

THE LEGENDARY EXODIA INCARNATE



LDK2-ENY01

[SPELLCASTER / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 1 "Forbidden One" monster, and cannot be Special Summoned by other ways. This card gains 1000 ATK for each "Forbidden One" monster in your Graveyard. Unaffected by other cards' effects. Once per turn, during your End Phase: Add 1 "Forbidden One" monster from your Graveyard to your hand. When this card is destroyed by battle and sent to the Graveyard: You can reveal any number of "Forbidden One" monsters in your hand, and if you do, draw 1 card for each.

ATK/ ? DEF/ 0

EXODIA NECROSS



DCR-020

[SPELLCASTER / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned with "Contract with Exodia", and cannot be Special Summoned by other ways. Cannot be destroyed by battle or Spell/Trap effect. Once per turn, during your Standby Phase: This card gains 500 ATK. Destroy this card unless all 5 of these cards are in your Graveyard - "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One" and "Left Leg of the Forbidden One".

ATK/1800 DEF/ 0

EXODIA NECROSS



DCR-020

[SPELLCASTER / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned with "Contract with Exodia", and cannot be Special Summoned by other ways. Cannot be destroyed by battle or Spell/Trap effect. Once per turn, during your Standby Phase: This card gains 500 ATK. Destroy this card unless all 5 of these cards are in your Graveyard - "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One" and "Left Leg of the Forbidden One".

ATK/1800 DEF/ 0

CONTRACT WITH EXODIA



[SPELL CARD]



DCR-031

If you have all 5 of "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One", and "Left Leg of the Forbidden One" in your Graveyard: Special Summon 1 "Exodia Necross" from your hand.

DARK WORLD DEALINGS



[SPELL CARD]



STON-EN038

Each player draws 1 card, then each player discards 1 card.

DARK WORLD DEALINGS



[SPELL CARD]



STON-EN038

Each player draws 1 card, then each player discards 1 card.

EXODIA THE FORBIDDEN ONE



LOB-124

[SPELLCASTER / EFFECT]

If you have "Right Leg of the Forbidden One", "Left Leg of the Forbidden One", "Right Arm of the Forbidden One" and "Left Arm of the Forbidden One" in addition to this card in your hand, you win the Duel.

ATK/1000 DEF/1000

LEFT ARM OF THE FORBIDDEN ONE



LOB-123

[SPELLCASTER]

A forbidden left arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

RIGHT ARM OF THE FORBIDDEN ONE



LOB-122

[SPELLCASTER]

A forbidden right arm sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

LEFT LEG OF THE FORBIDDEN ONE



LOB-121

[SPELLCASTER]

A forbidden left leg sealed by magic, Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

RIGHT LEG OF THE FORBIDDEN ONE



LOB-120

[SPELLCASTER]

A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.

ATK/ 200 DEF/ 300

POT OF GREED



[SPELL CARD]



LOB-119

Draw 2 cards.

MAGICAL MALLET



[SPELL CARD]



DP2-EN024

Shuffle any number of cards from your hand into the Deck, then draw that same number of cards.

MAGICAL MALLET



[SPELL CARD]



DP2-EN024

Shuffle any number of cards from your hand into the Deck, then draw that same number of cards.

MAGICAL MALLET



[SPELL CARD]



DP2-EN024

Shuffle any number of cards from your hand into the Deck, then draw that same number of cards.

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

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

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

GRACEFUL CHARITY



[SPELL CARD]



SDP-040

Draw 3 cards, then discard 2 cards.

GRACEFUL CHARITY



[SPELL CARD]



SDP-040

Draw 3 cards, then discard 2 cards.

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

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

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

REINFORCEMENT OF THE ARMY



[SPELL CARD]



LOD-028

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

UPSTART GOBLIN



[SPELL CARD]



SRL-033

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

UPSTART GOBLIN



[SPELL CARD]



SRL-033

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

UPSTART GOBLIN



[SPELL CARD]



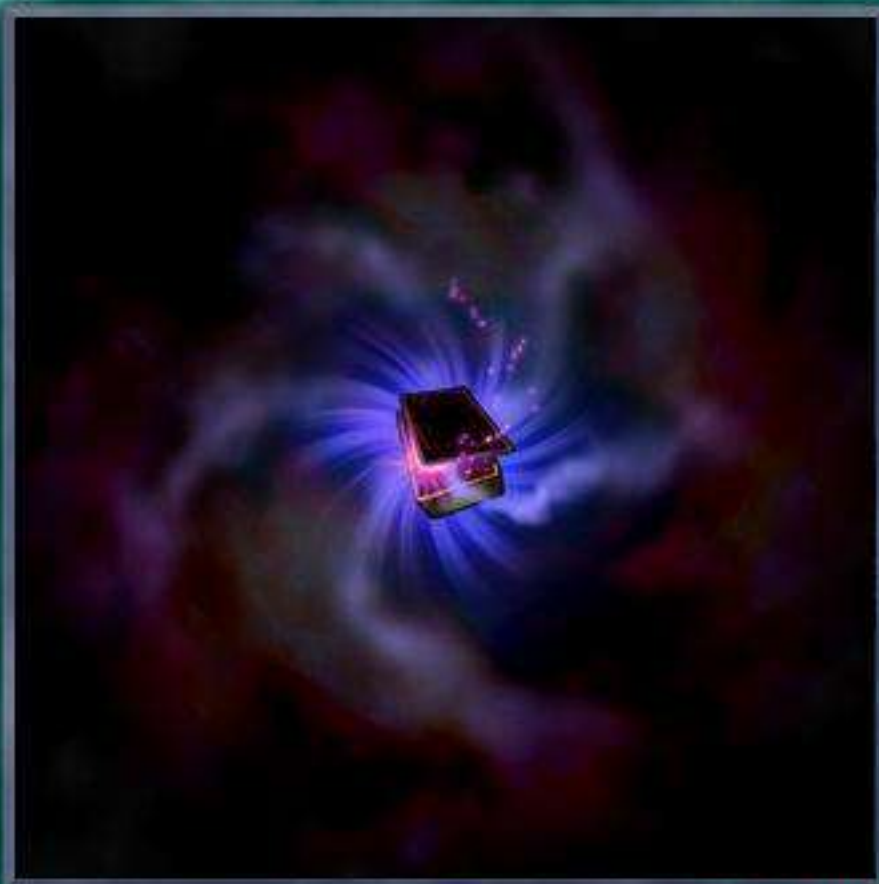
SRL-033

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

ALLURE OF DARKNESS



[SPELL CARD]



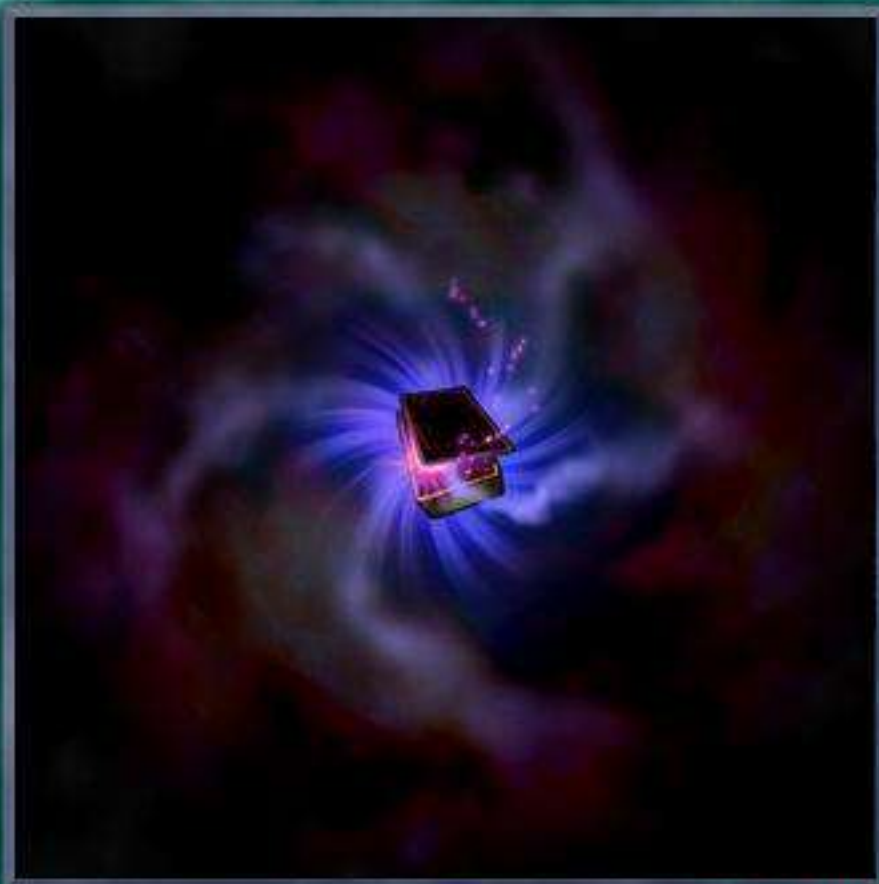
PTDN-EN084

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

ALLURE OF DARKNESS



[SPELL CARD]



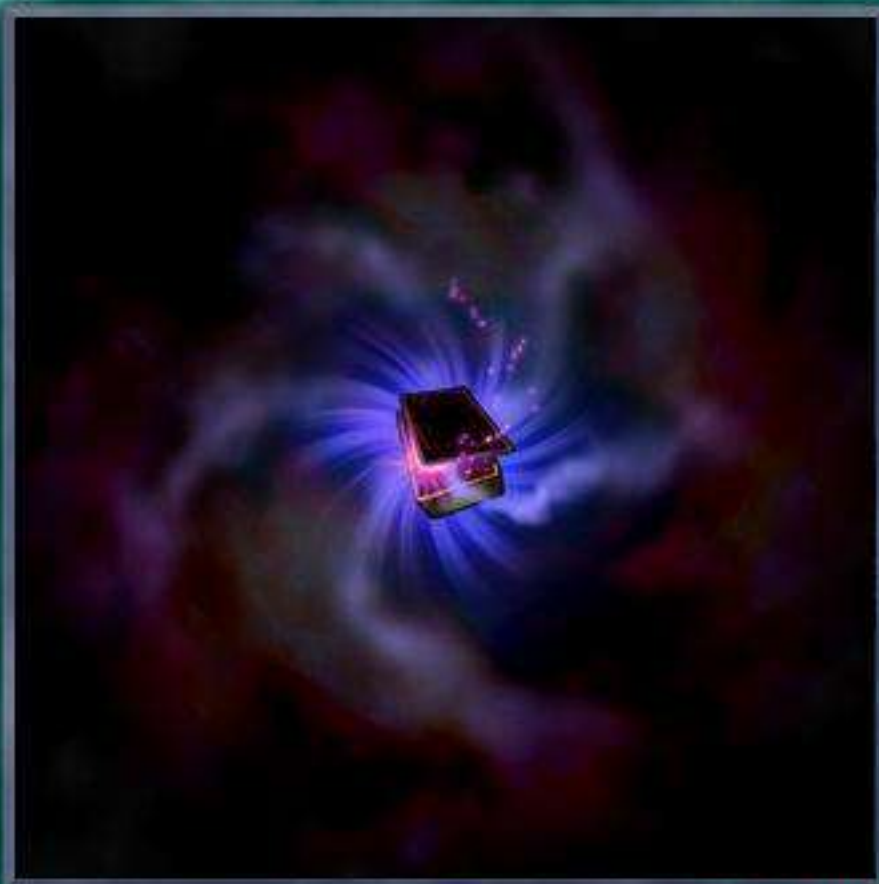
PTDN-EN084

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

ALLURE OF DARKNESS



[SPELL CARD]



PTDN-EN084

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

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

JAR OF GREED



[TRAP CARD]



LON-047

Draw 1 card.

LEGACY OF YATA-GARASU



[TRAP CARD]



PP01-EN009

Activate 1 of these effects:

- Draw 1 card.
- Activate only if your opponent controls a face-up Spirit monster. Draw 2 cards.

FOOLISH BURIAL



[SPELL CARD]



SDRL-EN020

Send 1 monster from your Deck to the GY.

DARK WORLD DEALINGS



[SPELL CARD]



STON-EN038

Each player draws 1 card, then each player discards 1 card.

BROWW, HUNTSMAN OF DARK WORLD



EEN-EN021

[FIEND / EFFECT]

If this card is discarded to the Graveyard by a card effect: Draw 1 card, plus another card if this card was discarded from your hand to your Graveyard by an opponent's card effect.

ATK/1400 DEF/ 800

BROWW, HUNTSMAN OF DARK WORLD



EEN-EN021

[FIEND / EFFECT]

If this card is discarded to the Graveyard by a card effect: Draw 1 card, plus another card if this card was discarded from your hand to your Graveyard by an opponent's card effect.

ATK/1400 DEF/ 800

WITCH OF THE BLACK FOREST



MRD-116

[SPELLCASTER / EFFECT]

If this card is sent from the field to the GY: Add 1 monster with 1500 or less DEF from your Deck to your hand, but you cannot activate cards, or the effects of cards, with that name for the rest of this turn. You can only use this effect of "Witch of the Black Forest" once per turn.

ATK/1100 DEF/1200

OBLITERATE!!!



[TRAP CARD ∞]



LDK2-ENY03

You can target 1 monster on the field; send 1 "Forbidden One" monster or "Exodia" card from your hand or Deck to the Graveyard, and if you do, return that target to the hand. If this card is sent from the Spell ∞ Trap Zone to the Graveyard: You can target 1 "Forbidden One" monster or "Exodia" card in your Graveyard; add it to your hand. You can only use 1 "Obliterate" effect per turn, and only once that turn.

RECKLESS GREED



[TRAP CARD]



PGD-051

Draw 2 cards and skip your next 2 Draw Phases.

RECKLESS GREED



[TRAP CARD]



PGD-051

Draw 2 cards and skip your next 2 Draw Phases.

POT OF BENEVOLENCE



[SPELL CARD]



ABPF-EN061

Select 2 cards from the Graveyard(s), and shuffle them into their owner's Deck(s). After activation, remove this card from play instead of sending it to the Graveyard. You can only activate 1 "Pot of Benevolence" per turn.

POT OF BENEVOLENCE



[SPELL CARD]



ABPF-EN061

Select 2 cards from the Graveyard(s), and shuffle them into their owner's Deck(s). After activation, remove this card from play instead of sending it to the Graveyard. You can only activate 1 "Pot of Benevolence" per turn.