

DARK GREPHER



PTDN-EN000

[WARRIOR / EFFECT]

You can Special Summon this card (from your hand) by discarding 1 Level 5 or higher DARK monster. Once per turn: You can discard 1 DARK monster; send 1 DARK monster from your Deck to the GY.

ATK/1700 DEF/1600

INSTANT FUSION



[SPELL CARD]



CDIP-EN040

Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.

ORCUST CRESCENDO



[TRAP CARD ]



When a Spell/Trap Card, or monster effect, is activated while you control an "Orcust" Link Monster: Negate the activation, and if you do, banish that card. You can banish this card from your GY; add to your hand 1 of your DARK Machine monsters that is banished or in your Deck. You cannot Special Summon monsters the turn you activate this effect, except DARK Machine monsters. You can only use 1 "Orcust Crescendo" effect per turn, and only once that turn.

INSTANT FUSION



[SPELL CARD]



CDIP-EN040

Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.

INSTANT FUSION



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INSTANT FUSION



[SPELL CARD]



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Pay 1000 LP; Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck, but it cannot attack, also it is destroyed during the End Phase. (This is treated as a Fusion Summon.) You can only activate 1 "Instant Fusion" per turn.

MARAUDING CAPTAIN



LOD-018

[WARRIOR / EFFECT]

Your opponent cannot target Warrior monsters for attacks, except this one. When this card is Normal Summoned: You can Special Summon 1 Level 4 or lower monster from your hand.

ATK/1200 DEF/ 400

MARAUDING CAPTAIN



LOD-018

[WARRIOR / EFFECT]

Your opponent cannot target Warrior monsters for attacks, except this one. When this card is Normal Summoned: You can Special Summon 1 Level 4 or lower monster from your hand.

ATK/1200 DEF/ 400

MARAUDING CAPTAIN



LOD-018

[WARRIOR / EFFECT]

Your opponent cannot target Warrior monsters for attacks, except this one. When this card is Normal Summoned: You can Special Summon 1 Level 4 or lower monster from your hand.

ATK/1200 DEF/ 400

KNIGHTMARE PHOENIX



[FIEND / LINK / EFFECT]

2 monsters with different names

If this card is Link Summoned: You can discard 1 card, then target 1 Spell/Trap your opponent controls; destroy it, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Phoenix" once per turn. Co-linked monsters you control cannot be destroyed by battle.

ATK/1900 LINK-2

KNIGHTMARE MERMAID



[FIEND / LINK / EFFECT]

1 "Knightmare" monster, except "Knightmare Mermaid"
If this card is Link Summoned: You can discard 1 card; Special Summon 1 "Knightmare" monster from your Deck, then, if this card was co-linked when this effect was activated, you can draw 1 card. You can only use this effect of "Knightmare Mermaid" once per turn. Monsters on the field lose 1000 ATK/DEF, unless they are co-linked.

ATK/1000 LINK-7

ORCUST KNIGHTMARE



[MACHINE / EFFECT]

Cannot be destroyed by battle with a Link Monster. You can banish this card from your GY, then target 1 face-up monster on the field; you cannot Special Summon monsters, except DARK monsters, for the rest of this turn, also send 1 DARK Machine monster from your Deck to the GY, except "Orcust Knightmare", and if you do, the targeted monster gains ATK equal to the Level of the monster sent to the GY x 100, until the end of this turn. You can only use this effect of "Orcust Knightmare" once per turn.

ATK/ 100 DEF/2000

ORCUST KNIGHTMARE



[MACHINE / EFFECT]

Cannot be destroyed by battle with a Link Monster. You can banish this card from your GY, then target 1 face-up monster on the field; you cannot Special Summon monsters, except DARK monsters, for the rest of this turn, also send 1 DARK Machine monster from your Deck to the GY, except "Orcust Knightmare", and if you do, the targeted monster gains ATK equal to the Level of the monster sent to the GY x 100, until the end of this turn. You can only use this effect of "Orcust Knightmare" once per turn.

ATK/ 100 DEF/2000

DESTRUDO THE LOST DRAGON'S FRISSON



[**DRAGON / TUNER / EFFECT**]

If this card is in your hand or GY: You can pay half your LP, then target 1 Level 6 or lower monster you control; Special Summon this card, and if you do, this card's Level is reduced by the Level of the targeted monster, also place this card on the bottom of the Deck if it leaves the field. You can only use this effect of "Destrudo the Lost Dragon's Frisson" once per turn.

ATK/1000 DEF/3000

OMNI DRAGON BROTAUR



[**DRAGON / EFFECT**]

If a monster you control is destroyed by battle or an opponent's card effect: You can Special Summon this card from the GY (if it was there when the monster was destroyed) or hand (even if not), but banish it when it leaves the field. If this card is Special Summoned: You can target 1 face-up monster on the field; discard 1 card, and if you do, add 1 monster from your Deck to your hand, with the same Type and Attribute as that target, but a different name. You can only use each effect of "Omni Dragon Brotaur" once per turn.

ATK/ 0 DEF/ 0

D.D.R. - DIFFERENT DIMENSION REINCARNATION



[SPELL CARD 魔]



SDDE-EN018

Discard 1 card, then target 1 of your banished monsters; Special Summon it in Attack Position, and equip it with this card. When this card leaves the field, destroy the equipped monster.

HOT RED DRAGON ARCHFIEND ABYSS



HSRD-EN041

[**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1 non-Tuner DARK Dragon-Type Synchro Monster

During either player's turn: You can target 1 face-up card your opponent controls; negate its effects until the end of this turn. When this card inflicts battle damage to your opponent: You can target 1 Tuner monster in your Graveyard; Special Summon it in Defense Position. You can only use each effect of "Hot Red Dragon Archfiend Abyss" once per turn.

ATK/3200 DEF/2500

DRAGGED DOWN INTO THE GRAVE



[SPELL CARD]



DCR-084

Both players reveal their hands, each chooses 1 card from their opponent's hand, then you discard the chosen cards from both players' hands, then both players draw 1 card.

DRAGGED DOWN INTO THE GRAVE



[SPELL CARD]



DCR-084

Both players reveal their hands, each chooses 1 card from their opponent's hand, then you discard the chosen cards from both players' hands, then both players draw 1 card.

DRAGGED DOWN INTO THE GRAVE



[SPELL CARD]



DCR-084

Both players reveal their hands, each chooses 1 card from their opponent's hand, then you discard the chosen cards from both players' hands, then both players draw 1 card.

MOON MIRROR SHIELD



[SPELL CARD 魔]



CROS-EN081

If the equipped monster battles your opponent's monster, during damage calculation: The equipped monster's ATK/DEF become equal to the ATK or DEF (whichever is higher) of the opponent's battling monster +100, during damage calculation only. If this face-up card is sent from the field to the GY: Pay 500 LP; place this card on either the top or bottom of your Deck.

ORCUST CYMBAL SKELETON



[MACHINE / EFFECT]

You can banish this card from your GY, then target 1 "Orcust" monster in your GY, except "Orcust Cymbal Skeleton"; Special Summon it, also you cannot Special Summon monsters for the rest of this turn, except DARK monsters. You can only use this effect of "Orcust Cymbal Skeleton" once per turn.

ATK/1200 DEF/1500

SUMMON LIMIT



[TRAP CARD ∞]



LODT-EN079

Neither player can Summon more than two times per turn.
(Negated Summons count toward this limit. Negated cards/effects that would Summon do not count.)

GOUKI SUPREX



[WARRIOR / EFFECT]

When this card is Normal Summoned: You can Special Summon 1 "Gouki" monster from your hand. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Suprex". You can only use this effect of "Gouki Suprex" once per turn.

ATK/1800 DEF/ 0

GOUKI SUPREX



[WARRIOR / EFFECT]

When this card is Normal Summoned: You can Special Summon 1 "Gouki" monster from your hand. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Suprex". You can only use this effect of "Gouki Suprex" once per turn.

ATK/1800 DEF/ 0

GOUKI SUPREX



[WARRIOR / EFFECT]

When this card is Normal Summoned: You can Special Summon 1 "Gouki" monster from your hand. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Suprex". You can only use this effect of "Gouki Suprex" once per turn.

ATK/1800 DEF/ 0

CALLLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLLED BY THE GRAVE



[SPELL CARD 魔]



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

CALLLED BY THE GRAVE



[SPELL CARD 



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

HIERATIC SEAL OF THE HEAVENLY SPHERES



[**DRAGON / LINK / EFFECT**]

2 Dragon monsters

Once per opponent's turn, if this card is in the Extra Monster Zone (Quick Effect): You can Tribute 1 monster from your hand or field; return 1 face-up card on the field to the hand. If this card is Tributed: Special Summon 1 Dragon monster from your hand or Deck, but make its ATK/DEF 0. You can only use this effect of "Hieratic Seal of the Heavenly Spheres" once per turn.

ATK/ 0 LINK-2

NIBIRU, THE PRIMAL BEING



[ROCK / EFFECT]

During the Main Phase, if your opponent Normal or Special Summoned 5 or more monsters this turn (Quick Effect): You can Tribute as many face-up monsters on the field as possible, and if you do, Special Summon this card from your hand, then Special Summon 1 "Primal Being Token" (Rock/LIGHT/Level 11/ATK ?/DEF ?) to your opponent's field (This Token's ATK/DEF become the combined original ATK/DEF of the Tributed monsters.) You can only use this effect of "Nibiru, the Primal Being" once per turn.

ATK/3000 DEF/ 600

NIBIRU, THE PRIMAL BEING



[ROCK / EFFECT]

During the Main Phase, if your opponent Normal or Special Summoned 5 or more monsters this turn (Quick Effect): You can Tribute as many face-up monsters on the field as possible, and if you do, Special Summon this card from your hand, then Special Summon 1 "Primal Being Token" (Rock/LIGHT/Level 11/ATK ?/DEF ?) to your opponent's field (This Token's ATK/DEF become the combined original ATK/DEF of the Tributed monsters.) You can only use this effect of "Nibiru, the Primal Being" once per turn.

ATK/3000 DEF/ 600

NIBIRU, THE PRIMAL BEING



[ROCK / EFFECT]

During the Main Phase, if your opponent Normal or Special Summoned 5 or more monsters this turn (Quick Effect): You can Tribute as many face-up monsters on the field as possible, and if you do, Special Summon this card from your hand, then Special Summon 1 "Primal Being Token" (Rock/LIGHT/Level 11/ATK ?/DEF ?) to your opponent's field (This Token's ATK/DEF become the combined original ATK/DEF of the Tributed monsters.) You can only use this effect of "Nibiru, the Primal Being" once per turn.

ATK/3000 DEF/ 600

ARMAGEDDON KNIGHT



PTDN-EN021

[WARRIOR / EFFECT]

When this card is Summoned: You can send 1 DARK monster from your Deck to the GY.

ATK/1400 DEF/1200

GALATEA, THE ORCUST AUTOMATON



[MACHINE / LINK / EFFECT]

2 Effect Monsters, including an "Orcust" monster

This linked card cannot be destroyed by battle. You can target 1 of your banished Machine monsters; shuffle it into the Deck, then you can Set 1 "Orcust" Spell/Trap directly from your Deck. You can only use this effect of "Galatea, the Orcust Automaton" once per turn.

ATK/1800 LINK-2

GALATEA, THE ORCUST AUTOMATON



[MACHINE / LINK / EFFECT]

2 Effect Monsters, including an "Orcust" monster

This linked card cannot be destroyed by battle. You can target 1 of your banished Machine monsters; shuffle it into the Deck, then you can Set 1 "Orcust" Spell/Trap directly from your Deck. You can only use this effect of "Galatea, the Orcust Automaton" once per turn.

ATK/1800 LINK-2

DIVINE SWORD - PHOENIX BLADE



[SPELL CARD 魔]



SD5-EN018

Equip only to a Warrior monster. It gains 300 ATK. During your Main Phase, if this card is in your GY: You can banish 2 Warrior monsters from your GY; add this card to your hand.

REINFORCEMENT OF THE ARMY



[SPELL CARD]



LOD-028

Add 1 Level 4 or lower Warrior monster from your Deck to your hand.

ARTIFACT LANCEA



DUEA-EN034

[FAIRY / EFFECT]

You can Set this card from your hand to your Spell ∞ Trap Zone as a Spell Card. During your opponent's turn, if this Set card in the Spell ∞ Trap Zone is destroyed and sent to your Graveyard: Special Summon it. During your opponent's turn: You can Tribute this card from your hand or face-up from your field; neither player can banish cards for the rest of this turn (this is a Quick Effect).

ATK/1700 DEF/2300

ARTIFACT LANCEA



DUEA-EN034

[FAIRY / EFFECT]

You can Set this card from your hand to your Spell ∞ Trap Zone as a Spell Card. During your opponent's turn, if this Set card in the Spell ∞ Trap Zone is destroyed and sent to your Graveyard: Special Summon it. During your opponent's turn: You can Tribute this card from your hand or face-up from your field; neither player can banish cards for the rest of this turn (this is a Quick Effect).

ATK/1700 DEF/2300

ARTIFACT LANCEA



DUEA-EN034

[FAIRY / EFFECT]

You can Set this card from your hand to your Spell ∞ Trap Zone as a Spell Card. During your opponent's turn, if this Set card in the Spell ∞ Trap Zone is destroyed and sent to your Graveyard: Special Summon it. During your opponent's turn: You can Tribute this card from your hand or face-up from your field; neither player can banish cards for the rest of this turn (this is a Quick Effect).

ATK/1700 DEF/2300

LIVING FOSSIL



[SPELL CARD 魔]



Activate this card by targeting 1 Level 4 or lower monster in your GY; Special Summon it and equip it with this card, but banish it when it leaves the field (even if this card has left the field). When this card leaves the field, banish the equipped monster. The equipped monster loses 1000 ATK/DEF, also its effects are negated. You can only activate 1 "Living Fossil" per turn.

THE PHANTOM KNIGHTS OF SILENT BOOTS



WIRA-EN002

[WARRIOR / EFFECT]

If you control a "The Phantom Knights" monster, you can Special Summon this card (from your hand). You can only Special Summon "The Phantom Knights of Silent Boots" once per turn this way. You can banish this card from your GY; add 1 "Phantom Knights" Spell/Trap from your Deck to your hand. You can only use this effect of "The Phantom Knights of Silent Boots" once per turn.

ATK/ 200 DEF/1200

THE PHANTOM KNIGHTS OF SILENT BOOTS



WIRA-EN002

[WARRIOR / EFFECT]

If you control a "The Phantom Knights" monster, you can Special Summon this card (from your hand). You can only Special Summon "The Phantom Knights of Silent Boots" once per turn this way. You can banish this card from your GY; add 1 "Phantom Knights" Spell/Trap from your Deck to your hand. You can only use this effect of "The Phantom Knights of Silent Boots" once per turn.

ATK/ 200 DEF/1200

THE PHANTOM KNIGHTS OF SILENT BOOTS



WIRA-EN002

[WARRIOR / EFFECT]

If you control a "The Phantom Knights" monster, you can Special Summon this card (from your hand). You can only Special Summon "The Phantom Knights of Silent Boots" once per turn this way. You can banish this card from your GY; add 1 "Phantom Knights" Spell/Trap from your Deck to your hand. You can only use this effect of "The Phantom Knights of Silent Boots" once per turn.

ATK/ 200 DEF/1200

MIND CONTROL



[SPELL CARD]



WC5-EN003

Target 1 monster your opponent controls; until the End Phase, take control of that target, but it cannot declare an attack or be Tributed.

MIND CONTROL



[SPELL CARD]



WC5-EN003

Target 1 monster your opponent controls; until the End Phase, take control of that target, but it cannot declare an attack or be Tributed.

MIND CONTROL



[SPELL CARD]



WC5-EN003

Target 1 monster your opponent controls; until the End Phase, take control of that target, but it cannot declare an attack or be Tributed.

DANGER!? JACKALOPE?



[BEAST / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger? Jackalope?", Special Summon 1 "Danger? Jackalope?" from your hand, and if you do, draw 1 card. If this card is discarded: You can Special Summon 1 "Danger" monster from your Deck in Defense Position, except "Danger? Jackalope?". You can only use this effect of "Danger? Jackalope?" once per turn.

ATK/ 500 DEF/2000

DANGER!? JACKALOPE?



[BEAST / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger? Jackalope?", Special Summon 1 "Danger? Jackalope?" from your hand, and if you do, draw 1 card. If this card is discarded: You can Special Summon 1 "Danger" monster from your Deck in Defense Position, except "Danger? Jackalope?". You can only use this effect of "Danger? Jackalope?" once per turn.

ATK/ 500 DEF/2000

TWIN TWISTERS



[SPELL CARD 



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

TWIN TWISTERS



[SPELL CARD 



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

TWIN TWISTERS



[SPELL CARD 魔]



BOSH-EN067

Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

INVOKED RAIDJIN



FUEN-EN028

[WARRIOR / FUSION / EFFECT]

"Aleister the Invoker" + 1 WIND monster

Once per turn, during either player's turn: You can target 1 face-up monster on the field; change it to face-down Defense Position.

ATK/2200 DEF/2400

TRIPLE BURST DRAGON



[**DRAGON / LINK / EFFECT**]

2+ monsters, except Tokens

Once per turn, during the Damage Step, when a Spell/Trap Card, or monster effect, is activated (Quick Effect): You can negate the activation. If this card attacks a Defense Position monster, inflict piercing battle damage. During your Main Phase, except the turn this card was Special Summoned: You can Tribute this card, then target 1 Link-2 or lower monster in your GY; Special Summon it, then you can Special Summon 1 Level 4 or lower Dragon monster from your hand.

ATK/2400 LINK-3

GOUKI HEADBATT



[WARRIOR / EFFECT]

If this card is in your hand: You can send 1 other "Gouki" monster from your hand to the GY, then target 1 "Gouki" monster you control; Special Summon this card in Defense Position, and if you do, the targeted monster gains 800 ATK until the end of this turn. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Headbatt". You can only use each effect of "Gouki Headbatt" once per turn.

ATK/ 800 DEF/ 0

BLUE MOUNTAIN BUTTERSPY



NUMH-EN012

[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. When you Normal Summon a Warrior monster: You can Special Summon this card from your hand. Cannot be used as Synchro Material.

ATK/ 0 DEF/1700

BLUE MOUNTAIN BUTTERSPY



NUMH-EN012

[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. When you Normal Summon a Warrior monster: You can Special Summon this card from your hand. Cannot be used as Synchro Material.

ATK/ 0 DEF/1700

BLUE MOUNTAIN BUTTERSPY



NUMH-EN012

[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. When you Normal Summon a Warrior monster: You can Special Summon this card from your hand. Cannot be used as Synchro Material.

ATK/ 0 DEF/1700

DARK RULER NO MORE



[SPELL CARD]



Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response this card's activation.

DARK RULER NO MORE



[SPELL CARD]



Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response this card's activation.

DARK RULER NO MORE



[SPELL CARD]



Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response this card's activation.

DARK RULER NO MORE



[SPELL CARD]



Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response this card's activation.

TIME THIEF REDOER



[PSYCHIC / XYZ / EFFECT]

2 Level 4 monsters

Once per turn, during the Standby Phase: You can attach the top card of your opponent's Deck to this card as material. (Quick Effect) You can detach up to 3 different types of materials from this card, then apply the following effect(s) depending on what was detached.

- Monster: Banish this card until the End Phase.
 - Spell: Draw 1 card.
 - Trap: Place 1 face-up card your opponent controls on the top of the Deck.
- You can only use this effect of "Time Thief Redoer" once per turn.

ATK/2400 DEF/2000

CHAOS DRAGON LEVIANEER



[**DRAGON / EFFECT**]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 LIGHT and/or DARK monsters from your GY. When Summoned this way: You can apply this effect, based on the Attribute(s) of the monsters banished for the Special Summon, also this card cannot attack for the rest of this turn.

- Only LIGHT: Special Summon 1 monster from your GY in Defense Position.
 - Only DARK: Shuffle 1 random card from your opponent's hand into the Deck.
 - Both LIGHT and DARK: Destroy up to 2 cards on the field.
- You can only use this effect of "Chaos Dragon Levianeer" once per turn.

ATK/3000 DEF/ 0

JUNK FORWARD



PRC1-EN009

[WARRIOR / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand).

ATK/ 900 DEF/1500

JUNK FORWARD



PRC1-EN009

[WARRIOR / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand).

ATK/ 900 DEF/1500

JUNK FORWARD



PRC1-EN009

[WARRIOR / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand).

ATK/ 900 DEF/1500

JUNK FORWARD



PRC1-EN009

[WARRIOR / EFFECT]

If you control no monsters, you can Special Summon this card (from your hand).

ATK/ 900 DEF/1500

ORCUST HARP HORROR



[MACHINE / EFFECT]

You can banish this card from your GY; Special Summon 1 "Orcust" monster from your Deck, except "Orcust Harp Horror", also you cannot Special Summon monsters for the rest of this turn, except DARK monsters. You can only use this effect of "Orcust Harp Horror" once per turn.

ATK/1700 DEF/1400

GUARDRAGON AGARPAIN



[**DRAGON / LINK / EFFECT**]

2 Dragon monsters

You cannot Special Summon monsters, except Dragon monsters. During your Main Phase: You can Special Summon 1 Dragon monster from your Extra Deck, to an Extra Monster Zone or Main Monster Zone you can Summon to, that 2 or more Link Monsters point to. You can only use this effect of "Guardragon Agarpain" once per turn. You can only Special Summon "Guardragon Agarpain(s)" once per turn.

ATK/1500 LINK-2

ISOLDE, TWO TALES OF THE NOBLE KNIGHTS



[WARRIOR / LINK / EFFECT]

2 Warrior monsters

If this card is Link Summoned: You can add 1 Warrior monster from your Deck to your hand, but for the rest of this turn, you cannot Normal Summon/Set or Special Summon monsters with that name, nor activate their monster effects. You can send any number of Equip Spells with different names from your Deck to the GY; Special Summon 1 Warrior monster from your Deck, whose Level equals the number of cards sent to the GY. You can only use each effect of "Isolde, Two Tales of the Noble Knights" once per turn.

ATK/1600 LINK-2

HORN OF THE UNICORN



[SPELL CARD 魔]



SRL-054

The equipped monster gains 700 ATK and DEF. When this card is sent from the field to the Graveyard: Return it to the top of the Deck.

DANGER! NESSIE!



[AQUA / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger Nessie", Special Summon 1 "Danger Nessie" from your hand, and if you do, draw 1 card. If this card is discarded: You can add 1 "Danger" card from your Deck to your hand, except "Danger Nessie". You can only use this effect of "Danger Nessie" once per turn.

ATK/1600 DEF/2800

DANGER! NESSIE!



[AQUA / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger Nessie", Special Summon 1 "Danger Nessie" from your hand, and if you do, draw 1 card. If this card is discarded: You can add 1 "Danger" card from your Deck to your hand, except "Danger Nessie". You can only use this effect of "Danger Nessie" once per turn.

ATK/1600 DEF/2800

LONGIRSU, THE ORCUST ORCHESTRATOR



[MACHINE / LINK / EFFECT]

2+ Effect Monsters, including an "Orcust" monster

This linked card cannot be destroyed by card effects. You can target 2 of your banished Machine monsters; shuffle them into the Deck, then you can send 1 linked monster your opponent controls to the GY. This card cannot attack the turn you activate this effect. You can only use this effect of "Longirsu, the Orcust Orchestrator" once per turn.

ATK/2500 LINK-3

FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the GY.

DINOWRESTLER PANKRATOPS



[DINOSAUR / EFFECT]

If your opponent controls more monsters than you do, you can Special Summon this card (from your hand). You can only Special Summon "Dinowrestler Pankratops" once per turn this way. (Quick Effect): You can Tribute 1 "Dinowrestler" monster, then target 1 card your opponent controls; destroy it. You can only use this effect of "Dinowrestler Pankratops" once per turn.

ATK/2600 DEF/ 0

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ATK/2600 DEF/ 0

GOUKI OCTOSTRETCH



[WARRIOR / EFFECT]

If your opponent's monster attacks, during damage calculation (Quick Effect): You can discard this card; the damage you take from that battle is halved. When your opponent activates an effect that would inflict damage to you (even during the Damage Step) (Quick Effect): You can discard this card; the damage you take from that effect is halved. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Octostretch". You can only use this effect of "Gouki Octostretch" once per turn.

ATK/ 0 DEF/ 0

GOUKI OCTOSTRETCH



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ATK/ 0 DEF/ 0

BORRELSWORD DRAGON



[**DRAGON / LINK / EFFECT**]

3+ Effect Monsters

Cannot be destroyed by battle. Once per turn (Quick Effect): You can target 1 Attack Position monster; change it to Defense Position, also, this card can make a second attack during each Battle Phase this turn. Your opponent cannot activate cards or effects in response to this effect's activation. Once per turn, when this card declares an attack on a face-up monster: You can activate this effect; until the end of this turn, this card gains ATK equal to half that monster's current ATK, and if it does, that monster's current ATK is halved.

ATK/3000 LINK-4

GUARDRAGON ELPY



[**DRAGON / LINK / EFFECT**]

1 Level 4 or lower Dragon monster

You cannot Special Summon monsters, except Dragon monsters. During your Main Phase: You can Special Summon 1 Dragon monster from your hand or Deck to your zone that 2 or more Link Monsters point to. You can only use this effect of "Guardragon Elpy" once per turn. You can only Special Summon "Guardragon Elpy(s)" once per turn.

ATK/1000 LINK-7

ORCUSTRATED BABEL



[SPELL CARD 魔]



You can activate the effects of "Orcust" monsters in your GY, or of Link Monsters you control with "Orcust" in their original names, as Quick Effects. During your Main Phase, if this card is in your GY, except the turn it was sent to the GY: You can send 1 card from your hand to the GY; add this card to your hand.

DINGIRSU, THE ORCUST OF THE EVENING STAR



[MACHINE / XYZ / EFFECT]

2 Level 8 monsters

You can only Special Summon "Dingirsu, the Orcust of the Evening Star(s)" once per turn. You can also Xyz Summon this card by using an "Orcust" Link Monster you control as material. If a card(s) you control would be destroyed by battle or card effect, you can detach 1 material from this card instead. If this card is Special Summoned: You can activate 1 of these effects;

- Send 1 card your opponent controls to the GY.
- Attach 1 of your banished Machine monsters to this card as material.

ATK/2600 DEF/2100

GOUKI TWISTCOBRA



[WARRIOR / EFFECT]

(Quick Effect): You can Tribute 1 "Gouki" monster, then target 1 "Gouki" monster you control; it gains ATK equal to the original ATK of the Tributed monster until the end of this turn. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Twistcobra". You can only use each effect of "Gouki Twistcobra" once per turn.

ATK/1600 DEF/ 0

GOUKI TWISTCOBRA



[WARRIOR / EFFECT]

(Quick Effect): You can Tribute 1 "Gouki" monster, then target 1 "Gouki" monster you control; it gains ATK equal to the original ATK of the Tributed monster until the end of this turn. If this card is sent from the field to the GY: You can add 1 "Gouki" card from your Deck to your hand, except "Gouki Twistcobra". You can only use each effect of "Gouki Twistcobra" once per turn.

ATK/1600 DEF/ 0

THE PHANTOM KNIGHTS OF SHADE BRIGANDINE



[TRAP CARD]



PGL3-EN015

Special Summon this card in Defense Position as a Normal Monster (Warrior/DARK/Level 4/ATK 0/DEF 300). (This card is NOT treated as a Trap.) If you have no Traps in your GY, you can activate this card the turn it was Set. You can only activate 1 "The Phantom Knights of Shade Brigandine" per turn.

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DANGER!? TSUCHINOKO?



[REPTILE / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger? Tsuchinoko?", Special Summon 1 "Danger? Tsuchinoko?" from your hand, and if you do, draw 1 card. If this card is discarded: You can Special Summon this card. You can only use this effect of "Danger? Tsuchinoko?" once per turn.

ATK/1300 DEF/ 0

DANGER!? TSUCHINOKO?



[REPTILE / EFFECT]

You can reveal this card in your hand; your opponent randomly chooses 1 card from your entire hand, then you discard the chosen card. Then, if the discarded card was not "Danger? Tsuchinoko?", Special Summon 1 "Danger? Tsuchinoko?" from your hand, and if you do, draw 1 card. If this card is discarded: You can Special Summon this card. You can only use this effect of "Danger? Tsuchinoko?" once per turn.

ATK/1300 DEF/ 0