

# DARK MAGICIAN



## [SPELLCASTER]

*The ultimate wizard in terms of attack and defense.*

ATK/2500 DEF/2100

# DARK MAGICIAN



YGLD-ENB02

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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



# 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

# 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.



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# 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.

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LDK2-ENS06

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

# KEEPER OF DRAGON MAGIC



## [**DRAGON / EFFECT**]

If this card is Normal or Special Summoned; You can discard 1 card; add 1 "Polymerization" Normal Spell Card or "Fusion" Normal Spell Card from your Deck to your hand. You can reveal 1 Fusion Monster in your Extra Deck; Special Summon 1 of the Fusion Materials whose name is specifically listed on that monster from your GY, in face-down Defense Position. You can only use each effect of "Keeper of Dragon Magic" once per turn. You cannot Special Summon monsters from the Extra Deck, except Fusion Monsters, the turn you activate either of this card's effects.

**ATK/1800 DEF/1300**



# ASH BLOSSOM & JOYOUS SPRING



MACR-EN036

## [ZOMBIE / TUNER / EFFECT]

When a card or effect is activated that includes any of these effects (Quick Effect):  
You can discard this card; negate that effect.

- Add a card from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

You can only use this effect of "Ash Blossom ∞ Joyous Spring" once per turn.

ATK/ 0 DEF/1800

# ASH BLOSSOM & JOYOUS SPRING



MACR-EN036

## [ZOMBIE / TUNER / EFFECT]

When a card or effect is activated that includes any of these effects (Quick Effect):  
You can discard this card; negate that effect.

- Add a card from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

You can only use this effect of "Ash Blossom ∞ Joyous Spring" once per turn.

ATK/ 0 DEF/1800



# 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



# 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



# 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



# DARK MAGIC ATTACK



[SPELL CARD]



AST-095

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

# SPELLBOOK OF SECRETS



[SPELL CARD]



REDU-EN057

Add 1 "Spellbook" card from your Deck to your hand, except "Spellbook of Secrets". You can only activate 1 "Spellbook of Secrets" per turn.



# POLYMERIZATION



[ SPELL CARD ]



LOB-059

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

# GUIDANCE OF SPELL SALVATION



[SPELL CARD]



Target 1 Spellcaster Effect Monster in your GY; add it to your hand. You can only activate 1 "Guidance of Spell Salvation" per turn.



# EFFECT VEILER



DREV-EN002

## [SPELLCASTER / TUNER / EFFECT]

During your opponent's Main Phase (Quick Effect): You can send this card from your hand to the GY, then target 1 Effect Monster your opponent controls; negate the effects of that face-up monster your opponent controls, until the end of this turn.

ATK/ 0 DEF/ 0

# 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.

# 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.



# DARK MAGIC INHERITANCE



[SPELL CARD 魔]



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.

# CALLED 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.



# 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**

# AMULET DRAGON



DRLG-EN003

## [**DRAGON / FUSION / EFFECT**]

"Dark Magician" + 1 Dragon monster

Must be Fusion Summoned with the above Fusion Materials or with "The Eye of Timaeus". If this card is Special Summoned: Target any number of Spells in any GY(s) (min.1); banish those targets, and if you do, this card gains 100 ATK for each card banished by this effect. If this card is destroyed: You can target 1 Spellcaster monster in your GY; Special Summon that target.

**ATK/2900 DEF/2500**



# DARK MAGICIAN GIRL THE DRAGON KNIGHT



DRLG-EN004

## [**DRAGON / FUSION / EFFECT**]

"Dark Magician Girl" • 1 Dragon monster

Must be Fusion Summoned with the above Fusion Materials or with "The Eye of Timaeus". Once per turn (Quick Effect): You can send 1 card from your hand to the GY, then target 1 face-up card on the field; destroy that target.

**ATK/2600 DEF/1700**

# TWIN TWISTERS



[SPELL CARD 魔]



BOSH-EN067

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



# CLEAR WING SYNCHRO DRAGON



CROS-EN046

## [**DRAGON / SYNCHRO / EFFECT**]

1 Tuner + 1+ non-Tuner monsters

Once per turn, when another Level 5 or higher monster activates its effect on the field (Quick Effect): You can negate the activation, and if you do, destroy it. Once per turn, when a monster effect is activated that targets 1 Level 5 or higher monster on the field (and no other cards) (Quick Effect): You can negate the activation, and if you do, destroy it. If this card's effect destroys a monster, this card gains ATK equal to the destroyed monster's original ATK until the end of this turn.

**ATK/2500 DEF/2000**

# NUMBER 11: BIG EYE



GAOV-EN090

## [SPELLCASTER / XYZ / EFFECT]

2 Level 7 monsters

Once per turn: You can detach 1 material from this card, then target 1 monster your opponent controls; take control of that monster. This card cannot attack the turn this effect is activated.

ATK/2600 DEF/2000



# NORITO THE MORAL LEADER



NUMH-EN039

## [SPELLCASTER / XYZ / EFFECT]

2 Level 6 Spellcaster monsters

Once per turn, when your opponent activates a Spell/Trap Card (Quick Effect): You can detach 1 material from this card; negate the activation, and if you do, destroy it.

ATK/2700 DEF/2000



# CROWLEY THE ORIGIN OF PROPHECY



## [SPELLCASTER / EFFECT]

2 Spellcaster monsters

If this card is Link Summoned: You can reveal 3 "Spellbook" cards with different names from your Deck, your opponent randomly picks 1 for you to add to your hand, and you shuffle the rest back into your Deck. You can only use this effect of "Crowley the Origin of Prophecy" once per turn. Each turn, 1 Level 5 or higher Spellcaster monster you Normal Summon can be Summoned without Tributing.

ATK/1000 LINK-2



# BORRELOAD DRAGON



## [**DRAGON / EFFECT**]

3+ Effect Monsters

Neither player can target this card with monster effects. Once per turn (Quick Effect): You can target 1 face-up monster on the field; it loses 500 ATK/DEF. Your opponent cannot activate cards or effects in response to this effect's activation. At the start of the Damage Step, if this card attacks an opponent's monster: You can place that opponent's monster in a zone this card points to and take control of it, but send it to the GY during the End Phase of the next turn.

**ATK/3000 LINK-4**



# 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



# 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



# SUMMON SORCERESS



## [SPELLCASTER / EFFECT]

2+ monsters with the same Type, except Tokens

If this card is Link Summoned: You can Special Summon 1 monster from your hand in Defense Position, to your opponent's zone this card points to. You can target 1 face-up monster this card points to; Special Summon 1 monster from your Deck in Defense Position, with the same Type as that monster, to a zone this card points to, but negate its effects. You can only use this effect of "Summon Sorceress" once per turn.

ATK/2400 LINK-3



# DAYBREAKER THE SPLENDID MAGICAL KNIGHT



## [SPELLCASTER / EFFECT]

2 Spellcaster monsters

If this card is Link Summoned: Place 1 Spell Counter on it. Gains 300 ATK for each Spell Counter on it. You can only use each of the following effects of "Daybreaker the Splendid Magical Knight" once per turn.

- If a Spellcaster monster(s) is Special Summoned to a zone(s) this card points to: Place 1 Spell Counter on this card.
- You can remove 2 Spell Counters from this card, then target 1 card on the field; destroy it.

ATK/1600 LINK-2



# WEE WITCH'S APPRENTICE



## [SPELLCASTER / EFFECT]

2 DARK monsters

All DARK monsters on the field gain 500 ATK/DEF, also all LIGHT monsters on the field lose 400 ATK/DEF. If this card is destroyed by battle or card effect: You can target 1 DARK monster in your GY; add it to your hand. You can only use this effect of "Wee Witch's Apprentice" once per turn.

ATK/1400 LINK-2



# 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.



# 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.



# BOND BETWEEN TEACHER AND STUDENT



[SPELL CARD]



If you control "Dark Magician": Special Summon 1 "Dark Magician Girl" from your hand, Deck, or GY, then you can Set 1 "Dark Magic Attack", "Dark Burning Attack", "Dark Burning Magic", or "Dark Magic Twin Burst" directly from your Deck to your Spell ∞ Trap Zone. You can only activate 1 "Bond Between Teacher and Student" per turn.

# DARK BURNING MAGIC



[SPELL CARD 魔]



LDK2-ENS05

If you control monsters whose original names are "Dark Magician" and "Dark Magician Girl": Destroy all cards your opponent controls.



# DARK MAGIC VEIL



[SPELL CARD]



MVP1-EN019

Pay 1000 LP; Special Summon 1 DARK Spellcaster-Type monster from your hand or Graveyard.

# BATTLE FADER



ABPF-EN006

## [FIEND / EFFECT]

When an opponent's monster declares a direct attack: You can Special Summon this card from your hand, then end the Battle Phase. If Summoned this way, banish it when it leaves the field.

ATK/ 0 DEF/ 0



# DARK HORIZON



[TRAP CARD]



MVP1-EN026

When you take battle or effect damage: Special Summon 1 DARK Spellcaster-Type monster from your Deck with ATK less than or equal to the damage you took.

# HIEROPHANT OF PROPHECY



REDU-EN045

## [SPELLCASTER / XYZ / EFFECT]

2 Level 7 Spellcaster-Type monsters

Once per turn: You can detach 1 Xyz Material from this card; destroy Spell/Trap Card(s) your opponent controls, up to the number of "Spellbook" Spell Cards in your Graveyard.

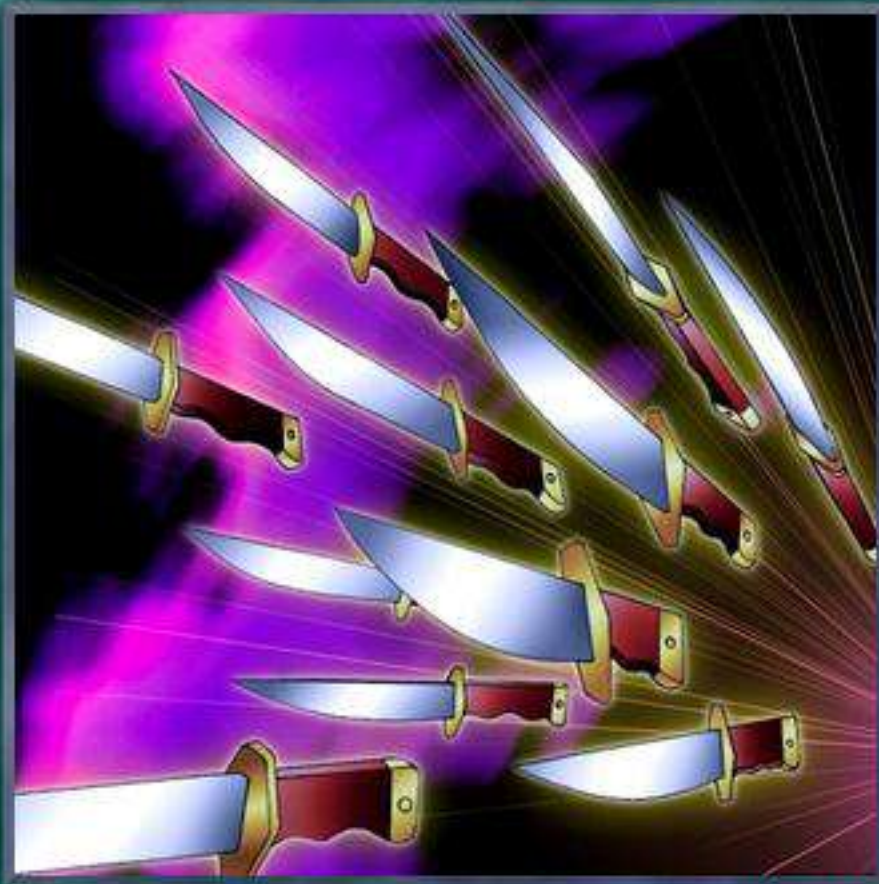
ATK/2800 DEF/2600



# THOUSAND KNIVES



[SPELL CARD]



PCY-003

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