

DESTINY HERO - DREADMASTER



EOJ-EN004

[WARRIOR / EFFECT]

If this card is Special Summoned by "Clock Tower Prison": Destroy all monsters you control, except "Destiny HERO" monsters, also, after that, you can Special Summon up to 2 "Destiny HERO" monsters from your GY. After this card is Special Summoned, for the rest of this turn, "Destiny HERO" monsters you control cannot be destroyed, also you take no battle damage when they battle. The ATK/DEF of this card are equal to the combined original ATK of all other "Destiny HERO" monsters you control.

ATK/ ? DEF/ ?

DESTINY HERO - DOGMA



POTD-EN014

[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 3 monsters, including at least 1 "Destiny HERO" monster. Once per turn, if you still control this face-up card during your opponent's next Standby Phase after you Special Summoned it this way: Halve your opponent's LP.

ATK/3400 DEF/2400

DESTINY HERO - PLASMA



LCGX-EN134

[WARRIOR / EFFECT]

Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 3 monsters. Negate the effects of face-up monsters while your opponent controls them. Once per turn: You can target 1 monster your opponent controls; equip that target to this card (max. 1). This card gains ATK equal to half the original ATK of the monster equipped to it by this effect.

ATK/1900 DEF/ 600

CLOCK TOWER PRISON



[SPELL CARD 魔]



EOI-EN048

Once per turn, during your opponent's Standby Phase: Place 1 Clock Counter on this card. While there are 4 or more Clock Counters on this card, you do not take any battle damage. If this card with 4 or more Clock Counters is destroyed and sent to the GY: Special Summon 1 "Destiny HERO - Dreadmaster" from your hand or Deck.

DESTINY HERO - DOOM LORD



EOJ-EN001

[WARRIOR / EFFECT]

Once per turn: You can target 1 monster your opponent controls; banish that target. You cannot declare an attack the turn you activate this effect. You must control this face-up Attack Position card to activate and to resolve this effect. The banished monster returns to the opponent's side of the field, in the same battle position, during your 2nd Standby Phase after activation.

ATK/ 600 DEF/ 800

DESTINY HERO - DOUBLE DUDE



POTD-EN012

[WARRIOR / EFFECT]

Cannot be Special Summoned. This card can attack twice during each Battle Phase. During your Standby Phase, if this card was destroyed since your last Standby Phase: You can Special Summon 2 "Double Dude Tokens" (Warrior-Type/DARK/Level 4/ATK 1000/DEF 1000). This card must be in your Graveyard to activate and to resolve this effect.

ATK/1000 DEF/1000

DESTINY HERO - DRILLDARK



DESO-EN001

[WARRIOR / EFFECT]

If this card is Normal or Special Summoned: You can Special Summon 1 "Destiny HERO" monster from your hand with ATK less than or equal to this card's ATK on the field. You can only use this effect of "Destiny HERO - Drilldark" once per turn. If this card attacks a Defense Position monster, inflict piercing battle damage to your opponent.

ATK/1600 DEF/1200

DESTINY HERO - DREAD SERVANT



LODT-EN004

[WARRIOR / EFFECT]

If this card is Normal Summoned: Place 1 Clock Counter on each "Clock Tower Prison". When this card is destroyed by battle and sent to the GY: You can target 1 Spell/Trap you control; destroy that target.

ATK/ 400 DEF/ 700

DESTINY HERO - DUNKER



PTDN-EN014

[WARRIOR / EFFECT]

You can send 1 "Destiny HERO" card from your hand to the Graveyard; inflict 500 damage to your opponent.

ATK/1200 DEF/1700

DESTINY HERO - DYNATAG



DESO-EN002

[WARRIOR / EFFECT]

During damage calculation, when you would take battle damage (Quick Effect): You can discard this card; make yourself take no battle damage from that battle, and if you do, each player takes 1000 damage. You can banish this card from your GY, then target 1 "Destiny HERO" monster you control; it gains 1000 ATK until the end of your opponent's next turn.

ATK/1000 DEF/1000

DESTINY HERO - BLADE MASTER



POTD-EN015

[WARRIOR / EFFECT]

During your opponent's Battle Phase: You can discard this card; all face-up "Destiny HERO" monsters you control gain 800 ATK until the End Phase.

ATK/ 300 DEF/ 600

DESTINY HERO - CAPTAIN TENACIOUS



EOJ-EN002

[WARRIOR / EFFECT]

Once per turn, during your Standby Phase: You can target 1 "Destiny HERO" monster in your Graveyard that was destroyed by battle since your last Standby Phase, if you controlled this face-up card when the target was destroyed; Special Summon that target.

ATK/ 800 DEF/ 800

DESTINY HERO - DECIDER



DESO-EN003

[WARRIOR / EFFECT]

Level 6 or higher monsters your opponent controls cannot target this card for attacks. You can only use each of the following effects of "Destiny HERO - Decider" once per Duel.

- If this card is Normal or Special Summoned: You can add 1 "HERO" monster from your GY to your hand during the End Phase of this turn.

- When a card or effect is activated that would inflict damage to you, while this card is in your GY (Quick Effect): Return this card to your hand, and if you do, make that effect damage to you 0.

ATK/1600 DEF/1000

DESTINY HERO - CELESTIAL



DESO-EN006

[WARRIOR / EFFECT]

When this card declares an attack: You can target 1 face-up Spell your opponent controls; destroy it, and if you do, inflict 500 damage to your opponent. While you have no cards in your hand, except the turn this card was sent to the GY: You can banish this card and 1 "Destiny HERO" monster from your GY; draw 2 cards. You can only use this effect of "Destiny HERO - Celestial" once per turn.

ATK/1600 DEF/1400

DESTINY HERO - DEFENDER



POTD-EN013

[WARRIOR / EFFECT]

During each of your opponent's Standby Phases: Your opponent draws 1 card. This card must be in face-up Defense Position to activate and to resolve this effect.

ATK/ 100 DEF/2700

DESTINY HERO - DEFENDER



POTD-EN013

[WARRIOR / EFFECT]

During each of your opponent's Standby Phases: Your opponent draws 1 card. This card must be in face-up Defense Position to activate and to resolve this effect.

ATK/ 100 DEF/2700

DESTINY HERO - DIAMOND DUDE



EOJ-EN003

[WARRIOR / EFFECT]

Once per turn: You can excavate the top card of your Deck, and if it is a Normal Spell, send it to the GY, otherwise place it on the bottom of your Deck. During the Main Phase of your next turn, you can activate the effect of that Spell in your GY (even if you no longer control this face-up card).

ATK/1400 DEF/1600

DESTINY HERO - DEPARTED



PTDN-EN015

[WARRIOR / EFFECT]

During your Standby Phase, if this card is in your Graveyard: Special Summon it in face-up Attack Position to your opponent's side of the field. If this card is destroyed by battle, banish it instead of sending it to the Graveyard. If a card effect would send this card to the Graveyard from the hand or Deck, banish it instead.

ATK/1000 DEF/ 0

DESTINY HERO - DISK COMMANDER



WC07-EN003

[WARRIOR / EFFECT]

When this card is Special Summoned from the Graveyard:
Draw 2 cards.

ATK/ 300 DEF/ 300

DESTINY HERO - DASHER



POTD-EN017

[WARRIOR / EFFECT]

Once per turn: You can Tribute 1 other monster; this card gains 1000 ATK until the End Phase. If this card attacks, change it to Defense Position at the end of the Battle Phase. One time only, when you draw a Monster Card during your Draw Phase while this card is in your Graveyard: You can reveal it; Special Summon it. This card must be in the Graveyard to activate and to resolve this effect.

ATK/2100 DEF/1000

DESTINY HERO - DARK ANGEL



DESO-EN005

[WARRIOR / EFFECT]

If you have 3 or more "Destiny HERO" monsters in your GY: You can discard this card, then target 1 "Destiny HERO" monster in your GY; Special Summon it to your opponent's field in Defense Position. When a Spell Card or effect you activate resolves, negate that effect, and if you do, or if it did not have an effect, destroy that card. During your Standby Phase: You can banish this card and 1 "Destiny HERO" monster from your GY; each player chooses 1 Normal Spell from their Deck, and places it on top of their Deck.

ATK/ 0 DEF/ 0

DESTINY HERO - DREAMER



[WARRIOR / EFFECT]

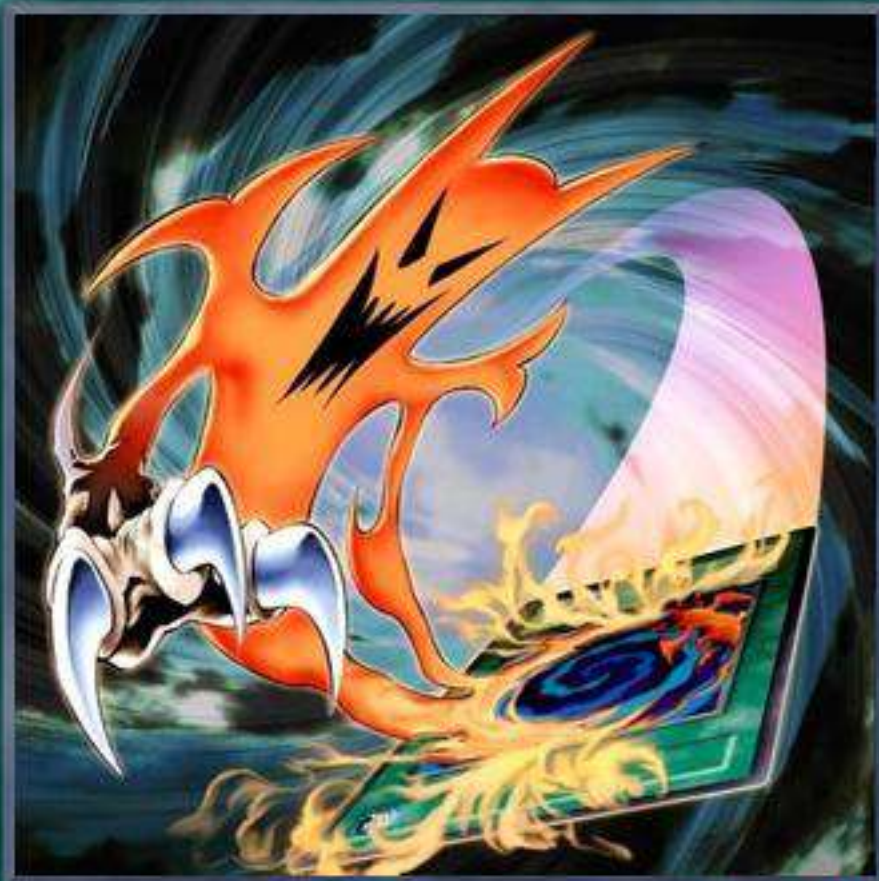
During damage calculation, if your "Destiny HERO" monster battles and this card is in your GY: You can Special Summon this card, and if you do, your monster cannot be destroyed by that battle, also you take no battle damage from that battle. If Summoned this way, banish this card when it leaves the field. You can only use this effect of "Destiny HERO - Dreamer" once per turn.

ATK/ 0 DEF/ 600

FUSION RECOVERY



[SPELL CARD]



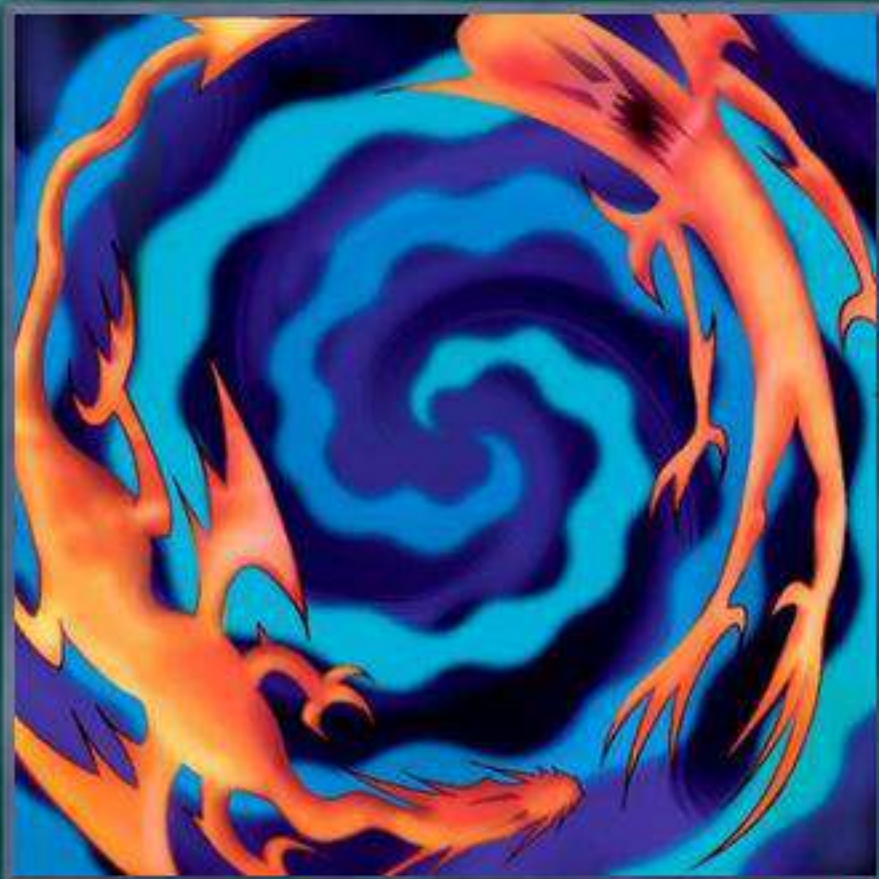
CRV-EN038

Target 1 "Polymerization", and 1 Fusion Material that was used for a Fusion Summon, in your Graveyard; add them to your hand.

POLYMERIZATION



[SPELL CARD]



LOB-059

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

POLYMERIZATION



[SPELL CARD]



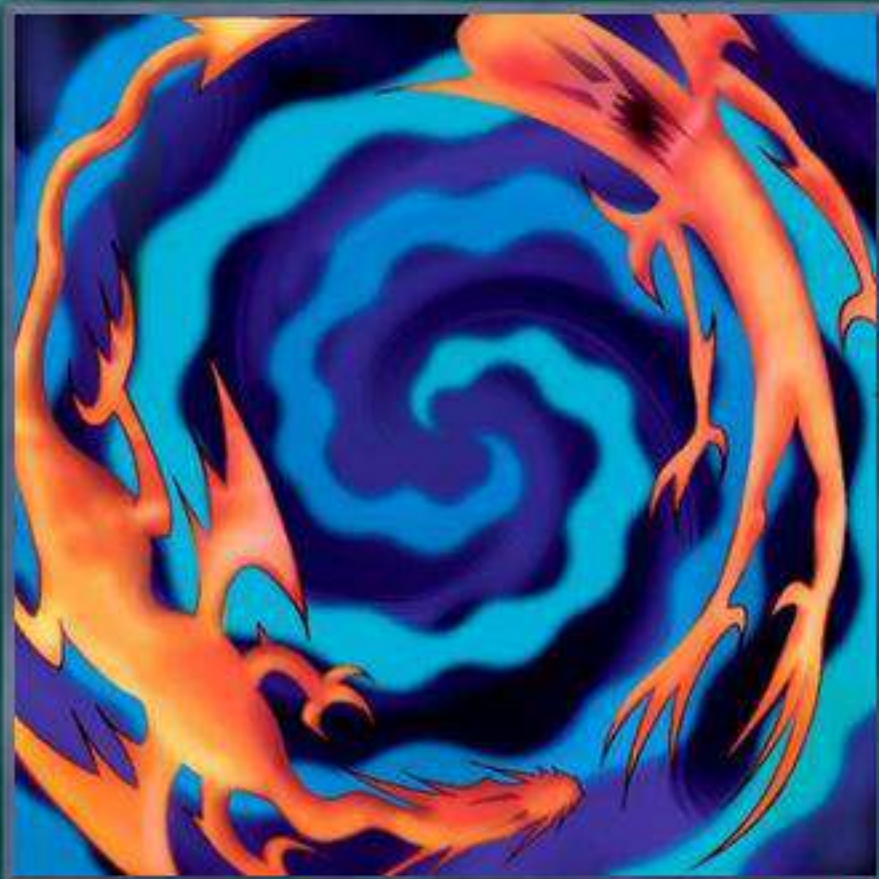
LOB-059

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

POLYMERIZATION



[SPELL CARD]



LOB-059

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

DESTINY DRAW



[SPELL CARD]



DP05-EN020

Discard 1 "Destiny HERO" card; draw 2 cards.

DESTINY DRAW



[SPELL CARD]



DP05-EN020

Discard 1 "Destiny HERO" card; draw 2 cards.

DESTINY HERO - MALICIOUS



DP05-EN011

[WARRIOR / EFFECT]

You can banish this card from your GY; Special Summon 1 "Destiny HERO - Malicious" from your Deck.

ATK/ 800 DEF/ 800

DESTINY HERO - MALICIOUS



DP05-EN011

[WARRIOR / EFFECT]

You can banish this card from your GY; Special Summon 1 "Destiny HERO - Malicious" from your Deck.

ATK/ 800 DEF/ 800

DESTINY HERO - FEAR MONGER



POTD-EN016

[WARRIOR / EFFECT]

During your Standby Phase, if this card is in your Graveyard because it was destroyed by battle and sent there since your last Standby Phase: Target 1 "Destiny HERO" monster in your Graveyard, except a "Destiny HERO - Fear Monger"; Special Summon that target.

ATK/1000 DEF/1000

D CUBED



DESO-EN007

[MACHINE / EFFECT]

If this card is Normal Summoned: It is also treated as a "Destiny HERO" monster while face-up on the field. You can only use each of the following effects of "D Cubed" once per turn.

- You can discard up to 2 cards; Special Summon "D Cubed" from your hand, Deck, and/or GY, equal to the number discarded, also for the rest of this turn, you cannot Normal or Special Summon other monsters, except "Destiny HERO" monsters.

- If this card is destroyed by battle or card effect: You can send 1 "Destiny HERO" monster from your Deck to the GY.

ATK/ 0 DEF/ 0

CURSED SEAL OF THE FORBIDDEN SPELL



[TRAP CARD ]



IOC-049

When a Spell Card is activated: Discard 1 Spell; negate the activation, and if you do, destroy it, and if you do that, your opponent cannot activate Spell Cards with that name for the rest of this Duel.

RING OF DEFENSE



[SPELL CARD 魔]



DP2-EN026

When a Trap effect that inflicts damage is activated: Make that effect damage 0.

A HERO EMERGES



[TRAP CARD]



IOC-104

When an opponent's monster declares an attack: Your opponent chooses 1 random card from your hand, then if it is a monster that can be Special Summoned, Special Summon it. Otherwise, send it to the Graveyard.

EMERGENCY PROVISIONS



[SPELL CARD 魔]



LOD-033

Send any number of other Spell/Trap Cards you control to the Graveyard; gain 1000 LP for each card sent to the Graveyard this way.

MONSTER REBORN



[SPELL CARD]



LOB-118

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

D-FUSION



[TRAP CARD]



DESO-EN008

Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters you control as Fusion Material, and if you do, it cannot be destroyed by battle or card effects this turn. Only "Destiny HERO" monsters can be used as Fusion Material for a Fusion Summon using this card's effect.

DE-FUSION



[SPELL CARD 



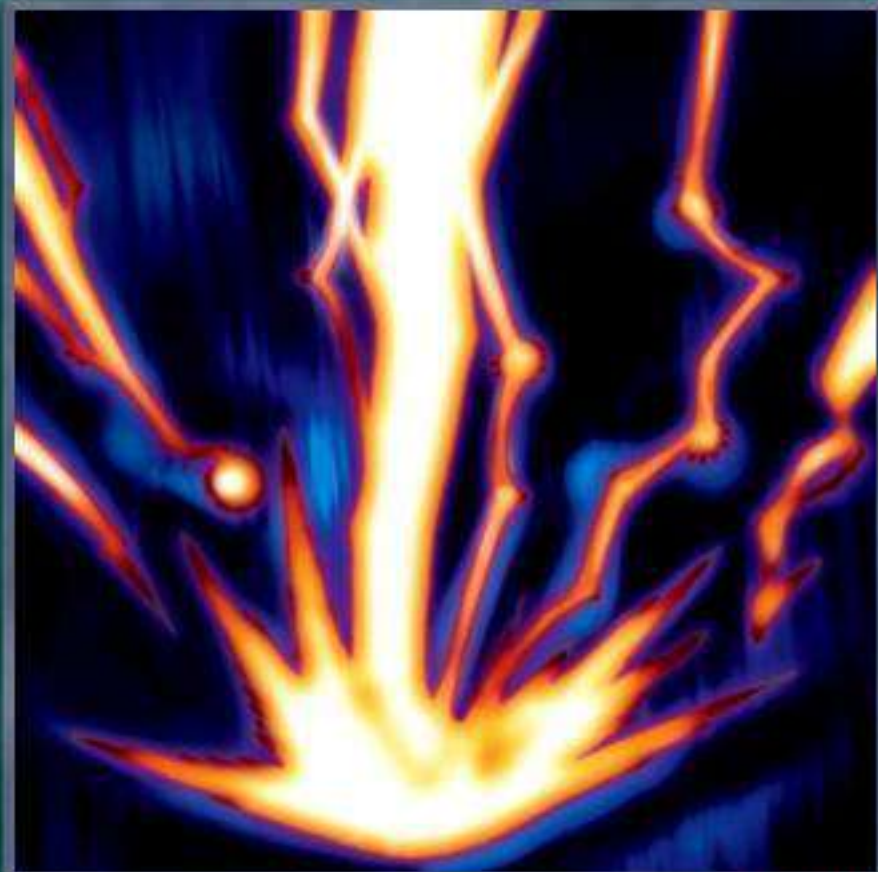
LON-097

Target 1 Fusion Monster on the field; return that target to the Extra Deck, then, if all the Fusion Materials that were used for its Fusion Summon are in your GY, you can Special Summon all of them.

RAIGEKI



[SPELL CARD]



LOB-053

Destroy all monsters your opponent controls.

MAGIC CYLINDER



[TRAP CARD]



LON-104

When an opponent's monster declares an attack: Target the attacking monster; negate the attack, and if you do, inflict damage to your opponent equal to its ATK.

SUPPLY SQUAD



[SPELL CARD ∞]



YS14-EN022

Once per turn, if a monster(s) you control is destroyed by battle or card effect: Draw 1 card.

REINFORCEMENT OF THE ARMY



[SPELL CARD]



LOD-028

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

FUSION DESTINY



[SPELL CARD]



Fusion Summon 1 Fusion Monster from your Extra Deck that lists a "Destiny HERO" monster as material, using monsters from your hand or Deck as Fusion Material, but destroy it during the End Phase of the next turn. For the rest of this turn after this card resolves, you cannot Special Summon monsters, except DARK "HERO" monsters. You can only activate 1 "Fusion Destiny" per turn.

LIVING FOSSIL



[SPELL CARD 魔]



Activate this card by targeting 1 Level 4 or lower monster in your GY; Special Summon it and equip it with this card, but banish it when it leaves the field (even if this card has left the field). When this card leaves the field, banish the equipped monster. The equipped monster loses 1000 ATK/DEF, also its effects are negated. You can only activate 1 "Living Fossil" per turn.

DESTINY SIGNAL



[TRAP CARD]



EOI-EN052

When a monster you control is destroyed by battle and sent to the GY: Special Summon 1 Level 4 or lower "Destiny HERO" monster from your hand or Deck.

DESTINY SIGNAL



[TRAP CARD]



EOI-EN052

When a monster you control is destroyed by battle and sent to the GY: Special Summon 1 Level 4 or lower "Destiny HERO" monster from your hand or Deck.

PYRO CLOCK OF DESTINY



[TRAP CARD]



PGD-050

Move the turn count forward by 1 turn. The turn in which this card is activated continues as normal.

DESTINY HERO - DYSTOPIA



DESO-EN004

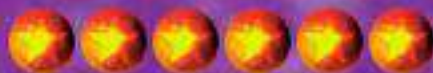
[WARRIOR / FUSION / EFFECT]

2 "Destiny HERO" monsters

If this card is Special Summoned: You can target 1 Level 4 or lower "Destiny HERO" monster in your GY; inflict damage to your opponent equal to that target's ATK. If this card's current ATK is different from its original ATK (except during the Damage Step) (Quick Effect): You can target 1 card on the field; destroy it, and if you do, this card's ATK becomes equal to this card's original ATK. You can only use each effect of "Destiny HERO - Dystopia" once per turn.

ATK/2800 DEF/2400

DESTINY HERO - DANGEROUS



[WARRIOR / FUSION / EFFECT]

1 "Destiny HERO" monster + 1 DARK Effect Monster

(Quick Effect): You can discard 1 card; send 1 "Destiny HERO" monster from your hand or Deck to the GY, and if you do, "Destiny HERO" monsters you control gain 200 ATK for each "Destiny HERO" monster in your GY until the end of this turn. You can only use this effect of "Destiny HERO - Dangerous" once per turn.

ATK/2000 DEF/2600

DESTINY HERO - DOMINATEGUY



[WARRIOR / FUSION / EFFECT]

3 "Destiny HERO" monsters

During your Main Phase: You can look at the top 5 cards of either player's Deck, then place them on top of the Deck in any order. When this card destroys an opponent's monster by battle: You can draw 1 card. If this Fusion Summoned card is destroyed by battle or card effect: You can target 3 Level 9 or lower "Destiny HERO" monsters with different names in your GY; Special Summon them. You can only use each effect of "Destiny HERO - Dominateguy" once per turn.

ATK/2900 DEF/2600