

EBON ILLUSION MAGICIAN



JUMP-EN070

[SPELLCASTER / XYZ / EFFECT]

2 Level 7 monsters

You can also Xyz Summon this card by using a Rank 6 Spellcaster-Type Xyz Monster you control as the Xyz Material. (Xyz Materials attached to that monster also become Xyz Materials on this card.) Once per turn: You can detach 1 Xyz Material from this card; Special Summon 1 Spellcaster-Type Normal Monster from your hand or Deck. When a Spellcaster-Type Normal Monster declares an attack: You can target 1 card your opponent controls; banish it. You can only use this effect of "Ebon Illusion Magician" once per turn.

ATK/2500 DEF/2100

DARK PALADIN



MFC-105

[SPELLCASTER / FUSION / EFFECT]

"Dark Magician" + "Buster Blader"

Must be Fusion Summoned. When a Spell Card is activated (Quick Effect): You can discard 1 card; negate the activation, and if you do, destroy it. This card must be face-up on the field to activate and to resolve this effect. Gains 500 ATK for each Dragon monster on the field and in the GY.

ATK/2900 DEF/2400

MAGICIAN'S ROD



TDJL-EN019

[SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can add 1 Spell/Trap Card from your Deck to your hand, that specifically lists the card "Dark Magician" in its text. During your opponent's turn, if you activate a Spell/Trap Card or effect while this card is in your Graveyard (except during the Damage Step): You can Tribute 1 Spellcaster-Type monster; add this card to your hand. You can only use each effect of "Magician's Rod" once per turn.

ATK/1600 DEF/ 100

MAGICIAN'S ROD



TDJL-EN019

[SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can add 1 Spell/Trap Card from your Deck to your hand, that specifically lists the card "Dark Magician" in its text. During your opponent's turn, if you activate a Spell/Trap Card or effect while this card is in your Graveyard (except during the Damage Step): You can Tribute 1 Spellcaster-Type monster; add this card to your hand. You can only use each effect of "Magician's Rod" once per turn.

ATK/1600 DEF/ 100

PALLADIUM ORACLE MAHAD



MVP1-EN053

[SPELLCASTER / EFFECT]

When you draw this card: You can reveal this card; Special Summon it from your hand. If this card battles a DARK monster, its ATK is doubled during the Damage Step only. If this card is destroyed by battle or card effect: You can Special Summon 1 "Dark Magician" from your hand, Deck, or Graveyard.

ATK/2500 DEF/2100

CHOCOLATE MAGICIAN GIRL



MVP1-EN052

[SPELLCASTER / EFFECT]

Once per turn: You can discard 1 Spellcaster-Type monster; draw 1 card.
Once per turn, if this card is targeted for an attack: You can target 1 Spellcaster-Type monster in your Graveyard, except "Chocolate Magician Girl"; Special Summon it, then change the attack target to it, and if you do, the attacking monster's ATK becomes half its current ATK.

ATK/1600 DEF/1000

ILLUSION MAGIC



[SPELL CARD 魔]



TDIL-EN058

Tribute 1 Spellcaster monster; add up to 2 copies of "Dark Magician" from your Deck and/or GY to your hand. You can only activate 1 "Illusion Magic" per turn.

HAND DESTRUCTION



[SPELL CARD 魔]



DP07-EN018

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

MAGICIAN NAVIGATION



[TRAP CARD]



TDIL-EN071

Special Summon 1 "Dark Magician" from your hand, then Special Summon 1 Level 7 or lower DARK Spellcaster monster from your Deck. If you control "Dark Magician", except the turn this card was sent to the GY: You can banish this card from your GY, then target 1 face-up Spell/Trap your opponent controls; it has its effects negated until the end of this turn.

MAGICIAN NAVIGATION



[TRAP CARD]



TDIL-EN071

Special Summon 1 "Dark Magician" from your hand, then Special Summon 1 Level 7 or lower DARK Spellcaster monster from your Deck. If you control "Dark Magician", except the turn this card was sent to the GY: You can banish this card from your GY, then target 1 face-up Spell/Trap your opponent controls; it has its effects negated until the end of this turn.

MAGICIAN NAVIGATION



[TRAP CARD]



TDIL-EN071

Special Summon 1 "Dark Magician" from your hand, then Special Summon 1 Level 7 or lower DARK Spellcaster monster from your Deck. If you control "Dark Magician", except the turn this card was sent to the GY: You can banish this card from your GY, then target 1 face-up Spell/Trap your opponent controls; it has its effects negated until the end of this turn.

FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the Graveyard.

KIWI MAGICIAN GIRL



MVP1-EN016

[SPELLCASTER / EFFECT]

During either player's turn: You can discard this card; "Magician Girl" monsters you currently control gain 300 ATK and DEF for each "Magician Girl" monster with different names on the field and in the Graveyards, until the end of this turn. Spellcaster-Type monsters you control cannot be destroyed by card effects, and your opponent cannot target them with card effects.

ATK/1800 DEF/1200

DIMENSIONAL BARRIER



[TRAP CARD]



INOV-EN078

Declare 1 monster card type (Ritual, Fusion, Synchro, Xyz, or Pendulum); for the rest of this turn, neither player can Special Summon monsters of the declared type, also negate the effects of all monsters of that type while they are on the field. You can only activate 1 "Dimensional Barrier" per turn.

DIMENSIONAL BARRIER



[TRAP CARD]



INOV-EN078

Declare 1 monster card type (Ritual, Fusion, Synchro, Xyz, or Pendulum); for the rest of this turn, neither player can Special Summon monsters of the declared type, also negate the effects of all monsters of that type while they are on the field. You can only activate 1 "Dimensional Barrier" per turn.

DIMENSIONAL BARRIER



[TRAP CARD]



INOV-EN078

Declare 1 monster card type (Ritual, Fusion, Synchro, Xyz, or Pendulum); for the rest of this turn, neither player can Special Summon monsters of the declared type, also negate the effects of all monsters of that type while they are on the field. You can only activate 1 "Dimensional Barrier" per turn.

EBON HIGH MAGICIAN



TDIL-EN052

[SPELLCASTER / XYZ / EFFECT]

2 Level 7 Spellcaster-Type monsters

While this card has Xyz Material, you can activate a Quick-Play Spell Card or a Trap Card from your hand during your opponent's turn by detaching 1 Xyz Material from this card at activation. If this Xyz Summoned card is destroyed by battle and sent to the Graveyard, or if this Xyz Summoned card you control is sent to your Graveyard by an opponent's card effect: You can Special Summon 1 DARK Spellcaster-Type monster from your hand or Deck, then you can destroy 1 card on the field.

ATK/2300 DEF/2800

MAGICIANS' DEFENSE



[TRAP CARD ∞]



MVP1-EN028

While you control a Spellcaster-Type monster, any damage you take is halved. (You cannot halve the same damage twice this way.) If this card is sent from the field to the Graveyard: You can target 1 Spellcaster-Type monster in your Graveyard; Special Summon it.

SOLEMN STRIKE



[TRAP CARD ]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

SOLEMN STRIKE



[TRAP CARD ]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

SOLEMN STRIKE



[TRAP CARD ]



BOSH-EN079

When a monster(s) would be Special Summoned, OR a monster effect is activated: Pay 1500 LP; negate the Summon or activation, and if you do, destroy that card.

DARK MAGICIAN OF CHAOS



IOC-065

[SPELLCASTER / EFFECT]

During the End Phase, if this card was Normal or Special Summoned this turn: You can target 1 Spell Card in your Graveyard; add it to your hand. You can only use this effect of "Dark Magician of Chaos" once per turn. If this card destroys an opponent's monster by battle, after damage calculation: Banish that opponent's monster. If this face-up card would leave the field, banish it instead.

ATK/2800 DEF/2600

DARK MAGICIAN THE DRAGON KNIGHT



[**DRAGON / FUSION / EFFECT**]

"Dark Magician" + 1 Dragon monster

This card's name becomes "Dark Magician" while on the field or in the GY. Your opponent cannot target Spells/Traps you control with card effects, also they cannot be destroyed by your opponent's card effects.

ATK/3000 DEF/2500

DARK MAGIC INHERITANCE



[SPELL CARD 



SDMY-EN025

Banish 2 Spells from your GY; add 1 Spell/Trap from your Deck to your hand, that specifically lists the card "Dark Magician" or "Dark Magician Girl" in its text, except "Dark Magic Inheritance". You can only activate 1 "Dark Magic Inheritance" per turn.

DARK MAGICIAN



YGLD-ENB02

[SPELLCASTER]

The ultimate wizard in terms of attack and defense.

ATK/2500 DEF/2100

DARK MAGICIAN



YGLD-ENB02

[SPELLCASTER]

The ultimate wizard in terms of attack and defense.

ATK/2500 DEF/2100

DARK MAGICAL CIRCLE



[SPELL CARD ∞]



TDIL-EN057

When this card is activated: Look at the top 3 cards of your Deck, then you can reveal 1 "Dark Magician" or 1 Spell/Trap Card that specifically lists the card "Dark Magician", among them, and add it to your hand, also place the remaining cards on top of your Deck in any order. If "Dark Magician" is Normal or Special Summoned to your field (except during the Damage Step): You can target 1 card your opponent controls; banish it. You can only use each effect of "Dark Magical Circle" once per turn.

DARK MAGICAL CIRCLE



[SPELL CARD ∞]



TDIL-EN057

When this card is activated: Look at the top 3 cards of your Deck, then you can reveal 1 "Dark Magician" or 1 Spell/Trap Card that specifically lists the card "Dark Magician", among them, and add it to your hand, also place the remaining cards on top of your Deck in any order. If "Dark Magician" is Normal or Special Summoned to your field (except during the Damage Step): You can target 1 card your opponent controls; banish it. You can only use each effect of "Dark Magical Circle" once per turn.

DARK MAGICAL CIRCLE



[SPELL CARD ∞]



TDIL-EN057

When this card is activated: Look at the top 3 cards of your Deck, then you can reveal 1 "Dark Magician" or 1 Spell/Trap Card that specifically lists the card "Dark Magician", among them, and add it to your hand, also place the remaining cards on top of your Deck in any order. If "Dark Magician" is Normal or Special Summoned to your field (except during the Damage Step): You can target 1 card your opponent controls; banish it. You can only use each effect of "Dark Magical Circle" once per turn.

ETERNAL SOUL



[TRAP CARD ∞]



LDK2-ENS06

Every "Dark Magician" in your Monster Zone is unaffected by your opponent's card effects. If this face-up card leaves the field: Destroy all monsters you control. You can only use the following effect of "Eternal Soul" once per turn. You can activate 1 of these effects;

- Special Summon 1 "Dark Magician" from your hand or GY.
- Add 1 "Dark Magic Attack" or "Thousand Knives" from your Deck to your hand.

ETERNAL SOUL



[TRAP CARD ∞]



LDK2-ENS06

Every "Dark Magician" in your Monster Zone is unaffected by your opponent's card effects. If this face-up card leaves the field: Destroy all monsters you control. You can only use the following effect of "Eternal Soul" once per turn. You can activate 1 of these effects;

- Special Summon 1 "Dark Magician" from your hand or GY.
- Add 1 "Dark Magic Attack" or "Thousand Knives" from your Deck to your hand.

ETERNAL SOUL



[TRAP CARD ∞]



LDK2-ENS06

Every "Dark Magician" in your Monster Zone is unaffected by your opponent's card effects. If this face-up card leaves the field: Destroy all monsters you control. You can only use the following effect of "Eternal Soul" once per turn. You can activate 1 of these effects;

- Special Summon 1 "Dark Magician" from your hand or GY.
- Add 1 "Dark Magic Attack" or "Thousand Knives" from your Deck to your hand.

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

APPLE MAGICIAN GIRL



MVP1-EN015

[SPELLCASTER / EFFECT]

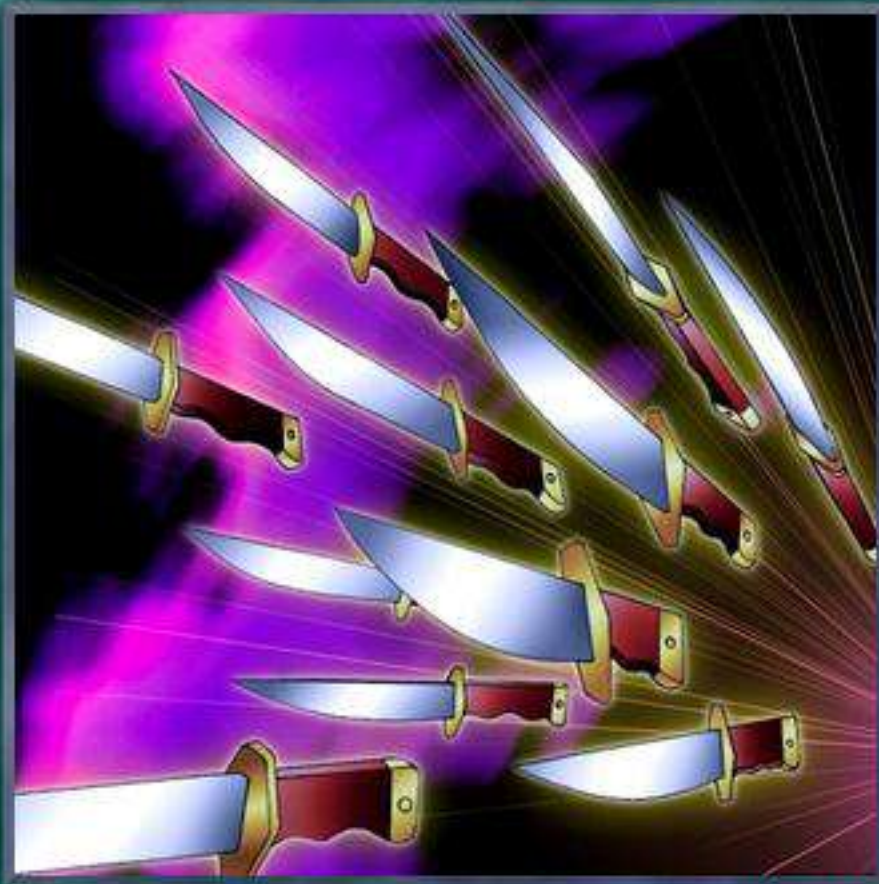
Once per turn, if this card is targeted for an attack: You can Special Summon 1 Level 5 or lower Spellcaster-Type monster from your hand, then change the attack target to it, and if you do, the attacking monster's ATK becomes half its current ATK. If this card is destroyed by battle or card effect: You can target up to 3 other "Magician Girl" monsters with different names in your Graveyard; add them to your hand.

ATK/1200 DEF/ 800

THOUSAND KNIVES



[SPELL CARD]



PCY-003

If you control "Dark Magician": Target 1 monster your opponent controls; destroy that target.

DEDICATION THROUGH LIGHT AND DARKNESS



[SPELL CARD 



IOC-095

Tribute 1 "Dark Magician"; Special Summon 1 "Dark Magician of Chaos" from your hand, Deck, or Graveyard.

MAGICIAN'S ROD



TDJL-EN019

[SPELLCASTER / EFFECT]

When this card is Normal Summoned: You can add 1 Spell/Trap Card from your Deck to your hand, that specifically lists the card "Dark Magician" in its text. During your opponent's turn, if you activate a Spell/Trap Card or effect while this card is in your Graveyard (except during the Damage Step): You can Tribute 1 Spellcaster-Type monster; add this card to your hand. You can only use each effect of "Magician's Rod" once per turn.

ATK/1600 DEF/ 100

DARK MAGIC EXPANDED



[SPELL CARD 



TDIL-EN059

Apply these effects in sequence, based on the number of "Dark Magician" and/or "Dark Magician Girl" on the field and in the GYs.

- 1+: 1 DARK Spellcaster monster on the field gains 1000 ATK until the end of this turn.
- 2+: This turn, your opponent cannot activate cards and effects in response to your Spell/Trap Card or effect activation, also Spells/Traps you control cannot be destroyed by your opponent's card effects.
- 3+: DARK Spellcaster monsters you currently control are unaffected by your opponent's card effects, until the end of this turn.

DARK MAGIC EXPANDED



[SPELL CARD 



TDIL-EN059

Apply these effects in sequence, based on the number of "Dark Magician" and/or "Dark Magician Girl" on the field and in the GYs.

- 1+: 1 DARK Spellcaster monster on the field gains 1000 ATK until the end of this turn.
- 2+: This turn, your opponent cannot activate cards and effects in response to your Spell/Trap Card or effect activation, also Spells/Traps you control cannot be destroyed by your opponent's card effects.
- 3+: DARK Spellcaster monsters you currently control are unaffected by your opponent's card effects, until the end of this turn.

SAGE'S STONE



[SPELL CARD]



ROD-EN003

If you control a face-up "Dark Magician Girl": Special Summon 1 "Dark Magician" from your hand or Deck.

THE EYE OF TIMAEUS



[SPELL CARD]



DRLG-EN005

(This card is also always treated as "Legendary Dragon Timaeus".)

Target 1 "Dark Magician" monster you control; Fusion Summon 1 Fusion Monster from your Extra Deck that lists that monster on the field as a Fusion Material, using it as the Fusion Material. You can only activate 1 "The Eye of Timaeus" per turn.

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.

BERRY MAGICIAN GIRL



MVP1-EN014

[SPELLCASTER / EFFECT]

If this card is Normal Summoned: You can add 1 "Magician Girl" monster from your Deck to your hand. Once per turn, during either player's turn, when your opponent activates a card or effect that targets this card, or targets this card for an attack: You can change this card's battle position, and if you do, Special Summon 1 "Magician Girl" monster from your Deck, except "Berry Magician Girl".

ATK/ 400 DEF/ 400

DARK MAGIC ATTACK



[SPELL CARD]



AST-095

If you control "Dark Magician": Destroy all Spell and Trap Cards your opponent controls.

SPELLBOOK OF KNOWLEDGE



[SPELL CARD]



Send to the GY either 1 Spellcaster monster you control, or 1 other "Spellbook" card from your hand or face-up field, except "Spellbook of Knowledge", and if you do, draw 2 cards. You can only activate 1 "Spellbook of Knowledge" per turn.

MAGICAL DIMENSION



[SPELL CARD 魔]



SD6-EN029

If you control a Spellcaster-Type monster: Target 1 monster you control; Tribute that target, then Special Summon 1 Spellcaster-Type monster from your hand, then you can destroy 1 monster on the field.

APPRENTICE ILLUSION MAGICIAN



[SPELLCASTER / EFFECT]

You can Special Summon this card (from your hand) by discarding 1 card. If this card is Normal or Special Summoned: You can add 1 "Dark Magician" from your Deck to your hand. During damage calculation (in either player's turn), if your other DARK Spellcaster-Type monster battles an opponent's monster: You can send this card from your hand or face-up from your field to the Graveyard; that monster you control gains 2000 ATK and DEF during that damage calculation only.

ATK/2000 DEF/1700

APPRENTICE ILLUSION MAGICIAN



[SPELLCASTER / EFFECT]

You can Special Summon this card (from your hand) by discarding 1 card. If this card is Normal or Special Summoned: You can add 1 "Dark Magician" from your Deck to your hand. During damage calculation (in either player's turn), if your other DARK Spellcaster-Type monster battles an opponent's monster: You can send this card from your hand or face-up from your field to the Graveyard; that monster you control gains 2000 ATK and DEF during that damage calculation only.

ATK/2000 DEF/1700

APPRENTICE ILLUSION MAGICIAN



[SPELLCASTER / EFFECT]

You can Special Summon this card (from your hand) by discarding 1 card. If this card is Normal or Special Summoned: You can add 1 "Dark Magician" from your Deck to your hand. During damage calculation (in either player's turn), if your other DARK Spellcaster-Type monster battles an opponent's monster: You can send this card from your hand or face-up from your field to the Graveyard; that monster you control gains 2000 ATK and DEF during that damage calculation only.

ATK/2000 DEF/1700

LEMON MAGICIAN GIRL



MVP1-EN051

[SPELLCASTER / EFFECT]

Once per turn: You can Tribute 1 "Magician Girl" monster, except "Lemon Magician Girl"; add 1 Spellcaster-Type monster from your Deck to your hand.
Once per turn, if this card is targeted for an attack: You can Special Summon 1 Spellcaster-Type monster from your hand, but its effects (if any) are negated, then change the attack target to it, and if you do, the attacking monster's ATK becomes half its current ATK.

ATK/ 800 DEF/ 600

MAGICIAN OF DARK ILLUSION



TDJL-EN017

[SPELLCASTER / EFFECT]

This card's name becomes "Dark Magician" while it is on the field. You can only use each of these effects of "Magician of Dark Illusion" once per turn.

- During your opponent's turn, if you activate a Spell/Trap Card or effect (except during the Damage Step): You can Special Summon this card from your hand.
- If you activate a Spell/Trap Card or effect while this card is face-up on your field (except during the Damage Step): You can target 1 "Dark Magician" in your Graveyard; Special Summon it. This effect can only be used once while this card is face-up on the field.

ATK/2100 DEF/2500

MAGICIAN OF DARK ILLUSION



TDJL-EN017

[SPELLCASTER / EFFECT]

This card's name becomes "Dark Magician" while it is on the field. You can only use each of these effects of "Magician of Dark Illusion" once per turn.

- During your opponent's turn, if you activate a Spell/Trap Card or effect (except during the Damage Step): You can Special Summon this card from your hand.
- If you activate a Spell/Trap Card or effect while this card is face-up on your field (except during the Damage Step): You can target 1 "Dark Magician" in your Graveyard; Special Summon it. This effect can only be used once while this card is face-up on the field.

ATK/2100 DEF/2500

DARK MAGICIAN



YGLD-ENB02

[SPELLCASTER]

The ultimate wizard in terms of attack and defense.

ATK/2500 DEF/2100

DARK MAGICIAN GIRL



MFC-000

[SPELLCASTER / EFFECT]

Gains 300 ATK for every "Dark Magician" or "Magician of Black Chaos" in the GY.

ATK/2000 DEF/1700