All Cards God cards: 1. Zeus, King of Olympus Type: God Effect: Once every two turns, you may destroy 1 monster on the field. 2. Artemis, Goddess of the Hunt Type: God Effect: Once per turn you can choose one hero card in your summoning zone, that card can attack twice this turn. 3. Athena, Goddess of Wisdom Type: God Effect: Select an ally in your summoning zone, this turn its immune to damage and any card effects. 4. Poseidon, God of the Seas Type: God Effect: Once per turn: You can return all Spell/Trap Cards your opponent controls to the hand. 5. Hades, God of the Underworld Type: God Effect: Each time your opponent Summons a monster, they must send 1 card from their hand or field to the Graveyard. 6. Ares, God of War Type: God Effect: Once per turn, if a monster you control destroys an opponent’s monster by battle: That monster can attack again. 7. Apollo, God of the Sun Type: God Effect: Monsters destroyed by battle this turn are banished instead. 8. Susanoo, Tempest of Divine Rebellion Type: God Once per turn, when an opponent destroys one of your monsters or Sacred Sites: you may destroy one of their active cards (monster or site). 9. Amaterasu, Radiant Sun Goddess Type: God Effect: Once per turn, during your Standby Phase, you may restore 500 Vitality to one of your monsters 10. Helios, Lord of the Chariot Sun Type: God Effect: Once per turn, when your opponent sets a card (in the spell/trap zone), you may reveal it. If it’s a Trap or Continuous Spell, destroy that card. 11. Nemesis, Goddess of Retribution Type: God Effect: Once per turn, when your opponent destroys one of your monsters by battle or card effect, you may target one card they control; destroy it. If you do, your opponent cannot activate cards or effects in response. 12. Gaia, Primordial Mother of Earth Type: God Effect: At the start of your End Phase, restore 400 Vitality. 13. Hephaestus, Divine Smith of the Gods Type: God Effect: Once per turn, when you activate a Spell or Trap card with “Relic” or “Artifact” in its name, you may add 1 card with the same naming type from your deck to your hand. Demi God cards: 14. Achilles – Invincible Warrior Sol: 5 • Vitality: 2000 • Attack: 1500 • Defense: 1000 Effect – Heel of Fate Once per turn, Achilles cannot be destroyed by battle. However, if he takes 500 or more damage in a single clash, his Vitality is halved. Resonance Effect( Zeus or Temple of Olympian): Achilles’ Vitality damage is reduced by 500 each time he takes damage. 15. Atalanta – Huntress of Artemis Sol: 5 • Vitality: 1800 • Attack: 2000 • Defense: 1000 Effect – Twin Arrows Atalanta may declare 2 attacks per turn, but cannot target the same monster twice. Resonance Effect ( Artemis or Temple of Artemis): all Beast monsters in your Summoning Zone gain +500 Attack while Atalanta is on the field. 16. Heracles – Champion of the Labors Sol: 5 • Vitality: 1500 • Attack: 2500 • Defense: 1500 Effect – Labor of Strength Once per turn, Heracles may destroy 1 monster with Vitality ≤ 1500 before combat begins. Resonance Effect (Zeus or Sanctuary of Hera): Heracles becomes immune to Spell effects. 17. Perseus – Slayer of Medusa Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 1500 Effect – Gorgon’s Bane When Perseus destroys a monster, banish it instead of sending it to the discard pile. Resonance Effect (Athena or Parthenon) Perseus may negate 1 Trap card per turn when attacking. 18. Theseus – Minotaur’s Bane Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 1500 Effect – Labyrinth Champion When Theseus is summoned, you may choose 1 enemy monster: that monster cannot attack until the end of your opponent’s next turn. Resonance Effect (Poseidon or Temple of Poseidon): Theseus gains +1000 Attack when battling Beast-type monsters. 19. Harmonia – Daughter of Harmony Sol: 5 • Vitality: 2000 • Attack: 1500 • Defense: 1000 Effect – Balance Aura: While Harmonia is on the field, all allied monsters gain +300 Vitality. Resonance Effect (Zeus): once per duel you may prevent all damage from 1 attack to your Summoning Zone. 20. Discordia – Daughter of Discord Sol: 5 • Vitality: 1500 • Attack: 2000 • Defense: 1000 Effect – Seeds of Chaos: When summoned, you may force both players to discard 1 card. Resonance Effect ( Hades): when Discordia destroys a monster, deal 500 vitality damage to another target. 21. Aeneas – Son of Aphrodite Sol: 5 • Vitality: 1500 • Attack: 1500 • Defense: 1000 Effect – Hero of Troy: Once per turn, prevent 1 allied monster from being destroyed by battle. Resonance Effect (Temple of Apollo): Aeneas may Special Summon 1 Beast from your discard pile with ≤1500 Attack. 22. Bellerophon – Chimera Slayer Sol: 5 • Vitality: 1500 • Attack: 2000 • Defense: 1500 Effect – Pegasus Rider: Gains +500 Attack when battling Beast-type monsters. Resonance Effect(Poseidon): Bellerophon may attack directly once per game if your opponent controls only 1 monster. 23. Castor & Pollux – Dioscuri Twins Sol: 5 • Vitality: 1500 • Attack: 1500 • Defense: 2000 Effect – Twin Bond: Once per turn, negate the destruction of another allied monster. Resonance Effect (Temple of Zeus): you may treat Castor & Pollux as 2 monsters for Fusion requirements. 24. Meleager – Boar Slayer Sol: 5 • Vitality: 2000 • Attack: 1800 • Defense: 1500 Effect – Flame of Rage: Gains +300 Attack each time an allied monster is destroyed. Resonance Effect: ( Ares): Meleager can attack twice per turn. 25. Orpheus – Divine Musician Sol: 5 • Vitality: 1500 • Attack: 1500 • Defense: 2000 Effect – Lyre of Enchantment: Once per turn, you may negate 1 attack by putting the attacking monster to “Sleep” (it cannot attack next turn). Resonance Effect (Temple of Apollo): draw 1 card whenever Orpheus is summoned. 26. Chiron the Centaur Sol: 5 • Vitality: 2000 • ATK: 2000 • DEF: 2000 Effect : Once per turn, you may target 1 allied Hero or Beast: • Restore +400 Vitality to it, or • Grant it +300 ATK until the end of the turn. If destroyed by battle, instead set his Vitality to 500 (one-time safeguard). Resonance effect: (Apollo): While active, all allied Hero and Beast monsters gain +200 Vitality regeneration at the start of your turn. 27. Yamato Takeru – Sword Prince Sol: 5 • Vitality: 1500 • Attack: 2000 • Defense: 1500 Effect – Flame Sword: Once per turn, Yamato can destroy 1 Spell/Trap card. Resonance Effect( Ise Grand Shrine): Yamato gains +500 Attack and may attack twice in one turn. 28. Minamoto no Yoshitsune – Tengu’s Disciple Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 1800 Effect – Tengu Speed: Yoshitsune may negate 1 Trap effect per turn. Resonance Effect ( Susanoo): once per match, Yoshitsune may bypass the summoning zone and attack directly. 29. Benkei – Warrior Monk Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 2000 Effect – Seven Weapons: When summoned, Benkei gains +500 Attack for each monster on your field. Resonance Effect ( Fushimi Inari Taisha): Benkei may redirect 1 attack targeting another ally to himself. 30. Kintarō – Child of the Mountains Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 1700 Effect – Beast Friend: Once per turn, Special Summon a Beast with ≤1500 Attack from your hand. Resonance Effect ( Raijin): Kintarō grants +500 Attack to all allied Beasts. 31. Momotarō – Peach Hero Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 1500 Effect – Demon-Slayer: When Momotarō attacks a monster double his Attack for that battle. Resonance Effect (Izumo Taisha): Momotarō can Special Summon 1 Beast Ally. 32. Urashima Tarō – Ocean’s Dreamer Sol: 5 • Vitality: 1500 • Attack: 1500 • Defense: 2000 Effect – Time Dilation: Once per duel, skip your opponent’s Battle Phase. Resonance Effect (Temple of Poseidon): Urashima may draw 2 cards and then discard 1. 33. Tamamo-no-Mae – Fox Enchantress Sol: 5 • Vitality: 1800 • Attack: 2000 • Defense: 1500 Effect – Illusion Charm: Once per turn, take control of 1 enemy monster with ≤2000 Attack until the End Phase. Resonance Effect ( Amaterasu): Tamamo-no-Mae gains +500 Attack and may negate 1 spell card per turn. 34. Shuten-dōji – Oni King of Mt. Ōe Sol: 5 • Vitality: 2000 • Attack: 2000 • Defense: 2000 Effect – Oni Rampage: Shuten-dōji cannot be targeted by trap cards. Resonance Effect:( Masuda no Iwafune) once per duel, if Shuten-dōji destroys a monster, deal direct damage to the opponent. Sacred Site cards: 35. The Underworld Type: Sacred Site Effect: Whenever a monster is sent to the discard pile from the field, place it on this card. Once per turn, you may remove the destroyed monsters and inflict 300 Vitality damage per card. 36. Sun shrine Type: Sacred Site Effect: Once per turn, if you control a Solar Beast (e.g., Helios’ Phoenix, Kirin, Hōō), you may choose one of the following: 1. Reveal 1 card from your opponent’s hand. 2. One of your Solar Beasts gains +500 ATK/DEF until the end of the turn. 37. Mount Olympus Type: Sacred Site – Greek Effect: All Hero and Demi-God units you control gain +300 ATK /DEF. Once per turn, when a Hero or Demi-God you control destroys a monster in battle, you may restore 500 Vitality to that unit. 38. Primordial Type: Sacred Site – Primordial Effect: (1) Once per turn, you may sacrifice 1 monster you control: all your opponents monsters on the field lose 500 DEF until the end of the turn. (2) If Typhon or Echidna is active, you may activate this additional effect once per duel: • Double that monster’s ATK until the end of the turn, but destroy it at the start of your next turn. 39. Shrine of Balance Type: Sacred Site Effect: If both players control the same number of monsters, choose: (1) neither can attack. (2) Both players must shuffle their hands into their decks and draw the same number of cards (5). 40. Nature Shrine Type: Sacred Site Effect: At the end of each of your turns, you may restore 300 Vitality to all monsters you control. Once per duel, you may prevent 1 of your Beast monsters from being destroyed. 41. Temple of Wisdom Type: Sacred Site Effect: Once per turn, you may look at the top 2 cards of your deck and rearrange them in any order. Additionally, once per duel, when your opponent activates a Spell/Trap, you may negate it by discarding 1 card. 42. Amaterasu’s Shrine Type: Sacred Site Effect: All Fire or Light-aligned monsters you control gain +300 ATK. Once per turn, you may shuffle 1 Fire/Light monster from your discard pile into your deck. 43. Temple of Athena Type: Sacred Site Card Effect: All Hero-type monsters gain +200 ATK/DEF. Once per turn, you may negate the effect of a spell card that targets a Hero monster you control. 44. Ise Grand Shrine Type: Sacred Site Card Effect: All Light-attribute monsters gain +200 ATK/DEF. Once per turn, if a Sun-aligned God card is active, you may draw 1 card. 45. Inari’s Shrine Type: Sacred Site Card Effect: Once per Duel, you may return 1 card on the field to its owner’s hand. Whenever a Kitsune is summoned to your field, you may negate the effect of 1 opposing card until the end of the turn. 46. Imperial Sanctuary Type: Sacred Site Effect: All allied Heroes and Demigods gain +500 ATK/DEF while this Site is active. If an enemy attempts to summon more than 1 creature in a single turn, cancel the additional summons. 47. Temple of Poseidon Type: Sacred Site Card Effect: All Water-aligned beasts gain +500 ATK and deal piercing damage (damage goes through DEF). You may sacrifice this Sacred Site to destroy 1 enemy Sacred Site. 48. Fushimi Inari Type: Sacred Site Effect: When this Site is activated, search your deck for 1 Kitsune beast card and add it to your hand. If this Site is destroyed, you may immediately Special Summon 1 Kitsune from your hand or discard, ignoring Stage conditions. Monster Cards: Cerberus 49. Infernal Pup: Stage 1 Sol: 1 • Vitality: 500 • ATK: 1000 | DEF: 800 • Effect: When summoned, you may send 1 card from your hand to the Discard pile to search for another Cerberus stage card. 50. Twin Headed Guard: Stage 2 Sol: 2 • Vitality: 1500 • ATK: 1000 | DEF: 800 • Effect: May attack twice per turn. 51. Cerberus, Guardian of the Underworld: Stage 3 Sol: 3 • Vitality: 2000 • ATK: 2000 | DEF: 2000 • Effect: While Cerberus is in your Summoning Zone, your opponent cannot attack directly. • Resonance Effect(Hades or Underworld sacred site): If this card destroys a monster by battle, you may banish that monster instead of sending it to the graveyard. 52. Alexander’s Phoenix Stage 1: SunFire Hatchling Sol: 1 • Vitality: 500 • ATK: 700 | DEF: 900 • Effect: If destroyed, return it to your hand instead. 53. Stage 2: Rising Phoenix Sol: 2 • Vitality: 1500 • ATK: 1500 | DEF: 1000 • Effect: When this card is destroyed, banish it for two turns instead and then Special Summon it during your next Standby Phase. 54. Stage 3: Alexander’s Eternal Phoenix Sol: 3 • Vitality: 2000 • ATK: 2000 | DEF: 1500 • Effect: When destroyed, special summon from your hand/deck/discard pile one SunFire Hatchling. • Resonance Effect ( Helios/Amatarasu and Sun Shrine Sacred Site): Once per game you may banish Phoenix to fully restore its Vitality and summon it back at the end of the next turn. Echidna 55. Echidna, Mother of Monsters (Boss) Sol: 8 • Vitality: 2500 • ATK 2000 | DEF 2000 • Effect: Once per turn, Special Summon 1 Beast from your discard with Vitality ≤ 1500. • Resonance Effect(Primordial Sacred Site or Gaia/Chthonic Gods): Whenever a monster is sent to the discard pile (by battle or effect), gain 200 Vitality and deal 200 vitality damage. Typhon (1) 56. Typhon – Father of Monsters (Boss) Sol: 8 • Vitality: 2500 • ATK: 2500 / DEF: 2000 • Effect: Once per turn, destroy 1 card in any zone. • Resonance (Zeus / Mount Olympus): When Typhon is summoned, destroy up to 2 cards on the field. For each card destroyed this way, Typhon gains +500 ATK until the end of the turn. Castors Manticore 57. Manticore Cub :Stage 1 Sol: 1 • Vitality: 800 • ATK 1100 | DEF 1000 • Effect: When this card deals battle damage, draw 1 card. 58. Castors Manticore :Stage 2 Sol: 4 • Vitality: 2000 • ATK 2000 | DEF 2200 • Effect: When this card destroys a monster, opponent discards 1 card. • Resonance Effect(Nemesis / Shrine of Balance): If your opponent destroys a monster you control, you may Special Summon this card from your discard pile. Green Western Dragon 59. Wyvern Hatchling: Stage 1 Sol: 1 • Vitality: 800 | ATK 1000 | DEF 1000 • Effect: When this card attacks, you may discard 1 card to increase its ATK by 500 until the end of the Battle Phase. 60. Young Western Dragon: Stage 2 Sol: 2 • Vitality: 1500 | ATK 2000 | DEF 1800 • Effect: Once per turn, negate 200 damage from any source. 61. Emerald Wyrm Dragon: Stage 3 Sol: 3 • Vitality: 2000 | ATK 2000 | DEF 1800 • Effect: Once per turn, destroy 1 enemy Spell or Trap. • Resonance Effect (Gaia / Nature Shrine): When a Spell or Trap is destroyed by this card’s effect, you may restore 500 Vitality and Special Summon 1 Dragon monster from your discard pile (Sol 2 or lower). Christalis’ Griffon 62. Griffon Cub: Stage 1 Sol: 1 • Vitality: 1000 | ATK 1000| DEF 1000 • Effect: This card ignores DEF stats when attacking. 63. Christalis Griffon: Stage 2 Sol: 4 • Vitality: 2000 • ATK: 2000 / DEF: 2000 • Effect: Once per turn, negate an attack by discarding 1 card. • Resonance (Athena / Temple of Wisdom): On summon, draw 1 card. If destroyed, search deck for a Demi-God and add it to hand. Ares’ Black Wyrm Dragon 64. Black Wyrmling: Stage 1 Sol:1 • Vitality: 500 | ATK 500 | DEF 1000 • Effect: 65. War Wyrm Dragon: Stage 2 Sol: 2 • Vitality: 1000 | ATK 1500 | DEF 1500 • Effect: When summoned, destroy 1 enemy monster. 66. Ares’ Black Wyrm Dragon: Stage 3 Sol: 3 • Vitality: 2500 | ATK 2500 | DEF 1500 • Effect: • Resonance Effect (Ares): this card can attack all opponent monsters once each per Battle Phase. Ceryneian Hind 67. Bronze-Hoof Fawn — Stage I Sol:1 • Vitality: 700 • ATK: 900 • DEF: 800 Effect: Once per turn, You may negate one attack towards this card. 68. Ceryneian Hind — Stage II Sol: 4 • Vitality: 2000 • ATK: 1800 • DEF: 1500 Effect: Once per turn, if this card would be destroyed by battle, you may banish it until the End Phase instead. Returns with half vitality. Resonance Effect(Artemis): When an opponent declares an attack, you may negate that attack once per turn. Kirin 69. Kirin, Herald of Harmony Sol: 5 • Vitality: 2000 • ATK: 2500 • DEF: 2000 Effect : Once per turn, when a Beast you control would be destroyed by battle or card effect, you may prevent that destruction. • Additionally, if a Beast you control successfully destroys a Hero/beast, restore +500 Vitality to that Beast. Resonance Effect (Amaterasu’s Shrine, Temple of Athena): • All Beasts you control gain +500 DEF. • Once per turn, you may negate battle damage involving 1 Beast you control. 70. Byakko, Celestial White Tiger Sol: 5 • Vitality: 2000 • ATK: 2500 • DEF: 2000 Effect: Once per turn, when this card attacks, you may banish 1 card in your opponent’s Summoning Zone with lower DEF than this card’s ATK. (This counts as destruction.) • If this card is targeted by an effect, you may negate that effect once per turn. Resonance Effect: • When this card declares an attack, all enemy monsters lose 500 DEF until the end of the turn. Kyuryu 71. Kyūryū, the Nine-Headed Dragon Sol: 5 Vitality: 2000 ATK: 2500 DEF: 2000 Effect: When this card is summoned, you may destroy up to 2 cards on the field. If both are destroyed, your opponent must discard 1 card at random. Resonance Effect: This card may attack up to 3 different targets during each Battle Phase. Yatagarasu 73. Yatagarasu, Three-Legged Crow Sol: 3 • Vitality: 1800 • ATK: 1500 • DEF: 2000 Effect : Once per turn, you may look at the top 3 cards of your deck. Choose 1 to add to your hand, then place the others back in any order. Resonance Effect:(Amaterasu or the Ise Grand Shrine): When this card declares an attack, reduce DEF by 300 for each monster in your opponent’s Summoning Zone. Kitsune 74. Kitsune Cub: Stage 1 Sol: 1 • Vitality: 800 • ATK: 600 • DEF: 800 Effect: Once per turn, you may force your opponent to reveal the top card of their deck. If it’s a Beast or Spirit, place it into their graveyard; otherwise, return it to the top. 75. Kitsune Illusionist: Stage 2 Sol: 2 • Vitality: 1400 • ATK: 1200 • DEF: 1400 Effect: When this card is summoned, look at your opponent’s hand. You may choose one card; they must keep it in their hand until this card leaves the field. 76. Nine-Tailed Celestial Fox: Stage 3 Sol: 3 • Vitality: 2500 • ATK: 2000 • DEF: 2200 Effect:Once per turn, you may banish 1 card from your hand: negate the activation of an opponent’s effect, and destroy that card. Resonance Effect:(Amaterasu or Inari’s Shrine): When this card enters play, choose one: • Double this card’s ATK until the end of the turn. • Prevent all damage you would take until the end of your opponent’s next turn. Hoo 77. Hōō, Celestial Phoenix Sol: 5 Vitality: 2000 Attack: 2500 Defense: 2000 Effect: When Hōō is summoned, you may restore 500 Vitality to one Demi-God or Beast on your field. Resonance Effect (Imperial Sanctuary or Amaterasu): If Hōō is destroyed, you may Special Summon it from the discard pile during your next Standby Phase. When revived this way, restore 500 Vitality to all allied monsters. Medusa 78. Medusa, Gorgon Queen Sol: 5 Vitality: 2000 Attack: 2000 Defense: 1500 Effect: Once per turn, you may target 1 enemy monster. That monster loses 1000 Attack until the end of the turn. If its Attack is reduced to 0 this way, destroy it. Resonance Effect (Athena or the Temple of Athena): Once per duel, you may banish 1 monster your opponent controls. That player then adds 1 random card from their discard pile to their hand. Minotaur 79. Minotaur, Beast of the Labyrinth Sol: 5 Vitality: 2000 Attack: 2500 Defense: 1400 Effect: When Minotaur attacks reduce DEF by 500. Resonance Effect (Poseidon or the Temple of Poseidon): Once per duel, you may seal 1 of your opponent’s Summoning Slots for 2 turns (they cannot summon into that slot). Baku 80. Baku, Dream-Eater Beast Sol: 5 Vitality: 2000 Attack: 1800 Defense: 2000 Effect:If a Divination or Trap effect would target one of your monsters, you may redirect that effect to Baku. If you do the effect is negated. Resonance Effect (Amaterasu or Ise Grand Shrine): Once per duel, you may select 1 monster your opponent controls. Negate all of its effects until it’s destroyed. Seiryu 81. Seiryū, Azure Dragon of the East (Boss) Sol: 8 Vitality: 2500 Attack: 2500 Defense: 2500 Effect: When Seiryū destroys a monster by battle, you may destroy 1 additional monster on the field. Resonance Effect( Fushimi Inari ): Once per turn, you may banish 1 Divination card from your discard to activate: • All your monsters gain +500 ATK/DEF until the end of your opponent’s next turn. • Opponent’s monsters lose 500 ATK/DEF during the same duration. 82. DeMarcos Ryūjin Sol: 5 Vitality: 2000 Attack: 2000 Defense: 2000 Effect: When this card is summoned, you may add 1 Relic or Divination card from your deck or discard pile to your hand. Resonance Effect: Once per turn, destroy all face-up monsters with lower Attack than this card. 83. Warrior Centaur Sol: 1 Vitality: 1000 Attack: 1600 Defense: 1400 84. Centaur Bowman Sol: 2 Vitality: 1000 Attack: 1500 Defense: 1200 Effect: This card may attack twice per Battle Phase. The second attack must target a different monster. 85. Nemean Cub Sol: 0 Vitality: 500 Attack: 900 Defense: 400 Effect: Cannot be destroyed by effects once per turn. 86. Cretan Boar Sol: 1 Vitality: 800 Attack: 1300 Defense: 800 Effect: When this card attacks, it gains +300 ATK during that Battle Phase. 87. Harpies’ Fledgling Sol: 0 Vitality: 500 Attack: 600 Defense: 800 88. Ladon’s Serpent Spawn Sol: 1 Vitality: 500 Attack: 1100 Defense: 500 89. Inugami Familiar Sol: 1 Vitality: 600 Attack: 1000 Defense: 500 Effect: When this card is destroyed, restore 300 vitality to an ally. 90. Komainu Guardian Sol: 1 Vitality: 1000 Attack: 1200 Defense: 1600 Effect: If a Sacred Site is active, this card gains +400 DEF. 91. Yamabiko Echo-Bird Sol: 0 Vitality: 600 Attack: 500 Defense: 1000 92. Kamaitachi Swiftling Sol: 1 Vitality: 1000 Attack: 1200 Defense: 500 93. Alopekos Sol: 1 Vitality: 800 Attack: 900 Defense: 500 Effect: This card cannot be chosen as the target of your opponent’s first attack each Battle Phase. 94. Oreiad’s Fawn Sol: 0 Vitality: 500 Attack: 500 Defense: 500 Effect: When summoned, one other Beast you control gains +200 DEF. 95. Pyraustae Sol: 0 Vitality: 500 Attack: 500 Defense: 500 Effect: When destroyed by battle, deal 300 vitality damage. 96. Mokke Spirit Cat Sol: 0 Vitality: 500 Attack: 600 Defense: 500 97. Yamajijii Ape Sol: 0 Vitality: 500 Attack: 1000 Defense: 1000 Effect: Once per turn you may return this card to your hand. 98. Akaname Filthling Sol: 0 Vitality: 600 Attack: 500 Defense: 400 99. Hitodama Wisp-Beast Sol: 0 Vitality: 500 Attack: 400 Defense: 600 Effect: When destroyed, you may immediately summon another Hitodama Wisp-Beast from your hand. 100. Cercopes Trickster Twins Sol: 1 Vitality: 900 | ATK: 700 | DEF: 700 Effect – “Twin Trouble”: If another Cercopes is on the field, both gain +300 ATK. 101. Kynokephaloi Sol: 1 Vitality: 1000 | ATK: 1000 | DEF: 500 Effect: Look at the top card of your opponent’s deck once per turn. 102. Sirens’ Hatchlings Sol: 1 Vitality: 700 | ATK: 500 | DEF: 600 Effect: Once per duel, force an enemy Beast to attack this card. 103. Telchinian Seal Pup Sol: 0 Vitality: 500 ATK: 700 DEF: 500 104. Kodama Sprite Sol: 1 Vitality: 500 ATK: 600 DEF: 500 Effect: When destroyed, restore 500 Vitality to another friendly Beast. 105. Kappa Spawn Sol: 1 Vitality: 800 ATK: 1000 DEF: 500 Effect: Once per duel, negate 1 attack against this card. 106. Okami Pup Sol: 0 Vitality: 500 ATK: 1000 DEF: 700 107. Ubume Crowlet Sol: 0 Vitality: 500 ATK: 800 DEF: 400 Effect: When destroyed, summon 1 more Ubume Crowlet from your deck. 108. Eidolon of the Abyss Sol: 1 Vitality: 1000 ATK: 1000 DEF: 1000 Effect: Must be special summoned from the discard pile. When this card is in your discard pile, you may special summon this card. 109. Tanuki Sol: 0 Vitality: 500 ATK: 500 DEF: 500 Effect: When an opponent’s monster effect would be activated (Quick Effect): You may discard this card from your hand — negate that effect. Spell cards: 110. Winged Sandals.exe • Type: Quick-Play Divination • Effect: Target 1 Monster. It gains +300 Attack until the end of this turn. 111. Caduceus Firewall • Type: Continuous Divination • Effect: Whenever you cast a Spell, heal 300 Vitality to an ally. 112. Rod of Asclepius v2.0 • Type: One-Time Divination • Effect: Heal 500 Vitality to 1 Monster. 113. Ambrosia Data-Packet • Type: One-Time Divination • Effect: If you control no Monsters, special summon from your hand/deck one beast/hero card with <1500 ATK. 114. Orpheus’ Resonance Chip • Type: One-Time Divination • Effect: Stun 1 enemy Monster. That Monster cannot attack during your opponent’s next turn. 115. Apollo’s Bow • Type: Quick-Play Divination • Effect: Deal 500 damage to any target. 116. Artemis’ Hunter Drone • Type: Quick-Play Divination • Effect: Deal 400 damage to 1 Monster. 117. Eros’ Override Arrow • Type: Quick-Play Divination • Effect: Take control of 1 enemy Monster with less than 1000 Attack until the end of this turn. 118. Pandora’s Malware Box • Type: One-Time Divination • Effect: Each player discards 1 card 119. Trojan Horse Program • Type: One-Time Divination • Effect: Special Summon 1 Monster from your hand with <2000 ATK. 120. Golden Fleece Firewall • Type: Continuous Divination • Effect: All friendly Monsters heal 200 Vitality at the start of your turn. 121. Heracles’ Club Module • Type: Quick-Play Divination • Effect: Target 1 Monster. It gains +500 Attack this turn. 122. Nemean Hide Armor • Type: Quick-Play Divination • Effect: Target 1 Monster. It takes no damage this turn. 123. Thunderbolt Subroutine • Type: Quick-Play Divination • Effect: Deal 500 Vitality damage to your opponent’s Beast/Hero. 124. Mirror Shield Antivirus • Type: Quick-Play Divination • Effect: Negate 1 Spell that targets your Monsters. 125. Panacea Patch • Type: One-Time Divination • Effect: Heal 200 Vitality. 126. David’s Sling Algorithm • Type: One-Time Divination/Quick Play • Effect: If the enemy Monster’s Attack > your Monster’s Attack, deal 500 damage to that Monster. 127. Robin Hood Protocol • Type: One-Time Divination • Effect: Drain 500 Vitality from your opponent and add it to an ally. 128. Tell’s Crossbow Pulse • Type: Quick-Play Divination • Effect: Deal 400 damage to 1 Monster with less than 1000 Vitality. 129. Escape Broom Subroutine • Type: Quick-Play Divination • Effect: Return 1 of your Monsters to your hand. 130. Sanctified Water Protocol • Type: One-Time Divination • Effect: Destroy 1 monster with attack equal to or less than 2000. 131. Stake Injection Virus • Type: One-Time Divination • Effect: Destroy 1 Transylvania-type Monster. 132. Silver Bullet Program • Type: One-Time Divination • Effect: Destroy 1 Lycanthrope-type Monster. 133. Hover Carpet Overlay • Type: Continuous Divination/Equip • Effect: Target 1 Monster. It cannot be targeted by effects during your opponent’s next turn. 134. Unicorn Horn Nanotech • Type: One-Time Divination • Effect: Heal 1000 Vitality. 135. Orichalcum Core • Type: Continuous Divination • Effect: Equipped Monster gains +300 Attack. If destroyed, deal 300 Vitality damage. 136. Trident Subroutine • Type: One-Time Divination • Effect: Target up to 2 Monsters, Half their DEF this turn. 137. Atlantean Leviathan Protocol • Type: Quick-Play Divination • Effect: Summon 1 Beast Monster of 4 SOL or lower from your hand without cost. 138. Atlantis Gateway • Type: One-Time Divination • Effect: Summon 1 Monster directly from your discard pile. Its effects are negated until end of turn. 139. Atlantean War Chariot.exe • Type: Quick-Play Divination • Effect: Target 1 attacking Monster. Negate the attack. 140. Atlantean Rift Beacon • Type: One-Time Divination • Effect: Search your deck for 1 Beast-type Monster and add it to your hand. 141. Atlantean Hydro Core • Type: Quick-Play Divination • Effect: All Water Monsters gain +400 Attack and Defense until end of turn. 142. Atlantean Depth Charge • Type: One-Time Divination • Effect: Destroy 1 Continuous Spell or Trap card on the field. 143. Atlantean Stormgrid • Type: Continuous Divination • Effect: Whenever you play a Water Monster, deal 500 vitality damage to any of your opponents beast/hero. 144. Yata no Kagami Upload (Japan) • Type: Continuous Divination • Effect: Once per turn, you may reveal your opponent’s hand. 145. Magatama Jewel Subroutine (Japan) • Type: Quick-Play Divination • Effect: Negate the activation of 1 enemy Spell card. 146. Tablet of Destinies OS (Mesopotamia) • Type: Continuous Divination • Effect: Once per turn, you may choose 1 card type (Monster/Spell/Trap). Your opponent cannot play that type during their next turn. 147. Mayan Sunstone Code • Type: One-Time Divination • Effect: Both players take 500 Vitality damage. You may draw 1 card. 148. Celtic Cauldron Overflow • Type: One-Time Divination • Effect: Heal 1000 Vitality. 149. Dagda’s Club Protocol (Celtic) • Type: One-Time Divination • Effect: Destroy 1 Monster. If it was Level 6 or higher, heal 300 Vitality. 150. Ishtar’s Star Protocol (Mesopotamia) • Type: Quick-Play Divination • Effect: All your Monsters gain +300 Attack until end of turn. 151. Nahui Ollin Waveform (Aztec) • Type: Continuous Divination • Effect: Once per turn, you may force both players to discard 1 card. Then each draws 1. 152. Celtic Stone Circle Firewall • Type: Continuous Divination • Effect: Enemy Monsters lose 200 Attack while on the field. 153. Tablet of Hermes.exe • Type: One-Time Divination • Effect: Copy the effect of any 1 Spell card in either graveyard. 154. Aegis Protocol” • Type: Quick-Play Spell • Effect: Activate when your Monster is attacked. Reduce the battle damage to 0 this turn. 155. Mjölnir Circuit • Type: Quick-Play Divination • Effect: Deal 700 vitality damage to any target. If this destroys a Monster, the controller discards one card. 156. Excalibur Upload • Type: Quick-Play Divination/Equip • Effect: Target 1 Monster. It gains +1000 ATK. 157. Ankh Reboot • Type: One-Time Divination • Effect: Revive 1 Monster from your discard pile with half of its original Vitality. 158. Trident of Poseidon.exe • Type: Continuous Divination • Effect: Change the battlefield to “Flooded Systems.” All Fire Monsters lose 300 Attack. Water Monsters gain +300 Attack. 159. Gungnir Protocol • Type: One-Time Divination • Effect: Destroy 1 Monster. This effect cannot be negated. 160. Book of Thoth Database • Type: One-Time Divination • Effect: Draw 2 cards. Then discard 1. 161. Spear of Destiny Firewall • Type: Quick-Play Divination • Effect: Negate 1 attack and deal 300 damage to the attacker’s controller. • Flavor Text: “The spear that pierced eternity now pierces data streams.” 162. Shield of Achilles OS • Type: Continuous Divination • Effect: Friendly Monsters gain +300 Defense. If your opponent attacks directly, you may negate the attack once per game. 163. Labrys Overclock • Type: Quick-Play Divination • Effect: Target 1 Monster. It may attack twice this turn. 164. Atlantean Memory Crystal • Type: One-Time Divination • Effect: Draw 2 cards. 165. Atlantean Floodwall • Type: Continuous Divination • Effect: While active, reduce all Vitality damage by 200. 167. Atlantean Tide Surge • Type: Quick-Play Divination • Effect: Return 1 Monsters to their owner’s hand. 168. Atlantean Sunken Library • Type: Continuous Divination • Effect: Once per turn, you may look at the top 2 cards of your deck. Add 1 to your hand and discard the other. 169. Kusanagi Blade Protocol (Japan) • Type: Quick-Play Divination • Effect: Target 1 Monster. It gains piercing damage(can attack directly) for this turn. 170. Eye of Ra Firewall (Egypt) • Type: Continuous Divination • Effect: At the start of each turn, deal 300 Vitality damage to any of your opponents Beast/Heros. 171. Huitzilopochtli’s Spear.exe (Aztec) • Type: Quick-Play Divination • Effect: Target 1 Monster, Reduce its Defense by 500 172. Marduk’s Net • Type: One-Time Divination • Effect: Banish up to 2 Monsters from the field. 173. Pandora’s Singularity • Type: One-Time Divination • Effect: Both players discard their hands. Then, each draws 3 cards. 174. Yggdrasil Mainframe • Type: Continuous Divination • Effect: Once per turn, you may search your deck for 1 card and add it to your hand. Take 500 Vitality damage each time you activate this effect. 175. Ark of the Covenant.exe • Type: One-Time Divination • Effect: Destroy all enemy Monsters and Continuous Spells. You cannot attack this turn. 176. Philosopher’s Stone Protocol • Type: Quick-Play Divination • Effect: Choose one: • Heal 2000 Vitality, or • Double the Attack of all your Monsters until end of turn. 177. Atlantean Leviathan Awakening • Type: One-Time Divination • Effect: Summon an 8 SOL cost or higher Beast Monster from your deck or hand ignoring its conditions. Double its Attack this turn. 178. Atlantean Collapse • Type: One-Time Divination • Effect: Destroy all Monsters on the field. 179. Quetzalcoatl Protocol(Devine) • Type: spell • Effect: Heal 1500 vitality and deal 1500 vitality to your opponent. 180. Soul Exchange • Type: spell • Effect: Tribute 1 monster on your opponent’s field as a cost for your own summon. 181. Call of the Underworld • Type: spell • Effect: Revive 1 Beast or Demigod from your Graveyard. 182. Dark Pact • Type: spell • Effect: Take 500 vitality damage to destroy 1 card on the field. 183. Curse of Forgetting • Type: spell • Effect: Choose 1 card in your opponent’s Graveyard and banish it; your opponent discards 1 card. 184. Soul Reclamation • Type: spell • Effect: Shuffle 3 banished cards into your deck; draw 1 card. 185. Gaia’s Blessing Type: Quick-Play Effect: Negate any attack and restore vitality equal to that monster’s attack. 186. Divine Growth Type: Spell Effect: Increase one monster’s vitality by 500 and attack by 300 for 2 turns. 187. Verdant Cycle Type: Spell Effect: Return 1 monster from your discard pile to the deck; draw 1 card. 188. Gates of Oblivion Type: Spell Continuous Effect: Any monster sent to the discard pile is banished instead. 189. Echoes of the Damned Type: Spell Effect: Inflict 200 Vitality damage equal to the number of banished cards in the match. Trap Cards: 190. Temperance’s Shield Type: Trap Effect: When attacked, halve incoming damage and heal 500 soul power.  191. Moon’s Mirage Type: Trap Effect: Negate one attack and force opponent to discard 1 random card.  192. Hermit’s Lantern Type: Trap Effect: Reveal opponent’s hand; freeze one card of your choice from play for the next 2 turns.  193. Magician’s Trick Type: Trap Effect: Swap attack/defense of any one beast until end of turn - opposing this or yours next  194. Chariot’s Charge Type: Trap Effect: Double your attacking beast’s attack this next turn, then reduce vitality by half.  195. High Priestess’s Seal Type: Trap Effect: Opponent cannot play tarot or divination cards next turn.  196. Emperor’s Decree Type: Trap Effect: Force opponent to end their turn immediately without placing monster, attacking or magic card being played.  197. Hierophant’s Command Type: Trap Effect: Cancel an opponent’s beast effect permanently .  198. Empress’s Harvest Type: Trap Effect: Heal all your beasts for 1000 vitality each.  199. World’s Balance Type: Trap Effect: Both players send 1 beast of their choice to the graveyard.  200. 1Lovers’ Bond Type: Trap Effect: Pair 2 of your beasts; if one is destroyed, the other revives it with half vitality.  201. Justice Reversed Type: Trap Effect: Reflect any trap/magic effect back at the opponent.  202. Strength Reversed Type: Trap Effect: Reduce one enemy monster’s attack to half permanently. 203. Tower Reversed Type: Trap Effect: Destroy the beast with highest attack on the field.  204. Star Reversed Type: Trap Effect: Heal 2000 soul power but banish 1 beast permanently.  205. Death’s Toll Type: Trap Effect: Both players must sacrifice their lowest vitality beast.  206. Sun Reversed Type: Trap Effect: Negate healing effects this round - and take no vitality loss to any of your beasts.  207. Devil’s Pact Type: Trap Effect: Take control of an enemy beast for 2 turns, then destroy it.  208. Judgment Reversed Type: Trap Effect: Opponent must return 1 active beast to the graveyard.  209. Moon Reversed Type: Trap Effect: Randomly shuffle both graveyards into decks.  210. Magician Reversed Type: Trap Effect: Sacrifice one of your own active or continuous traps to summon a beast instantly.  211. Chariot Reversed Type: Trap Effect: Force enemy’s strongest beast to skip its next 2 attacks.  212. Hermit Reversed Type: Trap Effect: Opponent cannot draw or play a card next turn.  213. Temperance Reversed Type: Trap Effect: Both players take 1000 soul damage.  214. Fool Reversed Type: Trap Effect: Enemy beast attacks itself instead of attacking your beast.  215. Hierophant Reversed Type: Trap Effect: Cancel all active beast buffs/effects on the field.  216. Emperor Reversed Type: Trap Effect: Reduce opponent’s soul power by 1000 directly.  217. Empress Reversed Type: Trap Effect: Cancel one healing effect entirely.  218. Lovers Reversed Type: Trap Effect: Enemy must destroy 2 beasts in their hand.  219. Hanged Man’s Release Type: Trap Effect: Sacrifice one beast; heal 2000 soul power.  220. Justice’s Blindfold Type: Trap Effect: All attack values are halved next 2 turns - but def rains.  221. Strength of Light Type: Trap Effect: All light beasts in your field gain 500 vitality and 500 attack.  222. Strength of Shadow Type: Trap Effect: All dark beasts gain 500 vitality and 500 attack (lasting effect).  223. World Reversed Type: Trap Effect: Both players must discard 2 random cards - let other player shuffle and pick 2.  224. Sun’s Dawn Type: Trap Effect:  225. Moon’s Eclipse Type: Trap Effect: Negate attack & Revive 1 dark beast from either of your graveyards with half vitality.  226. Tower’s Warning Type: Trap Effect: If opponent summons a beast stronger than any of yours on firld, destroy it instantly.  227. Magician’s Gambit Type: Trap Effect: Draw 2 tarot cards from graveyard, sacrifice 1 monster card on your field. 228. Divine SunFire Type: Trap Effect: When attacked directly, negate the attack and destroy the attacking monster. 229. The Cosmic Balance Type: Trap Effect: Destroy cards in the summoning zone until each player has an equal amount. 230. Chains of Tartarus Type: Trap Card Effect: When an opponent’s Beast or Hero declares an attack: Negate that attack and bind it. That card cannot attack again until the end of your opponent’s next turn. 231. Wrath of the Seas Type: Trap Card/ Continuous Effect: If “Temple of Poseidon” is active, you may activate this card when your opponent summons a Beast. Deal 500 vitality damage. 232. Eclipse Veil Type: Trap Card Effect: When your opponent attempts to activate a Resonance Effect: Negate the effect and banish that card until the end of the turn. 233. Rebirth in Ashes Type: Trap Card Effect: If your “Phoenix” card is destroyed: Special Summon it again with +500 ATK/DEF. 234. Divine Wind of Ise Type: Trap Effect: If “Ise Grand Shrine” is active: Negate an opponent’s spell/trap and destroy it. 235. Foxfire Trickery Type: Trap Effect: Target 1 attacking Beast: Redirect the attack to another target. If the target is destroyed this way, draw 1 card. 236. Yomi’s Grasp Type: Trap Effect: When a card in your opponent’s discard pile would be revived: Banish it instead. 237. Storm of Seiryū Type: Trap – Mass Disruption Effect: Activate when your opponent declares two or more summons in a turn. Return all summoned cards to their owner’s hand. 238. Judgment of Olympus Type: Trap Effect: If you control a Hero: Negate an opponent’s attack and deal vitality damage equal to half the negated monster’s ATK. 239. Balance Broken Type: Trap Effect: If Shrine of Balance is active, Both players must banish 1 card they control and 1 card in their discard pile. 240. Mirror of Nemesis Type: Trap Efffect: Negates an attack and deals that attack’s damage to opponent 241. Wrath of Ares Type: Trap Effect: When attacked, destroy all opponent’s monsters 242. Grave Bind Type: Trap Effect: When an opponent’s monster is sent to the Graveyard, banish it instead. 243. Underworld Toll Type: Trap Effect: Each time your opponent draws, they must send 1 card from their hand to the Graveyard. 244. Fate’s Chains Type: Trap Effect: Negate one activated monster effect and destroy that monster. 245. Seal of Erebos Type: Trap Effect: If one of your Underworld Beasts is destroyed, destroy 1 card on the field. 246. Soul Reaver Type: Trap Effect: When your opponent Special Summons, send the top 3 cards of their deck to the Graveyard. 247. Rootbind Barrier Type: Trap Effect: Negate an attack and restore 200 Vitality to all allied monsters. 248. Earthen Rebirth Type: Trap Effect: When a monster is destroyed, Special Summon it next turn with half Vitality. 249. Pulse of the Planet Type: Trap Effect: Restore 500 Vitality to all allied monsters. 250. Seismic Counterforce Type: Trap Effect: When your opponent destroys a Sacred Site, destroy 1 of their cards and restore 500 Vitality. 251. Nature’s Wrath Type: Trap Effect: When one of your monsters is destroyed, deal 800 damage to your opponent. 252. Cycle of Renewal Type: Trap Effect: When 2 or more of your monsters are destroyed, revive one with 1000 or less vitality. Newly Added: 253. Soul Harvest Type: Spell Effect: Send the top 3 cards of both players’ decks to the graveyard; gain +1 Sol for each monster sent. 254. Dark Familiar Sol 0 Vitality: 500 ATK: 500 DEF: 500 Effect: Can be sacrificed to add 1 “The Underworld” from your deck. 255. Dryad Guardian Sol: 1 Vitality: 500 ATK: 500 DEF: 2000 Effect: Restore 200 vitality to all allies at the end of each turn. 256. Satyr Beastling Sol: 1 Vitality: 500 ATK: 500 DEF: 1000 Effect: Gains +200 attack for each allied Nature-type monster. 257. Forest Nymph Sol: 0 Vitality: 500 ATK: 500 DEF: 500 Effect: When destroyed, draw 1 card. 258. Relic of Renewal Type: Spell Effect: Restore 800 Vitality to 1 monster and draw 1 card. 259. Relic of Thorns Type: Spell Effect: When an opponent destroys one of your monsters, deal 500 damage to them. 260. Divine Lightning Type: Spell (Quick-Play) Effect: If your God Card is Zeus • Destroy 1 monster on the field. 261. Zeus’ Wrath Type: Spell (Continuous) Effect: Once per turn, if a monster is destroyed by a card effect, you may inflict 300 Vitality damage for each monster destroyed this turn. 262. Sacred Seal of Olympus Type: Trap Effect: When one or more of your monsters are destroyed by your opponent’s card effect: • Destroy up to 2 cards your opponent controls. • If your God Card is Zeus, inflict 300 Vitality damage for each destroyed card. 263. Oracle’s Insight Type: Trap Effect: Activate when your opponent activates a Spell, Trap, or monster effect. Negate the activation, then look at the top 3 cards of your deck. Add 1 of those cards to your hand, and shuffle the rest.