

MALEVOLENT NUZZLER



[SPELL CARD 魔]



SRL-005

The equipped monster gains 700 ATK. When this card is sent from the field to the Graveyard: You can pay 500 LP; place this card on the top of the Deck.

LEGENDARY FIEND



PTDN-EN093

[FIEND / EFFECT]

During each of your Standby Phases: This card gains 700 ATK.

ATK/1500 DEF/1800

VISER DES



ABPF-EN093

[FIEND / EFFECT]

If this card is Normal Summoned: Target 1 monster your opponent controls; during your third Standby Phase after this effect's activation, destroy that monster. This card cannot be destroyed by battle while the targeted monster is on the field.

ATK/ 500 DEF/1200

NIGHTMARE'S STEELCAGE



[SPELL CARD]



SD6-EN031

This card remains on the field for 2 of your opponent's turns. While this card is face-up on the field, no monsters can attack.

LEKUNGA



IOC-027

[PLANT / EFFECT]

You can banish 2 WATER monsters from your Graveyard;
Special Summon 1 "Lekunga Token"
(Plant-Type/WATER/Level 2/ATK 700/DEF 700) in Attack
Position.

ATK/1700 DEF/ 500

GANDORA THE DRAGON OF DESTRUCTION



JUMP-EN028

[**DRAGON / EFFECT**]

Cannot be Special Summoned. You can pay half your LP; destroy as many cards on the field as possible (other than this card), and if you do, banish them. This card gains 300 ATK for each card destroyed this way. Once per turn, during the End Phase, if this card was Normal or Flip Summoned this turn: Send it to the Graveyard.

ATK/ 0 DEF/ 0

BLACK PENDANT



[SPELL CARD 魔]



SRL-003

The equipped monster gains 500 ATK. When this card is sent from the field to the Graveyard: Inflict 500 damage to your opponent.

COFFIN SELLER



[TRAP CARD ∞]



PGD-093

Each time a monster(s) is sent to your opponent's Graveyard: Inflict 300 damage to your opponent.

PREMATURE BURIAL



[SPELL CARD 魔]



PSV-037

Activate this card by paying 800 LP, then target 1 monster in your Graveyard; Special Summon that target in Attack Position and equip it with this card. When this card is destroyed, destroy the equipped monster.

BAIT DOLL



[SPELL CARD]



LON-096

Target 1 Set card in the Spell ∞ Trap Card Zone; reveal that target, force its activation if it is a Trap Card, then negate its effect if the activation timing is incorrect, and if you do, destroy it. (If it is not a Trap Card, return it face-down.) When this card resolves, shuffle it into the Deck instead of sending it to the Graveyard.

HELPOEMER



PGD-058

[FIEND / EFFECT]

Cannot be Special Summoned from the Graveyard. If this card was destroyed by battle and sent to the Graveyard, this effect activates at the end of each of your opponent's Battle Phases: Discard 1 random card from your opponent's hand. This card must be in the Graveyard to activate and to resolve this effect.

ATK/2000 DEF/1400

SLATE WARRIOR



WC4-003

[FIEND / FLIP / EFFECT]

FLIP: This card gains 500 ATK and DEF.

If this card is destroyed by battle: The monster that destroyed it loses 500 ATK and DEF.

ATK/1900 DEF/ 400

MONSTER REBORN



[SPELL CARD]



LOB-118

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

MELCHID THE FOUR-FACE BEAST



LON-012

[FIEND]

This monster has four different masks for four different attacks.

ATK/1500 DEF/1200

MYSTICAL BEAST OF SERKET



SDMA-EN037

[FAIRY / EFFECT]

If you do not control "Temple of the Kings", destroy this card. Banish any monster destroyed by battle with this card. If this card destroys a monster by battle: It gains 500 ATK.

ATK/2500 DEF/2000

DARK JEROID



PGD-056

[FIEND / EFFECT]

When this card is Summoned: Target 1 face-up monster on the field; it loses 800 ATK.

ATK/1200 DEF/1500

ROPE OF LIFE



[TRAP CARD]



PGD-105

When a monster(s) is destroyed by battle and sent to your Graveyard: Discard your entire hand (min.1), then target 1 of those monsters; Special Summon it, and if you do, it gains 800 ATK.

VENGEFUL BOG SPIRIT



[SPELL CARD ∞]



LON-103

Monsters cannot attack the turn they are Summoned.

CALL OF THE HAUNTED



[TRAP CARD ∞]



PSV-012

Activate this card by targeting 1 monster in your GY; Special Summon that target in Attack Position. When this card leaves the field, destroy that target. When that target is destroyed, destroy this card.

MAGICAL STONE EXCAVATION



[SPELL CARD]



CP02-EN001

Discard 2 cards, then target 1 Spell in your GY; add it to your hand.

DRILLAGO



IOC-026

[MACHINE / EFFECT]

If the only cards your opponent controls are face-up monsters with 1600 or more ATK, this card can attack your opponent directly.

ATK/1600 DEF/1100

JAM BREEDING MACHINE



[SPELL CARD ∞]



LON-026

During each of your Standby Phases: Special Summon 1 "Slime Token" (Aqua-Type/WATER/LEVEL 1/ATK 500/DEF 500) in Attack Position. You cannot Summon any monsters, except "Slime Tokens" (but you can Set).

THE MASK OF REMNANTS



[SPELL CARD]



TAEV-ENSE2

Shuffle this card into its owner's Deck, OR if this card was put into play by the effect of "Masked Beast Des Gardius", this card is treated as an Equip Card. Control of the equipped monster is switched.

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.

EMBODIMENT OF APOPHIS



[TRAP CARD ∞]



SP1-EN003

During either player's Main Phase: Special Summon this card as a Normal Monster (Reptile-Type/EARTH/Level 4/ATK 1600/DEF 1800). (This card is also still a Trap Card.)

TEMPLE OF THE KINGS



[SPELL CARD ∞]



SDMA-EN038

You can activate 1 Trap Card the turn it was Set. You can send 1 "Mystical Beast of Serket" in your Monster Zone and this card you control to the Graveyard; Special Summon 1 monster from your hand or Deck, or 1 Fusion Monster from your Extra Deck. You can only use each effect of "Temple of the Kings" once per turn.

THE DARK DOOR



[SPELL CARD ∞]



LON-093

Only 1 monster can attack during each Battle Phase.

REVIVAL JAM



LON-006

[AQUA / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: You can pay 1000 Life Points; Special Summon it in face-up Defense Position during your next turn's Standby Phase.

ATK/1500 DEF/ 500

REVIVAL JAM



LON-006

[AQUA / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: You can pay 1000 Life Points; Special Summon it in face-up Defense Position during your next turn's Standby Phase.

ATK/1500 DEF/ 500

RELIEVE MONSTER



[TRAP CARD]



JUMP-EN021

When an opponent's monster declares an attack: Target 1 monster you control; return that target to the hand, then Special Summon 1 Level 4 monster from your hand.

GIL GARTH



GLAS-EN091

[FIEND]

This steel-armored terror machine ruthlessly strikes down enemies with its giant katana.

ATK/1800 DEF/1200

NEWDORIA



PGD-057

[FIEND / EFFECT]

When this card is destroyed by battle and sent to the Graveyard: Target 1 monster on the field; destroy that target.

ATK/1200 DEF/ 800

MIRROR FORCE



[TRAP CARD]



MRD-138

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

HUMANOID SLIME



LON-003

[AQUA]

This slime apparently has some human genes in its genetic makeup.

ATK/ 800 DEF/2000

MASKED BEAST DES GARDIUS



TAEV-ENSEI

[FIEND / EFFECT]

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 2 monsters, including at least 1 "Grand Tiki Elder" or "Melchid the Four-Face Beast". When this card is sent from the field to the Graveyard, equip 1 "The Mask of Remnants" from your Deck to 1 monster on the field.

ATK/3300 DEF/2500

REMOVE TRAP



[SPELL CARD]



LOB-060

Select 1 face-up Trap Card on the field and destroy it.

YOMI SHIP



PGD-071

[AQUA / EFFECT]

If this card is destroyed by battle and sent to the GY:
Destroy the monster that destroyed this card.

ATK/ 800 DEF/1400

BOWGANIAN



IOC-029

[MACHINE / EFFECT]

During each of your Standby Phases: Inflict 600 damage to your opponent.

ATK/1300 DEF/1000

MYSTICAL SPACE TYPHOON



[SPELL CARD 



SRL-047

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

NIGHTMARE WHEEL



[TRAP CARD ∞]



PGD-106

Activate this card by targeting 1 monster your opponent controls; it cannot attack or change its battle position. When it leaves the field, destroy this card. During each of your Standby Phases: Inflict 500 damage to your opponent. That monster must be on the field to activate and to resolve this effect.

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

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/ ?

LAVA GOLEM



PGD-107

[FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) to your opponent's side of the field by Tributing 2 monsters they control. You cannot Normal Summon/Set the turn you Special Summon this card. During each of your Standby Phases: Take 1000 damage.

ATK/3000 DEF/2500

MALEVOLENT CATASTROPHE



[TRAP CARD]



SDRL-EN032

When an opponent's monster declares an attack: Destroy all Spell and Trap Cards on the field.

GRAND TIKI ELDER



LON-011

[FIEND]

A masked monster that wields the most deadly of curses.

ATK/1500 DEF/ 800

TOKEN STAMPEDE



[TRAP CARD ∞]



STOR-EN076

All Tokens in Attack Position gain 1000 ATK, also they cannot be destroyed by battle.

HIDDEN SOLDIERS



[TRAP CARD]



SP02-EN003

When your opponent Normal or Flip Summons a monster:
Special Summon 1 Level 4 or lower DARK monster from your hand.

WETLANDS



[SPELL CARD ]



LODT-EN054

All Aqua-Type/WATER/Level 2 or lower monsters gain 1200 ATK.

JAM DEFENDER



[TRAP CARD ∞]



LON-028

When an opponent's monster declares an attack on a monster you control: You can target 1 "Revival Jam" you control; switch the attack target to that target.

MAKYURA THE DESTRUCTOR



DB1-EN169

[WARRIOR / EFFECT]

During the turn this card was sent to the Graveyard, you can activate Trap Cards from your hand.

ATK/1600 DEF/1200