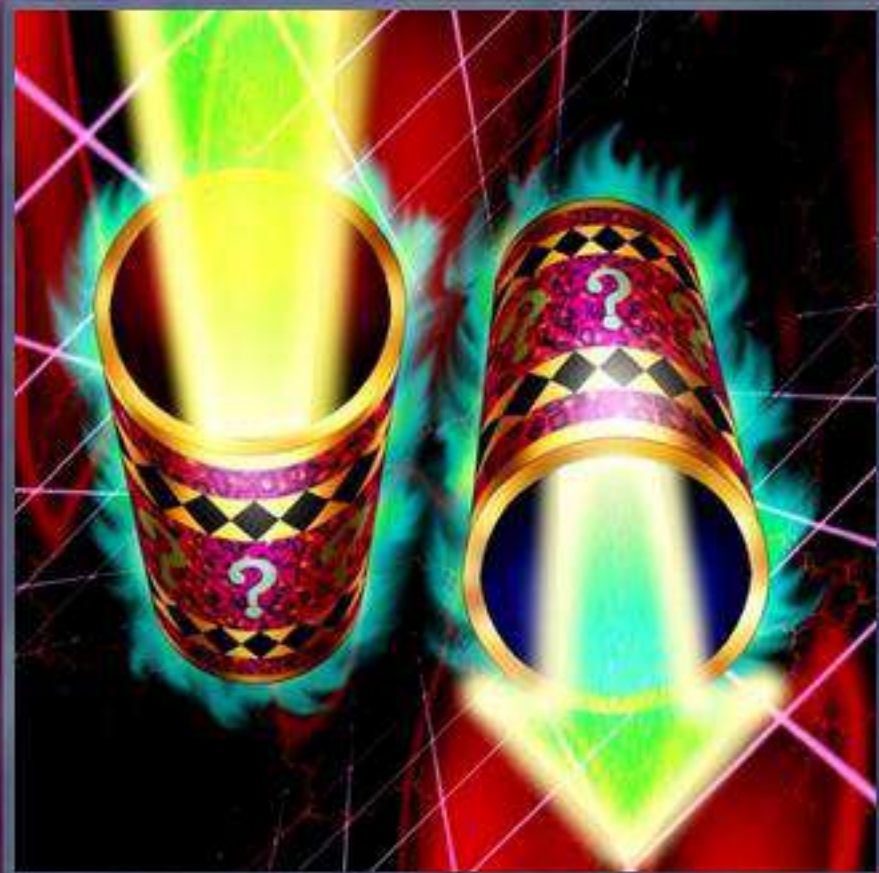
Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 1 "Forbidden One" monster, and cannot be Special Summoned by other ways. This card gains 1000 ATK for each "Forbidden One" monster in your Graveyard. Unaffected by other cards' effects. Once per turn, during your End Phase: Add 1 "Forbidden One" monster from your Graveyard to your hand. When this card is destroyed by battle and sent to the Graveyard: You can reveal any number of "Forbidden One" monsters in your hand, and if you do, draw 1 card for each.

ATK/ ? DEF/ 0

MAGIC CYLINDER



[TRAP CARD]



LON-104

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, and if you do, inflict damage to your opponent equal to its ATK.

OBLITERATE!!!



[TRAP CARD ∞]



LDK2-ENY03

You can target 1 monster on the field; send 1 "Forbidden One" monster or "Exodia" card from your hand or Deck to the Graveyard, and if you do, return that target to the hand. If this card is sent from the Spell ∞ Trap Zone to the Graveyard: You can target 1 "Forbidden One" monster or "Exodia" card in your Graveyard; add it to your hand. You can only use 1 "Obliterate" effect per turn, and only once that turn.

UPSTART GOBLIN



[SPELL CARD]



SRL-033

Draw 1 card, then your opponent gains 1000 Life Points.

RIGHT ARM OF THE FORBIDDEN ONE



LOB-122

[SPELLCASTER]

A forbidden right arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

SWORDS OF REVEALING LIGHT



[SPELL CARD]



LOB-101

After this card's activation, it remains on the field, but you must destroy it during the End Phase of your opponent's 3rd turn. When this card is activated: If your opponent controls a face-down monster, flip all monsters they control face-up. While this card is face-up on the field, your opponent's monsters cannot declare an attack.

HAND DESTRUCTION



[SPELL CARD 魔]



DP07-EN018

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

EMISSARY OF THE AFTERLIFE



AST-076

[FIEND / EFFECT]

When this card is sent from the field to the Graveyard: Each player adds 1 Level 3 or lower Normal Monster from their Deck to their hand.

ATK/1600 DEF/ 600

EMISSARY OF THE AFTERLIFE



AST-076

[FIEND / EFFECT]

When this card is sent from the field to the Graveyard: Each player adds 1 Level 3 or lower Normal Monster from their Deck to their hand.

ATK/1600 DEF/ 600

LEFT ARM OF THE FORBIDDEN ONE



LOB-123

[SPELLCASTER]

A forbidden left arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

RIGHT LEG OF THE FORBIDDEN ONE



LOB-120

[SPELLCASTER]

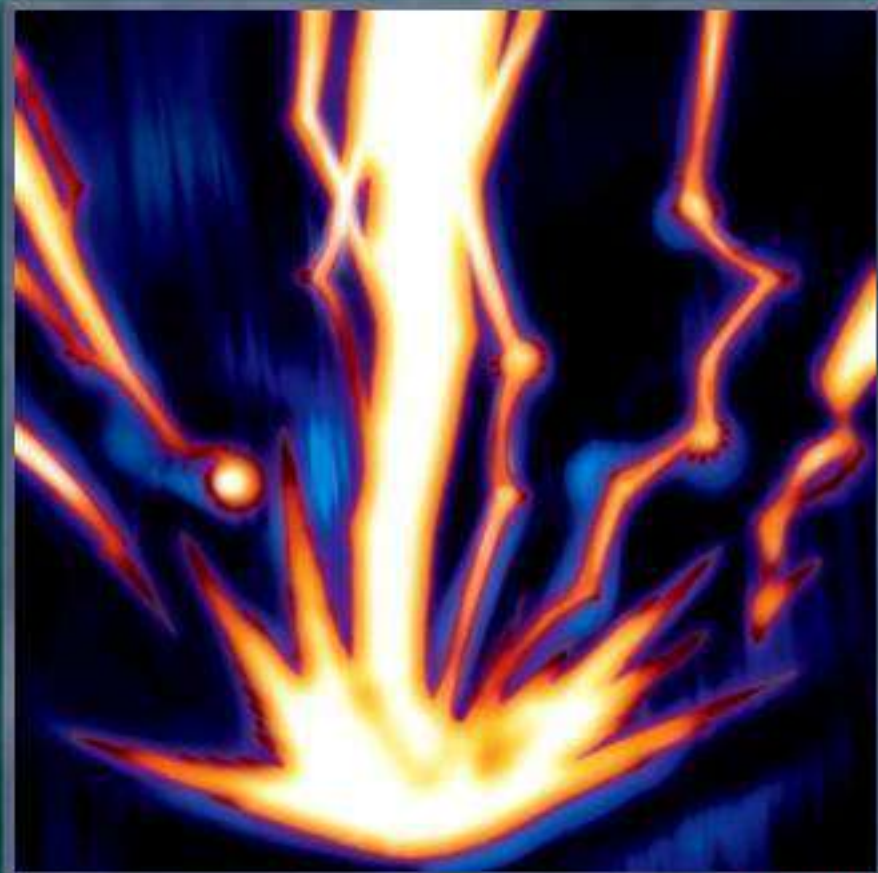
A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

RAIGEKI



[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

EXODIA NECROSS



DCR-020

[SPELLCASTER / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned with "Contract with Exodia", and cannot be Special Summoned by other ways. Cannot be destroyed by battle or Spell/Trap effect. Once per turn, during your Standby Phase: This card gains 500 ATK. Destroy this card unless all 5 of these cards are in your Graveyard - "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One" and "Left Leg of the Forbidden One".

ATK/1800 DEF/ 0

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.

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.

NIMBLE MOMONGA



SRL-086

[BEAST / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Gain 1000 Life Points, then you can Special Summon any number of "Nimble Momongas" from your Deck in face-down Defense Position.

ATK/1000 DEF/ 100

NIMBLE MOMONGA



SRL-086

[BEAST / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Gain 1000 Life Points, then you can Special Summon any number of "Nimble Momongas" from your Deck in face-down Defense Position.

ATK/1000 DEF/ 100

NIMBLE MOMONGA



SRL-086

[BEAST / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Gain 1000 Life Points, then you can Special Summon any number of "Nimble Momongas" from your Deck in face-down Defense Position.

ATK/1000 DEF/ 100

DES LACOODA



PGD-030

[ZOMBIE / EFFECT]

Once per turn: You can change this card to face-down Defense Position. When this card is Flip Summoned: Draw 1 card.

ATK/ 500 DEF/ 600

MARSHMALLON



PP01-EN003

[FAIRY / EFFECT]

Cannot be destroyed by battle. After damage calculation, if this card was attacked, and was face-down at the start of the Damage Step: The attacking player takes 1000 damage.

ATK/ 300 DEF/ 500

LEVEL LIMIT - AREA B



[SPELL CARD ∞]



AST-092

Change all face-up Level 4 or higher monsters to Defense Position.

CONTRACT WITH EXODIA



[SPELL CARD]



DCR-031

If you have all 5 of "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One", and "Left Leg of the Forbidden One" in your Graveyard: Special Summon 1 "Exodia Necross" from your hand.

EXODIA THE FORBIDDEN ONE



LOB-124

[SPELLCASTER / EFFECT]

If you have "Right Leg of the Forbidden One", "Left Leg of the Forbidden One", "Right Arm of the Forbidden One" and "Left Arm of the Forbidden One" in addition to this card in your hand, you win the Duel.

ATK/1000 DEF/1000

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.