

# D/D SAVANT KEPLER



10

You cannot Pendulum Summon monsters, except "D/D" monsters. This effect cannot be negated. Once per turn, during your Standby Phase: Reduce this card's Pendulum Scale by 2 (min. 1), then destroy all monsters you control with a Level greater than or equal to this card's Pendulum Scale, except "D/D" monsters.



10

## [FIEND / PENDULUM / EFFECT]

If this card is Normal or Special Summoned: You can activate 1 of these effects. You can only use this effect of "D/D Savant Kepler" once per turn. ● Target 1 other "D/D" card you control; return it to the hand. ● Add 1 "Dark Contract" card from your Deck to your hand.

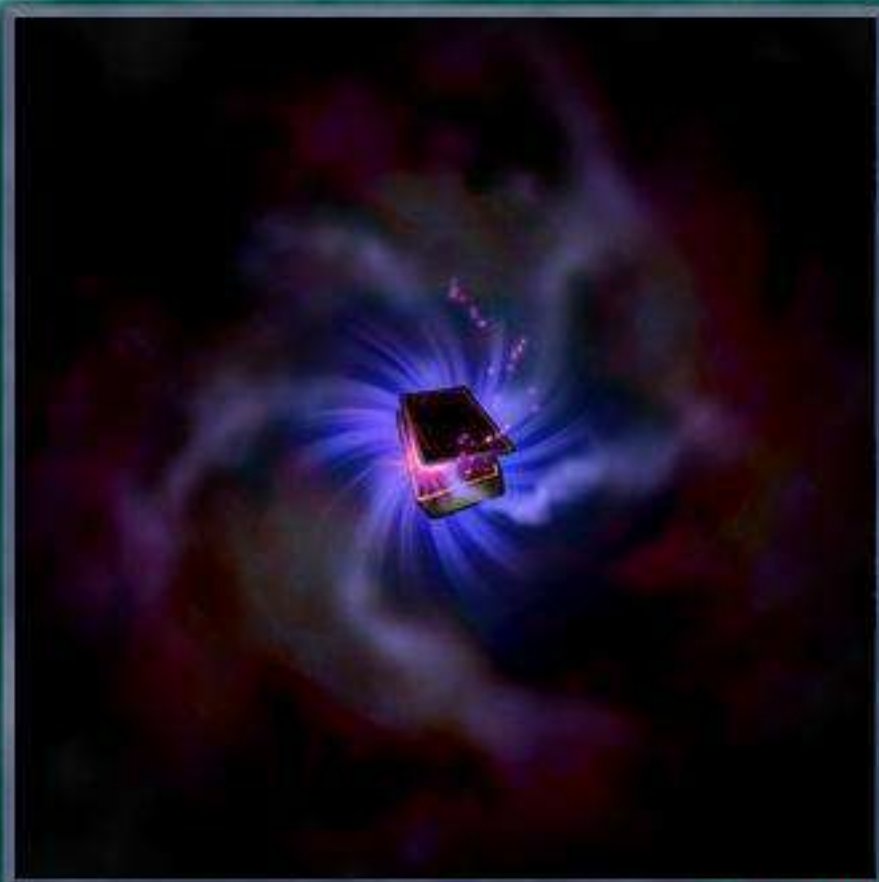
DOCS-EN092

ATK/ 0 DEF/ 0

# ALLURE OF DARKNESS



[SPELL CARD]



PTDN-EN084

Draw 2 cards, then banish 1 DARK monster from your hand, or, if you do not have any in your hand, send your entire hand to the GY.



# D/D SAVANT THOMAS



6

During your Main Phase: You can add 1 face-up "D/D" Pendulum Monster from your Extra Deck to your hand. You can only use this effect of "D/D Savant Thomas" once per turn.



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## [FIEND / PENDULUM / EFFECT]

You can target 1 "D/D" card in your Pendulum Zone; destroy that card, and if you do, Special Summon 1 Level 8 "D/D/D" monster from your Deck in Defense Position, but for the rest of this turn, its effects (if any) are negated, and any battle damage your opponent takes becomes halved. You can only use this effect of "D/D Savant Thomas" once per turn.

TDIL-EN010

ATK/1800 DEF/2600



# D/D/D GUST KING ALEXANDER



CT13-EN010

## [FIEND / SYNCHRO / EFFECT]

1 "D/D" Tuner + 1 or more non-Tuner monsters

If another "D/D" monster(s) is Normal or Special Summoned to your field, while you control this face-up card (except during the Damage Step): You can target 1 Level 4 or lower "D/D" monster in your Graveyard; Special Summon it. You can only use this effect of "D/D/D Gust King Alexander" once per turn.

ATK/2500 DEF/2000



# DECODE TALKER



ST17-EN041

## [CYBERSE / LINK / EFFECT]

2+ Effect Monsters

Gains 500 ATK for each monster it points to. When your opponent activates a card or effect that targets a card(s) you control (Quick Effect): You can Tribute 1 monster this card points to; negate the activation, and if you do, destroy that card.

ATK/2300 LINK-3

# ONE FOR ONE



[SPELL CARD]



RGBT-EN045

Send 1 monster from your hand to the GY; Special Summon 1 Level 1 monster from your hand or Deck.



# D/D/D GUST HIGH KING ALEXANDER



## [FIEND / SYNCHRO / EFFECT]

1 Tuner + 1+ non-Tuner monsters

If 3 or more "D/D/D" monsters are on the field, this card gains 3000 ATK. If another "D/D/D" monster(s) is Normal or Special Summoned to your field while this monster is on the field (except during the Damage Step): You can target 1 "D/D/D" monster in your GY: Special Summon it. You can only use this effect of "D/D/D Gust High King Alexander" once per turn.

ATK/3000 DEF/2500



# D/D/D DRAGONBANE KING BEOWULF



SDPD-EN041

## [FIEND / FUSION / EFFECT]

1 "D/D/D" monster + 1 "D/D" monster

If a "D/D" monster you control attacks a Defense Position monster, inflict piercing battle damage to your opponent. Once per turn, during your Standby Phase: You can destroy all cards in the Spell ∞ Trap Zones.

ATK/3000 DEF/2500



# DARK CONTRACT WITH THE WITCH



[TRAP CARD ∞]



DOCS-EN095

You can send 1 "D/D" or "Dark Contract" card from your hand to the Graveyard, then target 1 card on the field; destroy it. You can only use this effect of "Dark Contract with the Witch" once per turn. All Fiend-Type monsters you control gain 1000 ATK during your opponent's turn only. Once per turn, during your Standby Phase: Take 1000 damage.

# D/D/D DUO-DAWN KING KALI YUGA



DOCS-EN050

## [FIEND / XYZ / EFFECT]

2 Level 8 "D/D" monsters

After this card is Xyz Summoned, for the rest of this turn, other cards and their effects cannot be activated on the field, and other cards' effects on the field are negated. Once per turn, during either player's turn: You can detach 1 Xyz Material from this card; destroy all Spell and Trap Cards on the field. You can detach 1 Xyz Material from this card, then target 1 "Dark Contract" Spell/Trap Card in your Graveyard; Set that target.

ATK/3500 DEF/3000



# D/D SAVANT NEWTON



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You cannot Pendulum Summon monsters, except "D/D" monsters. This effect cannot be negated. Once, while this card is in your Pendulum Zone, you can negate an activated Trap effect that would inflict damage to you, then destroy this card.



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## [FIEND / PENDULUM / EFFECT]

You can discard this card, then target 1 "D/D" or "Dark Contract" card in your Graveyard, except "D/D Savant Newton"; add it to your hand. You can only use this effect of "D/D Savant Newton" once per turn.

SDPD-EN002

ATK/ 0 DEF/ 0



# D/D LAMIA



SDPD-EN005

## [FIEND / TUNER / EFFECT]

If this card is in your hand or Graveyard: You can send 1 "D/D" or "Dark Contract" card from your hand or face-up from your field to the Graveyard, except "D/D Lamia"; Special Summon this card, but banish it when it leaves the field. You can only use this effect of "D/D Lamia" once per turn.

ATK/ 100 DEF/1900



# D/D/D WAVE OBLIVION KING CAESAR RAGNAROK



DOCS-EN044

## [FIEND / FUSION / EFFECT]

2 "D/D/D" monsters

Once per turn, when an attack is declared involving this card: You can target 1 other "D/D" or "Dark Contract" card you control; return it to the hand, and if you do, equip 1 face-up monster your opponent controls to this card, except the battling monster. This card gains ATK equal to the combined original ATK of the monsters equipped to it by this effect.

ATK/3200 DEF/3000



# MASTERKING ARCHFIEND



## [FIEND / LINK / EFFECT]

2 Fiend monsters

Once per turn, during your Standby Phase, pay 500 LP or destroy this card. Once per Chain, if you pay LP (except during the Damage Step): You can send 1 Fiend monster from your Deck to the GY with ATK or DEF equal to the amount paid. Once per Chain, if a Fiend monster(s) is sent to your GY (except during the Damage Step): You can roll a six-sided die, then apply this effect on 1 of those monsters based on the result.

- 1: Add it to your hand.
- 2, 3, 4, 5: Shuffle into the Deck.
- 6: Special Summon it.

ATK/2000 LINK-2



# D/D/D CURSED KING SIEGFRIED



SDPD-EN042

## [FIEND / SYNCHRO / EFFECT]

1 Tuner + 1 or more non-Tuner "D/D" monsters

During either player's turn: You can target 1 face-up Spell/Trap Card on the field; that target has its effects negated, until the next Standby Phase. You can only use this effect of "D/D/D Cursed King Siegfried" once per turn. If this card is destroyed by battle or card effect and sent to the Graveyard: Gain 1000 LP for each "Dark Contract" card you control.

ATK/2800 DEF/2200

# D/D SWIRL SLIME



DOCS-EN011

## [FIEND / EFFECT]

If this card is in your hand: You can Fusion Summon 1 "D/D/D" Fusion Monster from your Extra Deck, using monsters from your hand as Fusion Materials, including this card. You can banish this card from your Graveyard; Special Summon 1 "D/D" monster from your hand. You can only use each effect of "D/D Swirl Slime" once per turn.

ATK/ 200 DEF/ 200



# DARK CONTRACT WITH THE GATE



[SPELL CARD ∞]



DOCS-EN093

During your Main Phase: You can add 1 "D/D" monster from your Deck to your hand. You can only use this effect of "Dark Contract with the Gate" once per turn. Once per turn, during your Standby Phase: Take 1000 damage.



# D/D SAVANT COPERNICUS



1

You cannot Pendulum Summon monsters, except "D/D" monsters. This effect cannot be negated. Once, while this card is in your Pendulum Zone, you can negate an activated Spell effect that would inflict damage to you, then destroy this card.



1

## [FIEND / PENDULUM / EFFECT]

If this card is Normal or Special Summoned: You can send 1 "D/D" or "Dark Contract" card from your Deck to the Graveyard, except "D/D Savant Copernicus". You can only use this effect of "D/D Savant Copernicus" once per turn.

SDPD-EN003

ATK/ 0 DEF/ 0



# 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.

# UPSTART GOBLIN



[ SPELL CARD ]



SRL-033

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



# D/D ORTHROS



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Once per turn: You can target 1 Spell/Trap Card on the field and 1 other "D/D" or "Dark Contract" card you control; destroy them.



3

## [FIEND / PENDULUM / EFFECT]

When you take battle or effect damage: You can Special Summon this card from your hand. If this card is Special Summoned to your field, you cannot Special Summon monsters for the rest of this turn, except Fiend-Type monsters.

SDPD-EN004

ATK/ 600 DEF/1800

# D/D NECRO SLIME



DOCS-EN012

## [FIEND / EFFECT]

If this card is in your Graveyard: You can Fusion Summon 1 "D/D/D" Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your Graveyard, including this card. You can only use this effect of "D/D Necro Slime" once per turn.

ATK/ 300 DEF/ 300



# DARK CONTRACT WITH THE SWAMP KING



[SPELL CARD ∞]



DOCS-EN094

During your Main Phase: You can Fusion Summon 1 Fiend-Type Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Materials. You can only use this effect of "Dark Contract with the Swamp King" once per turn. If Summoning a "D/D" Fusion Monster this way, you can also banish monsters from your Graveyard as Fusion Material. Once per turn, during your Standby Phase: Take 1000 damage.

# BLACK ROSE DRAGON



CSOC-EN039

## [**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1+ non-Tuner monsters

When this card is Synchro Summoned: You can destroy all cards on the field.  
Once per turn: You can banish 1 Plant monster from your GY, then target 1 Defense Position monster your opponent controls; change that target to face-up Attack Position, and if you do, its ATK becomes 0 until the end of this turn.

**ATK/2400 DEF/1800**



# D/D/D OBLIVION KING ABYSS RAGNAROK



5

If you Special Summon a "D/D" monster(s), except during the Damage Step: You can target 1 "D/D" monster in your Graveyard; any battle damage your opponent takes becomes halved for the rest of this turn, also Special Summon that monster, and if you do, take 1000 damage. You can only use this effect of "D/D/D Oblivion King Abyss Ragnarok" once per turn.



5

## [FIEND / PENDULUM / EFFECT]

If this card is Normal or Special Summoned: You can target 1 "D/D/D" monster in your Graveyard; Special Summon it. You can only use this effect of "D/D/D Oblivion King Abyss Ragnarok" once per turn. Once per turn: You can Tribute 1 other "D/D" monster, then target 1 monster your opponent controls; banish it.

DOCS-EN099

ATK/2200 DEF/3000



# D/D/D FLAME KING GENGHIS



CT13-EN005

## [FIEND / FUSION / EFFECT]

2 "D/D" monsters

If another "D/D" monster(s) is Special Summoned to your field, while you control this face-up card (except during the Damage Step): You can target 1 "D/D" monster in your Graveyard; Special Summon it. You can only use this effect of "D/D/D Flame King Genghis" once per turn. If this card is destroyed by battle, or if this card in its owner's possession is destroyed by an opponent's card effect: You can target 1 "Dark Contract" card in your Graveyard; add it to your hand.

ATK/2000 DEF/1500



# UNDERCLOCK TAKER



## [CYBERSE / LINK / EFFECT]

2 Effect Monsters

Once per turn: You can target 1 face-up monster this card points to and 1 face-up monster your opponent controls; the opponent's target loses ATK equal to the ATK of the target this monster points to, until the end of this turn.

ATK/1000 LINK-2



# D/D/D Wave High King CAESAR



## [FIEND / XYZ / EFFECT]

2 Level 6 Fiend monsters

When a Spell/Trap Card, or monster effect, is activated that includes an effect that Special Summons a monster (Quick Effect): You can detach 1 material from this card; negate the activation, and if you do, destroy that card, then you can make 1 other "D/D" monster you control and this card gain 1800 ATK until the end of this turn. If this card is sent from the field to the GY: You can add 1 "Dark Contract" card from your Deck to your hand.

ATK/2800 DEF/1800



# ODD-EYES METEORBURST DRAGON



SDMP-EN041

## [**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1 or more non-Tuner monsters

When this card is Special Summoned: You can target 1 card in your Pendulum Zone; Special Summon it, also this card cannot attack for the rest of this turn. You can only use this effect of "Odd-Eyes Meteorburst Dragon" once per turn. Monsters in your opponent's possession cannot activate their effects during the Battle Phase.

**ATK/2500 DEF/2000**

# FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the GY.



# D/D/D ORACLE KING D'ARC



CORE-EN046

## [FIEND / FUSION / EFFECT]

2 "D/D" monsters

Any effect that would inflict damage to you makes you gain that much LP, instead.

ATK/2800 DEF/2000

# SOLEMN WARNING



[ TRAP CARD  ]



DREV-EN077

When a monster(s) would be Summoned, OR when a Spell/Trap Card, or monster effect, is activated that includes an effect that Special Summons a monster(s): Pay 2000 LP; negate the Summon or activation, and if you do, destroy it.



# D/D/D REBEL KING LEONIDAS



3

When you take effect damage (except during the Damage Step): You can destroy this card, and if you do, any effect that would inflict damage to a player this turn increases their LP by the same amount, instead.



3

## [FIEND / PENDULUM / EFFECT]

When you take effect damage (except during the Damage Step): You can Special Summon this card from your hand, and if you do, gain LP equal to the damage you took. You take no effect damage.

DOCS-EN098

ATK/2600 DEF/1200

# COMPULSORY EVACUATION DEVICE



[ TRAP CARD ]



IOC-103

Target 1 monster on the field; return that target to the hand.