

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.

ECTOPLASMER



[SPELL CARD ∞]



SOD-EN043

Once per turn, during each player's End Phase: The turn player must Tribute 1 face-up monster, and if they do, inflict damage to their opponent equal to half the original ATK of the Tributed monster.

DESTINY BOARD



[TRAP CARD ∞]



DPRP-EN041

When this card and all 4 "Spirit Message" cards with different names are placed on your field, you win the Duel. Once per turn, during your opponent's End Phase: Place 1 "Spirit Message" card from your hand or Deck in your Spell & Trap Zone face-up, in the proper order of "I", "N", "A", and "L". When any "Spirit Message" card or "Destiny Board" you control leaves the field, send all "Spirit Message" cards and "Destiny Board" you control to the Graveyard.

SPIRIT MESSAGE "A"



[SPELL CARD ∞]



DPRP-EN044

This card can only be placed on the field by the effect of "Destiny Board".

SPIRIT MESSAGE "I"



[SPELL CARD ∞]



DTRP-EN042

This card can only be placed on the field by the effect of "Destiny Board".

SPIRIT MESSAGE "L"



[SPELL CARD ∞]



DPRP-EN045

This card can only be placed on the field by the effect of "Destiny Board".

SPIRIT MESSAGE "N"



[SPELL CARD ∞]



DPRP-EN043

This card can only be placed on the field by the effect of "Destiny Board".

HEADLESS KNIGHT



LON-054

[FIEND]

A haunted spirit of a falsely accused knight who wanders in search of truth and justice.

ATK/1450 DEF/1700

MAN-EATER BUG



LOB-108

[INSECT / FLIP / EFFECT]

FLIP: Target 1 monster on the field; destroy that target.

ATK/ 450 DEF/ 600

EXCHANGE



[SPELL CARD]



EDS-001

Both players reveal their hands and add 1 card from each other's hand to their hand.

EXCHANGE



[SPELL CARD]



EDS-001

Both players reveal their hands and add 1 card from each other's hand to their hand.

ELECTRIC LIZARD



MRD-048

[THUNDER / EFFECT]

A non Zombie-Type monster attacking "Electric Lizard" cannot attack on its following turn.

ATK/ 850 DEF/ 800

GOBLIN ZOMBIE



PTDN-EN098

[ZOMBIE / EFFECT]

If this card inflicts battle damage to your opponent: Send the top card of their Deck to the GY. If this card is sent from the field to the GY: Add 1 Zombie monster with 1200 or less DEF from your Deck to your hand.

ATK/1100 DEF/1050

CALL OF THE EARTHBOUND



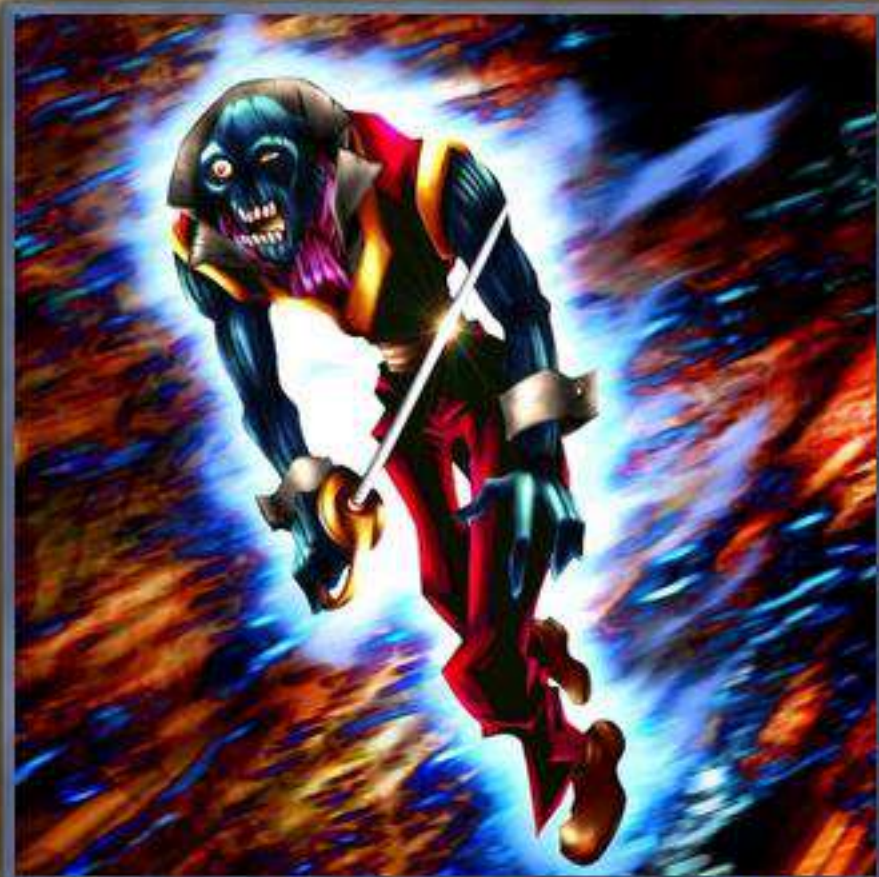
[TRAP CARD]



PTDN-EN096

Activate only when an opponent's monster declares an attack. You select the target of the attack.

THE EARL OF DEMISE



LON-056

[FIEND]

This gentlemanly creature is extremely wicked, feared by man and fiend alike.

ATK/2000 DEF/ 700

EARTHBOUND SPIRIT



LON-055

[FIEND]

A vengeful creature formed by the spirits of fallen warriors, it drags any who dare approach it into the deepest bowels of the earth.

ATK/ 500 DEF/2000

THE GROSS GHOST OF FLED DREAMS



LON-053

[FIEND]

This monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.

ATK/1300 DEF/1800

SWORDS OF REVEALING LIGHT



[SPELL CARD]



LOB-101

After this card's activation, it remains on the field, but you must destroy it during the End Phase of your opponent's 3rd turn. When this card is activated: If your opponent controls a face-down monster, flip all monsters they control face-up. While this card is face-up on the field, your opponent's monsters cannot declare an attack.

MALICE DOLL OF DEMISE



SOD-EN018

[FIEND / EFFECT]

During your next Standby Phase after this card was sent from the field to the Graveyard by the effect of a Continuous Spell Card: Special Summon this card from the Graveyard.

ATK/1600 DEF/1700

GERNIA



CP04-EN001

[ZOMBIE / EFFECT]

During your next Standby Phase, after this face-up card you control was destroyed and sent to your Graveyard by an opponent's card effect: Special Summon it.

ATK/1300 DEF/1200

DARK DESIGNATOR



[SPELL CARD]



PGD-079

Declare 1 Monster Card name. If the declared card is in your opponent's Deck, add 1 of that card to your opponent's hand.

DOOMCALIBER KNIGHT



SJCS-EN006

[FIEND / EFFECT]

Cannot be Special Summoned. During either player's turn, if a monster effect is activated: Tribute this face-up card; negate the activation, and if you do, destroy that monster.

ATK/1900 DEF/1800

MORPHING JAR #2



PSV-040

[ROCK / FLIP / EFFECT]

FLIP: Shuffle all monsters on the field into the Deck. Then, each player excavates cards from the top of their Deck, until they excavate the same number of monsters they shuffled into their Main Deck. Special Summon all excavated Level 4 or lower monsters in face-down Defense Position, also send the remaining cards to the Graveyard.

ATK/ 800 DEF/ 700

CHAIN ENERGY



[SPELL CARD ∞]



SRL-046

Each player must pay 500 Life Points per card to Normal Summon, Special Summon, Set or activate cards from his/her respective hand.

ROBBIN' GOBLIN



[TRAP CARD ∞]



MRD-135

Each time a monster you control inflicts Battle Damage to your opponent, your opponent discards 1 random card.

DARK SPIRIT OF THE SILENT



[TRAP CARD]



LON-079

Activate only when an opponent's monster declares an attack. Negate that attack, and select another face-up monster your opponent controls. That monster attacks instead. (If it is in face-up Defense Position, change it to Attack Position.)

DARK SPIRIT OF THE SILENT



[TRAP CARD]



LON-079

Activate only when an opponent's monster declares an attack. Negate that attack, and select another face-up monster your opponent controls. That monster attacks instead. (If it is in face-up Defense Position, change it to Attack Position.)

DARK SANCTUARY



[SPELL CARD 魔]



DPRP-EN011

If a "Spirit Message" card would be placed on your field with "Destiny Board", you can Special Summon it as a Normal Monster (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) instead, and if you do, it is unaffected by card effects, except "Destiny Board", and cannot be targeted for attacks, but does not prevent your opponent from attacking you directly. When an opponent's monster declares an attack: Toss a coin and if the result is heads, negate the attack, and if you do, inflict damage to your opponent equal to half the current ATK of that monster your opponent controls.

LADY OF FAITH



MRD-119

[SPELLCASTER]

Soothes the souls of others by chanting a mysterious spell.

ATK/1100 DEF/ 800

RELOAD



[SPELL CARD 魔]



TOC-045

Add all cards in your hand to your Deck and shuffle it. Then draw the same number of cards that you added to your Deck.

SPIRIT REAPER



PGD-076

[ZOMBIE / EFFECT]

Cannot be destroyed by battle. After resolving a card effect that targets this face-up card, destroy this card. When this card inflicts battle damage to your opponent by a direct attack: Discard 1 random card from their hand.

ATK/ 300 DEF/ 200

JUST DESSERTS



[TRAP CARD]



SDK-040

Inflict 500 damage to your opponent for each monster they control.

SANGAN



MRD-069

[FIEND / EFFECT]

If this card is sent from the field to the GY: Add 1 monster with 1500 or less ATK 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 "Sangan" once per turn.

ATK/1000 DEF/ 600

MASK OF DARKNESS



MRD-014

[FIEND / FLIP / EFFECT]

FLIP: Target 1 Trap Card in your Graveyard; add that target to your hand.

ATK/ 900 DEF/ 400

CURSE OF ROYAL



[TRAP CARD ]



PGD-044

Negate the activation and the effect of a Spell or Trap Card that includes the effect of destroying 1 Spell or Trap Card and destroy it.

THE DARK DOOR



[SPELL CARD ∞]



LON-093

Only 1 monster can attack during each Battle Phase.

DARK NECROFEAR



LON-065

[FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 Fiend-Type monsters from your Graveyard. During the End Phase, if this card is in the Graveyard because it was destroyed by an opponent's card this turn (by battle or card effect) and sent to your Graveyard while it was a Monster Card under your control: Target 1 face-up monster your opponent controls; equip this card to that target. While this card is equipped to a monster by this effect, take control of that monster.

ATK/2200 DEF/2800

DARK NECROFEAR



LON-065

[FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 Fiend-Type monsters from your Graveyard. During the End Phase, if this card is in the Graveyard because it was destroyed by an opponent's card this turn (by battle or card effect) and sent to your Graveyard while it was a Monster Card under your control: Target 1 face-up monster your opponent controls; equip this card to that target. While this card is equipped to a monster by this effect, take control of that monster.

ATK/2200 DEF/2800

DARK NECROFEAR



LON-065

[FIEND / EFFECT]

Cannot be Normal Summoned/Set. Must first be Special Summoned (from your hand) by banishing 3 Fiend-Type monsters from your Graveyard. During the End Phase, if this card is in the Graveyard because it was destroyed by an opponent's card this turn (by battle or card effect) and sent to your Graveyard while it was a Monster Card under your control: Target 1 face-up monster your opponent controls; equip this card to that target. While this card is equipped to a monster by this effect, take control of that monster.

ATK/2200 DEF/2800

THE PORTRAIT'S SECRET



LON-052

[FIEND]

A portrait cursed by the artist, it is said to bring ill fortune to anyone who owns it.

ATK/1200 DEF/1500

REAPER OF THE CARDS



LOB-071

[FIEND / FLIP / EFFECT]

FLIP: Select 1 Trap Card on the field and destroy it. If the selected card is Set, pick up and see the card. If it is a Trap Card, it is destroyed. If it is a Spell Card, return it to its original position.

ATK/1380 DEF/1930

MORPHING JAR



TP2-001

[ROCK / FLIP / EFFECT]

FLIP: Both players discard their entire hands, then draw 5 cards.

ATK/ 700 DEF/ 600

CHANGE OF HEART



[SPELL CARD]



SDY-032

Target 1 monster your opponent controls; take control of it until the End Phase.

JOWGEN THE SPIRITUALIST



LON-061

[SPELLCASTER / EFFECT]

You can discard 1 random card from your hand to the Graveyard; destroy all Special Summoned monsters on the field. Neither player can Special Summon monsters.

ATK/ 200 DEF/1300

TRAP HOLE



[TRAP CARD]



LOB-058

When your opponent Normal or Flip Summons 1 monster with 1000 or more ATK: Target that monster; destroy that target.

THE SHALLOW GRAVE



[SPELL CARD]



PSV-036

Each player selects 1 monster in their Graveyard and Special Summons it in face-down Defense Position.

SOULS OF THE FORGOTTEN



PSV-098

[FIEND]

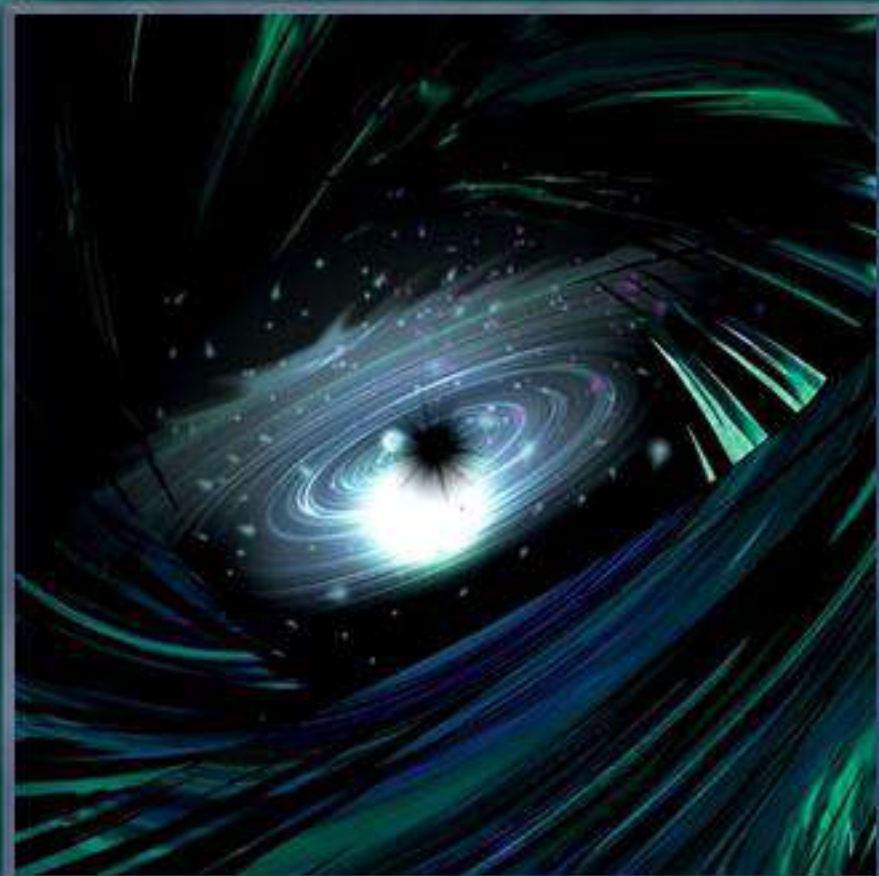
A wicked spirit created by the hateful souls of those who fell in battle. It grows by assimilating the souls of its enemies.

ATK/ 900 DEF/ 200

DARK HOLE



[SPELL CARD]



LOB-052

Destroy all monsters on the field.

DARK RULER HA DES



LOD-001

[FIEND / EFFECT]

Cannot be Special Summoned from the Graveyard. Negate the effects of monsters destroyed by battle with Fiend-Type monsters you control.

ATK/2450 DEF/1600

WHITE MAGICAL HAT



MRD-016

[SPELLCASTER / EFFECT]

When this card inflicts Battle Damage to your opponent's Life Points, your opponent discards 1 card randomly from his/her hand.

ATK/1000 DEF/ 700