

# Yu-Gi-Oh! Trading Card Game Official Card Reference

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## **3-Hump Lacooda**, 3, EARTH

Beast/Effect, 500/1500

If there are 3 face-up "3-Hump Lacooda" cards on your side of the field, Tribute 2 of them to draw 3 cards.

(AST-070 DR2-183)

## **4-Starred Ladybug of Doom**, 3, WIND

Insect/Effect, 800/1200

FLIP: Destroy all face-up Level 4 monsters on your opponent's side of the field.

(PSV-088 DB1-198)

## **7**

Spell (Continuous)

When there are 3 face-up "7" cards on your side of the field, draw 3 cards from your Deck. Then destroy all "7" cards. When this card is sent directly from the field to your Graveyard, increase your Life Points by 700 points.

(AST-091 DR2-204)

## **7 Colored Fish**, 4, WATER

Fish, 1800/800

A rare rainbow fish that has never been caught by mortal man.

(MRD-098 GLD1-001 SD4-002 SDJ-008)

## **7 Completed**

Spell (Equip)

Increase either the ATK or DEF of a Machine-Type monster equipped with this card by 700 points. You cannot change your choice as long as this card remains face-up on the field.

(PSV-004)

## **8-Claws Scorpion**, 2, DARK

Insect/Effect, 300/200

You can flip this card into face-down Defense Position once per turn during your Main Phase. When this card targets a face-down Defense Position monster on your opponent's side of the field in battle, the ATK of this card becomes 2400 during that damage calculation only.

(PGD-024 GLD1-007)

## **A Cat of Ill Omen**, 2, DARK

Beast/Effect, 500/300

FLIP: Select 1 Trap Card from your Deck and place it on top of your Deck. If "Necrovalley" is on the field, you can add the selected Trap Card to your hand instead.

(PGD-070 DRI-018)

## **"A" Cell Breeding Device**

Spell (Continuous)

During each of your Standby Phases, put 1 A-Counter on 1 face-up monster your opponent controls.

(FOTB-043)

## **"A" Cell Incubator**

Spell (Continuous)

Each time an A-Counter(s) is removed from play by a card effect, place 1 A-Counter on this card. When this card is destroyed, distribute the A-Counters on this card among face-up monsters.

(GLAS-062)

## **"A" Cell Scatter Burst**

Spell (Quick-Play)

Select 1 face-up "Alien" monster you control.

Destroy it and distribute new A-Counters equal to its Level among your opponent's face-up monsters.

(STON-041)

## **A Deal with Dark Ruler**

Spell (Quick-Play)

You can only activate this card during a turn in which a Level 8 or higher monster on your side of the field was sent to the Graveyard. Special Summon 1 "Berserk Dragon" from your hand or Deck.

(DCR-030 DRI-192)

## **A Feather of the Phoenix**

Spell

Discard 1 card. Select 1 card from your Graveyard and return it to the top of your Deck.

(FET-037 CP03-018 DR3-157 YSDS-029)

## **A Feint Plan**

Trap

A player cannot attack face-down monsters during this turn.

(LOD-032)

## **A Hero Emerges**

Trap

You can only activate this card when your opponent declares an attack. Your opponent selects 1 random card from your hand. If it is a Monster Card, Special Summon it on your side of the field. If not, send it to the Graveyard.

(IOC-104 DPI-025 DR2-105)

## **A Legendary Ocean**

Spell (Field)

This card's name is treated as "Umi". Downgrade all WATER monsters in both player's hands and on the field by 1 Level. Increase the ATK and DEF of all WATER monsters by 200 points.

(LOD-078 DB2-187 HLI-003 SD4-020)

## **A Man with Wdjat**, 4, DARK

Spellcaster/Effect, 1600/1600

When you Normal Summon this card, and during each of your Standby Phases, select 1 Set card on your opponent's side of the field. Pick it up and look at it, then return it to its original position.

(PGD-068 DRI-016)

## **A Rival Appears!**

Trap

Select 1 face-up monster your opponent controls. Special Summon 1 monster from your hand that has the same Level as the selected monster.

(CRV-054 DR04-054)

## **A-Team: Trap Disposal Unit**, 2, FIRE

Machine/Effect, 300/400

This effect can be used during either player's turn. When your opponent activates a Trap Card, Tribute this face-up card to negate the activation of the Trap Card and destroy it.

(RDS-033 DR3-093)

## **A Wingbeat of Giant Dragon**

Spell

Return 1 face-up Level 5 or higher Dragon-Type monster you control to its owner's hand and destroy all Spell and Trap Cards.

(LOD-044 DB2-159 SDRL-025)

## **Abaki**, 4, FIRE

Fiend/Effect, 1700/1100

When this card is destroyed and sent to the Graveyard by battle, both players take 500 damage.

(CDIP-013 YSDS-020)

## **Abare Ushioni**, 4, EARTH

Beast-Warrior/Effect, 1200/1200

Once per turn, you can toss a coin and call it. If you call it right, inflict 1000 damage to your opponent. If you call it wrong, you take 1000 damage.

(FET-026 DR3-146)

## **Absolute End**

Trap

Activate only during your opponent's turn. This turn, the attacks from your opponent's monsters become direct attacks.

(SOD-050 DR3-050)

## **Absorbing Kid from the Sky**, 4, LIGHT

Fairy/Effect, 1300/1000

When this card destroys a monster and sends it to the Graveyard as a result of battle, increase your Life Points by the Level of the destroyed monster x 300 points.

(AST-072 DR2-185)

## **Abyss Soldier**, 4, WATER

Aqua/Effect, 1800/1300

Once per turn, by discarding 1 WATER monster to the Graveyard, return 1 card on the field to its owner's hand.

(CP02-007 CMC-001)

## **Abyssal Designator**

Spell

Pay 1000 Life Points. Declare a Type and an Attribute. Your opponent must send 1 monster with both the declared Type and Attribute from their hand or Deck to the Graveyard.

(SOD-040 DR3-040)

## **Abyssal Kingshark**, 4, WATER

Fish/Effect, 1700/600

Once per turn, if this card would be destroyed by an effect that does not target it, it is not destroyed.

(TAEV-084)

## **Accumulated Fortune**

Trap

Activate only as Chain Link 4 or higher. Draw 2 cards. You cannot activate this card if multiple cards/effects with the same name are in that Chain.

(CDIP-057)

## **Acid Rain**

Spell

Destroy all face-up Machine-Type monsters on the field.

(DL8-001)

### **Acid Trap Hole**

#### Trap

Select 1 face-down Defense Position monster. Flip it face-up, and if the DEF of the monster is 2000 points or less, destroy the monster. If the DEF is more than 2000 points, return the monster to face-down Defense Position.  
(*SOI-SE1 DDS-005*)

### **Acidic Downpour**

#### Spell (Field)

All EARTH monsters lose 500 ATK and gain 400 DEF.  
(*PTDN-058*)

### **Acrobat Monkey, 3, EARTH**

#### Machine, 1000/1800

An autonomous monkey type robot which was developed with cutting-edge technology. It moves very acrobatically.  
(*DCR-003 DRI-165 YSDS-003*)

### **Adhesion Trap Hole**

#### Trap

You can only activate this card when your opponent successfully Normal Summons, Flip Summons, or Special Summons a monster(s). As long as the monster(s) remains on the field, the original ATK of the monster(s) is halved.  
(*MFC-050 DRI-105*)

### **Adhesive Explosive, 3, WIND**

#### Machine/Effect, 1000/1000

If an opponent's monster attacks this face-down Defense Position card, this card becomes an Equip Card equipped to the attacking monster, without applying damage calculation. Destroy the equipped monster during the Standby Phase of your opponent's next turn.  
(*SOI-011 DR04-131*)

### **Advanced Ritual Art**

#### Spell (Ritual)

Select 1 Ritual Monster in your hand. Send Normal Monsters from your Deck to the Graveyard whose total Levels are equal to that Ritual Monster's. Ritual Summon a card with the name of the selected Ritual Monster from your hand.  
(*STON-045*)

### **Aegis of Gaia**

#### Trap (Continuous)

Gain 3000 Life Points. If this face-up card is removed from the field, lose 3000 Life Points.  
(*STON-068*)

### **After Genocide**

#### Errata

(This card's name has been changed to "After the Struggle".)  
(*LOD-086*)

### **After the Struggle**

#### Spell

This card can only be activated during Main Phase 1. All monsters on both sides of the field that have been involved in damage calculation are destroyed during the End Step of the turn.  
(*LOD-086 DB2-195*)

### **Agido, 4, EARTH**

#### Fairy/Effect, 1500/1300

When this card is destroyed and sent to the Graveyard as a result of battle, roll a six-sided die. You can Special Summon 1 Fairy-Type monster from your Graveyard whose Level is equal to the number rolled. (If the result is 6, you can Special Summon a Level 6 or higher monster.)  
(*DCR-080 DRI-242*)

### **Airknight Parshath, 5, LIGHT**

#### Fairy/Effect, 1900/1400

When this card attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. When this card inflicts Battle Damage to your opponent's Life Points, draw 1 card from your Deck.  
(*LOD-062 DB2-173 TP6-007*)

### **Aitsu, 5, FIRE**

#### Fairy, 100/100

He seems to be very unreliable, but he might have incredible potential.  
(*MFC-056 DRI-111*)

### **Alchemy Cycle**

#### Trap

The original ATK of all face-up monsters you control becomes 0, until the End Phase. Each time a monster that had its original ATK reduced to 0 by this effect is destroyed by battle and sent to the Graveyard, draw 1 card.  
(*PTDN-068*)

### **Alien Grey, 2, LIGHT**

#### Reptile/Effect, 300/800

FLIP: Place 1 A-Counter on 1 face-up monster on your opponent's side of the field. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.) After this card has been flipped face-up, when it is destroyed by battle and sent to the Graveyard, draw 1 card.  
(*POTD-024*)

### **Alien Hunter, 4, WATER**

#### Reptile/Effect, 1600/800

If this card destroys a monster with an A-Counter by battle, it can attack once again in a row.  
(*POTD-026*)

### **Alien Hypno, 4, WATER**

#### Reptile/Gemini, 1600/700

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] During your Main Phase, you can select 1 monster your opponent controls with an A-Counter(s), and take control of it while this card is on the field. During each of your End Phases, remove 1 A-Counter from each controlled monster. If all A-Counters are removed from one of these monsters, destroy it.  
(*GLAS-035*)

### **Alien Infiltrator, 2, EARTH**

#### Reptile/Effect, 800/500

Once per turn, this card can move to an adjacent unoccupied Monster Card Zone. If no Spell, Trap or Monster Card on your opponent's side of the field is in the same column as this card, it can attack your opponent directly.  
(*CDIP-033*)

### **Alien Mars, 3, FIRE**

#### Reptile/Effect, 1000/1000

The effects of Effect Monsters with A-Counters are negated, except for "Alien Mars".  
(*CDIP-034*)

### **Alien Mother, 6, DARK**

#### Reptile/Effect, 2300/1500

If this card destroys a monster with an A-Counter by battle and sends it to the Graveyard, Special Summon the destroyed monster to your side of the field at the end of the Battle Phase. When this card is removed from the field, all monsters that were Special Summoned by this card's effect are destroyed.  
(*POTD-028*)

### **Alien Psychic, 1, DARK**

#### Reptile/Effect, 200/100

This card is changed to Defense Position when it is Normal Summoned or Flip Summoned. Monsters with A-Counters cannot declare an attack.  
(*STON-031*)

### **Alien Shocktrooper, 4, EARTH**

#### Reptile, 1900/800

The Aliens have used a mysterious biological substance to create a supreme race of soldiers. They do not have the natural powers of the other Aliens, but can make stunning physical attacks.  
(*TAEV-001*)

### **Alien Skull, 4, WIND**

#### Reptile/Effect, 1600/1800

You can Tribute 1 face-up Level 3 or lower monster on your opponent's side of the field to Special Summon this card to your opponent's side of the field. If you Special Summon this monster this way, place 1 A-Counter on this card, and you cannot Normal Summon or Set the same turn. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)  
(*POTD-025*)

### **Alien Telepath, 4, FIRE**

#### Reptile/Effect, 1600/1000

Once per turn, you can remove 1 A-Counter from an opponent's monster to destroy 1 Spell or Trap Card. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)  
(*GLAS-034*)

### **Alien Warrior, 4, EARTH**

#### Reptile/Effect, 1800/1000

When this card is destroyed by battle and sent to the Graveyard, place 2 A-Counters on the monster that destroyed it. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)  
(*POTD-027*)

### **All-Out Attacks**

#### Trap (Continuous)

All monsters that are Special Summoned are changed to face-up Attack Position and must attack, if able, during the turn they are Special Summoned.  
(*PTDN-075*)

### **Allure of Darkness**

#### **Spell**

Draw 2 cards, then remove from play 1 DARK monster from your hand. If you don't have any DARK monsters in your hand to remove, send all cards in your hand to the Graveyard.  
(PTDN-084)

### **Allure Queen LV3, 3, DARK**

#### **Spellcaster/Effect, 500/500**

Once per turn, during your Main Phase, you can select 1 Level 3 or lower monster on your opponent's side of the field and equip it to this card. (Only 1 card at a time can be equipped due to this effect.) If this card would be destroyed by battle, the equipped monster is destroyed instead. During your Standby Phase, by sending this card to the Graveyard while it's equipped due to its effect, Special Summon 1 "Allure Queen LV5" from your hand or Deck.  
(CDIP-006)

### **Allure Queen LV5, 5, DARK**

#### **Spellcaster/Effect, 1000/1000**

Once per turn, during your Main Phase, if this card was Special Summoned by the effect of "Allure Queen LV3", you can select 1 Level 5 or lower monster on your opponent's side of the field and equip it to this card. (Only 1 card at a time can be equipped due to this effect.) If this card would be destroyed by battle, the equipped monster is destroyed instead. During your Standby Phase, by sending this card to the Graveyard while it's equipped due to its effect, Special Summon 1 "Allure Queen LV7" from your hand or Deck.  
(CDIP-007)

### **Allure Queen LV7, 7, DARK**

#### **Spellcaster/Effect, 1500/1500**

Once per turn, during your Main Phase, if this card was Special Summoned by the effect of "Allure Queen LV5", you can select 1 monster on your opponent's side of the field and equip it to this card. (Only 1 card at a time can be equipped due to this effect.) If this card would be destroyed by battle, the equipped monster is destroyed instead.  
(CDIP-008)

### **Alpha the Magnet Warrior, 4, EARTH**

#### **Rock, 1400/1700**

Alpha, Beta, and Gamma meld as one to form a powerful monster.  
(DOR-001)

### **Altar for Tribute**

#### **Trap**

Select 1 monster on your side of the field and send it to the Graveyard. Increase your Life Points by an amount equal to the original ATK of the monster.  
(DCR-095 DRI-257)

### **Amazon Archer, 4, EARTH**

#### **Warrior/Effect, 1400/1000**

Tribute 2 monsters on your side of the field to inflict 1200 points of damage to your opponent's Life Points.  
(LON-032 DBI-233)

### **Amazon of the Seas, 4, WATER**

#### **Fish, 1300/1400**

A mermaid who serves as a herald to the Ocean Lord. She protects the sacred domain of Atlantis.  
(CP05-012)

### **Amazoness Archers**

#### **Trap**

You can only activate this card when your opponent declares an attack and if there is a monster(s) on your side of the field that includes "Amazoness" in its card name, or is named "Amazon Archer". All monsters on your opponent's side of the field are changed to face-up Attack Position (Flip Effects are not activated), and as long as they remain face-up on the field, their ATK(s) are decreased by 500 points. Your opponent must attack with all of his/her monsters.  
(MFC-096 DRI-151)

### **Amazoness Blowpiper, 3, EARTH**

#### **Warrior/Effect, 800/1500**

Select 1 face-up monster on your opponent's side of the field during each of your Standby Phases. Decrease the ATK of the selected monster by 500 points until the end of this turn.  
(MFC-062 DRI-117)

### **Amazoness Chain Master, 4, EARTH**

#### **Warrior/Effect, 1500/1300**

When this card is destroyed by battle and sent to the Graveyard, you can pay 1500 Life Points to look at your opponent's hand, select 1 Monster Card in it, and add that card to your hand.  
(SP1-002 DLG1-098 RP01-097)

### **Amazoness Fighter, 4, EARTH**

#### **Warrior/Effect, 1500/1300**

All Battle Damage to this card's controller that he/she takes from a battle involving this monster becomes 0.  
(MFC-060 DRI-115)

### **Amazoness Paladin, 4, EARTH**

#### **Warrior/Effect, 1700/300**

Increase the ATK of this monster by 100 points for each monster on your side of the field that includes "Amazoness" in its card name, or is named "Amazon Archer".  
(MFC-059 DRI-114)

### **Amazoness Spellcaster**

#### **Spell**

Until the end of this turn, switch the original ATK of 1 face-up monster on your side of the field that includes "Amazoness" in its card name, or is named "Amazon Archer", with the original ATK of 1 face-up monster on your opponent's side of the field.  
(MFC-084 DRI-139)

### **Amazoness Swords Woman, 4, EARTH**

#### **Warrior/Effect, 1500/1600**

The opponent takes all Battle Damage to this card's controller that he/she would have taken from a battle involving this card.  
(MFC-061 DRI-116 TP7-007)

### **Amazoness Tiger, 4, EARTH**

#### **Beast/Effect, 1100/1500**

You can only have 1 "Amazoness Tiger" on your side of the field. Increase the ATK of this card by 400 points for each monster on your side of the field that includes "Amazoness" in its name, or is named "Amazon Archer". As long as this card remains face-up on the field, your opponent cannot attack another monster that includes "Amazoness" in its name, or is named "Amazon Archer".  
(MFC-063 DRI-118)

### **Ambulance Rescueroid, 6, FIRE**

#### **Machine/Fusion/Effect, 2300/1800**

"Rescueroid" + "Ambulanceroid" <p> This monster cannot be Special Summoned except by Fusion Summon. Once per turn, when a monster on your side of the field is destroyed by battle and sent to the Graveyard, you can Special Summon that monster in Defense Position.  
(POTD-035)

### **Ambulanceroid, 3, EARTH**

#### **Machine/Effect, 300/1200**

When a "roid" monster is added from your Graveyard to your hand, you can Special Summon that monster.  
(POTD-009 YSDS-018)

### **Ambush Fangs**

#### **Trap**

Activate only when a face-up "Venom" monster you control is declared as an attack target. Negate the attack and end the Battle Phase. Then place 1 Venom Counter on the monster that attacked.  
(TAEV-070)

### **Ameba, 1, WATER**

#### **Aqua/Effect, 300/350**

When the control of this face-up card on the field shifts to your opponent, inflict 2000 points of damage to your opponent's Life Points. This effect can only be used once as long as this card remains face-up on the field.  
(SRL-010 DBI-008)

### **Amphibian Beast, 6, WATER**

#### **Fish, 2400/2000**

On land or in the sea, the speed of this monster is unmatchable.  
(LON-008 DBI-211)

### **Amphibious Bugroth, 5, WATER**

#### **Aqua/Fusion, 1850/1300**

"Ground Attacker Bugroth" + "Sentinel of the Sea"  
(MDP2-012)

### **Amphibious Bugroth MK-3, 4, WATER**

#### **Machine/Effect, 1500/1300**

While "Umi" is face-up on the field, this card can attack your opponent's Life Points directly.  
(IOC-081 DR2-082)

### **Amplifier**

#### **Spell (Equip)**

You can only equip this card to "Jinzo". As long as this card is equipped, the effects of Trap Cards controlled by the equipped monster's controller are not negated by the effect of the equipped monster. When this card is removed from the field, the equipped monster is destroyed. This card's activation and effect cannot be negated by any other card.  
(AST-040 CP06-017 DR2-152)

### **Amulet of Ambition**

#### **Spell (Equip)**

Equip only to a Normal Monster. If it battles a monster with a higher Level, the equipped monster gains 500 ATK x the difference in Levels (during that battle only). When this card is sent to the Graveyard, you can return it to the top of the Deck.  
(TAEV-061)

**An Owl of Luck**, 2, WIND  
Winged Beast/Effect, 300/500  
FLIP: Select 1 Field Spell Card from your Deck and place it on top of your Deck. If "Necrovalley" is on the field, you can add the selected Field Spell Card to your hand instead.  
(PGD-073 DRI-021)

**An Unfortunate Report**  
Trap  
Your opponent conducts their next Battle Phase twice.  
(GLAS-080)

**Ancient Brain**, 3, DARK  
Fiend, 1000/700  
A fallen fairy that is powerful in the dark.  
(MRD-082)

**Ancient City-Rainbow Ruins**  
Spell (Field)  
This card gets these effects, based on the number of "Crystal Beast" cards in your Spell & Trap Card Zone. [\*] 1+: This card cannot be destroyed by a card effect. [\*] 2+: Once per turn, you can halve the Battle Damage you take. [\*] 3+: You can send 1 "Crystal Beast" monster you control to the Graveyard to negate the activation of a Spell or Trap Card and destroy it. [\*] 4+: Once per turn, during your Main Phase, you can draw 1 card. [\*] 5+: Once per turn, during your Main Phase, you can Special Summon 1 "Crystal Beast" card from your Spell & Trap Card Zone.  
(FOTB-045 DP07-017)

**Ancient Elf**, 4, LIGHT  
Spellcaster, 1450/1200  
This elf is rumored to have lived for thousands of years. He leads an army of spirits against his enemies.  
(MRD-037 SDY-024)

**Ancient Gear**, 2, EARTH  
Machine/Effect, 100/800  
While you control a face-up "Ancient Gear", you can Special Summon this card from your hand in Attack Position.  
(SOI-008 DR04-128 SD10-015)

**Ancient Gear Beast**, 6, EARTH  
Machine/Effect, 2000/2000  
This card cannot be Special Summoned. The effects of your opponent's Effect Monsters that this monster destroys by battle are negated. If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step.  
(TLM-007 DR3-187 SD10-013)

**Ancient Gear Cannon**, 2, EARTH  
Machine/Effect, 500/500  
You can Tribute this card to inflict 500 damage to your opponent, and then neither player can activate Trap Cards during the Battle Phase of this turn.  
(SOI-009 DR04-129 SD10-016)

**Ancient Gear Castle**  
Spell (Continuous)  
Face-up "Ancient Gear" monsters gain 300 ATK. Each time a monster(s) is Normal Summoned or Set, put 1 counter on this card. If you Tribute Summon an "Ancient Gear" monster, you can substitute this card for a Tribute(s), if the number of counters is equal to or greater than the number of required Tribute(s).  
(SOI-047 DR04-167 SD10-023)

**Ancient Gear Drill**  
Spell  
Activate only while you control a face-up "Ancient Gear" monster. Discard 1 card from your hand. Select 1 Spell Card from your Deck and Set it. You cannot use that Spell Card this turn.  
(SOI-040 DR04-160 SD10-022)

**Ancient Gear Engineer**, 5, EARTH  
Machine/Effect, 1500/1500  
Negate the effect of any Trap Card that targets this card, and destroy that Trap Card. If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of Damage Step. When this card attacks, destroy 1 Spell or Trap Card on your opponent's side of the field at the end of the Damage Step.  
(SD10-003)

**Ancient Gear Explosive**  
Spell  
Target 1 face-up "Ancient Gear" monster on your side of the field when you activate this card. Destroy the targeted monster and inflict damage equal to half its original ATK to your opponent.  
(SD10-019)

**Ancient Gear Factory**  
Spell  
Select 1 "Ancient Gear" monster in your hand and show it to your opponent. Remove from play "Ancient Gear" cards in your Graveyard whose total Levels are equal to double the selected card's. You can Normal Summon the selected card without Tributes this turn.  
(SOI-039 DR04-159 SD10-021)

**Ancient Gear Fist**  
Spell (Equip)  
Equip only to an "Ancient Gear" monster. Destroy any monster that battles with it, at the end of the Damage Step.  
(SD10-020)

**Ancient Gear Gadgiltron Chimera**, 6, EARTH  
Machine/Effect, 2300/1300  
If you Tribute Summon this card by Tributing 1 of the following monsters, this card gets the appropriate effect: [\*] Green Gadget: This card gains 300 ATK. [\*] Red Gadget: If this card successfully attacks your opponent directly, inflict 500 damage to your opponent. [\*] Yellow Gadget: If this card destroys your opponent's monster by battle, inflict 700 damage to your opponent.  
(SD10-002)

**Ancient Gear Gadgiltron Dragon**, 8, EARTH  
Machine/Effect, 3000/2000  
If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step. If you Tribute Summon this card by Tributing any of the following monster(s), this card gets the appropriate effect(s): [\*] Green Gadget: During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. [\*] Red Gadget: If this card inflicts Battle Damage to your opponent, inflict 400 damage to your opponent. [\*] Yellow Gadget: If this card destroys your opponent's monster by battle, inflict 600 damage to your opponent.  
(SD10-001)

**Ancient Gear Golem**, 8, EARTH  
Machine/Effect, 3000/3000  
This card cannot be Special Summoned. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step.  
(TLM-006 DR3-186 MF03-008 SD10-012)

**Ancient Gear Knight**, 4, EARTH  
Machine/Gemini, 1800/500  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p> [\*] If this card attacks, your opponent cannot activate Spell or Trap Cards until the end of Damage Step.  
(GLAS-029)

**Ancient Gear Soldier**, 4, EARTH  
Machine/Effect, 1300/1300  
If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step.  
(TLM-008 DR3-188 SD10-014)

**Ancient Gear Tank**  
Spell (Equip)  
Equip only to an "Ancient Gear" monster. It gains 600 ATK. When this card is destroyed and sent to the Graveyard, inflict 600 damage to your opponent.  
(SD10-018)

**Ancient Gear Workshop**  
Spell  
Add 1 "Ancient Gear" monster from your Graveyard to your hand.  
(SD10-017)

**Ancient Lamp**, 3, WIND  
Spellcaster/Effect, 900/1400  
When this face-down Defense Position card is attacked by your opponent's monster, you can select another monster your opponent controls to be attacked instead. While this card is face-up on the field, you can Special Summon 1 "La Jinn the Mystical Genie of the Lamp" from your hand.  
(SP2-001 DLG1-105 RP01-100)

**Ancient Lizard Warrior**, 4, EARTH  
Reptile, 1400/1100  
Before the dawn of man, this lizard warrior ruled supreme.  
(MRD-050)

**Ancient One of the Deep Forest**, 6, EARTH  
Beast, 1800/1900  
This creature adopts the form of a white goat living in the forest, but is actually a Forest Elder.  
(SRL-018)

**Ancient Rules**  
Spell  
Special Summon 1 Level 5 or higher Normal Monster from your hand.  
(STON-037 CP07-019)

**Ancient Telescope**  
Spell  
See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order.  
(SDK-039)

**Andro Sphinx**, 10, LIGHT

Beast/Effect, 3000/2500

You can pay 500 Life Points to Special Summon this card when "Pyramid of Light" is on the field. This card cannot attack during the turn that it is Normal Summoned or Special Summoned. This card cannot be Special Summoned from the Graveyard. If this card destroys a Defense Position monster as a result of battle, inflict damage to your opponent's Life Points equal to half of the ATK of the destroyed monster.  
(EP1-002)

**Angel 07**, 7, LIGHT

Fairy/Effect, 2500/1500

When this card is Tribute Summoned, it gains the following effect: [\*] The effects of Effect Monsters cannot be activated.  
(LODT-092)

**Ansatsu**, 5, EARTH

Warrior, 1700/1200

A silent and deadly warrior specializing in assassinations.  
(SDY-016)

**Ante**

Spell

Each Player selects 1 card from his/her hand, then looks at the Level of the selected cards. The card with more Levels returns to the hand of the player who selected it. The player who selected the card with fewer Levels takes 1000 Life Points damage and sends the card to the Graveyard. If a non-Monster Card is selected, it is treated as Level 0. If they are the same Level, each player returns his/her card to his/her hand.  
(MFC-034 DRI-089)

**Anteatereatingant**, 5, EARTH

Insect/Effect, 2000/500

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 2 Spell or Trap Cards you control to the Graveyard. You can destroy 1 Spell or Trap Card your opponent controls. If you activate this effect, this card cannot attack during this turn.  
(SOI-022 DR04-142)

**Anti-Aircraft Flower**, 3, EARTH

Plant/Effect, 0/1600

By tributing 1 Insect-Type monster on your side of the field, inflict 800 points of damage to your opponent's Life Points.  
(IOC-076 DR2-077)

**Anti-Fusion Device**

Trap

Destroy 1 face-up Fusion Monster on the field.  
(STON-055)

**Anti Raigeki**

Trap

When your opponent activates "Raigeki", all of your opponent's monsters are destroyed in place of your own.  
(TP3-002)

**Anti-Spell**

Trap (Counter)

Remove 2 Spell Counters on your side of the field. Negate the activation of a Spell Card and destroy it.  
(MFC-103 DRI-158)

**Anti-Spell Fragrance**

Trap (Continuous)

Both players must Set Spell Cards before activating them, and cannot activate them until their next turn.  
(CP05-011 PCY-002)

**Apprentice Magician**, 2, DARK

Spellcaster/Effect, 400/800

When this card is Summoned, put 1 Spell Counter on a face-up card that you can put a Spell Counter on. If this card is destroyed by battle, you can select 1 Level 2 or lower Spellcaster-Type monster from your Deck and Special Summon it in face-down Defense Position.  
(MFC-066 CP04-002 DRI-121 SD6-007)

**Appropriate**

Trap (Continuous)

You can activate this card when your opponent draws a card outside of his/her Draw Phase. After that, each time your opponent draws cards outside of his/her Draw Phase, you draw 2 cards.  
(PSV-024)

**Aqua Chorus**

Trap (Continuous)

If there are monsters with the same name on the field, increase the ATK and DEF of all of those monsters with the same name by 500 points.  
(SD8-028 PCK-002)

**Aqua Dragon**, 6, WATER

Sea Serpent/Fusion, 2250/1900

"Fairy Dragon" + "Amazon of the Seas" + "Zone Eater"  
(MDP2-013)

**Aqua Madoor**, 4, WATER

Spellcaster, 1200/2000

A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.  
(LOB-027 DB1-109 SDP-008)

**Aqua Spirit**, 4, WATER

Aqua/Effect, 1600/1200

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 WATER monster in your Graveyard. During each of your opponent's Standby Phases, you can change the battle position of 1 of your opponent's face-up Monster Cards. Once changed, the monster must remain in this position for the rest of the turn.  
(LON-068 DB2-006)

**Aquarian Alessa**, 4, WATER

Aqua/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] When this card destroys an opponent's monster by battle and sends it to the Graveyard, they discard 1 random card.  
(TAEV-020)

**Arcana Call**

Trap

Select 1 "Arcana Force" monster you control. Remove from play 1 "Arcana Force" monster from either player's Graveyard. Until the End Phase, the selected monster's effect becomes the removed monster's effect for the same coin toss result.  
(LODT-069)

**Arcana Force 0-The Fool**, 1, LIGHT

Fairy/Effect, 0/0

This card cannot be destroyed by battle. This card cannot be changed to Defense Position, except with a card effect. When this card is Summoned, toss a coin: [\*] Heads: Negate the effects of your Spells, Traps and Effect Monsters' effects that target this card, and destroy them. [\*] Tails: Negate the effects of your opponent's Spells, Traps and Effect Monsters' effects that target this card, and destroy them.  
(LODT-008)

**Arcana Force EX-The Dark Ruler**, 10, LIGHT

Fairy/Effect, 4000/4000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 3 monsters you control to the Graveyard. When this card is Special Summoned, toss a coin: [\*] Heads: This card can attack twice during the same Battle Phase. If this card battles twice using this effect, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect. [\*] Tails: If this card is destroyed, destroy all cards on the field.  
(LODT-017)

**Arcana Force EX-The Light Ruler**, 10, LIGHT

Fairy/Effect, 4000/4000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 3 monsters you control to the Graveyard. When this card is Special Summoned, toss a coin: <p>[\*] Heads: When this card destroys an opponent's monster by battle and sends it to the Graveyard, you can add 1 card from your Graveyard to your hand. <p>[\*] Tails: When a Spell, Trap, or Effect Monster's effect that targets this card is activated, negate its activation and destroy it, and this card loses 1000 ATK.  
(JUMP-027)

**Arcana Force I-The Magician**, 4, LIGHT

Fairy/Effect, 1100/1100

When this card is Summoned, toss a coin: [\*] Heads: When a Spell Card is activated, this card's ATK becomes double its original ATK. [\*] Tails: When a Spell Card is activated, your opponent gains 500 Life Points.  
(LODT-009)

**Arcana Force III-The Empress**, 4, LIGHT

Fairy/Effect, 1300/1300

When this card is Summoned, toss a coin: [\*] Heads: Each time your opponent Normal Summons or Sets a monster, you can Special Summon 1 "Arcana Force" monster from your hand. [\*] Tails: Each time your opponent Normal Summons or Sets a monster, send 1 card from your hand to the Graveyard.  
(LODT-010)

**Arcana Force IV-The Emperor**, 4, LIGHT

Fairy/Effect, 1400/1400

When this card is Summoned, toss a coin: [\*] Heads: All "Arcana Force" monsters you control gain 500 ATK. [\*] Tails: All "Arcana Force" monsters you control lose 500 ATK.  
(LODT-011)

**Arcana Force VI-The Lovers, 4, LIGHT**

Fairy/Effect, 1600/1600

When this card is Summoned, toss a coin: [\*]

Heads: This card can be treated as 2 Tributes for the Tribute Summon of an "Arcana Force" monster. [\*] Tails: You cannot Tribute Summon "Arcana Force" monsters.

(LODT-012)

**Arcana Force VII-The Chariot, 4, LIGHT**

Fairy/Effect, 1700/1700

When this card is Summoned, toss a coin: [\*]

Heads: If this card destroys an opponent's monster by battle, you can Special Summon that monster to your side of the field. [\*] Tails: Your opponent gains control of this card.

(LODT-013)

**Arcana Force XIV-Temperance, 6, LIGHT**

Fairy/Effect, 2400/2400

During either player's turn, you can discard this card to reduce the damage you take from a battle to 0. When this card is Summoned, toss a coin: [\*]

Heads: Halve all Battle Damage you take. [\*]

Tails: Halve all Battle Damage your opponent takes.

(LODT-014)

**Arcana Force XVIII-The Moon, 7, LIGHT**

Fairy/Effect, 2800/2800

When this card is Summoned, toss a coin: [\*]

Heads: During your Standby Phase, you can Special Summon 1 "Moon Token" (Fairy-Type/LIGHT/Level 1/ATK 0/DEF 0). [\*] Tails: During each of your End Phases, select 1 monster you control and give control of it to your opponent.

(LODT-015)

**Arcana Force XXI-The World, 8, LIGHT**

Fairy/Effect, 3100/3100

When this card is Summoned, toss a coin: [\*]

Heads: During your End Phase, you can send 2 monsters you control to the Graveyard to skip your opponent's next turn. [\*] Tails: During your opponent's Draw Phase, add the top card of their Graveyard to their hand.

(LODT-016)

**Arcane Archer of the Forest, 3, EARTH**

Warrior/Effect, 900/1400

While there is a Plant-Type monster on your side of the field, this card cannot be attacked. By Tributing 1 Plant-Type monster on your side of the field, destroy 1 Spell or Trap Card on the field.

(AST-029 DR2-141)

**Archfiend General, 4, DARK**

Fiend/Effect, 2100/800

You can discard this card to the Graveyard to add 1 "Pandemonium" from your Deck to your hand. If this card is on the field but "Pandemonium" is not on the field, destroy this card.

(FOTB-019)

**Archfiend Marmot of Nefariousness, 2, EARTH**

Beast, 400/600

An air marmot that has a nefarious horn and wings. It attacks by throwing acorns.

(TP6-016)

**Archfiend of Gilfer, 6, DARK**

Fiend/Effect, 2200/2500

When this card is sent to the Graveyard, you can activate its effect. You can then equip it to a monster on the field, and this card will be treated as an Equip Spell Card that decreases the ATK of the equipped monster by 500 points.

(JMP-003)

**Archfiend Soldier, 4, DARK**

Fiend, 1900/1500

An expert at battle who belongs to a crack diabolical unit. He's famous because he always gets the job done.

(DCR-057 DR1-219 YSDS-004)

**Archfiend's Oath**

Spell (Continuous)

Once per turn you can pay 500 Life Points to declare 1 card name. Pick up the top card from your Deck and if the card name is the one you declared, add it to your hand. If not, send the card you picked up to the Graveyard.

(DCR-092 DR1-254)

**Archfiend's Roar**

Trap

Pay 500 Life Points to activate this card. Special Summon 1 Archfiend Monster Card from your Graveyard. This monster cannot be Tributed under any conditions and is destroyed during the End Phase of this turn.

(DCR-099 DR1-261)

**Archlord Zerato, 8, LIGHT**

Fairy/Effect, 2800/2300

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 1 face-up "Warrior of Zera" on your side of the field while "The Sanctuary in the Sky" is on the field. If "The Sanctuary in the Sky" is on your side of the field, by discarding 1 LIGHT Monster Card from your hand to the Graveyard, destroy all monsters on your opponent's side of the field. If "The Sanctuary in the Sky" is not on your side of the field, this effect is not applied.

(AST-034 DR2-146)

**Armageddon Knight, 4, DARK**

Warrior/Effect, 1400/1200

When this card is Summoned, you can send 1 DARK monster from your Deck to the Graveyard.

(PTDN-021)

**Armaill, 3, EARTH**

Warrior, 700/1300

A strange warrior who manipulates three deadly blades with both hands and his tail.

(LOB-079)

**Armed Changer**

Spell (Equip)

Send 1 Equip Spell Card from your hand to the Graveyard to activate this card. If the equipped monster destroys a monster by battle, the controller of this Equip Card can add 1 monster with ATK equal to or less than the equipped monster from their Graveyard to their hand.

(EEN-045 DP2-023 DR04-105)

**Armed Dragon LV10, 10, WIND**

Dragon/Effect, 3000/2000

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 1 "Armed Dragon LV7" on your side of the field. By sending 1 card from your hand to the Graveyard, destroy all face-up monsters on your opponent's side of the field.

(DP2-013)

**Armed Dragon LV3, 3, WIND**

Dragon/Effect, 1200/900

During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Armed Dragon LV5" from your hand or Deck.

(SOD-013 DP2-010 DR3-013 SD1-005)

**Armed Dragon LV5, 5, WIND**

Dragon/Effect, 2400/1700

By sending 1 Monster Card from your hand to the Graveyard, destroy 1 face-up monster on your opponent's side of the field with ATK equal to or less than the ATK of the sent monster. During the End Phase of a turn that this card destroyed a monster by battle, by sending this card to the Graveyard, Special Summon 1 "Armed Dragon LV7" from your hand or Deck.

(SOD-014 DP2-011 DR3-014 SD1-006)

**Armed Dragon LV7, 7, WIND**

Dragon/Effect, 2800/1000

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by the effect of "Armed Dragon LV5". By sending 1 Monster Card from your hand to the Graveyard, destroy all face-up monsters on your opponent's side of the field with ATK equal to or less than the ATK of the sent monster.

(SOD-015 DP2-012 DR3-015 SD1-DE1)

**Armed Ninja, 1, EARTH**

Warrior/Effect, 300/300

FLIP: Destroy 1 Spell Card on the field. If the card is face-down, look at the card and destroy it if it is a Spell Card. If it is a Trap Card, return it to its original position.

(LOB-106 DB1-130 DLG1-014 RP01-013 SDP-018)

**Armed Samurai-Ben Kei, 4, DARK**

Warrior/Effect, 500/800

In addition to a normal attack, this card can attack during the same Battle Phase as many times as the number of Equip Cards equipped to it.

(FET-023 DR3-143 SD5-017)

**Armor Break**

Trap (Counter)

Negate the activation of an Equip Spell card and destroy it.

(AST-055 DR2-167)

**Armor Breaker, 3, EARTH**

Warrior/Union, 800/800

Once per turn, you can equip this card to a Warrior-Type monster you control, OR unequip it to Special Summon this card in face-up Attack Position. While equipped to a monster by this effect, when that monster inflicts Battle Damage to your opponent, destroy 1 card on the field. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed by battle, this card is destroyed instead.)

(DP06-009)

**Armor Exe**, 4, LIGHT  
Rock/Effect, 2400/1400

This card cannot attack in the same turn it is Normal Summoned, Flip Summoned, or Special Summoned. During each of your and your opponent's Standby Phases, remove 1 Spell Counter on your side of the field. If you do not, destroy this card.  
(MFC-075 DRI-130)

**Armored Cybern**, 4, WIND  
Machine/Union, 0/2000  
Once per turn, you can equip this card to a "Cyber Dragon" you control, or to a Fusion Monster you control that lists "Cyber Dragon" as a Fusion Material Monster, OR unequip it to Special Summon this card in face-up Attack Position. Once per turn, while equipped to a monster by this effect, you can decrease the equipped monster's ATK by 1000 and destroy 1 face-up monster. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, destroy this card instead.)  
(PTDN-009)

**Armored Glass**  
Trap  
You can only activate this card when a monster is equipped with an Equip Card. Negate the effects of all Equip Cards on the field during the turn this card is activated.  
(PSV-019)

**Armored Lizard**, 4, EARTH  
Reptile, 1500/1200  
A lizard with a very tough hide and a vicious bite.  
(MRD-005 DB1-143 SDJ-009)

**Armored Starfish**, 4, WATER  
Aqua, 850/1400  
A bluish starfish with a solid hide capable of fending off attacks.  
(LOB-116)

**Armored Zombie**, 3, DARK  
Zombie, 1500/0  
This warrior blindly swings a deadly blade with devastating force.  
(MRD-013 DB1-149)

**Array of Revealing Light**  
Spell (Field)  
Declare 1 Type of monster. Any monster of the declared Type cannot declare an attack during the turn it is Normal Summoned, Flip Summoned or Special Summoned.  
(LOD-029 DB2-148)

**Arsenal Bug**, 3, EARTH  
Insect/Effect, 2000/2000  
If there are no face-up Insect-Type monsters (except this monster) on your side of the field, both the ATK and DEF of this monster become 1000 points.  
(PGD-007 DB2-210)

**Arsenal Robber**  
Trap  
Your opponent selects 1 Equip Spell Card from his/her Deck and sends it to the Graveyard.  
(DCR-048 DRI-210)

**Arsenal Summoner**, 4, WIND  
Spellcaster/Effect, 1600/1600  
FLIP: Add 1 card that includes "Guardian" in its card name from your Deck to your hand. You cannot add "Celtic Guardian", "Winged Dragon, Guardian of the Fortress #1", "Winged Dragon, Guardian of the Fortress #2", "Guardian of the Labyrinth", or "The Reliable Guardian".  
(DCR-004 DRI-166)

**Assault on GHQ**  
Trap  
Select 1 monster on your side of the field to activate this card. Destroy the selected card and send 2 cards from the top of your opponent's Deck to the Graveyard.  
(FET-056 DR3-176)

**Astral Barrier**  
Trap (Continuous)  
If your opponent's monster attacks a monster on your side of the field, you can make the attack a direct attack.  
(RDS-059 DR3-119)

**Asura Priest**, 4, LIGHT  
Fairy/Spirit, 1700/1200  
This card cannot be Special Summoned. This card returns to its owner's hand during the End Phase of the turn it was Normal Summoned or flipped face-up. This card can attack all monsters on your opponent's side of the field once each.  
(LOD-071 DB2-183 HL04-003)

**Aswan Apparition**, 3, DARK  
Fiend/Effect, 500/500  
If this card inflicts Battle Damage to your opponent's Life Points, you can return 1 Trap Card from your Graveyard to the top of your Deck.  
(AST-064 DR2-177)

**Athena**, 7, LIGHT  
Fairy/Effect, 2600/800  
Each time a Fairy-Type monster is Summoned, inflict 600 damage to your opponent. Once per turn, you can send 1 Fairy-Type monster you control, except "Athena", to the Graveyard to Special Summon 1 Fairy-Type monster from your Graveyard, except "Athena".  
(PP02-018)

**Atlantean Pikeman**, 2, WATER  
Sea Serpent, 1400/0  
The Great Ocean Lord, who reigns over the depths, is served by these lancers. Deep-sea creatures exist in fear of facing the stream of attacks their lances are capable of.  
(PTDN-002 5DS1-009)

**Atomic Firefly**, 1, LIGHT  
Insect/Effect, 100/200  
When this face-up card on the field attacks or is attacked and it is destroyed as a result of battle, the player who destroyed it takes 1000 points of damage.  
(AST-024 DR2-136)

**Attack and Receive**  
Trap  
You can only activate this card when you take damage to your Life Points. Inflict 700 points of damage to your opponent's Life Points. Also, inflict 300 points of damage to your opponent's Life Points for each "Attack and Receive" card in your Graveyard.  
(PSV-054 DB1-173)

**Attack Reflector Unit**  
Trap  
Tribute 1 "Cyber Dragon". Special Summon 1 "Cyber Barrier Dragon" from your hand or Deck.  
(SOI-051 DP04-027 DR04-171)

**Aurkus, Lightsworn Druid**, 3, LIGHT  
Beast-Warrior/Effect, 1200/1800  
"Lightsworn" monsters cannot be targeted by effects. During each of your End Phases, send the top 2 cards of your Deck to the Graveyard.  
(LODT-081)

**Aussa the Earth Charmer**, 3, EARTH  
Spellcaster/Effect, 500/1500  
FLIP: Take control of 1 EARTH monster on your opponent's side of the field, for as long as this card remains face-up on the field.  
(TLM-026 DR3-206)

**Autonomous Action Unit**  
Spell (Equip)  
Pay 1500 Life Points. Select 1 monster from your opponent's Graveyard, Special Summon it to your side of the field in Attack Position, and equip it with this card. When this card is removed from the field, destroy the equipped monster.  
(MFC-032 DRI-087)

**Avalanching Aussa**, 4, EARTH  
Spellcaster/Effect, 800/1500  
Once per turn, you can Tribute 1 EARTH monster (except this card) to Special Summon 1 EARTH monster from your hand. The monster Special Summoned by this effect is destroyed if "Avalanching Aussa" is removed from your side of the field.  
(EOJ-026 DR04-206)

**Avatar of the Pot**, 3, EARTH  
Rock/Effect, 1200/1300  
By sending 1 "Pot of Greed" from your hand to the Graveyard, draw 3 cards from your Deck.  
(AST-016 DR2-128)

**Avenging Knight Parshath**, 8, LIGHT  
Fairy/Synchro/Effect, 2600/2100  
1 Tuner + 1 or more non-Tuner LIGHT monsters <p> Once per turn, you can change the battle position of 1 face-up monster your opponent controls. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(TDGS-000)

**Axe of Despair**  
Spell (Equip)  
The equipped monster gains 1000 ATK. When this card is sent from the field to the Graveyard, you can Tribute 1 monster to return this card to the top of the Deck.  
(SRL-002 DB1-002 DLG1-052 RP01-051 SYE-035)

**Axe Raider**, 4, EARTH  
Warrior, 1700/1150  
An axe-wielding monster of tremendous strength and agility.  
(DB2-092 5DS1-003 TP1-002 TP3-006)

**Aztekipede, the Worm Warrior**, 4, EARTH  
Insect/Effect, 1900/400

This card cannot be Normal Summoned or Set.  
This card cannot be Special Summoned except by removing from play 1 Insect-Type monster from your Graveyard. When this card inflicts Battle Damage to your opponent, send the top card of their Deck to the Graveyard.  
(PTDN-089)

**B. Skull Dragon**, 9, DARK  
Dragon/Fusion, 3200/2500  
"Summoned Skull" + "Red-Eyes B. Dragon"  
(MRD-018 BPT-006 DB1-153 DLG1-029 RP01-028 TP3-004)

**Baby Dragon**, 3, WIND  
Dragon, 1200/700  
Much more than just a child, this dragon is gifted with untapped power.  
(MRD-061 DB2-035 DLG1-035 RP01-034 SDJ-003)

**Babycerasaurus**, 2, EARTH  
Dinosaur/Effect, 500/500  
If this card is destroyed by an effect and sent to the Graveyard, select 1 Level 4 or lower Dinosaur-Type monster from your Deck and Special Summon it.  
(POTD-022 SD09-016)

**Back to Square One**  
Spell  
Discard 1 card from your hand. Return 1 monster on the field to the top of the owner's Deck.  
(RDS-044 DR3-104)

**Backfire**  
Trap (Continuous)  
When a FIRE monster(s) on your side of the field is destroyed and sent to the Graveyard, inflict 500 points of damage to your opponent's Life Points.  
(AST-046 DR2-158 SD3-031)

**Backs to the Wall**  
Trap  
Pay Life Points so that you only have 100 left. Special Summon as many "Six Samurai" monsters from your Graveyard as possible. You cannot Special Summon more than 1 monster with the same name, or a monster that has the same name as a monster on the field.  
(FOTB-052)

**Backup Soldier**  
Trap  
You can activate this card when there are 5 or more Monster Cards in your Graveyard. Select up to 3 Monster Cards with an ATK of 1500 points or less (except Effect Monster Cards) from your Graveyard and add them to your hand.  
(PSV-028 SDS1-035 DB1-082 SYE-047)

**Bad Reaction to Simochi**  
Trap (Continuous)  
As long as this card remains face-up on the field, the effect of increasing your opponent's Life Points is changed to inflict the same amount of points in damage to your opponent's Life Points.  
(LOD-093 DB2-202)

**Bait Doll**  
Spell  
Force the activation of 1 face-down Trap Card. If the timing of the activation of the Trap Card is incorrect, negate the effect and destroy it. If it is not a Trap Card, it is returned to its original position. After this card is activated, it is placed into the Deck (not the Graveyard). Then shuffle the Deck.  
(LON-096)

**Ballista of Rampart Smashing**  
Spell (Equip)  
If the equipped monster attacks a face-down Defense Position monster, it gains 1500 ATK during damage calculation only.  
(RDS-046 DR3-106)

**Balloon Lizard**, 4, EARTH  
Reptile/Effect, 500/1900  
Put 1 counter on this card during each of your Standby Phases. When this card is destroyed, inflict damage to the controller of the card that destroyed it equal to the number of counters x 400 points.  
(IOC-072 DR2-073)

**Bamboo Scrap**  
Trap  
Tribute 1 Plant-Type monster. Special Summon 2 "Plant Tokens" (Plant-Type/EARTH/Level 1/ATK 800/DEF 500) to your opponent's side of the field in Defense Position.  
(CSOC-075)

**Banisher of the Light**, 3, LIGHT  
Fairy/Effect, 100/2000  
As long as this card remains face-up on the field, any card sent to the Graveyard is removed from play instead.  
(SRL-078 DB1-044)

**Banisher of the Radiance**, 3, LIGHT  
Fairy/Effect, 1600/0  
Any card sent to the Graveyard is removed from play instead.  
(EOJ-022 DR04-202 SDDE-016)

**Banner of Courage**  
Spell (Continuous)  
During your Battle Phase, all monsters you control gain 200 ATK.  
(PGD-089 DR1-037 YSDJ-025)

**Bark of Dark Ruler**  
Trap  
You can only activate this card during the Damage Step of a Battle Phase if a Fiend-Type monster on your side of the field battles. Pay Life Points (in multiples of 100 points) to decrease 1 of your opponent's monster's ATK and DEF by the same amount of points until the End Phase of that turn.  
(LOD-010 DB2-132)

**Baron of the Fiend Sword**, 4, DARK  
Fiend, 1550/800  
An aristocrat who wields a sword possessed by a malicious spirit that preys on the weak.  
(SDY-036)

**Barrel Behind the Door**  
Trap (Counter)  
You can only activate this card when an effect that inflicts damage to your Life Points is activated (except Battle Damage). Switch the Effect Damage you receive to your opponent's Life Points.  
(PGD-095 DR1-043)

**Barrel Dragon**, 7, DARK  
Machine/Effect, 2600/2200  
Once per turn, you can toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 monster your opponent controls.  
(MRD-126 DB2-072 DLG1-045 MC1-002 RP01-044)

**Barrier Statue of the Abyss**, 4, DARK  
Fiend/Effect, 1000/1000  
No monsters can be Special Summoned, except for DARK monsters.  
(CDIP-018)

**Barrier Statue of the Drought**, 4, EARTH  
Rock/Effect, 1000/1000  
No monsters can be Special Summoned, except for EARTH monsters.  
(CDIP-022)

**Barrier Statue of the Heavens**, 4, LIGHT  
Fairy/Effect, 1000/1000  
No monsters can be Special Summoned, except for LIGHT monsters.  
(CDIP-023)

**Barrier Statue of the Inferno**, 4, FIRE  
Pyro/Effect, 1000/1000  
No monsters can be Special Summoned, except for FIRE monsters.  
(CDIP-020)

**Barrier Statue of the Stormwinds**, 4, WIND  
Winged Beast/Effect, 1000/1000  
No monsters can be Special Summoned, except for WIND monsters.  
(CDIP-021)

**Barrier Statue of the Torrent**, 4, WATER  
Aqua/Effect, 1000/1000  
No monsters can be Special Summoned, except for WATER monsters.  
(CDIP-019)

**Basic Insect**, 2, EARTH  
Insect, 500/700  
Usually found traveling in swarms, this creature's ideal environment is the forest.  
(LOB-008)

**Battery Charger**  
Spell  
Pay 500 Life Points. Special Summon 1 "Batteryman" monster from your Graveyard.  
(TLM-041 DR3-221)

**Batteryman AA**, 3, LIGHT  
Thunder/Effect, 0/0  
If all "Batteryman AA"(s) on your side of the field are in Attack Position, this card gains 1000 ATK for each "Batteryman AA" on your side of the field. If all "Batteryman AA"(s) on your side of the field are in Defense Position, this card gains 1000 DEF for each "Batteryman AA" on your side of the field.  
(TLM-030 CP06-013 DR3-210)



**Batteryman C, 2, LIGHT**

Thunder/Effect, 0/0

If all "Batteryman C"(s) you control are in Attack Position, all Machine-Type monsters you control gain 500 ATK for each "Batteryman C" you control. If all "Batteryman C"(s) you control are in Defense Position, all Machine-Type monsters you control gain 500 DEF for each "Batteryman C" you control.

(*CRV-030 DR04-030*)

**Batteryman Charger, 5, LIGHT**

Thunder/Effect, 1800/1200

When this card is Normal Summoned, you can Special Summon 1 "Batteryman" monster, except "Batteryman Charger", from your hand or Deck. This card gains 300 ATK and DEF for each Thunder-Type monster you control.

(*LODT-030*)

**Batteryman D, 1, LIGHT**

Thunder/Effect, 0/1900

Your opponent cannot select a Thunder-Type monster you control as an attack target (except "Batteryman D").

(*EOJ-030 DR04-210*)

**Batteryman Industrial Strength, 8, LIGHT**

Thunder/Effect, 2600/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 2 "Batteryman" monsters from your Graveyard. Once per turn, you can remove from play 1 Thunder-Type monster from your Graveyard to destroy 1 monster and 1 Spell or Trap Card on the field.

(*LODT-031*)

**Batteryman Micro-Cell, 1, LIGHT**

Thunder/Effect, 100/100

FLIP: Special Summon 1 Level 4 or lower "Batteryman" monster from your Deck, except "Batteryman Micro-Cell". After this card has been flipped face-up, when it is destroyed by battle and sent to the Graveyard, draw 1 card.

(*LODT-032*)

**Battle Footballer, 4, FIRE**

Machine, 1000/2100

A cyborg with high defense power. Originally it was invented for a football machine.

(*DCR-001 DR1-163*)

**Battle Mania**

Trap

Activate only during your opponent's Standby Phase. All face-up monsters your opponent controls are changed to Attack Position, and cannot change their battle positions this turn. All monsters your opponent currently controls must attack this turn, if able.

(*CSOC-063*)

**Battle Ox, 4, EARTH**

Beast-Warrior, 1700/1000

A monster with tremendous power, it destroys enemies with a swing of its axe.

(*SDK-005 SKE-002*)

**Battle-Scarred**

Trap (Continuous)

Select 1 Archfiend monster on your side of the field to activate this card. Your opponent also pays the same Life Points that you pay for the selected monster during the Standby Phase. If this card is removed from the field, destroy the selected monster. When the selected monster is removed from the field, destroy this card.

(*DCR-097 DR1-259*)

**Battle Steer, 5, EARTH**

Beast-Warrior, 1800/1300

A bull monster often found in the woods, it charges enemy monsters with a pair of deadly horns.

(*MRD-064 DB2-037*)

**Battle Tuned**

Spell (Quick-Play)

Remove from play 1 Tuner monster from your Graveyard. Target face-up monster you control gains ATK equal to the removed monster's ATK.

(*TDGS-048*)

**Bazoo the Soul-Eater, 4, EARTH**

Beast/Effect, 1600/900

Once per turn, you can remove from play up to 3 Monster Cards from your Graveyard. This card gains 300 ATK for each card removed, until the end of your opponent's next turn.

(*LON-064 DB2-003 SDDE-008 TP5-007*)

**Bean Soldier, 4, EARTH**

Plant, 1400/1300

A plant-warrior that attacks with seeds and sword.

(*TP1-018*)

**Beast Fangs**

Spell (Equip)

Increase the ATK and DEF of a Beast-Type monster equipped with this card by 300 points.

(*LOB-041*)

**Beast of Talwar, 6, DARK**

Fiend, 2400/2150

Only the master of the sword among Fiend-Type monsters is permitted to hold the Talwar.

(*PSV-103*)

**Beast of the Pharaoh, 3, EARTH**

Zombie/Effect, 400/600

If this card is sent to the Graveyard for a Synchro Summon, you can Special Summon 1 Level 4 or lower Zombie-Type monster from your Graveyard.

(*TDGS-032*)

**Beast Soul Swap**

Trap

Return to the owner's hand 1 face-up Beast-Type monster on your side of the field, then the owner of that card Special Summons 1 Beast-Type monster from their hand with the same Level as the monster you returned.

(*FET-055 DR3-175*)

**Beastking of the Swamps, 4, WATER**

Aqua/Effect, 1000/1100

You can substitute this card for any 1 Fusion-Material Monster. When you do this, the other Fusion-Material Monster(s) must be the correct one(s).

(*TP1-014 TP5-014*)

**Beautiful Headhuntress, 4, EARTH**

Warrior, 1600/800

A vicious creature that has decapitated numerous enemy monsters.

(*TP2-011*)

**Beaver Warrior, 4, EARTH**

Beast-Warrior, 1200/1500

What this creature lacks in size it makes up for in defense when battling in the prairie.

(*LOB-064 DB1-121 SDY-005 SYE-006*)

**Beckoning Light**

Trap

Discard all the cards in your hand to the Graveyard, then select a number of LIGHT monsters from your Graveyard equal to the number of cards you discarded, and add them to your hand.

(*AST-053 DR2-165*)

**Beelze Frog, 3, WATER**

Aqua/Effect, 1200/800

This card gains 300 ATK for each "T.A.D.P.O.L.E." in your Graveyard.

(*SOI-026 DR04-146*)

**Begone, Knave!**

Trap (Continuous)

If a monster inflicts Battle Damage to a player, return the monster to its owner's hand.

(*IOC-107 DR2-108*)

**Behegon, 4, WATER**

Aqua, 1350/1000

With an enormous maw and massive teeth, this monstrosity is one dangerous and strange serpent from the deep.

(*TP8-014*)

**Behemoth the King of All Animals, 7, EARTH**

Beast/Effect, 2700/1500

This card can be Normal Summoned or Set with 1 Tribute. In that case, the original ATK of this card becomes 2000. When this card is Tribute Summoned, you can return from your Graveyard to the owner's hand a number of Beast-Type monsters equal to the number of Tributed monsters.

(*FET-014 DR3-134*)

**Beiige, Vanguard of Dark World, 4, DARK**

Fiend/Effect, 1600/1300

If this card is discarded from the hand to the Graveyard by a card effect, Special Summon it.

(*EEN-020 DR04-080*)

**Belial-Marquis of Darkness, 8, DARK**

Fiend/Effect, 2800/2400

Your opponent cannot select any monster you control, except "Belial - Marquis of Darkness", as an attack target, or as a target of a Spell or Trap Card.

(*PTDN-099*)

**Berserk Dragon, 8, DARK**

Zombie/Effect, 3500/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "A Deal with Dark Ruler". This card can attack all monsters on your opponent's side of the field once each. Decrease the ATK of this card by 500 points during the End Phase of each of your turns.

(*DCR-019 DR1-181*)

**Berserk Gorilla**, 4, EARTH  
Beast/Effect, 2000/1000  
If this card is in face-up Defense Position on the field, destroy this card. The controller of this card must attack with this card if possible.  
(*IOC-013 DR2-013 TP8-011*)

**B.E.S. Covered Core**, 7, EARTH  
Machine/Effect, 2500/800  
When this card is Normal Summoned, put 2 counters on it. This card cannot be destroyed by battle. If this card attacks or is attacked, at the end of the Damage Step toss a coin and call it. If you call it wrong, remove 1 counter. If this card battles without a counter, destroy it at the end of the Damage Step.  
(*SOI-013 DR04-133*)

**B.E.S. Crystal Core**, 5, WATER  
Machine/Effect, 2100/1000  
When this card is Normal Summoned, put 3 counters on it. This card cannot be destroyed by battle. If this card attacks or is attacked, remove 1 counter from this card at the end of the Damage Step. If you cannot, destroy it. Once per turn, during your Main Phase, you can change 1 face-up Attack Position monster your opponent controls to face-up Defense Position.  
(*CRV-021 CP03-015 DR04-021*)

**B.E.S. Tetran**, 6, WIND  
Machine/Effect, 1800/2300  
When this card is Normal Summoned, put 3 counters on it. This card cannot be destroyed by battle. If this card attacks or is attacked, remove 1 counter from this card at the end of the Damage Step. If you cannot, destroy it. Once per turn, you can remove 1 counter on this card to destroy 1 Spell or Trap Card on the field.  
(*EEN-017 DR04-077*)

**Beta the Magnet Warrior**, 4, EARTH  
Rock, 1700/1600  
Alpha, Beta, and Gamma meld as one to form a powerful monster.  
(*DOR-002*)

**Bickuribox**, 7, DARK  
Fiend/Fusion, 2300/2000  
"Crass Clown" + "Dream Clown"  
(*MRD-093*)

**Big Bang Shot**  
Spell (Equip)  
The equipped monster gains 400 ATK. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this card is removed from the field, the equipped monster is removed from play.  
(*MFC-086 CP02-019 DR1-141 SDDE-024 SDRL-027*)

**Big Burn**  
Trap  
You can only activate this card when your opponent activates a card that targets a monster in the Graveyard. Remove from play all monsters in both players' Graveyards.  
(*IOC-047 DR2-047*)

**Big Core**, 6, DARK  
Machine/Effect, 2300/1100  
Put 3 counters on this card when you Normal Summon it. This card cannot be destroyed by battle. If this card battles a monster, remove 1 counter from this card at the end of the Damage Step. If this card battles without a counter, destroy this card at the end of the Damage Step.  
(*RDS-030 DR3-090*)

**Big Evolution Pill**  
Spell  
Tribute 1 Dinosaur-Type monster to activate this card. This card remains face-up on the field for 3 of your opponent's turns. While this card is face-up on the field, you can Normal Summon or Set Dinosaur-Type monsters without Tributing.  
(*SD09-017*)

**Big Eye**, 4, DARK  
Fiend/Effect, 1200/1000  
FLIP: See the 5 cards from the top of your Deck, arrange them in any order desired, and replace them on top of the Deck.  
(*MRD-017 DB1-152 SDJ-018*)

**Big Koala**, 7, EARTH  
Beast, 2700/2000  
A species of huge Des Koala. He's meek, but people are afraid of him because he's very powerful.  
(*IOC-004 DR2-004*)

**Big Piece Golem**, 5, EARTH  
Rock/Effect, 2100/0  
If your opponent controls a monster and you control no monsters, you can Normal Summon this card without Tributing.  
(*TDGS-008*)

**Big Shield Gardna**, 4, EARTH  
Warrior/Effect, 100/2600  
Negate the activation of any Spell Card that targets this 1 face-down monster. At that time, flip this card into face-up Defense Position. If this card is attacked, change it to Attack Position at the end of the Damage Step.  
(*CP01-006 DB1-097 TP5-002*)

**Big Shield Guardna**  
Errata  
(This card's name is "Big Shield Gardna".)  
(*DB1-097*)

**Big-Tusked Mammoth**, 5, EARTH  
Beast/Effect, 2000/1000  
Monsters on your opponent's side of the field cannot attack during the same turn that they are Normal Summoned, Flip Summoned, or Special Summoned.  
(*FET-015 DR3-135*)

**Big Wave Small Wave**  
Spell  
Destroy all face-up WATER monsters on your side of the field. Then you can Special Summon WATER monsters from your hand, up to the same number of monsters destroyed by this effect.  
(*SOD-046 DR3-046 SD4-025*)

**Bio-Mage**, 3, LIGHT  
Fairy, 1150/1000  
A mysterious priest created as a result of the latest advances in biotechnology.  
(*LON-043*)

**Birdface**, 4, WIND  
Winged Beast/Effect, 1600/1600  
When this card is sent to the Graveyard as a result of battle, you can add 1 "Harpie Lady" from your Deck to your hand. Then shuffle your Deck.  
(*PGD-005 DB2-208 SD8-009*)

**Birthright**  
Trap (Continuous)  
Select 1 Normal Monster from your Graveyard and Special Summon it in face-up Attack Position. When this card is removed from the field, destroy that monster. When that monster is removed from the field, destroy this card.  
(*STON-057 5DS1-040*)

**Bite Shoes**, 2, DARK  
Fiend/Effect, 500/300  
FLIP: Change the battle position of 1 face-up monster on the field.  
(*PSV-080*)

**Bitelon**, 6, WATER  
Reptile/Effect, 2400/1000  
During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(*POTD-023*)

**Black Garden**  
Spell (Field)  
When a monster is Normal or Special Summoned, except by the effect of "Black Garden", halve its ATK and Special Summon 1 "Rose Token" (Plant-Type/DARK/Level 2/ATK 800/DEF 800) to its controller's opponent's side of the field, in Attack Position. You can destroy this card and all face-up Plant-Type monsters on the field and Special Summon 1 monster with ATK equal to the total ATK of those monsters from your Graveyard.  
(*CSOC-048*)

**Black Horn of Heaven**  
Trap (Counter)  
Negate the Special Summon of 1 of your opponent's monsters, and destroy it.  
(*CDIP-060*)

**Black Illusion Ritual**  
Spell (Ritual)  
This card is used to Ritual Summon "Relinquished". You must also Tribute monsters from the field or your hand whose total Levels equal 1 or more.  
(*SRL-051 DB2-250 DLG1-061 RP01-060 SDP-038*)

**Black Luster Ritual**  
Spell (Ritual)  
This card is used to Ritual Summon "Black Luster Soldier". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.  
(*SYE-025*)

**Black Luster Soldier**, 8, EARTH  
Warrior/Ritual, 3000/2500  
This monster can only be Ritual Summoned with the Ritual Spell Card, "Black Luster Ritual". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.  
(*SYE-024 MF03-009*)

**Black Luster Soldier-Envoy of the Beginning, 8, LIGHT**

Warrior/Effect, 3000/2500

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 LIGHT and 1 DARK monster in your Graveyard. Once during each of your turns, you can select and activate 1 of the following effects: <p>[\*] Remove from play 1 monster on the field. If you activate this effect, this card cannot attack during this turn. <p>[\*] If this card destroyed your opponent's monster as a result of battle, it can attack once again in a row.  
(IOC-025 DR2-025 MC2-004)

**Black Magic Ritual**

Spell (Ritual)

This card is used to Ritual Summon "Magician of Black Chaos". You must also Tribute monsters from the field or your hand whose total Levels equal 8 or more.  
(PP01-002)

**Black Pendant**

Spell (Equip)

The equipped monster gains 500 ATK. When this card is sent from the field to the Graveyard, inflict 500 damage to your opponent.  
(SRL-003 DB1-003 DLG1-053 RP01-052 SDP-025 YSD-021 YSDS-021)

**Black Ptera, 3, WIND**

Dinosaur/Effect, 1000/500

When this card is sent from the field to the Graveyard, except when destroyed by battle, it is returned to the owner's hand.  
(POTD-018 SD09-012)

**Black Rose Dragon, 7, FIRE**

Dragon/Synchro/Effect, 2400/1800

1 Tuner + 1 or more non-Tuner monsters <p>When this card is Synchro Summoned, you can destroy all cards on the field. Once per turn, you can remove from play 1 Plant-Type monster from your Graveyard to change 1 monster your opponent controls to face-up Attack Position, and reduce its ATK to 0 until the End Phase.  
(CSOC-039)

**Black Stego, 4, EARTH**

Dinosaur/Effect, 1200/2000

When this card is selected as an attack target by your opponent's monster, this card is changed to Defense Position.  
(POTD-019 SD09-013)

**Black Tyranno, 7, EARTH**

Dinosaur/Effect, 2600/1800

If your opponent controls no cards except Defense Position Monster Cards, this card can attack your opponent directly.  
(IOC-075 DR2-076 SD09-008)

**Black Veloci, 4, EARTH**

Dinosaur/Effect, 1800/300

If this card attacks an opponent's monster, this card gains 400 ATK during the Damage Step only. If this card is attacked by an opponent's monster, this card loses 400 ATK during the Damage Step only.  
(PTDN-033)

**Blackland Fire Dragon, 4, DARK**

Dragon, 1500/800

A dragon that dwells in the depths of darkness, its vulnerability lies in its poor eyesight.  
(MRD-062 DB2-036)

**Blade Knight, 4, LIGHT**

Warrior/Effect, 1600/1000

If you have 1 or less cards in your hand, increase the ATK of this card on the field by 400 points. Also, if this card is the only monster on your side of the field, negate the effects of Flip Effect Monsters destroyed by this card as a result of battle.  
(DB2-034 CT1-002 CP06-007)

**Blade Rabbit, 2, EARTH**

Beast/Effect, 400/300

When this card is changed from Attack Position to face-up Defense Position, destroy 1 monster on your opponent's side of the field.  
(FET-018 DR3-138)

**Blade Skater, 4, EARTH**

Warrior, 1400/1500

An image of beauty on the ice, this gorgeous warrior rips her opponents into pieces with her stylish Accel Slicer attack.  
(EEN-003 DR04-063)

**Bladefly, 2, WIND**

Insect/Effect, 600/700

As long as this card remains face-up on the field, increase the ATK of all WIND monsters by 500 points and decrease the ATK of all EARTH monsters by 400 points.  
(MRD-118 DB2-068 SD8-008 TP3-020)

**Blast Asmodian, 3, FIRE**

Fiend/Effect, 1000/300

If any Spell or Trap Card(s) are Chained, inflict 500 damage to your opponent.  
(CDIP-016)

**Blast Held by a Tribute**

Trap

You can only activate this card when your opponent declares an attack with a monster on his/her side of the field that has been Tribute Summoned or Set. Destroy all face-up Attack Position monsters on your opponent's side of the field and inflict 1000 points of damage to your opponent's Life Points.  
(DCR-104 DR1-266)

**Blast Juggler, 3, FIRE**

Machine/Effect, 800/900

You can only activate this effect during your Standby Phase. Tribute this face-up card to select and destroy 2 face-up monsters with an ATK 1000 or less.  
(MRD-034 DB1-161)

**Blast Magician, 4, FIRE**

Spellcaster/Effect, 1400/1700

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card. By removing any number of Spell Counters, destroy 1 face-up monster on the field with ATK equal to or less than 700 x the number of removed Spell Counters.  
(FET-020 DR3-140 SD6-014)

**Blast Sphere, 4, DARK**

Machine/Effect, 1400/1400

If an opponent's monster attacks this face-down Defense Position card, this card becomes an Equip Card equipped to the attacking monster, without applying damage calculation. Destroy the equipped monster and this card during the Standby Phase of your opponent's next turn, and inflict damage to your opponent equal to the equipped monster's ATK.  
(JUMP-019 DLG1-092 RP01-091)

**Blast with Chain**

Trap

After activation, this card is treated as an Equip Card that increases the ATK of the equipped monster by 500 points. Equip a monster on your side of the field with this card. If this card is destroyed by the effect of another card while it is an Equip Card, select 1 card on the field and destroy it.  
(LOD-088 DB2-197 SD5-036)

**Blasting Fuse**

Trap

Activate only when all (4) zones of this card's column are occupied. Destroy all cards in this column.  
(CDIP-049)

**Blasting the Ruins**

Trap

You can only activate this card if there are 30 or more cards in your Graveyard. Inflict 3000 points of damage to your opponent's Life Points.  
(IOC-048 DR2-048)

**Blaze Accelerator**

Spell (Continuous)

You can send 1 Pyro-Type monster with 500 or less ATK from your hand to the Graveyard to destroy 1 monster your opponent controls, but you cannot declare an attack during this turn if you do.  
(FOTB-040 CP06-005)

**Blazewing Butterfly, 4, FIRE**

Insect/Gemini, 1500/1500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] You can Tribute this card to Special Summon 1 Gemini monster from your Graveyard except "Blazewing Butterfly". A Gemini monster Special Summoned by this effect is treated as an Effect Monster, and gains its effect.  
(TAEV-089)

**Blazing Hiita, 4, FIRE**

Spellcaster/Effect, 800/1500

Once per turn, you can Tribute 1 FIRE monster (except this card) to Special Summon 1 FIRE monster from your hand. The monster Special Summoned by this effect is destroyed if "Blazing Hiita" is removed from your side of the field.  
(EOJ-028 DR04-208)

**Blazing Inpachi, 4, FIRE**

Pyro, 1850/0

A wicked wooden spirit now burning in flames. Its fire attack is powerful, but it will soon be nothing but ashes.  
(IOC-061 DR2-062 SD3-003)

### **Blessings of the Nile**

#### **Spell (Continuous)**

Each time card(s) are discarded from your hand to the Graveyard by the effect of a card controlled by your opponent, increase your Life Points by 1000 points.  
(AST-090 DR2-203)

### **Blind Destruction**

#### **Trap (Continuous)**

During your Standby Phase, roll 1 six-sided die once. Destroy any monsters whose Level is equal to the number rolled. (If the number is "6", destroy all face-up Level 6 or higher monsters on the field.)  
(LON-086 DB2-019)

### **Blindly Loyal Goblin, 4, EARTH**

#### **Warrior/Effect, 1800/1500**

As long as this card remains face-up on the field, control of this card cannot switch.  
(DCR-022 DR1-184)

### **Blizzard Dragon, 4, WATER**

#### **Dragon/Effect, 1800/1000**

Once per turn, you can select 1 monster your opponent controls. It cannot change its battle position or declare an attack until the end of your opponent's next turn.  
(YDB1-001 DLG1-101)

### **Block Attack**

#### **Spell**

Select 1 face-up Attack Position monster on your opponent's side of the field and change it to Defense Position.  
(MRD-133 DB2-078 SDJ-031)

### **Blocker, 4, DARK**

#### **Machine, 850/1800**

Constructed from several components, this monster can launch them in a pincer attack.  
(TP8-017)

### **Blockman, 4, EARTH**

#### **Rock/Effect, 1000/1500**

By Tributing this face-up card, Special Summon in Defense Position a number of "Block Tokens" (Rock-Type/EARTH/Level 4/ATK 1000/DEF 1500) equal to the number of turns this card has been face-up on your side of the field. These tokens cannot declare an attack.  
(DPK-SE1)

### **Blowback Dragon, 6, DARK**

#### **Machine/Effect, 2300/1200**

Once per turn, you can toss a coin 3 times. If at least 2 of the results are Heads, destroy 1 card your opponent controls.  
(AST-022 CP05-007 DR2-134 MC2-005)

### **Blue-Eyes Shining Dragon, 10, LIGHT**

#### **Dragon/Effect, 3000/2500**

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by offering 1 "Blue-Eyes Ultimate Dragon" on your side of the field as a Tribute. Increase the ATK of this card by 300 points for each Dragon-Type monster in your Graveyard. You can negate the effect of Spell, Trap, and Monster Cards that designate this card.  
(MOV-001)

### **Blue-Eyes Toon Dragon, 8, LIGHT**

#### **Dragon/Toon, 3000/2500**

This card cannot be Normal Summoned or Set. This card can only be Special Summoned while you control "Toon World". You can Special Summon this card from your hand (but Tributes are required if it is Level 5 or higher). This card cannot attack during the turn it is Summoned. This card cannot attack unless you pay 500 Life Points. When "Toon World" is destroyed, destroy this card. If your opponent doesn't control a Toon Monster, this card can attack your opponent directly. If your opponent controls a face-up Toon Monster, your must select it as an attack target.  
(SRL-000 DB1-066 DLG1-051 RP01-050 SDP-020)

### **Blue-Eyes Ultimate Dragon, 12, LIGHT**

#### **Dragon/Fusion, 4500/3000**

"Blue-Eyes White Dragon" + "Blue-Eyes White Dragon" + "Blue-Eyes White Dragon"  
(JMP-005 DLG1-001 GLD1-028 RP01-000)

### **Blue-Eyes White Dragon, 8, LIGHT**

#### **Dragon, 3000/2500**

This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.  
(LOB-001 BPT-003 BPT-009 DB1-098 DDS-001 DLG1-002 FL1-001 JMP-001 PCK-001 RP01-001 SDK-001 SKE-001)

### **Blue Medicine**

#### **Spell**

Increase your Life Points by 400 points.  
(TP1-008)

### **Blue Thunder T-45, 4, LIGHT**

#### **Machine/Effect, 1700/1000**

When this card destroys an opponent's monster by battle, Special Summon 1 "Thunder Option Token" (Machine-Type/LIGHT/Level 4/ATK 1500/DEF 1500). This Token cannot be Tributed for a Tribute Summon.  
(PTDN-038)

### **Blue-Winged Crown, 4, WIND**

#### **Winged Beast, 1600/1200**

With hair shaped like a crown and a body encased in bluish white flames, this bird is a formidable sight.  
(MRD-122)

### **Boar Soldier, 4, EARTH**

#### **Beast-Warrior/Effect, 2000/500**

If this card is Normal Summoned, destroy this card. If your opponent controls 1 or more monsters, decrease the ATK of this card by 1000 points.  
(SRL-089)

### **Bokoichi the Freightening Car, 2, DARK**

#### **Machine, 500/500**

A freight car that is exclusively for Dekoichi. It can transport anything, but most cargo arrives broken.  
(RDS-003 DR3-063)

### **Bombardment Beetle, 2, WIND**

#### **Insect/Effect, 400/900**

FLIP: Pick up and see 1 face-down Defense Position Monster Card on your opponent's side of the field. If it is an Effect Monster, destroy it (its Flip Effect is not activated), and if the card is not, return it to its original position.  
(PSV-087 DB1-197)

### **Bonding-H2O**

#### **Spell**

Tribute 2 "Hydrogeddons" and 1 "Oxygeddon". Special Summon 1 "Water Dragon" from your hand, Deck or Graveyard.  
(EEN-043 DR04-103)

### **Boneheimer, 3, WATER**

#### **Aqua, 850/400**

This monster wanders the seas, sucking dry any creatures it may encounter.  
(LON-057)

### **Book of Eclipse**

#### **Spell (Quick-Play)**

Change all face-up monsters on the field to face-down Defense Position. During the End Phase, flip all face-down Defense Position monsters your opponent controls face-up, and your opponent draws 1 card for each.  
(TDGS-062)

### **Book of Life**

#### **Spell**

Special Summon 1 Zombie-Type monster from your Graveyard and remove from play 1 monster from your opponent's Graveyard.  
(PGD-033 DB2-230 SD2-021 SDZW-023 TP5-008)

### **Book of Moon**

#### **Spell (Quick-Play)**

Flip 1 face-up monster on the field into face-down Defense Position.  
(PGD-035 CP01-002 DB2-232 YSDS-025)

### **Book of Secret Arts**

#### **Spell (Equip)**

Increase the ATK and DEF of a Spellcaster-Type monster equipped with this card by 300 points.  
(LOB-043 SDY-021)

### **Book of Taiyou**

#### **Spell**

Flip 1 face-down monster on the field into face-up Attack Position.  
(PGD-034 CP02-017 DB2-231)

### **Boot-Up Soldier-Dread Dynamo, 4, EARTH**

#### **Machine/Effect, 0/2000**

While you have a face-up "Gadget" monster on your side of the field, this card gains 2000 ATK.  
(SD10-004)

### **Boss Rush**

#### **Spell (Continuous)**

You cannot Normal Summon or Set. During the End Phase of the turn that a "B.E.S." monster or a "Big Core" is destroyed and sent to the Graveyard, you can Special Summon 1 "B.E.S." monster or 1 "Big Core" from your Deck.  
(EEN-047 DR04-107)

### **Botanical Girl, 3, WATER**

#### **Plant/Effect, 1300/1100**

When this card is sent from the field to the Graveyard, you can add 1 Plant-Type monster with 1000 or less DEF from your Deck to your hand.  
(CSOC-027)

### **Botanical Lion, 4, EARTH**

#### **Plant/Effect, 1600/2000**

This card gains 300 ATK for each Plant-Type monster you control. Control of this face-up card cannot switch.  
(CSOC-099)

**Bottom Dweller, 5, WATER**

Fish, 1650/1700

This is one sea creature whose wrath is something monsters fear to face.

(MRD-039)

**Bottomless Shifting Sand**

Trap (Continuous)

At the end of your opponent's turn, destroy the face-up monster(s) with the highest ATK on the field. During your own Standby Phase, if you have 4 or less cards in your hand, this card is destroyed.

(PGD-043 DB2-240)

**Bottomless Trap Hole**

Trap

When your opponent Summons a monster(s) with 1500 or more ATK, destroy and remove from play the monster(s).

(LOD-092 CP04-005 DB2-201 SDDE-032 SDZW-034)

**Bountiful Artemis, 4, LIGHT**

Fairy/Effect, 1600/1700

Draw 1 card from your Deck each time a Counter Trap Card is activated.

(EOJ-020 DR04-200)

**Bowganian, 3, DARK**

Machine/Effect, 1300/1000

During each of your Standby Phases, inflict 600 points of damage to your opponent's Life Points.

(IOC-029 DR2-029)

**Brain Control**

Spell

Pay 800 Life Points. Select 1 face-up monster your opponent controls. Take control of it until the End Phase.

(TLM-038 DR3-218 GLD1-033 SD7-024 SDDE-027 SDRL-030 YSD-031 YSDJ-030 YSDS-031)

**Brain Crusher, 7, DARK**

Insect/Effect, 2400/1500

Once per turn, if this card destroyed an opponent's monster by battle and sent it to the Graveyard, you can Special Summon 1 of those destroyed monsters from the Graveyard during the End Phase.

(GX03-001)

**Brain Jacker, 2, DARK**

Fiend/Effect, 200/900

FLIP: Equip this card to a monster on your opponent's side of the field and treat it as an Equip Card. Take control of the equipped monster. Your opponent gains 500 Life Points during each of their Standby Phases.

(FET-034 DR3-154)

**Brainwashing Beam**

Trap (Continuous)

Select 1 monster with at least 1 A-Counter on your opponent's side of the field and take control of that monster. During each of your End Phases, remove 1 A-Counter from that controlled monster. If all A-Counters are removed from that monster, or that monster is destroyed, destroy this card.

(POTD-060)

**Branch!**

Spell (Continuous)

When a Fusion Monster on the field is destroyed and sent to the Graveyard, you can Special Summon from your Graveyard 1 of the Fusion Material Monsters that you used for the Fusion Summon of that Fusion Monster.

(EEN-046 DR04-106)

**Breaker the Magical Warrior, 4, DARK**

Spellcaster/Effect, 1600/1000

When this card is Normal Summoned, put 1 Spell Counter on it (max. 1). Increase the ATK of this card by 300 points for each Spell Counter on this card. By removing 1 Spell Counter from this card, destroy 1 Spell or Trap Card on the field.

(MFC-071 DR1-126 GLD1-014 MC2-002 SD6-009 TP7-005)

**Breakthrough!**

Trap

Select 1 "Six Samurai" monster you control. If the selected monster destroys an opponent's monster by battle, "Great Shogun Shien" and all "Six Samurai" monsters you control can attack your opponent directly during the Battle Phase of this turn.

(FOTB-051)

**Breath of Light**

Spell

Destroy all face-up Rock-Type monsters on the field.

(DL10-001)

**Broken Bamboo Sword**

Spell (Equip)

The equipped monster gains 0 ATK.

(TAEV-062)

**Broken Blocker**

Trap

Activate only when a Defense Position monster you control, whose DEF is higher than its ATK, is destroyed by battle. Special Summon up to 2 monsters with the same name as that monster from your Deck in face-up Defense Position.

(TDGS-069)

**Broww, Huntsman of Dark World, 3, DARK**

Fiend/Effect, 1400/800

If this card is discarded from the hand to the Graveyard by a card effect, draw 1 card. If this card is discarded from the hand to the Graveyard by an opponent's card effect, draw 1 more card.

(EEN-021 DR04-081)

**Brron, Mad King of Dark World, 4, DARK**

Fiend/Effect, 1800/400

When this card inflicts Battle Damage to your opponent, you can select 1 card in your hand and discard it.

(EEN-022 DR04-082)

**Brutal Potion**

Trap

This card becomes an Equip Card, and equips to 1 monster you control. Once per turn, when you inflict damage to your opponent with a card effect, the equipped monster gains 1000 ATK until the End Phase.

(GX05-003)

**Bubble Blaster**

Spell (Equip)

You can only equip this card to "Elemental Hero Bubbleman". Increase the ATK of the equipped monster by 800 points. If the equipped monster would be destroyed as a result of battle, destroy this card instead, and make the Battle Damage to the controller of the equipped monster 0.

(DPI-023)

**Bubble Crash**

Trap

This card can only be activated when any player has 6 or more cards on the field and/or in their hand. The player(s) then select and send cards to their respective Graveyards until the amount remaining on the field and in their hand is 5.

(LOD-090 DB2-199)

**Bubble Illusion**

Spell (Quick-Play)

You can only activate this card while there is a face-up "Elemental Hero Bubbleman" on your side of the field. During this turn, you can activate 1 Trap Card from your hand.

(DPI-024)

**Bubble Shuffle**

Spell (Quick-Play)

Activate only while there is a face-up "Elemental Hero Bubbleman" on the field. Change 1 face-up Attack Position "Elemental Hero Bubbleman" that you control and 1 face-up Attack Position monster your opponent controls to Defense Position. Tribute the "Elemental Hero Bubbleman" that was changed to Defense Position and Special Summon 1 "Elemental Hero" monster from your hand.

(CRV-046 DPI-019 DR04-046)

**Bubonic Vermin, 3, EARTH**

Beast/Effect, 900/600

FLIP: You can Special Summon 1 "Bubonic Vermin" from your Deck in face-down Defense Position. Then shuffle your Deck.

(PSV-057 DB1-176)

**Burden of the Mighty**

Spell (Continuous)

Each face-up monster your opponent controls loses 100 ATK x its own Level.

(WC08-002)

**Burglar, 3, EARTH**

Beast, 850/800

A sly rat. He will come at you with his huge left claw.

(TP6-019)

**Burial from a Different Dimension**

Spell (Quick-Play)

Select up to 3 Monster Cards that are removed from play, and return them to their owners' Graveyards.

(DP03-026)

**Burning Algae, 3, FIRE**

Pyro/Effect, 500/1500

When this card is sent to the Graveyard, increase your opponent's Life Points by 1000 points.

(IOC-062 DR2-063)

**Burning Beast, 4, FIRE**

Pyro/Union, 1500/1000

Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to your "Freezing Beast" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, each time the equipped monster inflicts Battle Damage to your opponent, destroy 1 face-up Spell or Trap Card on the field. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(MFC-016 DRI-071)

**Burning Land**

Spell (Continuous)

Destroy all Field Spell Cards on the field. Inflict 500 points of damage to each player's Life Points during his/her Standby Phase.  
(PSV-061 DB1-177)

**Burning Spear**

Spell (Equip)

A FIRE monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.  
(TP1-010)

**Burst Breath**

Trap

Tribute 1 Dragon-Type monster on your side of the field. Destroy all face-up monsters on the field whose DEF is equal to or less than the ATK of the Tributed monster.  
(LOD-049 DB2-164 SKE-049)

**Burst Return**

Spell

You can only activate this card while there is a face-up "Elemental Hero Burstinatrix" on your side of the field. Return to the owner's hand(s) all monster(s) on the field that include "Elemental Hero" in their card name, except "Elemental Hero Burstinatrix".  
(DP1-022)

**Burst Stream of Destruction**

Spell

You can only activate this card while there is a face-up "Blue-Eyes White Dragon" on your side of the field. Destroy all monsters on your opponent's side of the field. No "Blue-Eyes White Dragon" can attack during the turn you activate this card.  
(AST-038 DR2-150)

**Buster Blader, 7, EARTH**

Warrior/Effect, 2600/2300

Increase the ATK of this card by 500 points for each Dragon-Type monster on your opponent's side of the field and in your opponent's Graveyard.  
(PSV-050 BPT-008 DB1-095 DLI-002)

**Buster Rancher**

Spell (Equip)

Only a monster with an ATK of 1000 points or less can be equipped with this card. During damage calculation, increase the ATK of the monster equipped with this card by 2500 points if the opponent's monster that battles it is in Attack Position and its ATK is 2500 or more, OR if the opponent's monster that battles it is in Defense Position and its DEF is 2500 or more.  
(PGD-085 DRI-033)

**Butterfly Dagger-Elma**

Spell (Equip)

Increase the ATK of a monster equipped with this card by 300 points. When this card is equipped to a monster, and is destroyed and sent to the Graveyard, this card can be returned to the owner's hand.  
(DCR-032 DRI-194)

**By Order of the Emperor**

Trap (Continuous)

You can choose to negate the activation of an Effect Monster's effect that activates when a monster is Normal Summoned (including itself). If you do, that Effect Monster's controller draws 1 card.  
(SDDE-029)

**Byroad Sacrifice**

Trap

Activate only if a monster on your side of the field is destroyed by battle. Special Summon 1 "Cyber Ogre" from your hand.  
(CDIP-055)

**Byser Shock, 5, DARK**

Fiend/Effect, 800/600

When this card is Normal Summoned, Flip Summoned, or Special Summoned, return all Set cards on the field to their owner's respective hands.  
(PGD-103 DRI-052)

**Cactus Fighter, 4, EARTH**

Plant/Effect, 1900/400

If this card destroys an opponent's monster by battle, Special Summon 1 "Needle Token" (Plant-Type/EARTH/Level 1/ATK 500/DEF 500) to your opponent's side of the field in Defense Position.  
(CSOC-082)

**Caius the Shadow Monarch, 6, DARK**

Fiend/Effect, 2400/1000

When this card is Tribute Summoned, remove from play 1 card on the field. If it was a DARK Monster Card, inflict 1000 damage to your opponent.  
(SDDE-001)

**Call of Darkness**

Trap (Continuous)

Send any monster that was Special Summoned by "Monster Reborn" to the Graveyard. While this card is on the field, "Monster Reborn" cannot be activated.  
(CP06-006)

**Call of the Earthbound**

Trap

Activate only when an opponent's monster declares an attack. You select the target of the attack.  
(PTDN-096)

**Call of the Grave**

Trap

You can activate this card when your opponent activates "Monster Reborn". Negate the effect of "Monster Reborn".  
(TP2-005 TP4-009)

**Call of the Haunted**

Trap (Continuous)

Select 1 monster from your Graveyard and Special Summon it in face-up Attack Position. When this card is removed from the field, destroy the monster. When the monster is destroyed, destroy this card.  
(PSV-012 DB1-076 DP04-025 HL06-005 SD1-021 SD3-028 SD4-027 SD5-033 SD6-032 SD8-030 SDRL-034)

**Call of the Mummy**

Spell (Continuous)

Once per turn, if you control no monsters, you can Special Summon 1 Zombie-Type monster from your hand.  
(PGD-038 DB2-235 SD2-022 SDZW-024)

**Cannon Soldier, 4, DARK**

Machine/Effect, 1400/1300

You can Tribute 1 monster to inflict 500 damage to your opponent.  
(MRD-106 DB2-061 DLG1-042 RP01-041 SD10-009)

**Cannon Soldier MK-2, 5, EARTH**

Machine/Effect, 1900/1200

You can Tribute 2 monsters to inflict 1500 damage to your opponent.  
(PTDN-035)

**Cannonball Spear Shellfish, 2, WATER**

Aqua/Effect, 1000/1000

While "Umi" is face-up on the field, this card is unaffected by any Spell Cards.  
(IOC-085 DR2-086)

**Canyon**

Spell (Field)

If a Rock-Type monster in Defense Position is attacked, double any Battle Damage to the controller of the attacking monster.  
(SD7-016)

**Card Destruction**

Spell

You and your opponent discard your entire hands and draw the same number of cards from your respective Decks that you discarded.  
(SDY-042 DLG1-085 RP01-084 SD8-018 SYE-032 SDZW-031)

**Card Ejector, 3, EARTH**

Spellcaster/Effect, 400/400

Once per turn, you can select and remove from play 1 card from your opponent's Graveyard.  
(DPCT-001)

**Card of Safe Return**

Spell (Continuous)

When a monster is Special Summoned to the field from your Graveyard, you can draw 1 card.  
(LON-029 DB1-232 SD2-018 SDZW-021)

**Card of Sanctity**

Spell

Remove from play all cards in your hand and on your side of the field. Draw cards until you have 2 cards in your hand.  
(TLM-037 DR3-217 EP1-000)

### **Card Rotator**

Spell

Send 1 card from your hand to the Graveyard.

Change the battle positions of all monsters your opponent controls. (Face-down Defense Position monsters are flipped to face-up Attack Position.)  
(CSOC-045)

### **Card Shuffle**

Spell (Continuous)

Pay 300 Life Points to use this card's effect.

Shuffle either your or your opponent's Deck. You can only use this effect during your turn, once per turn.

(PGD-080 DRI-028)

### **Card Trader**

Spell (Continuous)

Once per turn, during your Standby Phase, you can shuffle 1 card from your hand into the Deck, then draw 1 card.

(STON-046)

### **Card Trooper, 3, EARTH**

Machine/Effect, 400/400

Once per turn, you can send up to 3 cards from the top of your Deck to the Graveyard. This card gains 500 ATK for each card sent to the Graveyard until the End Phase. When this card you control is destroyed and sent to the Graveyard, draw 1 card.  
(DP03-009 DLG1-107)

### **Carrierroid, 4, WATER**

Machine/Effect, 1000/800

When an opponent activates a card's effect that targets and destroys a Spell or Trap Card(s) you control, you can discard 1 card to negate its activation and destroy the card.

(PP02-015)

### **Castle Gate, 6, EARTH**

Rock/Effect, 0/2400

This card cannot be destroyed by battle. Once per turn, if this card is in face-up Attack Position, you can Tribute 1 Level 5 or lower monster to inflict damage to your opponent equal to that monster's original ATK.

(PTDN-091)

### **Castle of Dark Illusions, 4, DARK**

Fiend/Effect, 920/1930

FLIP: Increase the ATK and DEF of all Zombie-Type monsters by 200 points. As long as this card remains face-up on the field, the ATK and DEF of Zombie-Type monsters continues to increase by 200 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

(MRD-073)

### **Castle Walls**

Trap

Increase the DEF of 1 face-up monster on the field by 500 points until the end of this turn.

(SDK-049 SDJ-045 SDP-043 SDY-049 YSD-033)

### **Catapult Turtle, 5, WATER**

Aqua/Effect, 1000/2000

You can Tribute 1 monster to inflict damage equal to half of its ATK to your opponent.

(MRD-075 DB2-047 DLG1-039 RP01-038)

### **Catnipped Kitty, 2, EARTH**

Beast/Effect, 0/500

This card cannot be attacked if there is another Beast-Type monster on your side of the field. Once per turn, you can make the DEF of 1 monster on your opponent's side of the field 0 until the end of this turn.

(FET-013 DR3-133)

### **Cat's Ear Tribe, 1, EARTH**

Beast-Warrior/Effect, 200/100

The original ATK of your opponent's monster(s) that battles with this card during his/her turn becomes 200 points during the Damage Step.

(MFC-081 DRI-136)

### **Cave Dragon, 4, WIND**

Dragon/Effect, 2000/100

If there is a monster on your side of the field, you cannot Normal Summon this monster. In addition, if there are no Dragon-Type monsters except this card on your side of the field, this card cannot declare an attack.

(LOD-040 DB2-155)

### **Ceasefire**

Trap

Flip all face-down Defense Position monsters on the field face-up. Flip Effects are not activated at this time. Inflict 500 damage to your opponent for each Effect Monster on the field.

(PSV-030 CP02-014 DB1-083 SD1-022)

### **Celestia, Lightsworn Angel, 5, LIGHT**

Fairy/Effect, 2300/200

When you Tribute Summon this card by Tributing a "Lightsworn" monster, you can send the top 4 cards of your Deck to the Graveyard to destroy up to 2 cards your opponent controls.

(LODT-024)

### **Celestial Transformation**

Spell (Quick-Play)

Special Summon 1 Fairy-Type monster from your hand. That monster's ATK is halved, and it is destroyed during the End Phase.

(EOJ-044 DR04-224)

### **Cell Explosion Virus**

Trap

Activate only when an opponent's monster with an A-Counter(s) declares an attack. Destroy all Attack Position monsters your opponent controls.

(GLAS-076)

### **Celtic Guardian, 4, EARTH**

Warrior, 1400/1200

An elf who learned to wield a sword, he baffles enemies with lightning-swift attacks.

(LOB-007 DB1-104 SDY-009 SYE-008)

### **Cemetery Bomb**

Trap

Inflict 100 damage to your opponent for each card in their Graveyard.

(SOD-059 DR3-059 YSD-039)

### **Centrifugal Field**

Spell (Field)

When a Fusion Monster is destroyed and sent to the Graveyard by a card effect, select 1 of the Fusion Material Monsters written in the card text of that Fusion Monster and Special Summon it from your Graveyard.

(FET-045 DR3-165)

### **Ceremonial Bell, 3, LIGHT**

Spellcaster/Effect, 0/1850

As long as this card remains face-up on the field, both players must show their respective hands.  
(SRL-092 DB1-055)

### **Cestus of Dagla**

Spell (Equip)

You can only equip this card to a Fairy-Type monster. Increase the ATK of a monster equipped with this card by 500 points. When the monster equipped with this card inflicts Battle Damage to your opponent's Life Points, increase your Life Points by an equal amount.

(DCR-090 DRI-252)

### **Chain Burst**

Trap (Continuous)

Each time a player activates a Trap Card, they take 1000 damage immediately after it resolves.

(RDS-056 DR3-116)

### **Chain Destruction**

Trap

You can activate this card when a monster with an ATK 2000 or less is Normal Summoned, Flip Summoned or Special Summoned. Destroy all monsters with the same name in the summoning player's hand and Deck. The Deck is then shuffled.

(PSV-006 DB1-070 TP4-004)

### **Chain Detonation**

Trap

Inflict 500 damage to your opponent. If this card was activated as Chain Link 2 or 3, add this card to the Deck and shuffle it. If this card was activated as Chain Link 4 or higher, return this card to the hand.

(CDIP-054)

### **Chain Disappearance**

Trap

You can only activate this card when a monster(s) with an ATK of 1000 or less is Normal Summoned, Flip Summoned or Special Summoned. Remove from play those Summoned monster(s), and your opponent removes from play all monsters of the same name in their hand and Deck. Their Deck is then shuffled.

(IOC-052 DR2-052)

### **Chain Energy**

Spell (Continuous)

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

(SRL-046 DB1-030)

### **Chain Healing**

Trap

Gain 500 Life Points. If this card was activated as Chain Link 2 or 3, add this card to the Deck and shuffle it. If this card was activated as Chain Link 4 or higher, return this card to the hand.

(CDIP-053)

### Chain Material

#### Trap

Any time you Fusion Summon a monster this turn, you can remove from play, from your side of the field, Deck, hand or Graveyard, Fusion Material Monsters that are listed on the Fusion Monster Card, and use them as Fusion Material Monsters. You cannot attack during the turn this card is activated. If you used this effect for a Fusion Summon, the Summoned Fusion Monster(s) is destroyed during the End Phase.  
(PTDN-067)

### Chain Strike

#### Spell (Quick-Play)

Activate only as Chain Link 2 or higher; inflict 400 damage to your opponent times the Chain Link number of this card. You cannot activate this card if multiple cards/effects with the same name are in that Chain.  
(CDIP-043)

### Chain Summoning

#### Spell (Quick-Play)

Activate only as Chain Link 3 or higher. You can Normal Summon or Set up to 3 times this turn. You cannot activate this card if multiple cards/effects with the same name are in that Chain.  
(PTDN-057)

### Chain Thrasher, 4, WIND

#### Warrior/Effect, 1000/600

This card can attack 1 additional time during the same Battle Phase for each "Chain Thrasher" in your Graveyard.  
(SOI-015 DR04-135)

### Chainsaw Insect, 4, EARTH

#### Insect/Effect, 2400/0

If this card attacks or is attacked, your opponent draws 1 card at the end of the Damage Step.  
(SOI-021 DR04-141)

### Chamberlain of the Six Samurai, 3, EARTH

#### Warrior, 200/2000

The Six Samurai are supported from the shadows by this silent and mysterious warrior. His past is unknown to them, but his countless scars are proof of his experience.  
(GLAS-001)

### Change of Heart

#### Spell

Select 1 monster on your opponent's side of the field. Take control of the selected monster until the End Phase of this turn.  
(MRD-060 DB1-168 SDJ-030 SDP-030 SDY-032 SKE-032 SYE-030)

### Change of Hero-Reflector Ray

#### Trap

Activate only when an "Elemental Hero" Fusion Monster you control is destroyed by battle and sent to the Graveyard. Inflict damage to your opponent equal to the destroyed Fusion Monster's Level × 300.  
(STON-049)

### Chaos Burst

#### Trap

Activate only by Tributing 1 monster when your opponent's monster declares an attack. Destroy the attacking monster. Then inflict 1000 damage to your opponent.  
(GX04-003)

### Chaos Command Magician, 6, LIGHT

#### Spellcaster/Effect, 2400/1900

Negate the effect of a Monster Card that targets this 1 card.  
(MFC-068 DR1-123 SD6-008 TP7-008)

### Chaos Emperor Dragon-Envoy of the End, 8, DARK

#### DARK

#### Dragon/Effect, 3000/2500

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 LIGHT and 1 DARK monster in your Graveyard. By paying 1000 Life Points, send all cards in both players' hands and on the field to the Graveyard. Inflict 300 points of damage to your opponent's Life Points for each card that is sent to the Graveyard by this effect.  
(IOC-000 DR2-056 TLM-SE1)

### Chaos End

#### Spell

You can only activate this card if 7 or more of your cards are currently removed from play. Destroy all Monster Cards on the field.  
(IOC-036 DR2-036)

### Chaos Greed

#### Spell

You can only activate this card if 4 or more of your cards are currently removed from play and there are no cards in your Graveyard. Draw 2 cards from your Deck.  
(IOC-038 DR2-038)

### Chaos Necromancer, 1, DARK

#### Fiend/Effect, 0/0

The ATK of this card becomes the number of Monster Cards in your Graveyard x 300 points.  
(IOC-017 DR2-017)

### Chaos Sorcerer, 6, DARK

#### Spellcaster/Effect, 2300/2000

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned by removing from play 1 LIGHT and 1 DARK monster in your Graveyard. Once per turn during your Main Phase, you can remove 1 face-up monster on the field from play. If you activate this effect, this card cannot attack during this turn.  
(IOC-023 DR2-023 SD6-012)

### Chaosrider Gustaph, 4, WIND

#### Warrior/Effect, 1400/1500

Once per turn, you can remove from play up to 2 Spell Cards from your Graveyard. This card gains 300 ATK for each card removed, until the end of your opponent's next turn.  
(IOC-018 DR2-018 SDDE-012)

### Charcoal Inpachi, 1, FIRE

#### Pyro, 100/2100

A wicked wooden spirit that has burned out. The barbecue grilled with this charcoal is so awesome that everybody thinks it's priceless.  
(SOD-001 SDS1-005 DR3-001)

### Charge of the Light Brigade

#### Spell

Send the top 3 cards of your Deck to the Graveyard. Add 1 Level 4 or lower "Lightsworn" monster from your Deck to your hand.  
(TDGS-089)

### Charm of Shabti, 1, EARTH

#### Rock/Effect, 100/100

Discard this card from your hand. Until the End Phase, make the Battle Damage to monsters that include "Gravekeeper's" in their card name 0.  
(PGD-074 DR1-022)

### Charubin the Fire Knight, 3, FIRE

#### Pyro/Fusion, 1100/800

"Monster Egg" + "Hinotama Soul"  
(LOB-015)

### Checkmate

#### Spell

Tribute 1 Archfiend monster on your side of the field. During this turn, 1 "Terrorking Archfiend" on your side of the field can attack your opponent's Life Points directly.  
(DCR-089 DR1-251)

### Chimeratech Overdragon, 9, DARK

#### Machine/Fusion/Effect, 2/?

"Cyber Dragon" + 1 or more Machine-Type monsters <p> This monster cannot be Special Summoned except by Fusion Summon. When this card is Fusion Summoned, send all other cards you control to the Graveyard. The original ATK and DEF of this card are each 800 x the number of Fusion Material Monsters used for its Fusion Summon. Each turn, this card can attack as many of your opponent's monsters as the number of Fusion Material Monsters used for its Fusion Summon.  
(POTD-034 DP04-013 GLD1-029)

### Chiron the Mage, 4, EARTH

#### Beast-Warrior/Effect, 1800/1000

Once per turn, you can discard 1 Spell Card to destroy 1 Spell or Trap Card your opponent controls.  
(FET-021 CP03-013 DR3-141 YSDJ-015 YSDS-012)

### Chopman the Desperate Outlaw, 3, DARK

#### Zombie/Effect, 1100/500

When this card is Flip Summoned, you can equip 1 Equip Spell Card in your Graveyard to this card.  
(IOC-010 DR2-010)

### Chorus of Sanctuary

#### Spell (Field)

Increase the DEF of all Defense Position monsters by 500 points.  
(SRL-037 DB1-022)

### Chosen One

#### Spell

Select 1 Monster Card and 2 non-Monster Cards from your hand. Your opponent randomly selects 1 card among them. If it is a Monster Card, it is Special Summoned and send the remaining 2 cards to the Graveyard. If not, send all the cards to the Graveyard.  
(LON-014 DB1-217)

### Chrysalis Chicky, 2, WIND

#### Winged Beast/Effect, 600/400

You can Tribute this card while "Neo Space" is on the field to Special Summon 1 "Neo-Spacial Air Hummingbird" from your hand or Deck.  
(TAEV-008)



**Chrysalis Dolphin, 2, WATER**

Fish/Effect, 400/600

By Tributing this card while "Neo Space" is on the field, Special Summon 1 "Neo-Spacial Aqua Dolphin" from your hand or Deck.  
(POTD-006 DP03-008)

**Chrysalis Larva, 2, FIRE**

Insect/Effect, 300/300

You can Tribute this card while "Neo Space" is on the field to Special Summon 1 "Neo-Spacial Flare Scarab" from your hand or Deck.  
(TAEV-010)

**Chrysalis Mole, 2, EARTH**

Rock/Effect, 700/100

You can Tribute this card while "Neo Space" is on the field to Special Summon 1 "Neo-Spacial Grand Mole" from your hand or Deck.  
(TAEV-011)

**Chrysalis Pantail, 2, DARK**

Beast/Effect, 800/300

You can Tribute this card while "Neo Space" is on the field to Special Summon 1 "Neo-Spacial Dark Panther" from your hand or Deck.  
(TAEV-007)

**Chrysalis Pinny, 2, LIGHT**

Plant/Effect, 100/700

You can Tribute this card while "Neo Space" is on the field to Special Summon 1 "Neo-Spacial Glow Moss" from your hand or Deck.  
(TAEV-009)

**Chthonian Alliance**

Spell (Equip)

The equipped monster gains 800 ATK for each other face-up monster on the field that has the same name it does.  
(EEN-044 DP2-022 DR04-104)

**Chthonian Blast**

Trap

Activate only when a face-up monster you control is destroyed and sent to the Graveyard. Destroy 1 face-up monster with the lowest ATK and inflict damage to both players equal to half of its ATK.  
(EEN-050 DP2-028 DR04-110)

**Chthonian Emperor Dragon, 6, FIRE**

Dragon/Gemini, 2400/1500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] This card can attack twice during the same Battle Phase.  
(TAEV-019)

**Chthonian Polymer**

Trap

Activate only when your opponent Fusion Summons a Fusion Monster. Tribute 1 monster to take control of that Fusion Monster.  
(EEN-057 DP2-029 DR04-117)

**Chthonian Soldier, 4, DARK**

Warrior/Effect, 1200/1400

When this card is destroyed by an opponent's attacking monster and sent to the Graveyard, the Battle Damage you took from this battle is also inflicted to your opponent.  
(EEN-010 DR04-070 MF03-011)

**Chu-Ske The Mouse Fighter, 3, EARTH**

Beast, 1200/0

A fiery mouse, travelling the world to become the strongest fighter in the world of mice. Be careful not to touch him, or you will get burned.  
(FET-003 DR3-123)

**Claw Reacher, 3, DARK**

Fiend, 1000/800

Stretching arms and razor-sharp claws make this monster a formidable opponent.  
(SDY-018)

**Clay Charge**

Trap

You can only activate this card when an "Elemental Hero Clayman" on your side of the field is selected as an attack target. (If it is face-down, pick up and show the card to your opponent.) Destroy the attacking monster and the selected "Elemental Hero Clayman" to inflict 800 points of damage to your opponent's Life Points.  
(DPI-030)

**Cliff the Trap Remover, 3, DARK**

Warrior/Effect, 1200/1000

When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects: <p>[\*] Destroy 1 Spell Card or Trap Card on the field. <p>[\*] Send 2 cards from the top of your opponent's Deck to his/her Graveyard.  
(MFC-078 DR1-133)

**Cloak and Dagger**

Trap (Continuous)

Declare 1 Monster Card name. If your opponent Normal Summons, Special Summons, or flips that monster(s) face-up, remove that monster(s) and this card from play.  
(STON-059)

**Clock Tower Prison**

Spell (Field)

During each of your opponent's Standby Phases, put 1 Clock Counter on this card. While there are 4 or more Clock Counters on this card, you do not take any Battle Damage. When this card with 4 or more Clock Counters is destroyed and sent to the Graveyard, Special Summon 1 "Destiny Hero - Dreadmaster" from your hand or Deck.  
(EOJ-048 DP05-016 DR04-228)

**Cloning**

Trap

Activate only when your opponent Normal Summons or Flip Summons a monster. Special Summon 1 "Clone Token" that has the same original Level, Type, Attribute, ATK, and DEF as the Summoned monster. When that monster is destroyed and sent to the Graveyard, destroy this token.  
(JUMP-022 DLG1-095 RP01-094)

**Cloudian-Acid Cloud, 4, WATER**

Fairy/Effect, 500/0

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. When you Normal Summon this card, place 1 Fog Counter on it for each "Cloudian" monster on the field. You can remove 2 Fog Counters from this card to destroy 1 Spell or Trap Card.  
(GLAS-010)

**Cloudian-Altus, 4, WATER**

Fairy/Effect, 1300/0

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. When you Normal Summon this card, place 1 Fog Counter on it for each "Cloudian" monster on the field. You can remove 3 Fog Counters from anywhere on the field to discard 1 random card from your opponent's hand.  
(GLAS-012)

**Cloudian-Cirrostratus, 4, WATER**

Fairy/Effect, 900/0

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. When you Normal Summon this card, place 1 Fog Counter on it for each "Cloudian" monster on the field. You can remove 2 Fog Counters from this card to destroy 1 monster on the field.  
(GLAS-011)

**Cloudian-Eye of the Typhoon, 8, WIND**

Aqua/Effect, 3000/1000

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. When this card declares an attack, change the battle positions of all face-up monsters, except "Cloudian" monsters.  
(GLAS-005)

**Cloudian-Ghost Fog, 1, WATER**

Fiend/Effect, 0/0

This card cannot be Special Summoned. All Battle Damage to either player from a battle involving this monster becomes 0. If this card is destroyed by battle, distribute new Fog Counters equal to the Level of the monster that destroyed it among face-up monsters.  
(GLAS-006)

**Cloudian-Nimbusman, 5, WATER**

Fairy/Effect, 1000/1000

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. You can Tribute any number of WATER monsters for the Tribute Summon of this card. When this card is Tribute Summoned, place 1 Fog Counter on it for each WATER monster you Tributed. This card gains 500 ATK for each Fog Counter on the field.  
(GLAS-007)

**Cloudian-Poison Cloud, 3, WATER**

Fiend/Effect, 0/1000

When this face-up card attacks or is attacked, and is destroyed by battle and sent to the Graveyard, destroy the monster that destroyed it, and then inflict 800 damage to your opponent.  
(GLAS-009)

**Cloudian-Sheep Cloud, 1, WATER**

Fairy/Effect, 0/0

When this card is destroyed by battle and sent to the Graveyard, Special Summon 2 "Cloudian Tokens" (Fairy-Type/WATER/Level 1/ATK 0/DEF 0) in Defense Position. These tokens cannot be Tributed for a Tribute Summon, unless it is for a "Cloudian" monster.  
(GLAS-008)

**Cloudian-Smoke Ball, 1, WATER**

Fairy, 200/600

Smoke Balls are newly born Cloudians. They fear being alone, and would rather swing and sway in the sky with their friends.  
(GLAS-002)

**Cloudian Squall**

Spell (Continuous)

During each of your Standby Phases, place 1 Fog Counter on every face-up monster.

(GLAS-052)

**Cloudian-Storm Dragon, 4, WATER**

Fairy/Effect, 1000/0

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned by removing from play 1 "Cloudian" monster from your Graveyard. This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. Once per turn, you can place 1 Fog Counter on 1 monster on the field.

(LODT-040)

**Cloudian-Turbulence, 4, WATER**

Fairy/Effect, 800/0

This card cannot be destroyed by battle. If this card is in face-up Defense Position, destroy it. When you Normal Summon this card, place 1 Fog Counter on it for each "Cloudian" monster on the field. You can remove 1 Fog Counter from this card to Special Summon 1 "Cloudian - Smoke Ball" from your Deck or from either player's Graveyard.

(GLAS-013)

**Clown Zombie, 2, DARK**

Zombie, 1350/0

A clown revived by the powers of darkness. Its deadly dance has sent many monsters to their graves.

(TP6-020)

**Coach Goblin, 4, EARTH**

Fiend/Effect, 1200/1500

While this card is face-up on your side of the field, you can return 1 Normal Monster Card in your hand to the bottom of your Deck during your End Phase to draw 1 card from your Deck. You can only use this effect once per turn.

(IOC-015 DR2-015)

**Cobra Jar, 2, EARTH**

Reptile/Effect, 600/300

FLIP: Special Summon 1 "Poisonous Snake Token" (Reptile-Type/EARTH/3 Stars/ATK 1200/DEF 1200). When the "Poisonous Snake Token" is destroyed as a result of battle, inflict 500 points of damage to your opponent's Life Points.

(PGD-075 DRI-023)

**Cobraman Sakuzy, 3, EARTH**

Reptile/Effect, 800/1400

You can flip this card into face-down Defense Position once per turn during your Main Phase. When this card is flipped face-up, look at all Set Spell and Trap Cards on your opponent's side of the field and then return them to their original position.

(PGD-032)

**Cockroach Knight, 3, EARTH**

Insect/Effect, 800/900

When this card is sent to the Graveyard, it is returned to the top of the Deck instead.

(TPI-029)

**Cocoon of Evolution, 3, EARTH**

Insect/Effect, 0/2000

You can equip this card from your hand as an Equip Spell Card to a face-up "Petit Moth" on the field. If equipped, the ATK and DEF of "Cocoon of Evolution" is applied to "Petit Moth".

(MRD-011 DB1-148)

**Cocoon Party**

Spell

Special Summon 1 "Chrysalis" monster from your Deck for each "Neo-Spacion" monster with a different name in your Graveyard.

(TAEV-048)

**Cocoon Rebirth**

Spell (Continuous)

You can Tribute 1 face-up "Chrysalis" monster you control to Special Summon 1 "Neo-Spacion" monster written in the card text of that card from either player's Graveyard.

(TAEV-050)

**Cocoon Veil**

Trap

Activate by Tributing 1 face-up "Chrysalis" monster. This turn, any damage to a player caused by an effect becomes 0. Special Summon 1 "Neo-Spacion" monster written on the "Chrysalis" monster you Tributed from your hand, Deck or from either player's Graveyard.

(TAEV-065)

**Coffin Seller**

Trap (Continuous)

Each time Monster Card(s) are sent to your opponent's Graveyard, inflict 300 points of damage to your opponent's Life Points.

(PGD-093 DRI-041)

**Cold Enchanter, 4, WATER**

Aqua/Effect, 1600/1200

You can discard 1 card to place an Ice Counter on 1 face-up monster. This card gains 300 ATK for each Ice Counter on the field.

(TDGS-096)

**Cold Wave**

Spell

This card can only be activated at the start of your Main Phase 1. Until your next turn, neither player can activate or Set Spell or Trap Cards, or activate their effects.

(PSV-062 CP06-018 SDZW-019)

**Collected Power**

Trap

Select 1 face-up monster on the field. Equip this monster with all face-up Equip Cards on the field. If the target of the Equip Card is not correct, destroy the Equip Card.

(LON-078)

**Colossal Fighter, 8, DARK**

Warrior/Synchro/Effect, 2800/1000

1 Tuner + 1 or more non-Tuner monsters <p> This card gains 100 ATK for every Warrior-Type monster in any Graveyard. When this card is destroyed by battle and sent to the Graveyard, Special Summon 1 Warrior-Type monster from either player's Graveyard.

(SDSI-043)

**Colosseum-Cage of the Gladiator Beasts**

Spell (Field)

Place 1 Counter on this card each time a monster is Special Summoned from either player's Deck. All "Gladiator Beast" monsters gain 100 ATK and DEF for each of these counters on this card. If this card would be destroyed by a card effect, you can discard 1 "Colosseum - Cage of the Gladiator Beasts" to prevent this card from being destroyed.

(GLAS-054)

**Combination Attack**

Spell (Quick-Play)

During a Battle Phase, you can use this effect on 1 monster that has attacked this turn and is equipped with a Union Monster. Change the Union Monster back to a monster in face-up Attack or Defense Position. Also, the monster that was equipped with the Union Monster may attack again this turn.

(MFC-030 DRI-085)

**Combo Fighter, 4, WIND**

Warrior/Effect, 1600/800

If a Chain (of 2 or more Links) occurred in your Main Phase 1, this card can attack twice during the Battle Phase this turn.

(CDIP-028)

**Combo Master, 5, WIND**

Warrior/Effect, 2200/1500

If a Chain (of 2 or more Links) occurred in your Main Phase 1, this card can attack twice during the Battle Phase this turn.

(CDIP-029)

**Command Knight, 4, FIRE**

Warrior/Effect, 1200/1900

While at least 1 other monster exists on your side of the field, your opponent cannot select this card as an attack target. Also, as long as this card remains face-up on the field, increase the ATK of all your Warrior-Type monsters by 400 points.

(DB2-114 CT1-003 SD5-008)

**Commencement Dance**

Spell (Ritual)

This card is used to Ritual Summon "Performance of Sword". You must also Tribute monsters whose total Level Stars equal 6 or more from the field or your hand.

(SRL-062)

**Common Charity**

Trap

Draw 2 cards, then remove from play 1 Normal Monster Card from your hand. If you don't have any Normal Monster Cards in your hand to remove, send all cards in your hand to the Graveyard.

(TAEV-072)

**Common Soul**

Spell (Continuous)

Select 1 face-up monster on the field. Special Summon 1 "Neo-Spacion" monster from your hand to the same side of the field as the selected monster. The selected monster gains ATK equal to the ATK of the monster that was Special Summoned by this effect. When this card is removed from the field, return the Special Summoned monster to its owner's hand.

(POTD-045 DP03-023)

### **Compulsory Evacuation Device**

#### Trap

Return 1 monster on the field to its owner's hand.  
(IOC-103 DR2-104 SD2-028 SD7-032 YSD-038 YSDJ-037)

### **Comrade Swordsman of Landstar**, 3, EARTH Warrior/Tuner, 500/1200

All Warrior-Type monsters you control gain 400 ATK.

(CSOC-033)

### **Confiscation**

#### Spell

Pay 1000 Life Points. Look at your opponent's hand, select 1 card in it and discard that card.  
(SRL-038 CP04-009 DB1-023)

### **Confusion Chaff**

#### Trap

Activate only when your opponent declares a second direct attack during the same Battle Phase. Conduct battle between the attacking monster and the first monster that attacked directly (other effects cannot be activated during this battle).  
(CSOC-064)

### **Conscription**

#### Trap

Pick up the top card of your opponent's Deck. If the picked-up card can be Normal Summoned, Special Summon it to your side of the field. If not, add that card to your opponent's hand.  
(CRV-058 DR04-058)

### **Contact**

#### Spell

Send all "Chrysalis" monsters you control to the Graveyard, and Special Summon 1 monster from your hand or Deck that is written in the card text of those cards.  
(POTD-037)

### **Contact Out**

#### Spell (Quick-Play)

Return 1 "Neos" Fusion Monster you control to the Fusion Deck. If all the Fusion Material Monsters listed on that Fusion Monster are in your Deck, you can Special Summon them.  
(GLAS-045 DP03-021)

### **Continuous Destruction Punch**

#### Spell (Continuous)

If the DEF of the attacked Defense Position monster on your side of the field is higher than the ATK of the attacking monster on your opponent's side of the field, destroy the attacking monster. Damage calculation is applied normally.  
(MFC-085 DR1-140)

### **Contract with Exodia**

#### Spell

You can only activate this card when you have "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.  
(DCR-031 DR1-193)

### **Contract with the Abyss**

#### Spell (Ritual)

This card is used to Ritual Summon any DARK Ritual Monster. You must also Tribute monsters from the field or your hand whose total Levels equal the Level of the Ritual Monster you are Ritual Summoning.  
(DCR-086 CP03-019 DR1-248)

### **Contract with the Dark Master**

#### Spell (Ritual)

This card is used to Ritual Summon "Dark Master - Zorc". You must also Tribute monsters whose total Levels equal 8 or more from the field or your hand.  
(DCR-087 DR1-249)

### **Convert Contact**

#### Spell

Activate only while you control no monsters. Send 1 "Neo-Spacian" monster from your hand and 1 from your Deck to the Graveyard. Then draw 2 cards.  
(TAEV-047 DP06-016)

### **Convulsion of Nature**

#### Spell (Continuous)

As long as this card remains face-up on the field, both players must turn their respective Decks upside down and proceed with the current Duel.  
(LOD-084 DB2-193)

### **Copy Plant**, 1, WIND

#### Plant/Tuner, 0/0

Once per turn, you can select 1 face-up Plant-Type monster on the field to have this card's Level become equal to the selected monster's Level, until the End Phase.  
(CSOC-005)

### **Copycat**, 1, LIGHT

#### Spellcaster/Effect, 0/0

When this card is Summoned, select 1 monster your opponent controls. This card's ATK and DEF become equal to the selected monster's original ATK and DEF.  
(JUMP-020 5DS1-015 DLG1-093 RP01-092)

### **Corroding Shark**, 3, DARK

#### Zombie, 1100/700

A zombie shark that can deliver its lethal curse with a spell.  
(TP1-020)

### **Corruption Cell "A"**

#### Spell

Place 1 A-Counter on 1 face-up monster on your opponent's side of the field.  
(CDIP-037)

### **Cosmic Horror Gangi'el**, 7, LIGHT

#### Reptile/Effect, 2600/2000

If you're Tributing a monster on your side of the field that is owned by your opponent, this card can be Normal Summoned with 1 Tribute. Once per turn, you can place 1 A-Counter on a monster on your opponent's side of the field. (If a monster with an A-Counter battles an "Alien" monster, it loses 300 ATK and DEF for each A-Counter during damage calculation only.)  
(POTD-029)

### **Cosmo Queen**, 8, DARK

#### Spellcaster, 2900/2450

Queen of the galaxies and mistress of the stars.  
(MPI-002)

### **Cost Down**

#### Spell

Discard 1 card from your hand. Downgrade all Monster Cards in your hand by 2 Levels until the End Phase of the turn this card is activated.  
(DCR-053 DR1-215)

### **Counselor Lily**, 3, EARTH

#### Fairy/Tuner, 400/1500

When this card is sent to the Graveyard for a Synchro Summon, you can pay 500 Life Points to have that Synchro Monster gain 1000 ATK until the End Phase.  
(TDGS-081)

### **Counter Cleaner**

#### Spell

Pay 500 Life Points. Remove all counters from the field.  
(CDIP-041)

### **Counter Counter**

#### Trap (Counter)

Negate the activation of a Counter Trap Card, and destroy it.  
(TAEV-080 CP07-020)

### **Covering Fire**

#### Trap

If your opponent's monster attacks a monster on your side of the field, you can activate this card during the Damage Step. Your attacked monster gains ATK equal to the ATK of 1 other face-up monster on your side of the field during the Damage Step only.  
(RDS-060 DR3-120 SD10-036)

### **Crab Turtle**, 8, WATER

#### Aqua/Ritual, 2550/2500

This monster can only be Ritual Summoned with the Ritual Spell Card, "Turtle Oath". You must also Tribute monsters whose total Level Stars equal 8 or more from the field or your hand.  
(SRL-069)

### **Cranium Fish**, 6, WATER

#### Fish/Effect, 2400/1000

You can Special Summon this card by Tributing 1 "Ocean's Keeper". You can discard 1 WATER monster to the Graveyard to destroy 1 face-down card.  
(TAEV-083)

### **Crass Clown**, 4, DARK

#### Fiend/Effect, 1350/1400

When this card is changed from Defense Position to Attack Position, return 1 monster on your opponent's side of the field to the owner's hand.  
(MRD-078 DB2-050)

### **Crawling Dragon**, 5, EARTH

#### Dragon, 1600/1400

This weakened dragon can no longer fly, but is still a deadly force to be reckoned with.  
(MRD-012)

### **Crawling Dragon #2**, 4, EARTH

#### Dinosaur, 1600/1200

A powerful dragon with teeth that can grind almost anything to dust.  
(TP2-027)

### **Creature Seizure**

#### Spell

Each player gives their opponent control of 1 of their monsters (controller's choice). You must choose a face-up Normal Monster.  
(TAEV-058)

### **Creature Swap**

#### Spell

Each player selects 1 monster they control and switches control of those monsters with each other. Those monsters cannot change their battle positions for the rest of this turn.  
(LOD-081 DB2-190 DP04-018 HL03-002 SD1-018 SD2-020 SD4-021 SDZW-022)

### **Creeping Doom Manta**, 3, WATER

Fish/Effect, 1300/1200

When this card is Normal Summoned successfully, no Trap Cards can be activated.  
(RDS-025 DR3-085 SD4-014)

### **Crimson Ninja**, 1, EARTH

Warrior/Effect, 300/300

FLIP: Select 1 Trap Card on the field and destroy it. If the selected card is Set, pick up and look at the card. If it is a Trap Card, destroy it. If it is a Spell Card, return it to its original position.  
(IOC-006 DR2-006)

### **Crimson Sentry**, 4, FIRE

Warrior/Effect, 1500/1200

Tribute this face-up card to return 1 of your monsters destroyed as a result of battle during this turn to the bottom of your Deck.  
(LON-033)

### **Criosphinx**, 6, EARTH

Rock/Effect, 1200/2400

When a monster is returned from the field to the owner's hand, the owner of the returned monster selects and sends 1 card in their hand to the Graveyard.  
(TLM-013 DR3-193 SD7-010)

### **Crop Circles**

#### Trap

Send any number of monsters from your side of the field to the Graveyard to activate this card. Select from your Deck 1 "Alien" monster whose Level is equal to the total Levels of the sent monsters, and Special Summon it. If you fail to find a monster to Special Summon, you take 2000 damage.  
(POTD-051)

### **Cross Counter**

#### Trap

If the DEF of an attacked Defense Position monster is higher than the ATK of your opponent's attacking monster, the Battle Damage inflicted to your opponent is doubled. Destroy the attacking monster after damage calculation.  
(FET-049 DR3-169)

### **Cross Porter**, 2, DARK

Warrior/Effect, 400/400

You can send 1 monster you control to the Graveyard and Special Summon 1 "Neo-Spacian" monster from your hand. When this card is sent to the Graveyard, you can add 1 "Neo-Spacian" monster from your Deck to your hand.  
(LODT-002)

### **Crush Card Virus**

#### Trap

Tribute 1 DARK monster with 1000 or less ATK. Check all monsters on your opponent's side of the field, your opponent's hand, and all cards they draw (until the end of your opponent's 3rd turn after this card's activation), and destroy all monsters with 1500 or more ATK.  
(SJCS-004 GLD1-038)

### **Cry Havoc!**

#### Trap (Continuous)

You can remove from play 1 monster from your Graveyard to Normal Summon or Set 1 Normal Monster from your hand. You can only activate this effect during your Main Phase.  
(PTDN-078)

### **Crystal Abundance**

#### Spell

Send 4 "Crystal Beast" cards from your Spell & Trap Card Zone to the Graveyard. Send all cards on the field to the Graveyard. Then, Special Summon as many "Crystal Beast" monsters as possible from your Graveyard, up to the number of your opponent's cards that were sent to the Graveyard by this card's effect.  
(FOTB-035 DP07-015)

### **Crystal Beacon**

#### Spell

If there are 2 or more "Crystal Beast" cards in your Spell & Trap Card Zone, Special Summon 1 "Crystal Beast" monster from your Deck.  
(FOTB-032 DP07-013 HL05-003)

### **Crystal Beast Amber Mammoth**, 4, EARTH

Beast/Effect, 1700/1600

When a face-up "Crystal Beast" monster you control is selected as an attack target, you can change the target to this card. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-005 DP07-005)

### **Crystal Beast Amethyst Cat**, 3, EARTH

Beast/Effect, 1200/400

This card can attack your opponent directly. When it does so using this effect, any Battle Damage it inflicts to your opponent is halved. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-002 DP07-002)

### **Crystal Beast Cobalt Eagle**, 4, WIND

Winged Beast/Effect, 1400/800

Once per turn, you can return 1 face-up "Crystal Beast" card you control to the top of its owner's Deck. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-006 DP07-006)

### **Crystal Beast Emerald Tortoise**, 3, WATER

Aqua/Effect, 600/2000

Once per turn, you can change 1 of your monsters that attacked this turn to Defense Position. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-003 DP07-003)

### **Crystal Beast Ruby Carbuncle**, 3, LIGHT

Fairy/Effect, 300/300

When this card is Special Summoned, you can Special Summon as many "Crystal Beast" cards as possible from your Spell & Trap Card Zone. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-001 DP07-001 HL05-001)

### **Crystal Beast Sapphire Pegasus**, 4, WIND

Beast/Effect, 1800/1200

When this card is Normal Summoned, Flip Summoned, or Special Summoned, you can place 1 "Crystal Beast" monster from your hand, Deck, or Graveyard face-up in your Spell & Trap Card Zone; it is treated as a Continuous Spell Card. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-007 CT04-002)

### **Crystal Beast Topaz Tiger**, 4, EARTH

Beast/Effect, 1600/1000

If this card attacks an opponent's monster, it gains 400 ATK during the Damage Step only. If this card is destroyed while it is in a Monster Card Zone, you can place it face-up in your Spell & Trap Card Zone as a Continuous Spell Card, instead of sending it to the Graveyard.  
(FOTB-004 DP07-004)

### **Crystal Blessing**

#### Spell

Select up to 2 "Crystal Beast" monsters in your Graveyard and place them in your Spell & Trap Card Zone, face-up, as Continuous Spell Cards.  
(FOTB-034 DP07-014)

### **Crystal Counter**

#### Trap

Send all cards in your Spell & Trap Card Zone to the Graveyard. Place as many "Crystal Beast" monsters as possible from your Graveyard in your Spell & Trap Card Zone, face-up, as Continuous Spell Cards. During the End Phase, destroy all face-up "Crystal Beast" cards you control.  
(DP07-024)

### **Crystal Pair**

#### Trap

Activate only when a "Crystal Beast" monster you control is destroyed by battle and sent to the Graveyard. Place 1 "Crystal Beast" monster from your Deck in your Spell & Trap Card Zone, face-up, as a Continuous Spell Card. You take no Battle Damage this turn.  
(DP07-025)

### **Crystal Promise**

#### Spell

Select 1 "Crystal Beast" card in your Spell & Trap Card Zone and Special Summon it.  
(FOTB-036)

### **Crystal Raigeki**

Trap

Send 1 "Crystal Beast" card from your Spell & Trap Card Zone to the Graveyard. Destroy 1 card your opponent controls.  
(*FOTB-048 DP07-023*)

### **Crystal Release**

Spell (Equip)

Equip only to a "Crystal Beast" monster. It gains 800 ATK. When this card is sent from the field to the Graveyard, you can place 1 "Crystal Beast" monster from your Deck in your Spell & Trap Card Zone, face-up, as a Continuous Spell Card.  
(*DP07-019*)

### **Crystal Seer, 1, WATER**

Spellcaster/Effect, 100/100

FLIP: Pick up 2 cards from the top of your Deck. Select 1 of those cards and add it to your hand, and put the other card on the bottom of your Deck.  
(*TAEV-031*)

### **Crystal Tree**

Spell (Continuous)

Each time a "Crystal Beast" monster(s) is placed in either player's Spell & Trap Card Zone, place 1 Crystal Counter on this card. You can send this card to the Graveyard to take a number of "Crystal Beast" monsters from your Deck equal to the number of Crystal Counters on this card, then place those monsters in your Spell & Trap Card Zone, face-up, as Continuous Spell Cards.  
(*DP07-020*)

### **Cú Chulainn the Awakened, 4, LIGHT**

Warrior/Ritual/Effect, 500/1000

This card can only be Ritual Summoned with the Ritual Spell Card, "Emblem of the Awakening". Once per turn, you can remove from play 1 Normal Monster from your Graveyard. This card gains ATK equal to that Normal Monster's ATK, until the Standby Phase of your next turn.  
(*STON-033*)

### **Cunning of the Six Samurai**

Spell (Quick-Play)

Send 1 face-up "Six Samurai" monster you control to the Graveyard. Special Summon 1 "Six Samurai" monster from either player's Graveyard.  
(*GLAS-061*)

### **Cup of Ace**

Spell

Toss a coin: [\*] Heads: draw 2 cards. [\*] Tails: your opponent draws 2 cards.  
(*LODT-050*)

### **Cure Mermaid, 4, WATER**

Fish/Effect, 1500/800

As long as this card remains face-up on your side of the field, increase your Life Points by 800 points during each of your Standby Phases.  
(*LON-041 DB1-237*)

### **Curse of Aging**

Trap

Discard 1 card from your hand. Decrease the ATK and DEF of all monsters on your opponent's side of the field by 500 points until the end of the turn this card is activated.  
(*PGD-094 DRI-042*)

### **Curse of Anubis**

Trap

All face-up Effect Monsters on the field are changed to Defense Position. During the turn this card is activated, the original DEF of those Effect Monsters become 0 and their battle positions cannot be changed, except with a card effect.  
(*AST-105 DR2-218 SD1-028*)

### **Curse of Darkness**

Trap (Continuous)

Each time a Spell Card is activated, the controller of that Spell Card takes 1000 points of damage.  
(*IOC-106 DR2-107*)

### **Curse of Dragon, 5, DARK**

Dragon, 2000/1500

A wicked dragon that taps into dark forces to execute a powerful attack.  
(*LOB-066 DB1-123 DLG1-010 RP01-009 SDY-008*)

### **Curse of Fiend**

Spell

Change the battle positions of all Attack Position monsters on the field to Defense Position and vice-versa. These positions cannot be changed during the turn this card is activated except by the effect of a Spell, Trap or Effect Monster Card. You can only activate this card during your Standby Phase.  
(*SRL-032*)

### **Curse of Royal**

Trap (Counter)

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.  
(*PGD-044 DB2-241 TP5-018*)

### **Curse of the Masked Beast**

Spell (Ritual)

This card is used to Ritual Summon "The Masked Beast". You must also Tribute monsters whose total Level Stars equal 8 or more from the field or your hand.  
(*LON-016 DB1-219*)

### **Cursed Fig, 1, WATER**

Plant/Effect, 200/200

When this card is destroyed by battle and sent to the Graveyard, select 2 Set Spell or Trap Cards on the field. While this card is in the Graveyard, the selected cards cannot be activated.  
(*CSOC-028*)

### **Cursed Seal of the Forbidden Spell**

Trap (Counter)

Discard 1 Spell Card. Negate the activation and effect of a Spell Card and destroy it. Your opponent cannot activate Spell Cards with that name during the rest of this Duel.  
(*IOC-049 CP05-019 DR2-049*)

### **Cyber Archfiend, 4, DARK**

Fiend/Effect, 1000/2000

At the beginning of your Draw Phase, if you have no cards in your hand, draw 1 more card in addition to your normal draw. During your End Phase, if you have 1 or more card(s) in your hand, destroy this card.  
(*CRV-019 DR04-019*)

### **Cyber Barrier Dragon, 6, LIGHT**

Machine/Effect, 800/2800

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Attack Reflector Unit". Once per turn, while this card is in Attack Position, your opponent's next attack is negated.  
(*SOI-006 DP04-002 DR04-126*)

### **Cyber Blader, 7, EARTH**

Warrior/Fusion/Effect, 2100/800

"Etoile Cyber" + "Blade Skater" <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. While your opponent controls only 1 monster, this card cannot be destroyed by battle. While your opponent controls only 2 monsters, double this card's ATK. While your opponent controls only 3 monsters, negate the effects of your opponent's Spell, Trap, and Effect Monster Cards.  
(*EEN-032 DR04-092*)

### **Cyber Dinosaur, 7, LIGHT**

Machine/Effect, 2500/1900

When your opponent Special Summons a monster from their hand, you can Special Summon this card from your hand.  
(*JUMP-024*)

### **Cyber Dragon, 5, LIGHT**

Machine/Effect, 2100/1600

If your opponent controls a monster and you control no monsters, you can Special Summon this card from your hand.  
(*CRV-015 CT03-002 DP04-001 DR04-015 GLD1-022 MF03-010*)

### **Cyber End Dragon, 10, LIGHT**

Machine/Fusion/Effect, 4000/2800

"Cyber Dragon" + "Cyber Dragon" + "Cyber Dragon" <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(*CRV-036 DP04-012 DR04-036 MF02-003 STON-SE1*)

### **Cyber Esper, 4, FIRE**

Machine/Effect, 1200/1800

While this card is in face-up Attack Position, you can look at every card your opponent draws.  
(*CDIP-005*)

### **Cyber Falcon, 4, WIND**

Machine, 1400/1200

A jet-powered hawk that travels at the speed of sound.  
(*PSV-047*)

### **Cyber Gymnast, 4, EARTH**

Warrior/Effect, 800/1800

Once per turn, you can discard 1 card to destroy 1 face-up Attack Position monster your opponent controls.  
(*EOJ-006 DR04-186*)

### **Cyber Harpie Lady, 4, WIND**

Winged Beast/Effect, 1800/1300

This card's name is treated as "Harpie Lady".  
(*SPI-001 DLG1-097 RP01-096*)

**Cyber Jar**, 3, DARK

Rock/Effect, 900/900

FLIP: Destroy all monsters on the field. Both players then pick up 5 cards from the top of their respective Decks and Special Summon all Level 4 or lower Monster Cards among them on the field in face-up Attack Position or face-down Defense Position. The rest of the cards picked up are added to their respective hands.

*(SRL-077 DB1-043 HL2-001)***Cyber Kirin**, 3, LIGHT

Machine/Effect, 300/800

You can Tribute this card to make any effect damage you take this turn 0.

*(EOJ-008 DP04-005 DR04-188)***Cyber Laser Dragon**, 7, LIGHT

Machine/Effect, 2400/1800

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except with "Photon Generator Unit". Once per turn, you can destroy 1 monster with ATK or DEF equal to or higher than the ATK of this card.

*(SOI-007 DP04-003 DR04-127)***Cyber Ogre**, 5, EARTH

Machine/Effect, 1900/1200

By discarding this card from your hand to the Graveyard, negate 1 battle involving a "Cyber Ogre" on your side of the field, and it gains 2000 ATK until the end of its next battle. This effect can be activated during either player's turn.

*(CDIP-004)***Cyber Ogre 2**, 7, EARTH

Machine/Fusion/Effect, 2600/1900

"Cyber Ogre" + "Cyber Ogre" <p> A Fusion Summon of this monster can only be conducted with the above Fusion Material Monsters. When this card attacks, it gains ATK equal to half the ATK of the attack target, during damage calculation only.

*(CDIP-036)***Cyber Ouroboros**, 2, DARK

Machine/Effect, 100/600

When this card is removed from play, you can send 1 card from your hand to the Graveyard to draw 1 card.

*(PTDN-011)***Cyber Phoenix**, 4, FIRE

Machine/Effect, 1200/1600

While this card is in face-up Attack Position, negate the effects of any Spell or Trap Card that targets 1 Machine-Type monster you control.

When this face-up card attacks or is attacked, and it is destroyed by battle and sent to the Graveyard, you can draw 1 card.

*(EOJ-009 DP04-006 DR04-189)***Cyber Prima**, 6, LIGHT

Warrior/Effect, 2300/1600

When this card is Tribute Summoned, destroy all face-up Spell Cards on the field.

*(EOJ-007 DR04-187)***Cyber Raider**, 4, DARK

Machine/Effect, 1400/1000

When this card is Normal Summoned, Flip Summoned, or Special Summoned successfully, select and activate 1 of the following effects: <p> [\*] Select 1 Equip Card equipped to 1 monster on the field and destroy it. <p> [\*] Select 1 Equip Card equipped to 1 monster on the field and equip it to this card.

*(DCR-011 DR1-173)***Cyber Saurus**, 5, EARTH

Machine/Fusion, 1800/1400

"Blast Juggler" + "Two-Headed King Rex"

*(MRD-105)***Cyber Shadow Gardna**

Trap (Continuous)

Activate only during your opponent's Main Phase.

After activation, Special Summon this card; it is treated as an Effect Monster Card (Machine-Type/EARTH/Level 4/ATK ?/DEF ?). (This card is still treated as a Trap Card.) If this card is selected as an attack target, the ATK and DEF of this card become the ATK and DEF of the attacking monster. This card is Set in its Spell & Trap Card Zone during your opponent's End Phase.

*(CDIP-058)***Cyber Shark**, 5, WATER

Fish/Effect, 2100/2000

If you control a WATER monster, you can Normal Summon this card without Tributing.

*(TDGS-086)***Cyber Soldier of Darkworld**, 4, DARK

Machine, 1400/1200

A mechanical soldier that won't stop attacking until all life readings have been extinguished from its sensors.

*(TP1-028)***Cyber-Stein**, 2, DARK

Machine/Effect, 700/500

Pay 5000 Life Points. Special Summon 1 Fusion Monster from your Fusion Deck to the field in Attack Position.

*(SJC-001 DB2-100)***Cyber Summon Blaster**

Trap (Continuous)

Each time a Machine-Type monster(s) is Special Summoned, inflict 300 damage to your opponent.

*(POTD-057)***Cyber-Tech Alligator**, 5, WIND

Machine, 2500/1600

Originally a pterodactyl, he was viciously attacked by a dragon. Using the newest technologies, his keeper saved him from near-fatal wounds and brought him back as a powerful Cyborg.

*(YSDJ-001 YSDS-001)***Cyber Tutu**, 3, EARTH

Warrior/Effect, 1000/800

If the ATK of each monster your opponent controls is higher than the ATK of this card, this card can attack your opponent directly.

*(EOJ-005 DR04-185)***Cyber Twin Dragon**, 8, LIGHT

Machine/Fusion/Effect, 2800/2100

"Cyber Dragon" + "Cyber Dragon" <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. This card can attack twice during the same Battle Phase.

*(CRV-035 DP04-011 DR04-035)***Cyber Valley**, 1, LIGHT

Machine/Effect, 0/0

You can use 1 of the following 3 effects: <p> [\*]

When this card is selected as an attack target by an opponent's monster, you can remove this card from play to draw 1 card and end the Battle Phase. [\*]

You can remove from play this card and 1 face-up monster you control, and draw 2 cards. [\*] You can remove from play this card and 1 card from your hand, and place 1 card from your Graveyard on top of your Deck.

*(PTDN-010)***Cyberdark Dragon**, 8, DARK

Machine/Fusion/Effect, 1000/1000

"Cyberdark Horn" + "Cyberdark Edge" + "Cyberdark Keel" <p> This monster cannot be Special Summoned except by Fusion Summon. When this monster is Special Summoned, select 1 Dragon-Type monster in your Graveyard and equip it to this card. This card gains ATK equal to the equipped card's ATK. This card gains 100 ATK for each Monster Card in your Graveyard. If this card would be destroyed by battle, the equipped monster is destroyed instead.

*(CDIP-035 DP04-014)***Cyberdark Edge**, 4, DARK

Machine/Effect, 800/800

When this card is Normal Summoned, select 1 Level 3 or lower Dragon-Type monster in your Graveyard and equip it to this card. This card gains ATK equal to the equipped card's ATK. This card can attack your opponent directly. If it attacks using this effect, the Battle Damage it inflicts to your opponent is halved. If this card would be destroyed by battle, the equipped monster is destroyed instead.

*(CDIP-002 DP04-008)***Cyberdark Horn**, 4, DARK

Machine/Effect, 800/800

When this card is Normal Summoned, select 1 Level 3 or lower Dragon-Type monster in your Graveyard and equip it to this card. This card gains ATK equal to the equipped card's ATK. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. If this card would be destroyed by battle, the equipped monster is destroyed instead.

*(CDIP-001 DP04-007)***Cyberdark Impact!**

Spell

Return 1 "Cyberdark Edge", "Cyberdark Keel" and "Cyberdark Horn" from your side of the field, hand, or Graveyard to your Deck. Special Summon 1 "Cyberdark Dragon" from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.)

*(TAEV-054)*

**Cyberdark Keel, 4, DARK**

Machine/Effect, 800/800

When this card is Normal Summoned, select 1 Level 3 or lower Dragon-Type monster in your Graveyard and equip it to this card. This card gains ATK equal to the equipped card's ATK. When this card destroys an opponent's monster by battle, inflict 300 damage to your opponent. If this card would be destroyed by battle, the equipped monster is destroyed instead.

(CDIP-003 DP04-009)

**Cybernetic Cyclopean, 4, EARTH**

Beast-Warrior/Effect, 1400/200

While you have no cards in your hand, this card gains 1000 ATK.

(CRV-017 DR04-017 YSDJ-020)

**Cybernetic Hidden Technology**

Trap (Continuous)

When an opponent's monster declares an attack, you can send 1 "Cyber Dragon" you control, or a Fusion Monster you control that lists "Cyber Dragon" as a Fusion Material Monster to the Graveyard. Destroy the attacking monster.

(PTDN-069)

**Cybernetic Magician, 6, LIGHT**

Spellcaster/Effect, 2400/1000

You can discard 1 card to change the ATK of 1 face-up monster to 2000 until the End Phase of this turn.

(CRV-016 DR04-016)

**Cybernetic Zone**

Spell (Quick-Play)

Select 1 face-up Machine-Type Fusion Monster you control and remove it from play until the End Phase of this turn. When that monster is returned to the field, double its ATK. During your next Standby Phase, destroy it.

(PTDN-052)

**Cyclon Laser**

Spell (Equip)

You can only equip this card to "Gradius". Increase the ATK of "Gradius" by 300 points. When the equipped "Gradius" attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.

(LON-095 DB2-028)

**Cyclone Blade**

Spell (Equip)

Equip only to a "Destiny Hero" monster. If it attacks, destroy 1 Spell or Trap Card on the field at the end of the Damage Step.

(POTD-043 DP05-018)

**Cyclone Boomerang**

Spell (Equip)

Equip only to "Elemental Hero Wildheart"; it gains 500 ATK. When the equipped monster is destroyed by a card effect and sent to the Graveyard, destroy all Spell and Trap Cards on the field. Inflict 100 damage to your opponent for each Spell or Trap Card destroyed by this effect.

(SOI-042 DP03-015 DR04-162)

**Cycroid, 3, EARTH**

Machine, 800/1000

The most lovable and friendly of all the Vehicroids. It can arm itself with training wheels!

(CRV-001 DR04-001 YSDS-006)

**D-Chain**

Trap

This card becomes an Equip Card, and equips to a "Destiny Hero" monster you control. That monster gains 500 ATK. When it destroys a monster your opponent controls by battle and sends it to the Graveyard, inflict 500 damage to your opponent.

(POTD-050 DP05-028)

**D-Counter**

Trap

Activate only when a "Destiny Hero" monster you control is selected as an attack target. Destroy the attacking monster.

(DP05-029)

**D-Formation**

Spell (Continuous)

When a face-up "Destiny Hero" monster(s) you control is destroyed, place 1 D Counter on this card for each of those monsters. When you Normal or Special Summon a monster during your Main Phase, you can send this card with 2 or more D Counters to the Graveyard to add up to 2 cards with the same name as that monster from your Deck or Graveyard to your hand.

(LODT-048)

**D-Fortune**

Trap

Activate only when your opponent declares a direct attack by removing from play 1 "Destiny Hero" monster from your Graveyard. End the Battle Phase.

(LODT-066)

**D. Human, 4, EARTH**

Warrior, 1300/1100

Gifted with the power of dragons, this warrior wields a sword created from a dragon's fang.

(SDK-030)

**D-Shield**

Trap

Activate only when an Attack Position "Destiny Hero" monster you control is selected as an attack target. Change that monster to Defense Position and equip it with this card (this card becomes an Equip Card). The equipped monster cannot be destroyed by battle.

(EOJ-054 DP05-026 DR04-234)

**D-Spirit**

Spell

If you do not control any face-up "Destiny Hero" monsters, you can Special Summon 1 Level 4 or lower "Destiny Hero" monster from your hand.

(POTD-041 DP05-017)

**D-Time**

Trap

Activate only when an "Elemental Hero" monster you control is removed from the field. Add 1 "Destiny Hero" monster from your Deck to your hand whose Level is less than or equal to that "Elemental Hero" monster's Level.

(EOJ-053 DP05-025 DR04-233)

**D. Tribe**

Trap

All monsters on your side of the field are treated as Dragon-Types until the End Phase of this turn.

(PGD-102 DR1-050 SKE-050)

**D.3.S. Frog, 8, WATER**

Aqua/Fusion/Effect, 2500/2000

"Des Frog" + "Des Frog" + "Des Frog" <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. This card gains 500 ATK for each "Treeborn Frog" in your Graveyard.

(SOI-036 DR04-156)

**Damage = Reptile**

Trap (Continuous)

Once per turn, when you take Battle Damage from a battle involving a Reptile-Type monster, you can Special Summon 1 Reptile-Type monster from your Deck with ATK less than or equal to the Battle Damage you took.

(TAEV-067)

**Damage Condenser**

Trap

Activate only by discarding 1 card when you take Battle Damage. Special Summon, in Attack Position, 1 monster from your Deck with ATK equal to or less than the Battle Damage you took.

(SOI-052 DR04-172)

**Damage Polarizer**

Trap (Counter)

Activate only when an effect that inflicts damage is activated. Negate its activation and effect, and each player draws 1 card.

(DP04-029)

**Dancing Elf, 1, WIND**

Fairy, 300/200

An elf that dances across the sky with wings of razor-sharp blades.

(TP2-016)

**Dancing Fairy, 4, WIND**

Fairy/Effect, 1700/1000

As long as this card remains in face-up Defense Position on your side of the field, increase your Life Points by 1000 points during each of your Standby Phases.

(LON-038 DB1-236)

**Dangerous Machine Type-6**

Spell (Continuous)

During each of your Standby Phases, roll a six-sided die: [\*] 1: Discard 1 card. [\*] 2: Your opponent discards 1 card. [\*] 3: Draw 1 card. [\*] 4: Your opponent draws 1 card. [\*] 5: Destroy 1 monster your opponent controls. [\*] 6: Destroy this card.

(LODT-096)

**Dark Armed Dragon, 7, DARK**

Dragon/Effect, 2800/1000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by having exactly 3 DARK monsters in your Graveyard. You can remove from play 1 DARK monster from your Graveyard to destroy 1 card on the field.

(PTDN-019)

**Dark Assailant, 4, DARK**

Zombie, 1200/1200

Armed with the Psycho Sword, this sinister assassin rules the bad land.

(SDK-015)

**Dark Balter the Terrible, 5, DARK**

Fiend/Fusion/Effect, 2000/1200

"Possessed Dark Soul" + "Frontier Wiseman" <p>

A Fusion Summon of this monster can only be conducted with the above Fusion Material Monsters. When a Normal Spell Card is activated, negate the effect by paying 1000 Life Points. The effect of an Effect Monster that this monster destroys as a result of battle is negated.  
(*LOD-002 DB2-125 HL03-007 TP6-010*)

**Dark Bat, 3, WIND**

Winged Beast, 1000/1000

Bats from the netherworld that use their hyper senses to detect their enemies.  
(*PSV-058*)

**Dark Blade, 4, DARK**

Warrior, 1800/1500

They say he is a dragon manipulating warrior from the dark world. His attack is tremendous, using his great swords with vicious power.  
(*MFC-007 SDS1-004 DR1-062 SD5-003 SYE-015 YSD-004 YSDJ-008 YSDS-005*)

**Dark Blade the Dragon Knight, 6, DARK**

Warrior/Fusion/Effect, 2200/1500

"Dark Blade" + "Pitch-Dark Dragon" <p> Each time this card inflicts Battle Damage to your opponent, you can select up to 3 Monster Cards from your opponent's Graveyard and remove them from play.  
(*RDS-035 DR3-095*)

**Dark Bribe**

Trap (Counter)

Negate the activation and effect of an opponent's Spell or Trap Card, and destroy it. Your opponent draws 1 card.  
(*GX04-002 DLG1-106*)

**Dark Calling**

Spell

Remove from play, from your hand or your Graveyard, the Fusion Material Monsters listed on a Fusion Monster Card that can only be Special Summoned with "Dark Fusion", and Special Summon that monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon with "Dark Fusion".)  
(*DP06-019*)

**Dark Cat with White Tail, 2, EARTH**

Beast/Effect, 800/500

FLIP: Return 2 Monster Cards on your opponent's side of the field and 1 Monster Card on your side of the field to their owners' hands.  
(*MFC-083 DRI-138*)

**Dark Catapult, 4, EARTH**

Machine/Effect, 1000/1500

During your Standby Phase, if this card is in Defense Position, put 1 counter on this card. You can remove from play a number of card(s) in your Graveyard equal to the number of counters on this card to destroy that many Spell or Trap Card(s) on the field. Then remove all counter(s) from this card.  
(*CRV-013 DR04-013 DP1-008*)

**Dark City**

Spell (Field)

When a "Destiny Hero" monster attacks, if its ATK is lower than the ATK of the attack target, the attacking monster gains 1000 ATK during damage calculation only.  
(*POTD-048 DP05-019*)

**Dark Coffin**

Trap

When this face-down card is destroyed and sent to the Graveyard, your opponent selects and executes 1 of the following effects: <p> [\*] Discard 1 random card in their hand. <p> [\*] Select 1 monster on their side of the field and destroy it.  
(*PGD-047 DB2-244 SD8-032*)

**Dark Core**

Spell

Discard 1 card. Remove from play 1 face-up monster.  
(*MFC-035 DRI-090 SDDE-023*)

**Dark Crusader, 4, DARK**

Warrior/Effect, 1600/200

You can send 1 DARK monster from your hand to the Graveyard to have this card gain 400 ATK.  
(*PTDN-020*)

**Dark Cure**

Trap (Continuous)

When your opponent Summons a monster(s), they gain Life Points equal to half the ATK of 1 of the Summoned monsters of your choice.  
(*GX05-002*)

**Dark Deal**

Trap

Activate only when your opponent activates a Normal Spell Card. Pay 1000 Life Points. The effect of the Normal Spell Card that your opponent activated becomes "Your opponent discards 1 random card".  
(*EEN-052 DR04-112*)

**Dark Designator**

Spell

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.  
(*PGD-079 DRI-027 TP5-020*)

**Dark Driceratops, 6, EARTH**

Dinosaur/Effect, 2400/1500

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(*IOC-073 DR2-074 SD09-006*)

**Dark Dust Spirit, 6, EARTH**

Zombie/Spirit, 2200/1800

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. If this card is Normal Summoned or flipped face-up, destroy all face-up monsters on the field except this card.  
(*PGD-017 DB2-217 SD2-004*)

**Dark Effigy, 4, DARK**

Fiend/Effect, 1500/0

If you Tribute Summon a DARK Normal Monster, you can treat this 1 monster as 2 Tributes.  
(*TAEV-038*)

**Dark Elf, 4, DARK**

Spellcaster/Effect, 2000/800

This card requires a cost of 1000 of your own Life Points to attack.  
(*MRD-113 TP3-018*)

**Dark Energy**

Spell (Equip)

Increase the ATK and DEF of a Fiend-Type monster equipped with this card by 300 points.  
(*LOB-088 SDK-020*)

**Dark Eradicator Warlock, 7, DARK**

Spellcaster/Effect, 2500/2100

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 1 "Dark Magician" on your side of the field. While this card is face-up on the field, inflict 1000 points of damage to your opponent's Life Points each time either player activates 1 Normal Spell Card.  
(*SD6-001*)

**Dark Eruption**

Spell

Add 1 DARK monster with 1500 or less ATK from your Graveyard to your hand.  
(*PTDN-054*)

**Dark-Eyes Illusionist, 2, DARK**

Spellcaster/Effect, 0/1400

FLIP: Select 1 monster. While this card remains face-up on the field that monster cannot attack.  
(*PTDN-092*)

**Dark Factory of Mass Production**

Spell

Select 2 Normal Monsters from your Graveyard and add them to your hand.  
(*SOD-037 DR3-037 YSD-029*)

**Dark Flare Knight, 6, DARK**

Warrior/Fusion/Effect, 2200/800

"Dark Magician" + "Flame Swordsman" <p> Any damage to this card's controller caused as a result of battle involving this monster becomes 0. When this card is destroyed and sent to the Graveyard as a result of battle, Special Summon 1 "Mirage Knight" from your hand or Deck.  
(*DCR-017 DRI-179*)

**Dark Fusion**

Spell

Send, from your hand or your side of the field to the Graveyard, Fusion Material Monsters that are listed on a Fiend-Type Fusion Monster Card, and Special Summon that Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon). The Special Summoned monster cannot be targeted by the effects of your opponent's Monsters, Spells, and Traps this turn.  
(*GLAS-047 DP06-018*)

**Dark General Freed, 5, DARK**

Warrior/Effect, 2300/1700

This card cannot be Special Summoned. Negate the effect of any Spell Card that targets a DARK monster you control and destroy it. You can add 1 Level 4 DARK monster from your Deck to your hand instead of conducting a normal draw in your Draw Phase.  
(*LODT-083*)



**Dark Gray, 3, EARTH**

Beast, 800/900

Entirely gray, this beast has rarely been seen by mortal eyes.

(LOB-011)

**Dark Grepher, 4, DARK**

Warrior/Effect, 1700/1600

You can discard 1 Level 5 or higher DARK monster to Special Summon this card from your hand. Once per turn, you can discard 1 DARK monster to send 1 DARK monster from your Deck to the Graveyard.

(PTDN-000 PTDN-SP1)

**Dark Hole**

Spell

Destroy all monsters on the field.

(LOB-052 DB1-113 SDJ-026 SDK-022 SDP-026 SDY-022 SYE-026)

**Dark Horus, 8, DARK**

Dragon/Effect, 3000/1800

Once per turn, when a Spell Card is activated during your opponent's Main Phase, you can Special Summon 1 Level 4 DARK monster from your Graveyard.

(PTDN-016)

**Dark Hunter, 4, DARK**

Fiend/Effect, 1600/400

This card's effect changes depending on the number of DARK monsters in your Graveyard. [\*] 1 or fewer: This card loses 400 ATK. [\*] 2 to 4: This card gains 400 ATK. [\*] 5 or more: You can send this card to the Graveyard to destroy all face-down monsters your opponent controls.

(TDGS-033)

**Dark Illusion**

Trap (Counter)

Negate the activation of a Spell Card, Trap Card, or Effect Monster's effect that targets a face-up DARK monster, and destroy that card.

(PTDN-071)

**Dark Jeroid, 4, DARK**

Fiend/Effect, 1200/1500

When this card is Normal Summoned, Flip Summoned, or Special Summoned successfully, select 1 face-up monster on the field. As long as the monster remains face-up on the field, decrease its ATK by 800 points.

(PGD-056 DRI-004)

**Dark King of the Abyss, 3, DARK**

Fiend, 1200/800

It's said that this King of the Netherworld once had the power to rule over the dark.

(LOB-020 DB1-108)

**Dark Lucius LV4, 4, EARTH**

Fiend/Effect, 1000/300

The effects of your opponent's monsters that this card destroys by battle are negated. During your next Standby Phase after this card destroys a monster by battle, by sending this card to the Graveyard, Special Summon 1 "Dark Lucius LV6" from your hand or Deck.

(CDIP-009)

**Dark Lucius LV6, 6, EARTH**

Fiend/Effect, 1700/600

If this card was Special Summoned by the effect of "Dark Lucius LV4", the effects of your opponent's monsters that this card destroys by battle are negated. During your next Standby Phase after this card has negated your opponent's monster effect, by sending this card to the Graveyard, Special Summon 1 "Dark Lucius LV8" from your hand or Deck.

(CDIP-010)

**Dark Lucius LV8, 8, EARTH**

Fiend/Effect, 2800/900

If this card was Special Summoned by the effect of "Dark Lucius LV6", your opponent's monsters that this card destroys by battle are removed from play, and their effects are negated.

(CDIP-011)

**Dark Magic Attack**

Spell

You can only activate this card while there is a face-up "Dark Magician" on your side of the field. Destroy all Spell and Trap Cards on your opponent's side of the field.

(AST-095 DR2-208 SD6-026)

**Dark Magic Curtain**

Spell

If you activate this card, you cannot Normal Summon, Flip Summon or Special Summon this turn. Pay half your Life Points to Special Summon 1 "Dark Magician" from your Deck.

(PP01-008)

**Dark Magician, 7, DARK**

Spellcaster, 2500/2100

The ultimate wizard in terms of attack and defense. (LOB-005 BPT-001 BPT-007 DB1-102 DDS-002 DLG1-004 FL1-002 PCY-004 RP01-003 SD6-003 SDY-006 SYE-001)

**Dark Magician Girl, 6, DARK**

Spellcaster/Effect, 2000/1700

Increase the ATK of this card by 300 points for each "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard.

(MFC-000 CT2-004 RDS-SE2)

**Dark Magician Knight, 8, DARK**

Warrior/Effect, 2500/2100

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Knight's Title". If this card is Special Summoned successfully, select 1 card on the field and destroy it.

(ROD-001)

**Dark Magician of Chaos, 8, DARK**

Spellcaster/Effect, 2800/2600

When this card is Normal Summoned or Special Summoned, you can add 1 Spell Card from your Graveyard to your hand. A monster that is destroyed by this monster as a result of battle is removed from play instead of going to the Graveyard. If this face-up card is destroyed or removed from the field, it is removed from play.

(IOC-065 DR2-066 GLD1-016)

**Dark Master-Zorc, 8, DARK**

Fiend/Ritual/Effect, 2700/1500

This card can only be Ritual Summoned with the Ritual Spell Card, "Contract with the Dark Master". During your Main Phase, you can roll 1 six-sided die. On a 1 or 2, destroy all monsters on your opponent's side of the field. On a 3, 4, or 5, destroy 1 monster on your opponent's side of the field. On a 6, destroy all monsters on your side of the field.

(DCR-082 CP02-010 DRI-244)

**Dark Mimic LV1, 1, DARK**

Fiend/Effect, 100/1000

FLIP: Draw 1 card. During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Dark Mimic LV3" from your hand or Deck.

(SOD-009 DR3-009)

**Dark Mimic LV3, 3, DARK**

Fiend/Effect, 1000/1000

If this card is sent to the Graveyard by battle, the controller of this card draws 1 card. If this card was Special Summoned by the effect of "Dark Mimic LV1", they draw 2 cards instead.

(SOD-010 DR3-010)

**Dark Mirror Force**

Trap

You can only activate this card when your opponent's monster declares an attack. Remove from play all monsters in Defense Position on your opponent's side of the field.

(IOC-054 DR2-054)

**Dark Necrofear, 8, DARK**

Fiend/Effect, 2200/2800

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 3 Fiend-Type monsters in your Graveyard. If this card is destroyed by battle or by your opponent's card effect while it is a Monster Card, equip it to a monster your opponent controls during the End Phase of this turn. Take control of the equipped monster.

(LON-065 CP05-006 DB2-004 DL2-002 MC1-005)

**Dark Nephthys, 8, DARK**

Winged Beast/Effect, 2400/1600

If this card is in your hand and there are 3 or more DARK monsters in your Graveyard, you can remove from play 2 of them to send it to the Graveyard. If this card is sent to the Graveyard by this effect, Special Summon it during your next Standby Phase. When this card is Special Summoned, destroy 1 Spell or Trap Card.

(PTDN-018)

**Dark Paladin, 8, DARK**

Spellcaster/Fusion/Effect, 2900/2400

"Dark Magician" + "Buster Blader" <p> This monster cannot be Special Summoned except by Fusion Summon. As long as this card remains face-up on the field, you can discard 1 card from your hand to negate the activation of a Spell Card and destroy it. Increase the ATK of this card by 500 points for each Dragon-Type monster on the field and in either player's Graveyard.

(MFC-105 DRI-160 DMG-001)

**Dark-Piercing Light**

Spell

Flip all face-down monsters on your opponent's side of the field face-up.

(MP1-015 DB2-087)

**Dark Red Enchanter, 6, DARK**

Spellcaster/Effect, 1700/2200

When this card is Normal Summoned, put 2 Spell Counters on it. Each time a Spell Card is activated, put 1 Spell Counter on this card. It gains 300 ATK for each Spell Counter on it. Once per turn, you can remove 2 Spell Counters from this card to make your opponent discard 1 random card.

(PTDN-097)

**Dark Resonator, 3, DARK**

Fiend/Tuner, 1300/300

Once per turn, if this card would be destroyed by battle, it is not destroyed. (Damage calculation is applied normally).

(TDGS-010)

**Dark Room of Nightmare**

Spell (Continuous)

Each time damage, except Battle Damage, is inflicted to your opponent's Life Points, inflict 300 points of damage to your opponent's Life Points. This card's effect is not applied to the effect of "Dark Room of Nightmare".

(PGD-082 DRI-030 SD3-022)

**Dark Ruler Ha Des, 6, DARK**

Fiend/Effect, 2450/1600

Negate the effects of Effect Monsters destroyed by battle with Fiend-Type monsters you control. This card cannot be Special Summoned from the Graveyard.

(LOD-001 CP05-008 DB2-124 MC1-006)

**Dark Sage, 9, DARK**

Spellcaster/Effect, 2800/3200

This card cannot be Normal Summoned or Set. This card can only be Special Summoned from your hand or your Deck by Tributing 1 "Dark Magician" on your side of the field when you succeed in the effect of "Time Wizard". At that time, select 1 Spell Card from your Deck, add it to your hand, and then shuffle your Deck.

(DB1-096 DOD-002)

**Dark Scorpion Burglars, 4, DARK**

Warrior/Effect, 1000/1000

When this card inflicts Battle Damage to your opponent's Life Points, your opponent selects 1 Spell Card from their Deck and sends it to the Graveyard. Then shuffle the Deck.

(PGD-028 DB2-227)

**Dark Scorpion-Chick the Yellow, 3, DARK**

Warrior/Effect, 1000/1000

When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects: <p>[\*] Return 1 card on the field to its owner's hand. <p>[\*] Pick up 1 card on the top of your opponent's Deck (Your opponent does not look at the card). Select the top or the bottom of the Deck and return the card there.

(DCR-026 DRI-188)

**Dark Scorpion Combination**

Trap

You can only activate this card when there are "Don Zaloog", "Cliff the Trap Remover", "Dark Scorpion - Chick the Yellow", "Dark Scorpion - Gorg the Strong", and "Dark Scorpion - Meanae the Thorn" face-up on your side of the field.

During this turn, any of these 5 cards can attack your opponent's Life Points directly. In that case, the Battle Damage inflicted to your opponent by each of those cards becomes 400 points.

(DCR-098 DRI-260)

**Dark Scorpion-Gorg the Strong, 5, DARK**

Warrior/Effect, 1800/1500

When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects: <p>[\*] Return 1 Monster Card on your opponent's side of the field to the top of its owner's Deck. <p>[\*] Send 1 card from the top of your opponent's Deck to the Graveyard.

(DCR-060 DRI-222)

**Dark Scorpion-Meanae the Thorn, 4, DARK**

Warrior/Effect, 1000/1800

When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects: <p>[\*] Add 1 card that includes "Dark Scorpion" in its card name, or is named "Cliff the Trap Remover", from your Deck to your hand. <p>[\*] Add 1 card that includes "Dark Scorpion" in its card name, or is named "Cliff the Trap Remover", from your Graveyard to your hand.

(DCR-061 DRI-223)

**Dark Snake Syndrome**

Spell (Continuous)

Inflict damage to both players' Life Points during each of your Standby Phases. The first damage begins at 200 points and is doubled during each of your following Standby Phases.

(PGD-087 DRI-035)

**Dark Spirit Art-Greed**

Trap

Tribute 1 DARK monster. Draw 2 cards. Your opponent can negate this effect by revealing 1 Spell Card in their hand.

(PTDN-070)

**Dark Spirit of the Silent**

Trap

This card can only be activated during your opponent's Battle Step. Negate the attack of 1 monster and select another 1 of your opponent's face-up monsters and have it attack. (If the new targeted attacking monster is in face-up Defense Position, change it to Attack Position.)

(LON-079 DB2-013)

**Dark Titan of Terror, 4, DARK**

Fiend, 1300/1100

A fiend said to dwell in the world of dreams, it attacks enemies in their sleep.

(SDK-014)

**Dark Valkyria, 4, DARK**

Fairy/Gemini, 1800/1050

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] One time only, you can place 1 Spell Counter on this card. This card gains 300 ATK for each Spell Counter on it. You can remove 1 Spell Counter from this card to destroy 1 monster on the field.

(LODT-027)

**Dark Witch, 5, LIGHT**

Fairy, 1800/1700

A popular creature in mythology that delivers fatal attacks with a sharp spear.

(SRL-019)

**Dark World Dealings**

Spell

Each player draws 1 card. Then each player discards 1 card.

(STON-038 CP07-010)

**Dark World Grimoire**

Spell (Continuous)

During your End Phase, if you discard a Monster Card(s) to the Graveyard because you had more than 6 cards in your hand, you can Special Summon 1 of those monsters.

(PTDN-062)

**Dark World Lightning**

Spell

Select 1 face-down card on the field and destroy it, and after that, select 1 card from your hand and discard it.

(EEN-038 CP03-005 DR04-098)

**Dark Zebra, 4, EARTH**

Beast/Effect, 1800/400

If this is the only Monster Card in your control during your Standby Phase, it is changed to Defense Position. You cannot change the position of this card during the same turn.

(SRL-084)

**Darkbishop Archfiend, 3, WATER**

Fiend/Effect, 300/1400

The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When an Archfiend Monster Card on your side of the field is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 1, 3, or 6, negate the effect and destroy the opponent's card.

(DCR-069 DRI-231)

**Darkblaze Dragon, 7, FIRE**

Dragon/Effect, 1200/1000

When this card is Special Summoned from the Graveyard, its ATK and DEF increase to become twice its original ATK and DEF. When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the ATK of the destroyed monster.

(SDRL-002)

**Darkfire Dragon, 4, DARK**

Dragon/Fusion, 1500/1250

"Firegrass" + "Petit Dragon"

(LOB-019 TP3-016)

**Darkfire Soldier #1**, 4, FIRE

Pyro, 1700/1150

An explosive expert from a special elite force.

*(PSV-043 SDJ-010)***Darkfire Soldier #2**, 4, FIRE

Pyro, 1700/1100

A warrior who gained immeasurable power from the heart of a volcano.

*(PSV-045)***Darklord Zerato**, 8, DARK

Fairy/Effect, 2800/2300

If there are 4 or more DARK monsters with different names in your Graveyard, you can Tribute Summon this monster by Tributing 1 DARK monster. You can send 1 DARK monster from your hand to the Graveyard to destroy all monsters your opponent controls. If you activate this effect, destroy this card during the End Phase of this turn.

*(PTDN-081)***Darkness Approaches**

Spell

Discard 2 cards from your hand. Select 1 face-up monster and flip it face-down, but do not change its battle position.

*(SRL-040)***Darknight Parshath**, 5, DARK

Fairy/Effect, 1900/1400

When this card destroys an opponent's monster, you can remove from play 1 DARK monster from your Graveyard to draw 1 card. This card gains 100 ATK for each DARK monster in your Graveyard.

*(PTDN-082)***Darkworld Thorns**, 3, EARTH

Plant, 1200/900

A thorny plant found in the darklands that wraps itself around any unwary traveler.

*(LOB-114)***Dawnbreak Gardna**, 3, LIGHT

Warrior/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p> [\*] The original DEF of this card becomes 2300.

*(TAEV-024)***D.D. Assailant**, 4, EARTH

Warrior/Effect, 1700/1600

When this card is destroyed by battle with an opponent's monster, remove from play that monster and this card.

*(CP03-006 DBT-002 DR04-244 SDDE-017)***D.D. Borderline**

Spell (Continuous)

While there are no Spell Cards in your Graveyard, neither player can conduct their Battle Phase.

*(IOC-040 DR2-040)***D.D. Crazy Beast**, 3, EARTH

Beast/Effect, 1400/1400

A monster that this card destroys as a result of battle is removed from play.

*(MFC-019 DRI-074)***D.D. Crow**, 1, DARK

Winged Beast/Effect, 100/100

During either player's turn, you can discard this card to the Graveyard to remove from play 1 card from your opponent's Graveyard.

*(STON-024 CP05-016)***D.D. Designator**

Spell

Declare 1 card name. Look at your opponent's hand, and if they have the declared card in their hand, remove from play that 1 card. If they do not have the declared card in their hand, remove from play 1 random card in your hand.

*(IOC-039 DR2-039)***D.D. Dynamite**

Trap

Inflict 300 damage to your opponent for each of their removed from play cards.

*(FET-057 DR3-177 SDDE-035)***D.D. Guide**, 4, DARK

Warrior/Effect, 1400/1000

When this card is Normal Summoned, give control of it to your opponent. During each player's End Phase, your opponent selects 1 card from the Graveyard of this card's controller and removes it from play.

*(SOI-014 DR04-134)***D.D. Scout Plane**, 2, DARK

Machine/Effect, 800/1200

If this card is removed from play, Special Summon it in face-up Attack Position during the End Phase of this turn.

*(IOC-012 DR2-012 SDDE-011)***D.D. Survivor**, 4, DARK

Warrior/Effect, 1800/200

When this card is removed from play while face-up on your side of the field, you Special Summon it during the End Phase.

*(TLM-023 CP04-013 DR3-203 SDDE-014)***D.D. Trainer**, 1, DARK

Fiend, 100/2000

A poor goblin that was sucked into a different dimension. However, he's doing his best with his new destiny.

*(DCR-055 DRI-217)***D.D. Trap Hole**

Trap

Activate only when your opponent Sets 1 monster in Defense Position. Destroy and remove from play the Set monster and 1 monster you control.

*(CRV-057 DR04-057)***D.D. Warrior**, 4, EARTH

Warrior/Effect, 1200/1000

When this card battles a monster, after damage calculation remove from play that monster and this card.

*(SDDE-006 TP7-001)***D.D. Warrior Lady**, 4, LIGHT

Warrior/Effect, 1500/1600

When this card battles an opponent's monster, after damage calculation you can remove from play that monster and this card.

*(DCR-027 DRI-189 GLD1-015 HL06-003 SD5-011 SDDE-010)***D.D.M.-Different Dimension Master**, 5, LIGHT

Spellcaster/Effect, 1700/1500

Once per turn, you can discard 1 Spell Card to Special Summon 1 of your removed from play monsters.

*(CRV-032 DR04-032 SDDE-015)***D.D.R.-Different Dimension Reincarnation**

Spell (Equip)

Discard 1 card. Select 1 of your removed from play monsters, Special Summon it in Attack Position, and equip it with this card. When this card is removed from the field, destroy the equipped monster.

*(SDDE-018)***De-Fusion**

Spell (Quick-Play)

Return 1 Fusion Monster on the field to the Fusion Deck. If all the Fusion Material Monsters that were used for the Fusion Summon of that Fusion Monster are in your Graveyard, you can Special Summon them.

*(LON-097 DB2-029 DP04-017)***De-Spell**

Spell

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

*(SDK-035 SDJ-029 SKE-028 SDP-029 SDY-029)***De-Synchro**

Spell

Select 1 face-up Synchro Monster. Return it to its owner's Extra Deck. Then, if all of the monsters that were used for the Synchro Summon of that monster are in your Graveyard, you can Special Summon them.

*(TDGS-049)***Deal of Phantom**

Trap

Select 1 face-up monster on the field. Increase the selected monster's ATK by 100 points for each monster in your Graveyard during the turn this card is activated. The number of monster is applied when this card is activated.

*(LON-084)***Decayed Commander**, 4, EARTH

Zombie/Effect, 1000/1500

When this card is Normal Summoned successfully, you can Special Summon 1 "Zombie Tiger" from your hand. If this card successfully attacks your opponent's Life Points directly, your opponent discards 1 card randomly from his/her hand.

*(MFC-010 DRI-065)***Deck Devastation Virus**

Trap

Tribute 1 DARK monster with 2000 or more ATK. Check your opponent's hand, all monsters your opponent controls, and all cards they draw (until the end of your opponent's 3rd turn after this card's activation), and destroy all monsters with 1500 or less ATK.

*(FET-058 CP05-009 DR3-178)*

### **Deck Lockdown**

Spell (Continuous)

Neither player can add cards to their hand except by drawing them, and cannot Special Summon monsters from the Deck. Destroy this card during your 2nd Standby Phase after activation.  
(*LODT-060*)

### **Decoy Dragon, 2, FIRE**

Dragon/Effect, 300/200

When this card is selected as an attack target by your opponent's monster, select 1 Level 7 or higher Dragon-Type monster from your Graveyard, Special Summon it, and switch the attack target to that monster.  
(*SDRL-004*)

### **Decoyroid, 2, WIND**

Machine/Effect, 300/500

While this card is face-up on your side of the field, your opponent cannot select a face-up monster as an attack target except "Decoyroid".  
(*POTD-010*)

### **Dedication through Light and Darkness**

Spell (Quick-Play)

You can only activate this card by Tributing "Dark Magician" on your side of the field. Select 1 "Dark Magician of Chaos" from your hand, your Graveyard or your Deck and Special Summon it.  
(*IOC-095 DR2-096*)

### **Deep Diver, 3, WATER**

Aqua/Effect, 1000/1000

If this card is destroyed by battle and sent to the Graveyard, at the end of the Battle Phase select 1 Monster Card from your Deck, and place it on top of your Deck.  
(*WC08-001*)

### **Deepsea Macrotrema, 1, WATER**

Fish/Effect, 600/100

When this card is sent from the field to the Graveyard, all face-up WATER monsters you control gain 500 ATK until the end of this turn.  
(*PTDN-083*)

### **Deepsea Shark, 5, WATER**

Fish/Fusion, 1900/1600

"Bottom Dweller" + "Tongyo"  
(*MRD-038*)

### **Deepsea Warrior, 5, WATER**

Warrior/Effect, 1600/1800

As long as "Umi" is face-up on the field, this card is unaffected by any Spell Cards.  
(*PSV-079 DB1-193*)

### **Defense Draw**

Trap

Activate only during damage calculation during your opponent's turn. The Battle Damage you would receive becomes 0. Draw 1 card.  
(*TDGS-065*)

### **Defensive Tactics**

Trap

Activate only if you control a "Gladiator Beast" monster. Monsters you control cannot be destroyed by battle this turn, and any Battle Damage you take is reduced to 0. Put this card on the bottom of your Deck.  
(*GLAS-083*)

### **Degenerate Circuit**

Spell (Continuous)

The controller of this card pays 500 Life Points during each of their Standby Phases (this is not optional). Monster Cards that would be returned from the field to the hand are removed from play instead.  
(*CDIP-047*)

### **Dekoichi the Battlechanted Locomotive, 4, DARK**

Machine/Effect, 1400/1000

FLIP: Draw 1 card. For each face-up "Bokoichi, the Freightening Car" you control, draw an additional card.  
(*RDS-032 DR3-092 HL05-004 YSDS-011*)

### **Delinquent Duo**

Spell

Pay 1000 Life Points. Your opponent randomly selects and discards 1 card from his/her hand and then selects and discards another card from his/her hand.  
(*SRL-039 DB1-024*)

### **Delta Attacker**

Spell

You can only activate this card when there are 3 Normal Monsters of the same name (except Tokens) on your side of the field. The 3 Normal Monsters of the same name can attack your opponent's Life Points directly during the turn this card is activated.  
(*AST-096 DR2-209*)

### **Demise, King of Armageddon, 8, DARK**

Fiend/Ritual/Effect, 2400/2000

This card can only be Ritual Summoned with the Ritual Spell Card, "End of the World". You can pay 2000 Life Points to destroy all cards on the field, except this card.  
(*SOI-035 DR04-155*)

### **Demise of the Land**

Spell (Quick-Play)

Activate only when your opponent Special Summons a monster. Select 1 Field Spell Card from your Deck and activate it.  
(*LODT-047*)

### **Demotion**

Spell (Equip)

Downgrade the monster equipped with this card by 2 Levels.  
(*MFC-029 DR1-084*)

### **Des Counterblow**

Trap (Continuous)

Destroy any monster that inflicts Battle Damage to a player's Life Points by attacking directly.  
(*AST-107 DR2-220*)

### **Des Croaking**

Spell

Activate only while you control 3 face-up "Des Frogs". Destroy all cards your opponent controls.  
(*CRV-042 DR04-042*)

### **Des Dendle, 4, EARTH**

Plant/Union, 300/2000

Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to your "Vampire Orchis" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, each time the equipped monster destroys 1 of your opponent's monsters, Special Summon 1 "Wicked Plant Token" (Plant-Type/EARTH/1 Star/ATK 800/DEF 800). (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(*MFC-015 DR1-070*)

### **Des Feral Imp, 4, DARK**

Reptile/Effect, 1600/1800

FLIP: Select 1 card from your Graveyard, add it to your Deck, and shuffle your Deck.  
(*DCR-014 DR1-176*)

### **Des Frog, 5, WATER**

Aqua/Effect, 1900/0

When this card is Tribute Summoned, you can Special Summon "Des Frog"(s) from your hand or Deck up to the number of "T.A.D.P.O.L.E."(s) in your Graveyard.  
(*CRV-026 DR04-026*)

### **Des Kangaroo, 4, DARK**

Beast/Effect, 1500/1700

If the ATK of a monster that attacks this monster is lower than the DEF of this card, destroy the attacking monster. (Damage calculation is applied normally.)  
(*IOC-005 DR2-005*)

### **Des Koala, 3, DARK**

Beast/Effect, 1100/1800

FLIP: Inflict 400 points of damage to your opponent's Life Points for each card in your opponent's hand.  
(*MFC-077 DR1-132*)

### **Des Lacooda, 3, EARTH**

Zombie/Effect, 500/600

Once per turn, you can flip this card into face-down Defense Position. When this card is Flip Summoned, draw 1 card.  
(*PGD-030 GLD1-010 SDZW-013*)

### **Des Mosquito, 3, DARK**

Insect/Effect, 500/500

When this card is Normal Summoned or Special Summoned, place 2 counters on it. This card gains 500 ATK for each of these counters on it. If this card would be destroyed by battle, remove 1 of this card's counters instead.  
(*YDB1-003 DLG1-103*)

### **Des Volstgalph, 6, EARTH**

Dragon/Effect, 2200/1700

Each time this card destroys an opponent's monster as a result of battle and sends it to the Graveyard, inflict 500 points of damage to your opponent's Life Points. Also, each time either player activates a Normal or Quick-Play Spell Card, increase the ATK of this card by 200 points until the end of the turn. (This effect is even applied during your opponent's turn.)  
(*SJC-002 PT1-002*)

**Des Wombat, 3, EARTH**

Beast/Effect, 1600/300

Any damage to you from a card effect becomes 0.  
(*TLM-031 DR3-211*)

**Desert Sunlight**

Trap

All monsters on your side of the field are changed to face-up Defense Position.

(*AST-106 DR2-219*)

**Desert Twister, 6, WIND**

Fiend/Effect, 2300/2000

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by removing from play 1 EARTH and 2 WIND monsters from your Graveyard. Once per turn, you can discard 1 card to destroy 1 Spell or Trap Card on the field.

(*TAEV-034*)

**Desertapir, 3, EARTH**

Beast/Effect, 900/300

FLIP: Flip 1 face-up monster on the field into face-down Defense Position. You cannot select "Desertapir".

(*AST-068 DR2-181*)

**Despair from the Dark, 8, DARK**

Zombie/Effect, 2800/3000

When this card is sent from your hand or Deck to your Graveyard by your opponent's card effect, Special Summon this card to the field.

(*DCR-023 DR1-185 SD2-007*)

**Desrook Archfiend, 3, LIGHT**

Fiend/Effect, 1100/1800

The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. When a "Terroring Archfiend" on your side of the field is destroyed and sent to the Graveyard, you can send this card from your hand to the Graveyard to Special Summon the "Terroring Archfiend".

(*DCR-070 DR1-232*)

**Destiny Board**

Trap (Continuous)

At the end of each of your opponent's turns, place 1 "Spirit Message" card from your hand or your Deck face-up on the field. If it is from your Deck, then shuffle your Deck. When "Spirit Message" cards "I", "N", "A", and "L" are all on your side of the field in their proper order, you are declared the winner. If any of your "Spirit Message" cards or "Destiny Board" are removed from the field, all your "Spirit Message" cards and "Destiny Board" on the field are sent to your Graveyard immediately.

(*LON-088 DB2-021*)

**Destiny Draw**

Spell

Discard 1 "Destiny Hero" card. Draw 2 cards.

(*DP05-020 DLG1-109*)

**Destiny End Dragoon, 10, DARK**

Warrior/Fusion/Effect, 3000/3000

"Destiny Hero - Plasma" + "Destiny Hero - Dogma" <p> A Fusion Summon of this monster can only be conducted with the above Fusion Material Monsters. Once per turn, you can destroy 1 monster your opponent controls and inflict damage to your opponent equal to its ATK. If you activate this effect, you cannot conduct your Battle Phase this turn. During your Standby Phase, if this card is in your Graveyard you can remove from play 1 "Destiny Hero" card from your Graveyard to Special Summon this card.

(*LODT-042*)

**Destiny Hero-Blade Master, 3, DARK**

Warrior/Effect, 300/600

During your opponent's Battle Phase, by discarding this card, all face-up "Destiny Hero" monsters you control gain 800 ATK until the end of this turn.

(*POTD-015 DP05-008*)

**Destiny Hero-Captain Tenacious, 3, DARK**

Warrior/Effect, 800/800

Once per turn, if another "Destiny Hero" monster you control is destroyed by battle and sent to the Graveyard, you can Special Summon that 1 monster during your next Standby Phase.

(*EOJ-002 DP05-002 DR04-182*)

**Destiny Hero-Dasher, 6, DARK**

Warrior/Effect, 2100/1000

Once per turn, by Tributing 1 monster, this card gains 1000 ATK until the end of this turn. If this card attacks, it is changed to Defense Position at the end of the Battle Phase. While this card is in the Graveyard, one time only, when you draw a Monster Card during your Draw Phase you can show it to your opponent and Special Summon it.

(*POTD-017 DP05-010*)

**Destiny Hero-Defender, 4, DARK**

Warrior/Effect, 100/2700

If this card is in face-up Defense Position during your opponent's Standby Phase, your opponent draws 1 card.

(*POTD-013 DP05-006*)

**Destiny Hero-Departed, 2, DARK**

Warrior/Effect, 1000/0

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

(*PTDN-015*)

**Destiny Hero-Diamond Dude, 4, DARK**

Warrior/Effect, 1400/1600

Once per turn, you can reveal the top card of your Deck. If it is a Normal Spell Card, send it to the Graveyard and you can activate its effect during the Main Phase of your next turn. If the card is not a Normal Spell Card, place it on the bottom of your Deck.

(*EOJ-003 DP05-003 DR04-183*)

**Destiny Hero-Disk Commander, 1, DARK**

Warrior/Effect, 300/300

When this card is Special Summoned from the Graveyard, draw 2 cards.

(*WC07-003*)

**Destiny Hero-Dogma, 8, DARK**

Warrior/Effect, 3400/2400

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 3 monsters, including at least 1 "Destiny Hero" monster. If this card is Special Summoned, halve your opponent's Life Points during their next Standby Phase.

(*POTD-014 DP05-007*)

**Destiny Hero-Doom Lord, 3, DARK**

Warrior/Effect, 600/800

Once per turn, if this card is in face-up Attack Position, you can remove from play 1 monster your opponent controls. If you use this effect, you cannot declare an attack this turn, and the removed monster will be returned to the opponent's side of the field in the same battle position during your second Standby Phase after activation.

(*EOJ-001 DP05-001 DR04-181*)

**Destiny Hero-Double Dude, 6, DARK**

Warrior/Effect, 1000/1000

This card cannot be Special Summoned. This card can attack twice during the same Battle Phase. If this card is destroyed, you can Special Summon 2 "Double Dude Tokens" (Warrior-Type/DARK/Level 4/ATK 1000/DEF 1000) during your next Standby Phase.

(*POTD-012 DP05-005*)

**Destiny Hero-Dread Servant, 3, DARK**

Warrior/Effect, 400/700

When this card is Normal Summoned, place 1 Clock Counter on "Clock Tower Prison." When this card is destroyed by battle and sent to the Graveyard, you can destroy 1 Spell or Trap Card you control.

(*LODT-004*)

**Destiny Hero-Dreadmaster, 8, DARK**

Warrior/Effect, ?/?

If this card was Special Summoned by "Clock Tower Prison", destroy all monsters you control (except for "Destiny Hero" monsters), then you can Special Summon up to 2 "Destiny Hero" monsters from your Graveyard. During the turn this card is Special Summoned, "Destiny Hero" monsters you control cannot be destroyed, and you take no Battle Damage when they battle. The ATK and DEF of this card are equal to the combined original ATK of all other "Destiny Hero" monsters you control.

(*EOJ-004 DP05-004 DR04-184*)

**Destiny Hero-Dunker, 4, DARK**

Warrior/Effect, 1200/1700

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

(*PTDN-014*)

**Destiny Hero-Fear Monger, 4, DARK**

Warrior/Effect, 1000/1000

If this card is destroyed by battle and sent to the Graveyard, Special Summon 1 "Destiny Hero" monster from your Graveyard (except a "Destiny Hero - Fear Monger") during your next Standby Phase.

(*POTD-016 CP06-002 DP05-009*)

**Destiny Hero-Malicious, 6, DARK**

Warrior/Effect, 800/800

You can remove from play this card from your Graveyard to Special Summon 1 "Destiny Hero - Malicious" from your Deck.

(*DP05-011 DLG1-108*)

**Destiny Hero-Plasma**, 8, DARK

Warrior/Effect, 1900/600

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 3 monsters you control. Once per turn, select your opponent's monster and equip it to this card (you can only equip 1 monster at a time to this card). This card gains equal to half of the ATK of the equipped monster. While this card is face-up on the field, negate all the effect of face-up effect monster your opponent controls.  
(CT04-003)

**Destiny Mirage**

Trap

Activate only when a "Destiny Hero" monster you control is destroyed and sent to the Graveyard by your opponent's card effect. Special Summon to your side of the field all "Destiny Hero" monsters that were destroyed and sent to the Graveyard this turn.  
(POTD-049 DP05-027)

**Destiny Signal**

Trap

Activate only when a monster you control is destroyed by battle and sent to the Graveyard. Special Summon 1 Level 4 or lower "Destiny Hero" monster from your hand or Deck.  
(EOJ-052 DP05-024 DR04-232)

**Destroyer Golem**, 4, EARTH

Rock, 1500/1000

A golem with a massive right hand for crushing its victims.  
(MRD-040 SDK-028)

**Destroyersaurus**, 4, EARTH

Dinosaur/Effect, 1800/1100

You can discard this card to the Graveyard to add 1 "Jurassic World" from your Deck to your hand.  
(FOTB-017)

**Destruction Cyclone**, 7, WIND

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-WIND monsters.  
(STON-028)

**Destruction Jammer**

Trap (Counter)

Discard 1 card. Negate the activation of a Spell Card, Trap Card, or Effect Monster's effect that destroys a monster(s) on the field, and destroy that card.  
(LODT-072)

**Destruction of Destiny**

Trap

Send 3 cards from the top of your Deck to the Graveyard, and take 1000 damage for each Spell or Trap Card sent to the Graveyard this way.  
(EOJ-051 DP05-023 DR04-231)

**Destruction Punch**

Trap

If the ATK of an attacking monster on your opponent's side of the field is lower than the DEF of the attacked Defense Position monster, destroy the attacking monster at the end of the Damage Step. (Damage calculation is applied normally.)  
(LON-085 DB2-018 TP5-013)

**Destruction Ring**

Trap

Destroy 1 face-up monster on your side of the field to inflict 1000 points of damage to both players' Life Points.  
(IOC-101 DR2-102)

**Destructive Draw**

Trap (Continuous)

If either player has no cards in their hand at the start of their Draw Phase, they can draw 1 more card in addition to their normal draw. This card's controller loses 700 Life Points during their End Phase. (If less than 700, they become 0 instead.) When this face-up card is removed from the field, inflict 3000 damage to the player who controlled it.  
(TAEV-073)

**Destructotron**, 4, EARTH

Psychic/Effect, 1600/400

During the End Phase, if this card is the only Psychic-Type monster you control, destroy it. You can pay 1000 Life Points to destroy 1 face-down Spell or Trap Card your opponent controls.  
(TDGS-023)

**Detonator Circle "A"**

Trap

Destroy 1 face-up monster with an A-Counter(s), and then inflict 1000 damage to each player.  
(GLAS-077)

**Dharc the Dark Charmer**, 3, DARK

Spellcaster/Effect, 500/1500

FLIP: Take control of 1 DARK monster your opponent controls, while this card remains face-up on the field.  
(TDGS-026)

**Dharma Cannon**, 2, DARK

Machine, 900/500

A monstrous creature whose body is lined with cannons that never miss their targets.  
(TP2-018)

**Diabolos, King of the Abyss**, 7, DARK

Dragon/Effect, 2800/1000

This card cannot be Special Summoned. If you Tribute Summon this card, the Tributes must be DARK. This card cannot be Tributed by a card's effect. During your opponent's Draw Phase, before their draw, look at the top card of their Deck, then put that card on the top or bottom of their Deck.  
(FOTB-061)

**Diamond-Dust Cyclone**

Spell (Quick-Play)

Select 1 monster with 4 or more Fog Counters. Destroy it and then draw 1 card for every 4 Fog Counters that were on it.  
(GLAS-048)

**Dian Keto the Cure Master**

Spell

Increase your Life Points by 1000 points.  
(SDY-023 SDJ-027 SDP-027 SYE-027)

**Dice Jar**, 3, LIGHT

Rock/Effect, 200/300

FLIP: Both players roll a six-sided die once. The player with the lowest result takes damage equal to their opponent's result x 500 Life Points. However, if a winner's result is 6, the loser takes 6000 points of damage. If the results are the same, both players roll again.  
(PGD-027 DB2-226)

**Dice Re-Roll**

Trap

Once this turn, negate 1 six-sided die roll and re-roll it.  
(DCR-100 DR1-262)

**Dice Try!**

Trap (Counter)

Negate the activation of an opponent's Spell Card, Trap Card, or Effect Monster's effect that requires a die roll, and destroy that card.  
(LODT-080)

**Different Dimension Capsule**

Spell

Select 1 card from your Deck and remove it from play face-down. During your 2nd Standby Phase after activation, destroy this card and add the removed card to your hand.  
(PGD-083 DP04-019 DR1-031)

**Different Dimension Dragon**, 5, LIGHT

Dragon/Effect, 1200/1500

This card cannot be destroyed by the effect of a Spell or Trap Card that does not target it. This card is not destroyed as a result of battle against a monster with an ATK of 1900 or less.  
(DCR-015 DR1-177)

**Different Dimension Gate**

Spell (Continuous)

Select 1 Monster Card each from you and your opponent's sides of the field and remove them from play. When this card is destroyed and sent to the Graveyard, return those monsters to the field in the same battle position as when they were removed from play.  
(DCR-044 DR1-206)

**Diffusion Wave-Motion**

Spell

Pay 1000 Life Points. Select 1 Level 7 or higher Spellcaster-Type monster on your side of the field. During this turn, only the selected monster can attack and it attacks all monsters on your opponent's side of the field once each. The effects of Effect Monsters destroyed by this attack(s) are not activated.  
(MFC-107 DR1-162 RDS-SE1 SD6-024)

**Dig Beak**, 2, EARTH

Beast, 500/800

This beast coils like a snake, and strikes quickly with its snapping beak.  
(TP7-019)

**Dimension Distortion**

Spell

You can only activate this card if there are no cards in your Graveyard. Select 1 removed from play monster and Special Summon it on your side of the field.  
(IOC-044 DR2-044)

**Dimension Explosion**

Spell (Quick-Play)

Return 1 face-up Fusion Monster you control to the Fusion Deck. Both players select up to 2 of their monsters that are removed from play, and Special Summon them.  
(PTDN-051)

### **Dimension Fusion**

#### **Spell**

Pay 2000 Life Points. Both players Special Summon as many of their removed from play monsters as possible.  
(*IOC-094 DR2-095*)

### **Dimension Jar, 2, DARK**

Machine/Effect, 200/200

FLIP: Both players can remove from play up to 3 monsters from their opponent's Graveyard.  
(*MFC-023 DR1-078*)

### **Dimension Wall**

#### **Trap**

Activate only when an opponent's monster declares an attack. Instead of you, your opponent takes the Battle Damage you would have taken from this battle.  
(*CRV-059 CP06-020 DR04-059*)

### **Dimensional Alchemist, 4, LIGHT**

Fairy/Effect, 1300/200

Once per turn, you can remove from play the top card of your Deck; this card gains 500 ATK until the End Phase. When this card is destroyed and sent from your side of the field to the Graveyard, you can select 1 of your removed from play monsters and return it to your hand.  
(*SDDE-002*)

### **Dimensional Fissure**

Spell (Continuous)

Any monster sent to the Graveyard is removed from play instead.  
(*EOJ-047 DR04-227 SDDE-028*)

### **Dimensional Inversion**

#### **Trap**

Activate only when a monster you own is removed from play by an opponent's effect. Special Summon that 1 monster.  
(*CDIP-052 CP07-018*)

### **Dimensional Prison**

#### **Trap**

Activate only when your opponent declares an attack. Remove from play the attacking monster.  
(*WC08-003*)

### **Dimensionhole**

#### **Spell**

Select 1 monster on your side of the field and remove it from play until your next Standby Phase. While the monster is removed from play, the Monster Card Zone of the selected monster cannot be used.  
(*PSV-069 DB1-183*)

### **Disappear**

#### **Trap**

Remove from play 1 card from your opponent's Graveyard.  
(*LOD-089 DB2-198 SYE-049*)

### **Disarm**

Trap (Counter)

Return 1 "Gladiator Beast" monster from your hand to the Deck, and negate the activation and effect of a Spell Card, and destroy it.  
(*GLAS-071*)

### **Disarmament**

#### **Trap**

Destroy all Equip Spell Cards on the field.  
(*MFC-102 DR1-157*)

### **Disc Fighter, 4, EARTH**

Warrior/Effect, 1000/1000

If this card attacks a Defense Position monster with DEF 2000 or more, destroy the monster with this card's effect without applying damage calculation.  
(*AST-028 DR2-140*)

### **Disciple of the Forbidden Spell, 4, LIGHT**

Warrior/Effect, 1700/800

When this card is Summoned, declare different Monster Card Attributes equal to the number of "Disciple of the Forbidden Spell"(s) in your Graveyard. If this card attacks a monster that has a declared Attribute, destroy the monster with this card's effect without applying damage calculation.  
(*SOI-016 DR04-136*)

### **Disk Magician, 4, DARK**

Machine, 1350/1000

This monster hides in a saucer and only appears when executing an attack.  
(*MRD-053*)

### **Diskblade Rider, 4, WIND**

Fiend/Effect, 1700/1500

Once per turn, you can remove from play 1 Normal Trap Card from your Graveyard. This card gains 500 ATK until the End Phase of your opponent's turn.  
(*LODT-035*)

### **Dissolverock, 3, EARTH**

Rock, 900/1000

A monster born in the lava pits, it generates intense heat that can melt away its enemies.  
(*LOB-031*)

### **Disturbance Strategy**

#### **Trap**

Your opponent adds all cards in his/her hand to the Deck and shuffles the Deck. Your opponent then draws the same number of cards that he/she added to the Deck.  
(*PGD-098 DR1-046*)

### **Divine Dragon-Excelion, 5, LIGHT**

Dragon/Effect, 1500/900

When this card is Normal Summoned, it gets 1 of the following effects for each "Divine Dragon - Excelion" in your Graveyard when this effect resolves (your choice). These effects cannot accumulate. [\*] This card gains 1000 ATK. [\*] If this card destroys an opponent's monster by battle, it can attack once again in a row. [\*] When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the ATK of the destroyed monster.  
(*SOI-033 DR04-153*)

### **Divine Dragon Ragnarok, 4, LIGHT**

Dragon, 1500/1000

A legendary dragon sent by the gods as their instrument. Legends say that if provoked, the whole world will sink beneath the sea.  
(*FET-002 DR3-122*)

### **Divine Knight Ishzark, 6, LIGHT**

Warrior/Effect, 2300/1800

Any monster this card destroys by battle is removed from play.  
(*LODT-091*)

### **Divine Sword-Phoenix Blade**

#### **Spell (Equip)**

Equip only to a Warrior-Type monster. It gains 300 ATK. During your Main Phase, if this card is in your Graveyard you can remove from play 2 Warrior-Type monsters in your Graveyard to add this card to your hand.  
(*SD5-018 CP04-010*)

### **Divine Wrath**

Trap (Counter)

Discard 1 card from your hand. Negate the activation and the effect of an Effect Monster and destroy it.  
(*RDS-050 SDS1-038 DR3-110 SD6-035*)

### **DNA Checkup**

#### **Trap**

Select 1 face-down monster you control. Your opponent declares 2 Attributes. Reveal the selected monster. If its Attribute is one of the declared Attributes, your opponent draws 2 cards. If not, you draw 2 cards.  
(*CSOC-078*)

### **DNA Surgery**

Trap (Continuous)

When you activate this card, declare 1 Type of monster. As long as this card remains face-up on the field, all face-up monsters become the Type you declared.  
(*PSV-026 DB1-081*)

### **DNA Transplant**

Trap (Continuous)

Declare 1 Attribute when you activate this card. While this card is face-up on the field, the Attribute of all face-up monsters on the field becomes the one you declared.  
(*IOC-108 DR2-109*)

### **Doctor Cranium, 1, EARTH**

Psychic/Effect, 100/100

When this card is destroyed by battle and sent to the Graveyard, you can pay 800 Life Points to add 1 Psychic-Type monster from your Deck to your hand.  
(*TDGS-017*)

### **Doitsu, 4, EARTH**

Fairy/Union, 100/200

Once per turn, you can equip this card to a "Soitsu" you control, OR unequip it to Special Summon this card in face-up Attack Position. When equipped to a monster by this card's effect, that monster gains 2500 ATK. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed by battle, destroy this card instead.)  
(*CRV-025 DR04-025*)

### **Dokurorider, 6, DARK**

Zombie/Ritual, 1900/1850

This monster can only be Ritual Summoned with the Ritual Magic Card, "Revival of Dokurorider". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand.  
(*TP2-009*)

### **Dokuroyaiba, 3, FIRE**

Fiend, 1000/400

A boomerang with brains that will pursue a target to the ends of the earth.  
(*PSV-099*)

**Doma The Angel of Silence**, 5, DARK  
Fairy, 1600/1400  
This fairy rules over the end of existence.  
(MRD-015 SDY-015)

**Domino Effect**  
Spell (Continuous)  
When a monster your opponent controls is destroyed by battle and sent to the Graveyard, you can send 1 monster you control to the Graveyard to destroy 1 monster your opponent controls.  
(TDGS-046)

**Don Turtle**, 3, WATER  
Reptile/Effect, 1100/1200  
When this card is Normal Summoned or Flip Summoned, you can Special Summon any number of "Don Turtle"(s) from your hand.  
(IOC-071 DR2-072)

**Don Zaloog**, 4, DARK  
Warrior/Effect, 1400/1500  
When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects: <p> [\*] Select 1 random card from your opponent's hand and discard it to the Graveyard. <p> [\*] Send 2 cards from the top of your opponent's Deck to the Graveyard.  
(PGD-029 DB2-228 GLD1-012)

**Doom Dozer**, 8, EARTH  
Insect/Effect, 2800/2600  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 2 Insect-Type monsters in your Graveyard. When this card inflicts Battle Damage to your opponent, send 1 card from the top of their Deck to the Graveyard.  
(SOI-024 DR04-144 GLD1-025)

**Doom Shaman**, 6, DARK  
Spellcaster/Gemini, 2400/2000  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p> [\*] Once per turn, you can Special Summon 1 Fiend-Type monster from your hand or from either player's Graveyard. When this card is removed from the field, destroy all Fiend-Type monsters Special Summoned by this effect.  
(TAEV-025 CP07-011)

**Doomcaliber Knight**, 4, DARK  
Fiend/Effect, 1900/1800  
This card cannot be Special Summoned. When an Effect Monster's effect is activated, you must Tribute this card. Negate that effect's activation, and destroy the monster.  
(SJCS-006)

**Doomkaiser Dragon**, 6, FIRE  
Zombie/Synchro/Effect, 2400/1500  
"Plaguespreader Zombie" + 1 or more non-Tuner Zombie-Type monsters <p> When this card is Special Summoned, you can select 1 Zombie-Type monster in your opponent's Graveyard and Special Summon it to your side of the field in Attack Position. Destroy it when this card is removed from the field.  
(CSOC-043)

**Doomsday Horror**, 4, DARK  
Fiend/Effect, ?/?  
The ATK and DEF of this card are each equal to the number of removed from play DARK monsters x 300. When this card is destroyed and sent to the Graveyard, return all removed from play DARK monsters to their owners' Graveyards.  
(PTDN-022)

**Doppelganger**  
Trap (Continuous)  
When you take damage from the effect of a monster your opponent controls, inflict the same amount of damage to your opponent.  
(CSOC-070)

**Dora of Fate**  
Trap  
You can only activate this card during your opponent's turn. Select 1 face-up monster on your opponent's side of the field. When you Normal Summon a monster that is 1 Level lower than the selected monster during your next turn, inflict damage to your opponent's Life Points equal to the Level of the selected monster x 500 points.  
(AST-102 DR2-215)

**Doriado's Blessing**  
Spell (Ritual)  
This card is used to Ritual Summon "Elemental Mistress Doriado". You must also Tribute monsters whose total Levels equal 3 or more from the field or your hand.  
(TLM-043 DR3-223)

**Double Attack**  
Spell  
Discard 1 Monster Card from your hand to the Graveyard. Select 1 monster on your side of the field with a lower Level than the discarded monster. The selected monster can attack twice this turn.  
(TLM-040 DR3-220)

**Double Coston**, 4, DARK  
Zombie/Effect, 1700/1650  
This card can be treated as 2 Tributes for the Tribute Summon of a DARK monster.  
(AST-078 CP05-014 DR2-191 SD2-011)

**Double-Edged Sword Technique**  
Trap  
Select 2 "Six Samurai" monsters from your Graveyard, and Special Summon them in face-up Attack Position. Destroy them during the End Phase of this turn, and take damage equal to the ATK of the destroyed monster(s).  
(GLAS-074)

**Double Snare**  
Spell  
Destroy 1 face-up card on the field that has an effect that negates Trap Cards' effects.  
(LOD-015 DB2-136)

**Double Spell**  
Spell  
Discard 1 Spell Card from your hand. Select 1 Spell Card from your opponent's Graveyard and use it from the Graveyard as your Spell Card.  
(MFC-106 DR1-161)

**Double Summon**  
Spell  
You can Normal Summon 1 additional time this turn. You can only gain this effect once per turn.  
(TAEV-056 SDS1-029)

**Double Tag Team**  
Trap  
Activate only when you Special Summon a "Gladiator Beast" monster. Special Summon 1 Level 4 or lower "Gladiator Beast" monster from your hand or Deck.  
(PTDN-076)

**Dragged Down into the Grave**  
Spell  
You and your opponent look at each other's hands, select 1 card from each other's hands and discard them to the Graveyard, and each draw 1 card.  
(DCR-084 DR1-246)

**Dragon Capture Jar**  
Trap (Continuous)  
As long as this card remains face-up on the field, all face-up Dragon-Type monsters are changed to Defense Position and cannot change their Battle Position.  
(LOB-045 DB1-111 SDY-044 TP3-010)

**Dragon Ice**, 5, WATER  
Dragon/Effect, 1800/2200  
When your opponent Special Summons a monster, you can discard 1 card to Special Summon this card from your hand or Graveyard. There can only be 1 face-up "Dragon Ice" monster on the field.  
(GLAS-084)

**Dragon Manipulator**, 3, EARTH  
Warrior/Effect, 700/800  
FLIP: Take control of 1 face-up Dragon-Type monster on your opponent's side of the field until the end of the End Phase.  
(LOD-026 DB2-145)

**Dragon Master Knight**, 12, LIGHT  
Dragon/Fusion/Effect, 5000/5000  
"Black Luster Soldier" + "Blue-Eyes Ultimate Dragon" <p> This monster cannot be Special Summoned except by Fusion Summon. This card gains 500 ATK for each Dragon-Type monster on your side of the field except this card.  
(UE02-001)

**Dragon Piper**, 3, FIRE  
Pyro/Effect, 200/1800  
FLIP: Destroy all face-up "Dragon Capture Jar"(s) on the field. If you destroy any, change all face-up Dragon-Type monsters on the field to Attack Position.  
(MRD-067 DB2-040)

**Dragon Seeker**, 6, DARK  
Fiend/Effect, 2000/2100  
When this card is Normal Summoned or Flip Summoned, destroy 1 face-up Dragon-Type monster on the field.  
(DB2-101 TP2-002 TP4-006)

**Dragon Treasure**  
Spell (Equip)  
Increase the ATK and DEF of a Dragon-Type monster equipped with this card by 300 points.  
(LOB-092 SDJ-038)



**Dragon Zombie, 3, DARK**

Zombie, 1600/0

A dragon revived by sorcery. Its breath is highly corrosive.  
(*SDY-014*)

**Dragoness the Wicked Knight, 3, WIND**

Warrior/Fusion, 1200/900

"Armaill" + "One-Eyed Shield Dragon"

(*LOB-086*)

**Dragonic Attack**

Spell (Equip)

You can only equip this card to a Warrior-Type monster. Increase the ATK and DEF of the equipped monster by 500 points and it is treated as Dragon-Type.

(*LON-101*)

**Dragonic Knight, 7, FIRE**

Dragon/Effect, 2800/2300

When the effect of an opponent's monster is activated that targets and destroys a card(s) you control, you can send the targeted card(s) to the Graveyard to Special Summon this card from your hand.

(*JUMP-026*)

**Dragon's Gunfire**

Spell

You can only activate this card when you have a face-up Dragon-Type monster on your side of the field. Select and activate 1 of the following effects:  
<p>[\*] Inflict 800 points of damage to your opponent's Life Points. <p>[\*] Destroy 1 face-up monster with a DEF of 800 points or less.

(*LOD-045 DB2-160*)

**Dragon's Mirror**

Spell

Remove from play, from your side of the field or your Graveyard, Fusion Material Monsters that are listed on a Dragon-Type Fusion Monster Card, and Special Summon that Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.)

(*CRV-040 DR04-040*)

**Dragon's Rage**

Trap (Continuous)

When a Dragon-Type monster on your side of the field attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.

(*LOD-048 DB2-163 SD1-024*)

**Draining Shield**

Trap

Negate the attack of 1 of your opponent's monsters and gain Life Points equal to its ATK.

(*AST-054 DP1-026 DR2-166 SDRL-037 YSDJ-038*)

**Dramatic Rescue**

Trap

You can only activate this card when a card is activated that targets a monster on the field that includes "Amazoness" in its card name, or is named "Amazon Archer". Return the targeted monster to its owner's hand and Special Summon 1 other monster from your hand.

(*MFC-097 DRI-152*)

**Drastic Drop Off**

Trap (Counter)

Activate only when your opponent adds a card(s) from their Deck to their hand, including drawing a card(s). Your opponent discards 1 of those cards.

(*PTDN-074*)

**Dreadscythe Harvester, 8, WIND**

Insect/Effect, 2300/1600

You can Tribute 1 Insect-Type monster to have this card gain 500 ATK until the end of the turn.

(*JUMP-015*)

**Dream Clown, 3, EARTH**

Warrior/Effect, 1200/900

When this card is changed from Attack Position to Defense Position, destroy 1 monster on your opponent's side of the field.

(*MRD-080 DB2-051 SDP-017*)

**Dreamsprite, 2, LIGHT**

Plant/Effect, 300/200

When attacked by your opponent's monster, select another 1 of your Monster Cards and designate it as the attack's target, then calculate damage.

(*LON-073*)

**Drill Bug, 2, EARTH**

Insect/Effect, 1100/200

When this card inflicts Battle Damage to your opponent's Life Points, you can select 1 "Parasite Paracide" card from your Deck, shuffle the Deck, and place "Parasite Paracide" on top of the Deck.

(*PSV-078 DB1-192*)

**Drillago, 4, DARK**

Machine/Effect, 1600/1100

If the only cards on your opponent's side of the field are face-up monsters with ATK 1600 or more, this monster can attack your opponent's Life Points directly.

(*IOC-026 DR2-026*)

**Drillroid, 4, EARTH**

Machine/Effect, 1600/1600

If this card attacks a Defense Position monster, destroy the monster immediately with this card's effect without applying damage calculation.

(*CRV-009 DR04-009 YSDS-016*)

**Driving Snow**

Trap

You can only activate this card when 1 or more of your Trap Cards are destroyed and sent from the field to the Graveyard by a card effect your opponent controls. Destroy 1 Spell or Trap Card on the field.

(*PSV-018*)

**Drooling Lizard, 3, EARTH**

Reptile, 900/800

A blood-sucking snake in human form that attacks any living being that passes nearby.

(*LOB-115*)

**Drop Off**

Trap

This card can only be activated during your opponent's Draw Phase. Your opponent immediately discards from their hand to the Graveyard the card they drew.

(*LOD-097 DB2-205*)

**DUCKER Mobile Cannon, 3, LIGHT**

Machine/Effect, 500/500

FLIP: Select 1 Level 4 monster in your Graveyard and add it to your hand.

(*LODT-037*)

**Dummy Golem, 2, EARTH**

Rock/Effect, 800/800

FLIP: Your opponent selects 1 monster they control. Switch control of the selected monster and this card.

(*TLM-016 DR3-196*)

**Dunames Dark Witch, 4, LIGHT**

Fairy, 1800/1050

Even when all odds are against this brave fairy, she will press onwards in battle and never retreat.

(*TPS-004*)

**Dungeon Worm, 5, EARTH**

Insect, 1800/1500

Hidden under the floors of a labyrinth, it swallows any who pass above.

(*MDP2-018*)

**Dust Barrier**

Spell (Continuous)

Face-up Normal Monsters on the field are unaffected by your opponent's Spell Cards. This card is destroyed during your second Standby Phase after activation.

(*AST-087 DR2-200*)

**Dust Tornado**

Trap

Destroy 1 Spell or Trap Card your opponent controls. You can then Set 1 Spell or Trap Card from your hand.

(*PSV-011 DB1-075 SD2-024 SD3-027 SD4-026 SD8-029 SDRL-033 SKE-045 SDZW-033 YSD-035 YSDJ-033*)

**Dweller in the Depths, 3, EARTH**

Dragon/Effect, 1500/700

This card gains 300 ATK for each face-up Continuous Spell Card you control.

(*FOTB-028*)

**E-Emergency Call**

Spell

Add 1 "Elemental Hero" monster from your Deck to your hand.

(*EOJ-039 DP03-017 DR04-219*)

**Eagle Eye, 3, WIND**

Winged Beast/Effect, 1300/1200

When this card is Normal Summoned successfully, no Trap Cards can be activated.

(*RDS-022 DR3-082*)

**Earth Chant**

Spell (Ritual)

This card is used to Ritual Summon any EARTH Ritual Monster. You must also Tribute monsters from the field or your hand whose total Levels equal the Level of the Ritual Monster you are attempting to Ritual Summon.

(*IOC-099 DR2-100*)

**Earth Effigy, 4, EARTH**

Rock/Effect, 100/2000

This card can be treated as 2 Tributes for the Tribute Summon of an EARTH Normal Monster.

(*PTDN-040*)

**Earthbound Spirit, 4, EARTH**

Fiend, 500/2000

A vengeful creature formed by the spirits of fallen warriors, it drags any who dare approach it into the deepest bowels of the earth.  
(LON-055 DB1-249)

**Earthquake**

Spell

Change all face-up monsters to Defense Position.  
(AST-043 DR2-155 YSDS-028)

**Earthshaker**

Trap

Select 2 Monster Card Attributes. Your opponent then selects 1 of the 2 Attributes and destroys all face-up monsters with that Attribute on the field.  
(PSV-014)

**Eatgaboon**

Trap

If the ATK of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed.  
(SRL-065)

**Ebon Magician Curran, 2, DARK**

Spellcaster/Effect, 1200/0

During your Standby Phase, inflict 300 damage to your opponent for each monster they control.  
(CRV-031 DR04-031 SD6-015)

**Ectoplasmer**

Spell (Continuous)

Once during each player's End Phase, the turn player Tributes 1 face-up monster on their side of the field and inflicts damage to the opponent equal to half the original ATK of the Tributed Monster.  
(SOD-043 DR3-043 SD7-023)

**Edge Hammer**

Trap

Tribute 1 "Elemental Hero Bladedge". Destroy 1 monster your opponent controls, and inflict damage to your opponent equal to the original ATK of that monster.  
(DP03-029)

**Ehren, Lightsworn Monk, 4, LIGHT**

Warrior/Effect, 1600/1000

If this card attacks a Defense Position monster, return that monster to its owner's Deck before damage calculation. During each of your End Phases, send the top 3 cards of your Deck to the Graveyard.  
(LODT-082)

**Ekiabyo Drakmord**

Spell (Equip)

A monster equipped with this card cannot attack. At the end of the equipped monster's controller's 2nd turn after this card is activated, destroy the equipped monster. At that time, this card is returned to the owner's hand.  
(LON-099 DB2-031)

**Electric Lizard, 3, EARTH**

Thunder/Effect, 850/800

A non Zombie-Type monster attacking "Electric Lizard" cannot attack on its following turn.  
(MRD-048)

**Electric Snake, 3, LIGHT**

Thunder/Effect, 800/900

When this card is discarded from your hand to the Graveyard by an effect of a card controlled by your opponent, draw 2 cards from your Deck.  
(SRL-008 DB1-007)

**Electric Virus, 3, LIGHT**

Thunder/Effect, 1000/1000

By discarding this card from your hand to the Graveyard, take control of 1 face-up Machine or Dragon-Type monster your opponent controls until the end of this turn.  
(STON-021)

**Electro-Whip**

Spell (Equip)

Increase the ATK and DEF of a Thunder-Type monster equipped with this card by 300 points.  
(LOB-093)

**Elegant Egotist**

Spell

Activate only while there is a face-up "Harpie Lady" on the field. Special Summon 1 "Harpie Lady" or "Harpie Lady Sisters" from your hand or your Deck.  
(MRD-024 DB1-156 DLG1-030 RP01-029 SD8-021 TP3-017)

**Element Doom, 4, DARK**

Fiend/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] EARTH: Negate the effect of an Effect Monster that this card destroyed by battle. <p>[\*] WIND: If this card destroyed your opponent's monster by battle, it can attack once again in a row.  
(FET-011 DR3-131)

**Element Dragon, 4, LIGHT**

Dragon/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] FIRE: This card gains 500 ATK. <p>[\*] WIND: If this card destroyed your opponent's monster by battle, it can attack once again in a row.  
(SOD-023 DR3-023 SD1-008)

**Element Magician, 4, LIGHT**

Spellcaster/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] WATER: Control of this card cannot switch. <p>[\*] WIND: If this card destroyed your opponent's monster by battle, it can attack once again in a row.  
(RDS-013 DR3-073)

**Element Saurus, 4, DARK**

Dinosaur/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] FIRE: This card gains 500 ATK. <p>[\*] EARTH: Negate the effect of an Effect Monster that this card destroyed by battle.  
(RDS-014 DR3-074)

**Element Soldier, 4, DARK**

Fiend/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] WATER: Control of this card cannot switch. <p>[\*] EARTH: Negate the effect of an Effect Monster that this card destroyed by battle.  
(SOD-024 DR3-024)

**Element Valkyrie, 4, LIGHT**

Fairy/Effect, 1500/1200

This monster gets the following effect(s) while there is a monster(s) with the following Attribute(s) on the field: <p>[\*] FIRE: This card gains 500 ATK. <p>[\*] WATER: Control of this card cannot switch.  
(FET-010 DR3-130)

**Elemental Absorber**

Trap (Continuous)

Remove from play 1 Monster Card in your hand to activate this card. Your opponent's monsters that have the same Attribute as the monster removed by this effect cannot declare an attack.  
(EOJ-056 DR04-236)

**Elemental Burst**

Trap

Tribute 1 each of WIND, WATER, FIRE, and EARTH monsters to activate this card. Destroy all cards on your opponent's side of the field.  
(FET-059 DR3-179)

**Elemental Hero Air Neos, 7, WIND**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Air Hummingbird" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) While your Life Points are lower than your opponent's, this card gains ATK equal to the difference. This card returns to the Fusion Deck during the End Phase.  
(STON-034)

**Elemental Hero Aqua Neos, 7, WATER**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Aqua Dolphin" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards from your side of the field to the Deck. (You do not use "Polymerization".) Once per turn, by discarding 1 card, select 1 random card from your opponent's hand and destroy it. This card returns to the Fusion Deck during the End Phase.  
(POTD-031 DP03-012)

**Elemental Hero Avian, 3, WIND**

Warrior, 1000/1000

A winged Elemental Hero who wheels through the sky and manipulates the wind. His signature move, Featherbreak, gives villainy a blow from sky-high.  
(TLM-001 DP1-001 DR3-181 EHC1-001 YSD-007 YSDJ-004)

**Elemental Hero Bladedge, 7, EARTH**

Warrior/Effect, 2600/1800

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(EEN-007 DP03-002 DR04-067 MF03-005 YSD-019 YSDJ-018)

**Elemental Hero Bubbleman, 4, WATER**

Warrior/Effect, 800/1200

If this is the only card in your hand, you can Special Summon it. When this card is Summoned, you can draw 2 cards if there are no other cards on your side of the field and in your hand.

*(CRV-014 DP1-009 DR04-014 EHC1-003 MF03-007 YSDJ-017)*

**Elemental Hero Burstinatrix, 3, FIRE**

Warrior, 1200/800

A flame manipulator who is the only woman among the Elemental Heroes. Her Burstfire burns away villainy.

*(TLM-002 DP1-002 DR3-182 EHC1-002 MDP2-003 MF03-002 YSD-008 YSDJ-005)*

**Elemental Hero Captain Gold, 4, LIGHT**

Warrior/Effect, 2100/800

You can discard this card to the Graveyard to add 1 "Skyscraper" from your Deck to your hand. If this card is on the field but "Skyscraper" is not on the field, destroy this card.

*(FOTB-014 DP06-004)*

**Elemental Hero Chaos Neos, 9, DARK**

Warrior/Fusion/Effect, 3000/2500

"Elemental Hero Neos" + "Neo-Spacial Dark Panther" + "Neo-Spacial Glow Moss" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) During the End Phase, return this card to the Fusion Deck then Set all face-up monsters currently on the field. Once per turn, you can toss a coin 3 times and apply the appropriate effect: [\*] 3 Heads: Destroy all monsters your opponent controls. [\*] 2 Heads: This turn, the effects of all face-up monsters your opponent controls are negated. [\*] 1 Head: Return all monsters you control to their owner's hand.

*(GLAS-036)*

**Elemental Hero Clayman, 4, EARTH**

Warrior, 800/2000

An Elemental Hero with a clay body built-to-last. He'll preserve his Elemental Hero colleagues at any cost.

*(TLM-003 DP1-003 DR3-183 EHC2-002 MF03-003 YSD-009 YSDJ-006)*

**Elemental Hero Dark Neos, 7, DARK**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Dark Panther" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards from your side of the field to the Deck. (You do not use "Polymerization".) You can select 1 face-up Effect Monster on the field if 1 is not already selected by this card. While you control this face-up card, the selected monster's effect is negated until it is removed from the field. (You can select up to 1 monster at a time with this effect.) This card returns to the Fusion Deck during the End Phase.

*(POTD-033 DP03-014)*

**Elemental Hero Darkbright, 6, DARK**

Warrior/Fusion/Effect, 2000/1000

"Elemental Hero Sparkman" + "Elemental Hero Necroshade" <p> This monster cannot be Special Summoned except by Fusion Summon. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. If this card attacks, it is changed to Defense Position at the end of the Damage Step. If this card is destroyed, destroy 1 monster your opponent controls.

*(TAEV-042)*

**Elemental Hero Divine Neos, 12, LIGHT**

Warrior/Fusion/Effect, 2500/2500

This card cannot be Special Summoned except by a Fusion Summon of any 5 "Neos", "Neo-Spacial", "Elemental Hero", "Destiny Hero" or "Evil Hero" monsters including at least 1 "Neos" monster, 1 "Neo-Spacial" monster and 1 "Hero" monster. Once per turn, you can remove from play 1 "Neos", "Neo-Spacial", "Elemental Hero", "Destiny Hero" or "Evil Hero" monster from your Graveyard to have this card gain 500 ATK. It also gains the removed monster's effect(s), until the End Phase.

*(CSOC-098)*

**Elemental Hero Electrum, 10, LIGHT**

Warrior/Fusion/Effect, 2900/2600

"Elemental Hero Avian" + "Elemental Hero Burstinatrix" + "Elemental Hero Clayman" + "Elemental Hero Bubbleman" <p> This monster cannot be Special Summoned except by Fusion Summon. The Attribute of this card is also treated as WIND, WATER, FIRE, and EARTH. When this card is Fusion Summoned, return all removed from play cards to their owners' Deck(s), then shuffle those Deck(s). Increase the ATK of this card by 300 points for each monster on your opponent's side of the field that shares an Attribute with this card.

*(MDP2-001)*

**Elemental Hero Flame Wingman, 6, WIND**

Warrior/Fusion/Effect, 2100/1200

"Elemental Hero Avian" + "Elemental Hero Burstinatrix" <p> This monster cannot be Special Summoned except by Fusion Summon. When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the ATK of the destroyed monster.

*(TLM-035 DP1-010 DR3-215 EHC1-004 MF03-006)*

**Elemental Hero Flare Neos, 7, FIRE**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Flare Scarab" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards from your side of the field to the Deck. (You do not use "Polymerization".) This card gains 400 ATK for each Spell and Trap Card on the field. This card returns to the Fusion Deck during the End Phase.

*(POTD-032 DP03-013)*

**Elemental Hero Glow Neos, 7, LIGHT**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Glow Moss" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) This card returns to the Fusion Deck during the End Phase. Once per turn, during your Main Phase 1, you can destroy 1 face-up card your opponent controls. Based on that card's type, apply the proper effect: [\*] Monster: This card cannot battle this turn. [\*] Spell: This card can attack your opponent directly this turn. [\*] Trap: This card is changed to Defense Position.

*(STON-036)*

**Elemental Hero Grand Neos, 7, EARTH**

Warrior/Fusion/Effect, 2500/2000

"Elemental Hero Neos" + "Neo-Spacial Grand Mole" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) Once per turn, you can return 1 monster your opponent controls to its owner's hand. This card returns to the Fusion Deck during the End Phase.

*(STON-035 CT04-001)*

**Elemental Hero Heat, 4, FIRE**

Pyro/Effect, 1600/1200

This card gains 200 ATK for each face-up "Elemental Hero" monster you control.

*(PP02-007)*

**Elemental Hero Inferno, 8, FIRE**

Pyro/Fusion/Effect, 2300/1600

"Elemental Hero Heat" + "Elemental Hero Lady Heat" <p> This monster cannot be Special Summoned except by Fusion Summon. If this card battles a WATER monster, this card gains 1000 ATK during the Damage Step only.

*(PP02-010)*

**Elemental Hero Knospe, 3, EARTH**

Plant/Effect, 600/1000

Each time this card inflicts Battle Damage to your opponent, it gains 100 ATK and loses 100 DEF. While you control another face-up "Elemental Hero" monster, your opponent cannot select this card as an attack target and this card can attack your opponent directly.

*(PP02-005)*

**Elemental Hero Lady Heat, 4, FIRE**

Pyro/Effect, 1300/1000

During each of your End Phases, inflict 200 damage to your opponent for each face-up "Elemental Hero" monster you control.

*(PP02-008)*

**Elemental Hero Magma Neos, 9, FIRE**

Warrior/Fusion/Effect, 3000/2500

"Elemental Hero Neos" + "Neo-Spacial Flare Scarab" + "Neo-Spacial Grand Mole" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) This card gains 400 ATK for each card on the field. This card returns to the Fusion Deck during the End Phase. When this card is returned to the Fusion Deck by this effect, return all cards on the field to their owners' hands.

*(TAEV-043)*

**Elemental Hero Marine Neos**, 8, WATER  
Warrior/Fusion/Effect, 2800/2300  
"Elemental Hero Neos" + "Neo-Spacial Marine Dolphin" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) Once per turn, you can select 1 random card from your opponent's hand and destroy it.  
(*TAEV-041*)

**Elemental Hero Mariner**, 5, WATER  
Warrior/Fusion/Effect, 1400/1000  
"Elemental Hero Bubbleman" + "Elemental Hero Avian" <p> This monster cannot be Special Summoned except by Fusion Summon. If you have any face-down cards in your Spell & Trap Card Zone, this card can attack your opponent directly.  
(*EOJ-034 DR04-214*)

**Elemental Hero Mudballman**, 6, EARTH  
Warrior/Fusion/Effect, 1900/3000  
"Elemental Hero Bubbleman" + "Elemental Hero Clayman" <p> This monster cannot be Special Summoned except by Fusion Summon.  
(*MDP2-002*)

**Elemental Hero Necroid Shaman**, 6, DARK  
Warrior/Fusion/Effect, 1900/1800  
"Elemental Hero Wildheart" + "Elemental Hero Necroshade" <p> This monster cannot be Special Summoned except by Fusion Summon. When this card is Special Summoned, destroy 1 monster your opponent controls. Then select 1 monster from your opponent's Graveyard and Special Summon it to their side of the field.  
(*EOJ-036 DR04-216*)

**Elemental Hero Necroshade**, 5, DARK  
Warrior/Effect, 1600/1800  
While this card is in your Graveyard, one time only, you can Normal Summon 1 "Elemental Hero" monster from your hand without Tributing any monsters.  
(*YSDJ-000 GX1-001*)

**Elemental Hero Neo Bubbleman**, 4, WATER  
Warrior/Effect, 800/1200  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending an "Elemental Hero Bubbleman" you control and "Metamorphosis" in your hand to the Graveyard. This card's name is treated as "Elemental Hero Bubbleman" while it is face-up on the field. Destroy an opponent's monster that battles this card at the end of the Damage Step.  
(*SOI-004 DR04-124*)

**Elemental Hero Neos**, 7, LIGHT  
Warrior, 2500/2000  
A new Elemental Hero has arrived from Neo-Space! When he initiates a Contact Fusion with a Neo-Spacial his unknown powers are unleashed.  
(*POTD-001 CT03-001 DP03-001*)

**Elemental Hero Neos Alius**, 4, LIGHT  
Warrior/Gemini, 1900/1300  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p> [\*] This face-up card's name is treated as "Elemental Hero Neos".  
(*TAEV-018 DP06-005*)

**Elemental Hero Ocean**, 4, WATER  
Warrior/Effect, 1500/1200  
Once per turn, during your Standby Phase, you can return 1 "Elemental Hero", "Destiny Hero" or "Evil Hero" monster from your side of the field or your Graveyard to its owner's hand.  
(*JUMP-013 CP07-006*)

**Elemental Hero Phoenix Enforcer**, 6, FIRE  
Warrior/Fusion/Effect, 2100/2100  
"Elemental Hero Avian" + "Elemental Hero Burstinatrix" <p> This monster cannot be Special Summoned except by Fusion Summon. This card cannot be destroyed by battle.  
(*EOJ-032 DP05-012 DR04-212*)

**Elemental Hero Plasma Vice**, 8, EARTH  
Warrior/Fusion/Effect, 2600/2300  
"Elemental Hero Sparkman" + "Elemental Hero Bladedge" <p> This monster cannot be Special Summoned except by Fusion Summon. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. You can discard 1 card from your hand to destroy 1 Attack Position monster your opponent controls.  
(*GLAS-037 CT04-006*)

**Elemental Hero Poison Rose**, 6, EARTH  
Plant/Effect, 1900/2000  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Rose Bud". Your opponent can only select "Elemental Hero Poison Rose" as an attack target. Each time this card inflicts Battle Damage to your opponent, it gains 200 ATK and loses 200 DEF.  
(*PP02-006*)

**Elemental Hero Prisma**, 4, LIGHT  
Warrior/Effect, 1700/1100  
Once per turn, you can reveal 1 Fusion Monster from your Fusion Deck and send 1 of the Fusion Material Monsters listed on that card from your Deck to the Graveyard. Until the End Phase, this card's name is treated as the sent monster's name.  
(*DPCT-000*)

**Elemental Hero Rampart Blaster**, 6, EARTH  
Warrior/Fusion/Effect, 2000/2500  
"Elemental Hero Clayman" + "Elemental Hero Burstinatrix" <p> This monster cannot be Special Summoned except by Fusion Summon. While this card is in face-up Defense Position, this card can attack your opponent directly. If it does, this card's ATK is halved during damage calculation.  
(*EEN-033 DP1-012 DR04-093*)

**Elemental Hero Shining Flare Wingman**, 8, LIGHT  
Warrior/Fusion/Effect, 2500/2100  
"Elemental Hero Flame Wingman" + "Elemental Hero Sparkman" <p> This monster cannot be Special Summoned except by Fusion Summon. This card gains 300 ATK for each "Elemental Hero" card in your Graveyard. When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the ATK of the destroyed monster.  
(*EEN-036 CT03-004 DR04-096*)

**Elemental Hero Shining Phoenix Enforcer**, 8, FIRE  
Warrior/Fusion/Effect, 2500/2100  
"Elemental Hero Phoenix Enforcer" + "Elemental Hero Sparkman" <p> This monster cannot be Special Summoned except by Fusion Summon. This card gains 300 ATK for each "Elemental Hero" card in your Graveyard. This card cannot be destroyed by battle.  
(*EOJ-033 DP05-013 DR04-213*)

**Elemental Hero Sparkman**, 4, LIGHT  
Warrior, 1600/1400  
An Elemental Hero and a warrior of light who proficiently wields many kinds of armaments. His Static Shockwave cuts off the path of villainy.  
(*TLM-004 DP1-004 DR3-184 EHC2-001 MF03-004 YSD-010 YSD-S01 YSDJ-007*)

**Elemental Hero Steam Healer**, 5, WATER  
Warrior/Fusion/Effect, 1800/1000  
"Elemental Hero Burstinatrix" + "Elemental Hero Bubbleman" <p> This monster cannot be Special Summoned except by Fusion Summon. When this card destroys a monster as a result of battle and sends it to the Graveyard, increase your Life Points by the ATK of the destroyed monster.  
(*DP1-013*)

**Elemental Hero Storm Neos**, 9, WIND  
Warrior/Fusion/Effect, 3000/2500  
"Elemental Hero Neos" + "Neo-Spacial Air Hummingbird" + "Neo-Spacial Aqua Dolphin" <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) Once per turn, you can destroy all Spell and Trap Cards on the field. This card returns to the Fusion Deck during the End Phase. When this card is returned to the Fusion Deck by this effect, return all cards on the field to the Deck.  
(*PTDN-043*)

**Elemental Hero Stratos**, 4, WIND  
Warrior/Effect, 1800/300  
When this card is Normal or Special Summoned, you can select and activate 1 of these effects: [\*] Destroy Spell or Trap Cards on the field up to the number of "Elemental Hero", "Destiny Hero", and "Evil Hero" monsters you control (not counting this card). [\*] Select and add 1 "Elemental Hero", "Destiny Hero", or "Evil Hero" monster from your Deck to your hand.  
(*JUMP-012 CP06-009 PT03-002*)

**Elemental Hero Tempest**, 8, WIND  
Warrior/Fusion/Effect, 2800/2800  
"Elemental Hero Avian" + "Elemental Hero Sparkman" + "Elemental Hero Bubbleman" <p> This monster cannot be Special Summoned except by Fusion Summon. You can send 1 other card you control to the Graveyard to select 1 monster you control. While this card is face-up on the field, the selected monster cannot be destroyed by battle. (Damage calculation is applied normally.)  
(*EEN-034 DR04-094 MF02-001*)

**Elemental Hero Terra Firma**, 8, EARTH  
Warrior/Fusion/Effect, 2500/2000  
"Elemental Hero Ocean" + "Elemental Hero Woodsman" <p> This monster cannot be Special Summoned except by Fusion Summon. You can Tribute 1 face-up "Elemental Hero" monster to have this card gain ATK equal to the Tributed monster's ATK until the End Phase.  
(*PP02-009*)

**Elemental Hero Thunder Giant**, 6, LIGHT  
Warrior/Fusion/Effect, 2400/1500  
"Elemental Hero Sparkman" + "Elemental Hero Clayman" <p> This monster cannot be Special Summoned except by Fusion Summon. Once per turn, by discarding 1 card from your hand, select and destroy 1 face-up monster on the field with original ATK less than the ATK of this card.  
(*TLM-036 DP1-011 DR3-216 EHC2-004 MF01-001*)

**Elemental Hero Voltic**, 4, LIGHT  
Thunder/Effect, 1000/1500  
When this card inflicts Battle Damage to your opponent, you can Special Summon 1 of your removed from play "Elemental Hero" monsters.  
(*PP02-014*)

**Elemental Hero Wild Wingman**, 8, EARTH  
Warrior/Fusion/Effect, 1900/2300  
"Elemental Hero Wildheart" + "Elemental Hero Avian" <p> This monster cannot be Special Summoned except by Fusion Summon. You can discard 1 card to destroy 1 Spell or Trap Card on the field.  
(*EOJ-035 DP03-011 DR04-215*)

**Elemental Hero Wildedge**, 8, EARTH  
Warrior/Fusion/Effect, 2600/2300  
"Elemental Hero Wildheart" + "Elemental Hero Bladedge" <p> This monster cannot be Special Summoned except by Fusion Summon. This card can attack all monsters your opponent controls once each.  
(*EEN-035 DP03-010 DR04-095 MF02-002*)

**Elemental Hero Wildheart**, 4, EARTH  
Warrior/Effect, 1500/1600  
This card is unaffected by the effects of Trap Cards.  
(*EEN-008 DP03-003 DR04-068 EHC2-003 GSE-001 YSDJ-019*)

**Elemental Hero Woodsman**, 4, EARTH  
Warrior/Effect, 1000/2000  
Once per turn, during your Standby Phase, you can add 1 "Polymerization" from your Deck or Graveyard to your hand.  
(*PP02-004*)

**Elemental Mistress Doriado**, 3, LIGHT  
Spellcaster/Ritual/Effect, 1200/1400  
This card can only be Ritual Summoned with the Ritual Spell Card, "Doriado's Blessing". The Attribute of this card is also treated as WIND, WATER, FIRE, and EARTH while it is face-up on the field.  
(*TLM-034 DR3-214*)

**Elemental Recharge**  
Trap  
Gain 1000 Life Points for each "Elemental Hero" monster you control.  
(*EOJ-050 DP05-022 DR04-230*)

**Elephant Statue of Blessing**, 3, EARTH  
Rock/Effect, 1500/0  
When this card is sent directly from your hand to the Graveyard by an effect of a card controlled by your opponent, increase your Life Points by 2000 points.  
(*AST-073 DR2-186*)

**Elephant Statue of Disaster**, 3, EARTH  
Rock/Effect, 1500/0  
When this card is sent directly from your hand to the Graveyard by an effect of a card controlled by your opponent, inflict 2000 points of damage to your opponent's Life Points.  
(*AST-074 DR2-187*)

**Elf's Light**  
Spell (Equip)  
A LIGHT monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.  
(*TP1-006*)

**Eliminating the League**  
Trap  
Discard 1 Spell Card. Destroy 1 face-up monster your opponent controls. Check your opponent's hand, and all cards in their hand with the same name as the destroyed card are sent to the Graveyard.  
(*STON-052*)

**Emblem of Dragon Destroyer**  
Spell  
Add 1 "Buster Blader" from your Deck or your Graveyard to your hand.  
(*MFC-090 DR1-145*)

**Emblem of the Awakening**  
Spell (Ritual)  
This card is used to Ritual Summon "Cú Chulainn the Awakened". You must also Tribute monsters whose total Levels equal 4 or more from the field or your hand.  
(*STON-044*)

**Embodiment of Apophis**  
Trap (Continuous)  
Activate only during a Main Phase. After activation, Special Summon this card; it is treated as a Normal Monster Card (Reptile-Type/EARTH/Level 4/ATK 1600/DEF 1800). (This card is still treated as a Trap Card.)  
(*SP1-003 DLG1-099 RP01-098*)

**Emergency Provisions**  
Spell (Quick-Play)  
Send Spell or Trap Cards on your side of the field to the Graveyard except this card. Increase your Life Points by 1000 points for each card sent to the Graveyard.  
(*LOD-033 DB2-150 TP6-012*)

**Emergency Teleport**  
Spell (Quick-Play)  
Special Summon 1 Level 3 or lower Psychic-Type monster from your hand or Deck. During the End Phase this turn, remove from play that monster.  
(*TDGS-053*)

**Emes the Infinity**, 7, LIGHT  
Machine/Effect, 2500/2000  
Each time this card destroys an opponent's monster and sends it to the Graveyard as a result of battle, increase the ATK of this card by 700 points.  
(*DBT-001*)

**Emissary of the Afterlife**, 4, DARK  
Fiend/Effect, 1600/600  
When this card is sent from the field to the Graveyard, each player selects 1 Level 3 or lower Normal Monster from their Deck, and adds it to their hand after showing it to the opponent. The Decks are then shuffled.  
(*AST-076 CP01-019 DR2-189*)

**Emissary of the Oasis**, 3, LIGHT  
Spellcaster/Effect, 600/400  
While a face-up Level 3 or lower Normal Monster is on your side of the field, your opponent cannot select this card as an attack target. While this card is face-up on your side of the field, any Battle Damage to the controller of this card from battle involving a Level 3 or lower Normal Monster becomes 0.  
(*AST-083 DR2-196*)

**Empress Judge**, 6, EARTH  
Warrior/Fusion, 2100/1700  
"Queen's Double" + "Hibikime"  
(*MRD-046*)

**Empress Mantis**, 6, WIND  
Insect, 2200/1400  
Queen of an army of giant mantises whose command moves legions.  
(*LON-040*)

**Enchanted Javelin**  
Trap  
Increase your Life Points by the ATK of 1 opponent's attacking monster.  
(*PSV-015 DB1-077 SDP-049*)

**Enchanting Fitting Room**  
Spell  
Pay 800 Life Points. Pick up 4 cards from the top of your Deck and Special Summon to your side of the field all Level 3 or lower Normal Monsters among the picked-up cards. Return all the other picked-up cards to your Deck and the Deck is then shuffled.  
(*AST-093 DR2-206*)

**Enchanting Mermaid**, 3, WATER  
Fish, 1200/900  
A beautiful mermaid that lures voyagers to a watery grave.  
(*LOB-084*)

**End of the World**  
Spell (Ritual)  
This card can be used to Ritual Summon "Ruin, Queen of Oblivion" or "Demise, King of Armageddon". You must also Tribute monsters from the field or your hand whose total Levels equal the Level of the Ritual Monster you are attempting to Ritual Summon.  
(*SOI-046 DR04-166*)

**Enemy Controller**  
Spell (Quick-Play)  
Select and activate 1 of these effects: <p> [\*] Change the Battle Position of 1 face-up monster your opponent controls. <p> [\*] Tribute 1 monster. Select 1 face-up monster your opponent controls. Take control of it until the End Phase.  
(*AST-037 CP01-010 DR2-149 SD10-027 SDDE-025 YSDS-027*)

### **Energy-Absorbing Monolith**

#### **Trap**

Chain this card to an opponent's card effect that would inflict damage to you. That damage is negated, and you gain Life Points equal to the amount you would have taken.  
(GLAS-075)

### **Energy Drain**

#### **Trap**

Select 1 face-up monster on your side of the field. Increase the ATK and DEF of the monster by an amount equal to the number of cards in your opponent's hand x 200 points until the End Phase.  
(IOC-055 DR2-055)

### **Enervating Mist**

#### **Trap (Continuous)**

Your opponent's hand size limit becomes 5.  
(SOD-053 DR3-053)

### **Enishi, Shien's Chancellor, 6, LIGHT**

Warrior/Effect, 2200/1200

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 2 "Six Samurai" monsters from your Graveyard. Once per turn, you can destroy 1 face-up monster. If you activate this effect, this card cannot attack this turn.  
(GLAS-032)

### **Enraged Battle Ox, 4, EARTH**

Beast-Warrior/Effect, 1700/1000

During battle between attacking Beast, Beast-Warrior or Winged Beast-Type monsters on your side of the field and a Defense Position monster whose DEF is lower than the ATK of the attacking monster, inflict the difference as Battle Damage to your opponent's Life Points.  
(IOC-070 DR2-071)

### **Enraged Muka Muka, 5, EARTH**

Rock/Effect, 1200/600

This card gains 400 ATK and DEF for each card in your hand.  
(SOD-031 DR3-031)

### **Equip Shot**

#### **Trap**

Activate only during the Battle Phase. Select 1 Equip Card equipped to a face-up Attack Position monster you control, and select 1 face-up Attack Position monster your opponent controls. Equip that monster with the selected Equip Card. Then, conduct battle between your previously equipped monster and the selected monster (other effects cannot be activated during this battle).  
(TDGS-063)

### **Eradicator Epidemic Virus**

#### **Trap**

Tribute 1 DARK monster with 2500 or more ATK, and choose Spell Cards or Trap Cards. Check all Spell and Trap Cards on your opponent's side of the field, your opponent's hand, and all cards they draw (until the end of your opponent's 3rd turn after this card's activation), and destroy all cards of the chosen type.  
(FOTB-068 TDGS-SE1)

### **Eria the Water Charmer, 3, WATER**

Spellcaster/Effect, 500/1500

FLIP: Take control of 1 WATER monster on your opponent's side of the field, for as long as this card remains face-up on the field.  
(TLM-027 DR3-207)

### **Escape from the Dark Dimension**

#### **Trap (Continuous)**

Select 1 of your removed from play DARK monsters and Special Summon it. When this card is removed from the field, destroy and remove from play that monster. When that monster is destroyed, destroy this card.  
(PTDN-072)

### **Eternal Dread**

#### **Trap**

Put 2 Clock Counters on "Clock Tower Prison".  
(DP05-030)

### **Eternal Rest**

#### **Spell**

Destroy all monsters equipped with Equip Cards.  
(SRL-060 DB1-036 SDJ-039)

### **Etoile Cyber, 4, EARTH**

Warrior/Effect, 1200/1600

If this card attacks your opponent directly, it gains 500 ATK during the Damage Step only.  
(EEN-016 DR04-076)

### **Everliving Underworld Cannon**

#### **Spell (Continuous)**

Once during each player's turn, when a Zombie-Type monster is Special Summoned to your side of the field inflict 800 damage to your opponent.  
(CSOC-060)

### **Evil Dragon Ananta, 8, DARK**

Reptile/Effect, ?/?

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play all Reptile-Type monsters from your side of the field and Graveyard. This card's ATK and DEF are each equal to the number of monsters you removed x 600. During each of your End Phases, destroy 1 card on the field.  
(PP02-017)

### **Evil Hero Dark Gaia, 8, EARTH**

Fiend/Fusion/Effect, ?/0

1 Fiend-Type monster + 1 Rock-Type monster <p> This monster cannot be Special Summoned except with "Dark Fusion". The original ATK of this card is equal to the combined ATK of the Fusion Material Monsters used to Fusion Summon it. When this card declares an attack, you can change all Defense Position monsters your opponent controls to face-up Attack Position. Flip Effects are not activated at this time.  
(GLAS-040 DP06-010)

### **Evil Hero Infernal Gainer, 4, EARTH**

Fiend/Effect, 1600/0

During your Main Phase 1, you can remove this card from play and select 1 face-up Fiend-Type monster you control. That monster can attack twice during each Battle Phase. Special Summon this card in face-up Attack Position during your second Standby Phase after you activate this effect.  
(GLAS-004 DP06-007)

### **Evil Hero Infernal Prodigy, 2, DARK**

Fiend/Effect, 300/600

If you control no monsters, you can Special Summon this card from your hand in face-up Attack Position. If you Tribute this card to Tribute Summon an "Elemental Hero", "Destiny Hero", or "Evil Hero" monster, draw 1 card during this turn's End Phase.  
(DP06-008)

### **Evil Hero Infernal Sniper, 6, FIRE**

Fiend/Fusion/Effect, 2000/2500

"Elemental Hero Clayman" + "Elemental Hero Burstinatrix" <p> This monster cannot be Special Summoned except with "Dark Fusion". During your Standby Phase, if this card is in face-up Defense Position, inflict 1000 damage to your opponent. This card cannot be destroyed by the effects of Spell Cards.  
(DP06-012)

### **Evil Hero Inferno Wing, 6, FIRE**

Fiend/Fusion/Effect, 2100/1200

"Elemental Hero Avian" + "Elemental Hero Burstinatrix" <p> This monster cannot be Special Summoned except with "Dark Fusion". During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to either the ATK or DEF of the destroyed monster, whichever is higher.  
(GLAS-038)

### **Evil Hero Lightning Golem, 6, LIGHT**

Fiend/Fusion/Effect, 2400/1500

"Elemental Hero Sparkman" + "Elemental Hero Clayman" <p> This monster cannot be Special Summoned except with "Dark Fusion". Once per turn, you can destroy 1 monster on the field.  
(GLAS-039)

### **Evil Hero Malicious Edge, 7, EARTH**

Fiend/Effect, 2600/1800

If your opponent controls a monster, you can Normal Summon this card with 1 Tribute. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(GLAS-003 DP06-006)

### **Evil Hero Malicious Fiend, 8, FIRE**

Fiend/Fusion/Effect, 3500/2100

"Evil Hero Malicious Edge" + 1 Level 6 or higher Fiend-Type monster <p> This monster cannot be Special Summoned except with "Dark Fusion". During your opponent's Battle Phase, all monsters they control are changed to face-up Attack Position, and each monster they control must attack this card.  
(DP06-013)

### **Evil Hero Wild Cyclone, 8, EARTH**

Fiend/Fusion/Effect, 1900/2300

"Elemental Hero Avian" + "Elemental Hero Wildheart" <p> This monster cannot be Special Summoned except with "Dark Fusion". If this card attacks, your opponent cannot activate any Spell or Trap Cards until the end of the Damage Step. When this card inflicts Battle Damage to your opponent, destroy all face-down Spell and Trap Cards your opponent controls.  
(DP06-011)

**Exarion Universe**, 4, DARK  
Beast-Warrior/Effect, 1800/1900

Activate this effect only during your Battle Step.  
This card loses 400 ATK and during battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. This effect continues until the End Phase of this turn.  
*(DR04-243 CT2-002)*

#### **Exchange**

Spell  
Both players show their hands to each other and select 1 card from each other's hand. Add the selected card to your hand and you can use it in this Duel. (When the cards are sent to the Graveyard, they are sent to the Graveyard of the original owner.)  
*(DB1-170 EDS-001)*

#### **Exchange of the Spirit**

Trap  
Activate only while there are 15 or more cards in your Graveyard. Pay 1000 Life Points. Both players swap the card(s) in their Graveyard with the card(s) in their Deck. Then, both players shuffle their Decks.  
*(SP1-004 DLG1-100 RP01-099)*

#### **Exhausting Spell**

Trap  
Remove all Spell Counters on both sides of the field.  
*(MFC-098 DR1-153)*

#### **Exile of the Wicked**

Spell  
Destroys all face-up Fiend-Type monsters on the field.  
*(TP2-004 TP4-008)*

#### **Exiled Force**, 4, EARTH

Warrior/Effect, 1000/1000  
You can Tribute this card to destroy 1 monster on the field.  
*(LOD-023 SDS1-019 DB2-143 HL04-001 SD5-010 SDDE-009 YSDJ-011)*

#### **Exodia Necross**, 4, DARK

Spellcaster/Effect, 1800/0  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Contract with Exodia". This card is not destroyed as a result of battle or by the effects of Spell or Trap Cards, and during each of your Standby Phases, increase the ATK of this card by 500 points. This card is destroyed when any of "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One" or "Left Leg of the Forbidden One" is not in your Graveyard.  
*(DCR-020 DR1-182 MC2-003)*

#### **Exodia the Forbidden One**, 3, DARK

Spellcaster/Effect, 1000/1000  
When 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.  
*(LOB-124 DB1-139 DDS-003 DLG1-022 MC1-001 RP01-021 UBP1-005)*

**Exodius the Ultimate Forbidden Lord**, 10, DARK

Spellcaster/Effect, ?/0  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by returning all monsters from your Graveyard to your Deck. When this card declares an attack, send 1 Monster Card from your hand or Deck to the Graveyard. This card has 1000 ATK for each Normal Monster in your Graveyard. When this card is removed from the field, remove it from play. If there are 5 different "Forbidden One" cards in your Graveyard that were sent there by this card's effect, you win the Duel.  
*(JUMP-025)*

#### **Exploder Dragon**, 3, EARTH

Dragon/Effect, 1000/0  
When this card is destroyed by battle and sent to the Graveyard, destroy the monster that destroyed it. While this card is attacking, any Battle Damage either player takes from a battle involving this card becomes 0.  
*(WC07-002)*

#### **Expressroid**, 4, EARTH

Machine/Effect, 400/1600  
When you Summon this card, you can add 2 "roid" monsters from your Graveyard to your hand, except "Expressroid".  
*(GLAS-016 YSDS-000)*

#### **Exxod, Master of The Guard**, 8, EARTH

Rock/Effect, 0/4000  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 1 monster on your side of the field that includes "sphinx" in its card name. While this card is face-up on the field, each time an EARTH monster is Flip Summoned, inflict 1000 points of damage to your opponent's Life Points.  
*(SD7-001)*

#### **Factory of 100 Machines**

Spell (Quick-Play)  
Remove from play all "Morphtronic" monsters from your Graveyard. Target face-up Machine-Type monster you control gains 200 ATK for each card removed, until the End Phase.  
*(CSOC-049)*

#### **Fairy Box**

Trap (Continuous)  
Each time a monster on your opponent's side of the field attacks, toss a coin and call Heads or Tails. If you call it right, the attacking monster's ATK becomes 0 only during the Battle Phase. Pay 500 Life Points during each of your Standby Phases. If you do not, this card is destroyed.  
*(LON-024 DB1-227)*

#### **Fairy Dragon**, 4, WIND

Dragon, 1100/1200  
This beautiful Dragon spirit harbors hidden strength.  
*(CP03-012)*

#### **Fairy Guardian**, 3, WIND

Fairy/Effect, 1000/1000  
Tribute this face-up card to return 1 Spell Card sent to your Graveyard by your opponent's card effect during this turn to the bottom of your Deck.  
*(LON-039)*

#### **Fairy King Truesdale**, 6, WATER

Plant/Effect, 2200/1500  
While this card is in Defense Position, all Plant-Type monsters you control gain 500 ATK and DEF.  
*(WC4-001 CP07-007)*

#### **Fairy Meteor Crush**

Spell (Equip)  
When a monster equipped with this card attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.  
*(PSV-063 DB1-178 SKE-040)*

#### **Fairy of the Spring**

Spell  
Add 1 Equip Spell Card from your Graveyard to your hand. You cannot activate that Equip Spell Card this turn.  
*(DCR-040 DR1-202 SD5-028)*

#### **Fairy's Gift**, 4, LIGHT

Spellcaster, 1400/1000  
This flying monster is known for delivering happiness to all.  
*(MPI-012)*

#### **Fairy's Hand Mirror**

Trap  
Switch the opponent's Spell Card effect that specifically designates 1 monster as a target to another correct target.  
*(SRL-041 DB1-025)*

#### **Faith Bird**, 4, WIND

Winged Beast, 1500/1100  
This long-tailed bird blinds its enemies with mystical light.  
*(TP2-021)*

#### **Fake Hero**

Spell  
Special Summon 1 "Elemental Hero" monster from your hand. This turn, that monster cannot attack, and returns to its owner's hand during the End Phase.  
*(POTD-038 DP03-022)*

#### **Fake Trap**

Trap  
You can only activate this card when your opponent uses an effect of a Spell, Trap, or Effect Monster to destroy Trap Card(s) on your side of the field. Destroy this card as a substitute of those Trap Card(s) and the other Trap Card(s) are not destroyed. If a Set card(s) would have been destroyed, pick up and see the Set card(s).  
*(MRD-056 DB1-164 SDJ-049)*

#### **Falling Down**

Spell (Equip)  
Destroy this card if there is no Archfiend card on your side of the field. Take control of 1 of your opponent's monsters that is equipped with this card. You take 800 points of damage during each of your opponent's Standby Phases.  
*(DCR-088 DR1-250)*

#### **Familiar Knight**, 3, DARK

Warrior/Effect, 1200/1400  
When this card is destroyed and sent to the Graveyard as a result of battle, each player can Special Summon 1 Level 4 monster from their hand.  
*(EP1-006)*

**Familiar-Possessed-Aussa, 4, EARTH**

Spellcaster/Effect, 1850/1500

You can send 1 "Aussa the Earth Charmer" and 1 EARTH monster you control to the Graveyard to Special Summon this card from your hand or Deck.

If you do, this card gets the following effect: [\*]

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

(EEN-026 DR04-086)

**Familiar-Possessed-Eria, 4, WATER**

Spellcaster/Effect, 1850/1500

You can send 1 "Eria the Water Charmer" and 1 WATER monster you control to the Graveyard to Special Summon this card from your hand or Deck.

If you do, this card gets the following effect: [\*]

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

(EEN-027 DR04-087)

**Familiar-Possessed-Hiita, 4, FIRE**

Spellcaster/Effect, 1850/1500

You can send 1 "Hiita the Fire Charmer" and 1 FIRE monster you control to the Graveyard to Special Summon this card from your hand or Deck.

If you do, this card gets the following effect: [\*]

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

(EEN-028 DR04-088)

**Familiar-Possessed-Wynn, 4, WIND**

Spellcaster/Effect, 1850/1500

You can send 1 "Wynn the Wind Charmer" and 1 WIND monster you control to the Graveyard to Special Summon this card from your hand or Deck.

If you do, this card gets the following effect: [\*]

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

(EEN-029 DR04-089)

**Fatal Abacus**

Trap (Continuous)

Each time 1 monster is sent from the field to the Graveyard, inflict 500 points of damage per card to the respective card owner's Life Points.

(LOD-011 DB2-133)

**Fear from the Dark, 4, DARK**

Zombie/Effect, 1700/1500

When this card is sent from your hand or Deck to your Graveyard by your opponent's card effect, Special Summon this card to the field.

(DCR-025 DR1-187)

**Feather Shot**

Spell

Select 1 face-up "Elemental Hero Avian" you control to activate this card. This turn, the selected card can attack as many times as the number of monsters you control when this card resolves. It cannot attack your opponent directly, and your other monsters cannot attack.

(EEN-042 DP1-017 DR04-102)

**Feather Wind**

Trap (Counter)

Activate only while you control a face-up

"Elemental Hero Avian". Negate the activation of a Spell or Trap Card and destroy it.

(EEN-058 DP1-029 DR04-118)

**Felgrand Dragon, 8, LIGHT**

Dragon/Effect, 2800/2800

This monster cannot be Special Summoned except from the Graveyard, and only if it was sent there from the field. When this card is Special Summoned, select 1 monster in your Graveyard.

This card gains ATK equal to the Level of that monster x 200.

(SDRL-001)

**Fengsheng Mirror**

Spell

Look at your opponent's hand. Select and discard 1 Spirit monster to the Graveyard if Spirit monsters exist in his/her hand.

(LOD-075)

**Fenrir, 4, WATER**

Beast/Effect, 1400/1200

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned by removing from play 2 WATER monsters in your Graveyard. When this card destroys an opponent's monster as a result of battle, your opponent skips their next Draw Phase.

(IOC-020 DR2-020)

**Feral Imp, 4, DARK**

Fiend, 1300/1400

A playful little fiend that lurks in the dark, waiting to attack an unwary enemy.

(MRD-001 DB1-140 SDY-002 SYE-003)

**Fiber Jar, 3, EARTH**

Plant/Effect, 500/500

FLIP: Both players unite all their respective cards on the field, in their hands, and in their Graveyards with their respective Decks and shuffle them. Then both players draw 5 cards from their shuffled Decks.

(LOD-056 DB2-166)

**Field Barrier**

Spell (Continuous)

Field Spell Cards cannot be destroyed. Also, a new Field Spell Card cannot be activated. You can only control 1 face-up "Field Barrier".

(FOTB-042 SDZW-028)

**Field-Commander Rahz, 4, EARTH**

Warrior/Effect, 1600/1200

When this card is Normal or Special Summoned, select 1 Level 4 or lower Warrior-Type monster from your Deck, except "Field-Commander Rahz", and place it on top of your Deck.

(PTDN-030)

**Fiend Comedian**

Trap

Toss a coin and call it. If you call it right, all your opponent's cards in the Graveyard are removed from play immediately. If you call it wrong, send a number of cards equal to the cards in your opponent's Graveyard from your Deck to your Graveyard.

(LOD-098)

**Fiend Reflection #2, 4, LIGHT**

Winged Beast, 1100/1400

A bird-beast that summons reinforcements with a hand mirror.

(LOB-021)

**Fiend Scorpion, 2, EARTH**

Insect, 900/200

A huge scorpion inhabited by the soul of a fiend. Usually it holds back, but has untapped potential.

(AST-059 DR2-172)

**Fiend Skull Dragon, 5, WIND**

Dragon/Fusion/Effect, 2000/1200

"Cave Dragon" + "Lesser Fiend" <p> A Fusion Summon of this monster can only be conducted with the above Fusion Material Monsters. As long as this card remains face-up on the field, negate the effects of Flip Effect Monsters. Negate the effects of a Trap Card that targets this card and destroy it.

(LOD-039 DB2-154 TP6-013)

**Fiendish Engine W, 8, DARK**

Machine/Effect, 2800/2000

During your End Phase, Special Summon 1 "Engine Token" (Machine-Type/EARTH/Level 1/ATK 200/DEF 200) in Attack Position. Once per turn, you can have this card gain 1000 ATK. If you do, it is destroyed during the End Phase.

(TDGS-095)

**Fiend's Hand Mirror**

Trap

Switch the opponent's Spell Card effect that targets 1 Spell or Trap Card to another correct target.

(IOC-102 DR2-103)

**Fiend's Sanctuary**

Spell

Special Summon 1 "Metal Fiend Token" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0). It cannot attack. When this Token battles, the opponent takes any Battle Damage its controller would have taken. Pay 1000 Life Points during each of your Standby Phases. If you do not, destroy the "Metal Fiend Token".

(CP05-001)

**Fifth Hope**

Spell

Select 5 "Elemental Hero" cards from your Graveyard and shuffle them into the Deck. Then draw 2 cards. Draw 3 cards instead if you had no other cards on your side of the field and in your hand when you activated this card.

(TAEV-045)

**Fighting Spirit**

Spell (Equip)

The equipped monster gains 300 ATK for each monster your opponent controls. If it would be destroyed by battle, you can destroy this card instead.

(TDGS-045)

**Final Attack Orders**

Trap (Continuous)

As long as this card remains on the field, all face-up monsters on the field are changed to Attack Position and their battle positions cannot be changed.

(DCR-045 DR1-207)



**Final Countdown**

Spell

Pay 2000 Life Points. After 20 turns have passed (counting the turn you activate this card as the 1st turn), you win the Duel.

*(DCR-091 CP01-016 DR1-253)*

**Final Destiny**

Spell

Discard 5 cards from your hand. Destroy all cards on the field.

*(SRL-035 DB1-020)*

**Final Flame**

Spell

Inflict 600 points of damage to your opponent's Life Points.

*(LOB-100 TP3-012)*

**Final Ritual of the Ancients**

Spell (Ritual)

This card is used to Ritual Summon "Reshef the Dark Being". You must also Tribute monsters whose total Levels equal 8 or more from the field or your hand.

*(TLM-044 DR3-224)*

**Fine**

Trap

Discard 2 cards.

*(PTDN-080)*

**Fire Darts**

Trap

Activate only while you have no cards in your hand. Roll a six-sided die 3 times, and inflict damage to your opponent equal to the sum of the die rolls x 100.

*(CRV-049 DR04-049)*

**Fire Kraken, 4, FIRE**

Aqua, 1600/1500

A squid that thrives on fire and heat.

*(SRL-014)*

**Fire Princess, 4, FIRE**

Pyro/Effect, 1300/1500

Each time you increase your Life Points, inflict 500 points of damage to your opponent's Life Points.

*(LON-034 DB1-234 GLD1-005)*

**Fire Sorcerer, 4, FIRE**

Spellcaster/Effect, 1000/1500

FLIP: Randomly select 2 cards from your hand and remove them from play to inflict 800 points of damage to your opponent's Life Points.

*(LON-036)*

**Fire Trooper, 3, FIRE**

Warrior/Effect, 1000/1000

When this card is Summoned, you can send it to the Graveyard to inflict 1000 damage to your opponent.

*(PTDN-013)*

**Firebird, 4, FIRE**

Winged Beast/Effect, 1000/800

Each time a Winged Beast-Type monster(s) on your side of the field is destroyed, this card gains 500 ATK.

*(FET-032 DR3-152)*

**Firegrass, 2, EARTH**

Plant, 700/600

A fire-breathing plant found growing near volcanoes.

*(LOB-018)*

**Fires of Doomsday**

Spell (Quick-Play)

If you activate this card, you cannot Summon other monsters this turn. Special Summon 2 "Doomsday Tokens" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) in Defense Position. These tokens cannot be Tributed for a Tribute Summon, unless it is for a DARK monster.

*(PTDN-055)*

**Firestorm Prominence, 7, FIRE**

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-FIRE monsters.

*(STON-026)*

**Firewall**

Trap (Continuous)

When your opponent declares a direct attack, you can negate that monster's attack by removing from play 1 Pyro-Type monster in your Graveyard. Pay 500 Life Points during each of your Standby Phases. If you do not, destroy this card.

*(FOTB-060)*

**Fireyarou, 4, FIRE**

Pyro, 1300/1000

A malevolent creature wrapped in flames that attacks enemies with intense fire.

*(LOB-085)*

**Fish Depth Charge**

Trap

Tribute 1 Fish-Type monster. Destroy 1 card on the field, and draw 1 card.

*(TDGS-078)*

**Fissure**

Spell

Destroy 1 face-up monster your opponent controls with the lowest ATK. (If it's a tie, you get to choose.)

*(LOB-057 DB1-117 DLG1-007 HL2-006 RP01-006 SDJ-028 SDK-032 SDP-028 SDY-026 SKE-027 SYE-028 YSD-025)*

**Five-Headed Dragon, 12, DARK**

Dragon/Fusion/Effect, 5000/5000

The Fusion Material Monsters for this card are any 5 Dragon-Type monsters. This monster cannot be Special Summoned except by Fusion Summon. This card does not take any Battle Damage and cannot be destroyed by battle with an EARTH, WATER, FIRE, WIND, or DARK monster. (Battle Damage is still inflicted to players.)

*(SD09-SS1)*

**Flame Cerebrus, 6, FIRE**

Pyro, 2100/1800

Known to many as the "Burning Executioner", this monster is capable of burning enemies to cinders.

*(MRD-111)*

**Flame Champion, 5, FIRE**

Pyro, 1900/1300

A warrior protected by a flaming shield that nullifies any attack.

*(PSV-041)*

**Flame Dancer, 2, FIRE**

Pyro, 550/450

This monster moves while swinging its burning rope.

*(LON-058)*

**Flame Ghost, 3, DARK**

Zombie/Fusion, 1000/800

"Skull Servant" + "Dissolverock"

*(LOB-029)*

**Flame Manipulator, 3, FIRE**

Spellcaster, 900/1000

This Spellcaster attacks enemies with fire-related spells such as "Sea of Flames" and "Wall of Fire".

*(LOB-016 DB1-107 SDJ-006)*

**Flame Ogre, 7, FIRE**

Fiend/Effect, 2400/1700

This card cannot be Special Summoned. When this card is Normal Summoned, draw 1 card.

*(CDIP-014)*

**Flame Ruler, 4, FIRE**

Pyro/Effect, 1500/1600

This card can be treated as 2 Tributes for the Tribute Summon of a FIRE monster.

*(FET-031 DR3-151 SDRL-016)*

**Flame Spirit Ignis, 4, FIRE**

Pyro/Effect, 1500/1200

You can Tribute 1 face-up FIRE monster to inflict 100 damage to your opponent for each FIRE monsters in your Graveyard.

*(LODT-087)*

**Flame Swordsman, 5, FIRE**

Warrior/Fusion, 1800/1600

"Flame Manipulator" + "Masaki the Legendary Swordsman"

*(LOB-003 DB1-100 DLG1-003 RP01-002 SDJ-024)*

**Flame Viper, 2, EARTH**

Pyro, 400/450

A fire-breathing snake whose speed makes it a difficult target.

*(MDP2-016)*

**Flash Assailant, 4, DARK**

Fiend/Effect, 2000/2000

Decrease the ATK and DEF of this card by 400 points for each card in your hand.

*(SRL-082 DB1-048)*

**Flash of the Forbidden Spell**

Spell

Activate only when all of your opponent's Monster Card Zones are occupied by monsters. Destroy all monsters on your opponent's side of the field.

*(CDIP-038)*

**Flashbang**

Trap

Activate only after damage calculation when a monster your opponent controls made a direct attack. It is now the End Phase of this turn.

*(STON-053)*

**Flint**

Spell (Equip)

A monster equipped with this card loses 300 ATK and cannot change its Battle Position or attack. If the equipped monster is destroyed, select 1 monster on the field and equip this card to that monster.

*(RDS-042 DR3-102)*

**Flint Lock**, 4, LIGHT

Machine/Effect, 1500/800

Once per turn, you can equip a "Flint" on the field to this card. You can take any "Flint" equipped to this card and equip it to another face-up monster. This card can only be equipped with 1 "Flint" at a time. While equipped with "Flint", this card is unaffected by "Flint's" effect and cannot be destroyed by battle.  
(TAEV-028)

**Flint Missile**

Spell (Quick-Play)

Destroy 1 monster equipped with "Flint". You can return this card to your Deck instead of sending it to the Graveyard after it resolves.  
(TAEV-055)

**Flower Wolf**, 5, EARTH

Beast/Fusion, 1800/1400

"Silver Fang" + "Darkworld Thorns"  
(LOB-107)

**Flying Fish**, 4, WIND

Fish, 800/500

Three wishes are granted to those fortunate enough to see this monster in flight.  
(LON-007)

**Flying Kamakiri #1**, 4, WIND

Insect/Effect, 1400/900

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 WIND monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-091 DB1-054 DLG1-075 RP01-074 SD8-006)

**Flying Kamakiri #2**, 4, WIND

Insect, 1500/800

A flying mantis that feeds primarily on insects.  
(PSV-048)

**Flying Penguin**, 4, WATER

Aqua, 1200/1000

A very rare penguin that takes to the air with ears shaped like wings.  
(MP1-011)

**Flying Saucer Muusik'i**, 5, LIGHT

Machine/Effect, 1000/2000

While this card is face-up on the field, you can select and add 1 "Alien" card from your Deck to your hand instead of conducting your normal draw during your Draw Phase.  
(POTD-030)

**Fog Control**

Spell (Quick-Play)

Tribute 1 face-up "Cloudian" monster you control. Place 3 Fog Counters on 1 face-up monster.  
(GLAS-051)

**Fog King**, 7, WATER

Spellcaster/Effect, 0/0

You can Normal Summon this card with 1 Tribute, or without a Tribute. The ATK of this card is equal to the combined original ATK of the monsters Tributed to Summon it. Neither player can Tribute monsters.  
(LODT-098)

**Follow Wind**

Spell (Equip)

Increase the ATK and DEF of a Winged-Beast-Type monster equipped with this card by 300 points.  
(LOB-098)

**Foolish Burial**

Spell

Select 1 monster from your Deck and send it to the Graveyard.  
(SDRL-020)

**Foolish Revival**

Trap

Select 1 monster from your opponent's Graveyard, and Special Summon it in face-up Defense Position on your opponent's side of the field.  
(GLAS-079)

**Forced Back**

Trap (Counter)

Negate the Normal Summon or Flip Summon of a monster and return it to its owner's hand.  
(EOJ-060 DR04-240)

**Forced Ceasefire**

Trap

Discard 1 card from your hand. No Trap Cards can be activated until the end of this turn.  
(FET-060 DR3-180)

**Forced Requisition**

Trap (Continuous)

You can activate this card when you discard from your hand. After that, each time you discard from your hand, your opponent must also discard the same number of cards from his/her hand.  
(PSV-025 DB1-080)

**Forest**

Spell (Field)

Increase the ATK and DEF of all Insect, Beast, Plant, and Beast-Warrior-Type monsters by 200 points.  
(LOB-046)

**Formation Union**

Trap

Select and activate 1 of the following effects: <p>[\*] Equip 1 Union Monster on your side of the field to an appropriate monster on your side of the field as an Equip Spell Card. <p>[\*] Unequip 1 of your equipped Union Monsters and Special Summon it to your side of the field in face-up Attack Position.  
(MFC-049 DR1-104)

**Fortress Whale**, 7, WATER

Fish/Ritual, 2350/2150

This monster can only be Ritual Summoned with the Ritual Spell Card, "Fortress Whale's Oath".  
(TP7-003)

**Fortress Whale's Oath**

Spell (Ritual)

This card is used to Ritual Summon "Fortress Whale". You must also Tribute monsters whose total Levels equal 7 or more from the field or your hand.  
(TP7-011)

**Fossil Dyna Pachycephalo**, 4, EARTH

Rock/Effect, 1200/1300

Neither player can Special Summon monsters. When this card is flipped face-up, destroy all Special Summoned monsters on the field.  
(LODT-099)

**Fossil Excavation**

Trap (Continuous)

Discard 1 card from your hand. Select 1 Dinosaur-Type monster in your Graveyard and Special Summon it. An Effect Monster Special Summoned this way has its effect negated. When this card is removed from the field, destroy that monster. When the monster is destroyed, destroy this card.  
(POTD-058 SD09-036)

**Fossil Tusker**, 4, EARTH

Rock/Effect, 1800/0

When this card destroys an opponent's monster by battle and sends it to the Graveyard, inflict 400 damage to your opponent.  
(TAEV-086)

**Fox Fire**, 2, FIRE

Pyro/Effect, 300/200

During the End Phase of a turn when this face-up card attacked or was attacked and was destroyed by battle, Special Summon this card from the Graveyard. This card cannot be Tributed for a Tribute Summon.  
(RDS-029 DR3-089 SD3-013)

**Fragrance Storm**

Spell

Destroy 1 face-up Plant-Type monster on the field and draw 1 card. If that card is a Plant-Type monster, you can reveal it to your opponent and draw 1 more card.  
(CSOC-058)

**Freed the Brave Wanderer**, 4, LIGHT

Warrior/Effect, 1700/1200

Once per turn, you can remove from play 2 LIGHT monsters in your Graveyard to destroy 1 face-up monster on the field with higher ATK than this card.  
(IOC-014 CP04-008 DR2-014)

**Freed the Matchless General**, 5, EARTH

Warrior/Effect, 2300/1700

Negate the effect of any Spell Card that targets this card and destroy it. As long as this card remains face-up on the field, you can add 1 Level 4 or lower Warrior-Type monster from your Deck to your hand per turn instead of drawing 1 card from your Deck during your Draw Phase. Then shuffle your Deck.  
(LOD-016 DB2-137)

**Freezing Beast**, 4, WATER

Aqua/Union, 1500/1000

Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to your "Burning Beast" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, each time the equipped monster inflicts Battle Damage to your opponent, destroy 1 face-down Spell or Trap Card on the field. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(MFC-017 DR1-072)

**Frenzied Panda, 4, EARTH**

Beast, 1200/1000

A savage beast that carries a big bamboo stick for beating down its enemies.

(LOB-081)

**Frequency Magician, 2, LIGHT**

Spellcaster/Tuner, 800/400

When this card is Normal Summoned, place 1 Spell Counter on it (max. 1). You can remove 1 Spell Counter from this card to have 1 face-up monster you control gain 500 ATK, until the End Phase.

(SDS1-014)

**Freya, Spirit of Victory, 1, LIGHT**

Fairy/Effect, 100/100

While you control a Fairy-Type monster(s) other than "Freya, Spirit of Victory", this card cannot be selected as an attack target. All Fairy-Type monsters you control gain 400 ATK and DEF.

(STON-064)

**Frog the Jam, 2, WATER**

Aqua, 700/500

A slime with the head of a frog, it attacks by croaking terribly.

(MP1-004)

**Froggy Forcefield**

Trap

Activate only when a face-up "Frog" monster you control, except "Frog the Jam", is selected as an attack target. Destroy all Attack Position monsters your opponent controls.

(LODT-073)

**Frontier Wiseman, 3, EARTH**

Spellcaster/Effect, 1600/800

As long as this card remains face-up on your side of the field, negate the effects of Spell Cards that target face-up Warrior-Type monsters on your side of the field and destroy the Spell Cards.

(LOD-022 DB2-142)

**Frontline Base**

Spell (Continuous)

Once per turn, during your Main Phase, you can Special Summon 1 Union Monster of Level 4 or lower from your hand.

(MFC-028 DR1-083)

**Frost and Flame Dragon, 6, WATER**

Dragon/Effect, 2300/2000

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by removing from play 1 FIRE and 2 WATER monsters from your Graveyard. Once per turn, you can discard 1 card to destroy 1 monster on the field.

(TAEV-033)

**Frostosaurus, 6, WATER**

Dinosaur, 2600/1700

This monster's metabolism enables it to endure long periods of cold, harnessing the power to become a creature of solid ice! Nothing else can withstand such temperatures, especially victims of its glacial rampage.

(STON-002)

**Frozen Soul**

Trap

You can only activate this card when your Life Points are at least 2000 lower than your opponent's. Skip your opponent's next Battle Phase.

(DCR-096 DR1-258)

**Fruits of Kozaky's Studies**

Trap

Look at the top 3 cards of your Deck and return those cards to the top of the Deck in any order.

(RDS-053 DR3-113)

**Fuh-Rin-Ka-Zan**

Trap

You can only activate this card when there are at least 1 monster each of WIND, WATER, FIRE and EARTH Attributes face-up on the field. Select and apply 1 of these effects: <p>[\*] Destroy all monsters on your opponent's side of the field. <p>[\*] Destroy all Spell and Trap Cards on your opponent's side of the field. <p>[\*] Randomly discard 2 cards from your opponent's hand. <p>[\*] Draw 2 cards.

(RDS-055 DR3-115)

**Fuhma Shuriken**

Spell (Equip)

You can only equip this card to a monster that includes "Ninja" in its card name. Increase the ATK of the equipped monster by 700 points. When this card is sent from the field to the Graveyard, inflict 700 points of damage to your opponent's Life Points.

(IOC-031 DR2-031)

**Fulfillment of the Contract**

Spell (Equip)

Pay 800 Life Points. Select 1 Ritual Monster from your Graveyard, Special Summon it, and equip it with this card. When this card is destroyed, remove the equipped monster from play.

(FET-046 DR3-166)

**Full Salvo**

Trap

When this card resolves, send your entire hand to the Graveyard. Inflict 200 damage to your opponent for each card you sent to the Graveyard by this effect.

(SOI-056 DR04-176)

**Fushi No Tori, 4, FIRE**

Winged Beast/Spirit, 1200/0

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. When this card inflicts Battle Damage to your opponent's Life Points, increase your Life Points by an amount equal to the Battle Damage.

(LOD-072 DB2-184)

**Fushioh Richie, 7, DARK**

Zombie/Effect, 2600/2900

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned from your hand or your Deck by Tributing 1 "Great Dezard" that has fulfilled the condition. You can flip this card into face-down Defense Position once per turn during your Main Phase. As long as this monster remains face-up on the field, negate the activation and effects of all Spell and Trap Cards that target this card and destroy them. When this card is flipped face-up, you can Special Summon 1 Zombie-Type monster from your Graveyard.

(PGD-031 DB2-229)

**Fusilier Dragon, the Dual-Mode Beast, 7, DARK**

Machine/Effect, 2800/2000

You can Normal Summon or Set this card without Tributing. If you do, its original ATK and DEF are halved.

(RDS-031 CP07-014 DR3-091)

**Fusion Devourer, 4, DARK**

Fiend/Effect, 1400/1200

When this card battles a Fusion Monster, the ATK of the Fusion Monster becomes 0 during the Damage Step only.

(STON-020)

**Fusion Gate**

Spell (Field)

As long as this card remains face-up on the field, a Fusion Monster can be Fusion Summoned without using "Polymerization". The Fusion Material monsters used in the Fusion Summon are not sent to the Graveyard, but are removed from play.

(LON-098 DB2-030 HLI-005)

**Fusion Guard**

Trap (Counter)

Activate only when an effect that inflicts damage is activated. Negate its activation and effect, and randomly send 1 Fusion Monster from your Fusion Deck to the Graveyard.

(DP04-030)

**Fusion Recovery**

Spell

Add 1 "Polymerization", and 1 Fusion Material Monster that was used for a Fusion Summon, from your Graveyard to your hand.

(CRV-038 DR04-038)

**Fusion Sage**

Spell

Add 1 "Polymerization" card from your Deck to your hand. Then shuffle your Deck.

(DB2-109 DP1-015 TP6-003)

**Fusion Sword Murasame Blade**

Spell (Equip)

You can only equip this card to a Warrior-Type monster. Increase the ATK of the equipped monster by 800 points. This card cannot be destroyed by effects that destroy Spell Cards.

(LOD-079 DB2-188 SD5-026)

**Fusion Weapon**

Spell (Equip)

Equip only to a Level 6 or lower Fusion Monster. The equipped monster gains 1500 ATK and DEF.

(SOD-047 DR3-047)

**Fusionist**, 3, EARTH  
Beast/Fusion, 900/700  
"Petit Angel" + "Mystical Sheep #2"  
(LOB-022)

**Future Fusion**  
Spell (Continuous)  
Send, from your Deck to the Graveyard, Fusion Material Monsters that are listed on a Fusion Monster Card, and select that 1 Fusion Monster from your Fusion Deck. Special Summon a Fusion Monster from your Fusion Deck with the same name as the selected Fusion Monster during your 2nd Standby Phase after this card's activation. (This Special Summon is treated as a Fusion Summon.) When this card is removed from the field, destroy that monster. When the monster is destroyed, destroy this card.  
(POTD-044 DP04-023)

**Future Samurai**, 4, LIGHT  
Warrior/Gemini, 1600/1200  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Once per turn, you can remove from play 1 monster from your Graveyard to destroy 1 face-up monster.  
(PTDN-027)

**Gadget Driver**, 1, EARTH  
Machine/Effect, 200/200  
You can send this card from your hand to the Graveyard and select any number of face-up "Morphtronic" monsters you control. Change the battle position of the selected monster(s). This effect can be activated during either player's turn.  
(CSOC-014)

**Gadget Hauler**, 6, EARTH  
Machine/Effect, 1300/0  
Once per turn, you can send any number of "Morphtronic" monsters from your hand to the Graveyard to have this card gain 800 ATK for each.  
(CSOC-013)

**Gadget Soldier**, 6, FIRE  
Machine, 1800/2000  
A rust-free machine warrior born to battle.  
(LON-010)

**Gagagigo**, 4, WATER  
Reptile, 1850/1000  
This young evildoer used to have an evil heart, but by meeting a special person, he discovered justice.  
(DCR-054 DRI-216)

**Gaia Knight, the Force of Earth**, 6, EARTH  
Warrior/Synchro, 2600/800  
1 Tuner + 1 or more non-Tuner monsters.  
(SDS1-042)

**Gaia Power**  
Spell (Field)  
All EARTH monsters gain 500 ATK and lose 400 DEF.  
(SRL-096 DB1-059 DLG1-078 RP01-077 YSD-022)

**Gaia Soul the Combustible Collective**, 4, FIRE  
Pyro/Effect, 2000/0  
You can tribute up to 2 Pyro-Type monsters. If you do this, this card gains ATK equal to the number of Tributed monsters x 1000. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. Destroy this card at the end of this turn.  
(RDS-028 DR3-088 SD3-012)

**Gaia the Dragon Champion**, 7, WIND  
Dragon/Fusion, 2600/2100  
"Gaia the Fierce Knight" + "Curse of Dragon"  
(LOB-125 DB1-122 DLG1-023)

**Gaia The Fierce Knight**, 7, EARTH  
Warrior, 2300/2100  
A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.  
(LOB-006 DB1-103 DLG1-005 RP01-004 SDY-007 SYE-007)

**Gale Lizard**, 4, WATER  
Reptile/Effect, 1400/700  
FLIP: Select 1 Monster Card on your opponent's side of the field and return it to its owner's hand.  
(IOC-008 DR2-008)

**Gamble**  
Trap  
You can only activate this card when your opponent's hand is 6 or more cards and your hand is 2 or less. Toss a coin and call heads or tails. If you call it right, draw until your hand has 5 cards. If you call it wrong, skip your next turn.  
(PSV-053 DB1-172)

**Gambler of Legend**, 4, DARK  
Spellcaster/Effect, 500/1400  
Once per turn, you can toss a coin 3 times and apply the appropriate effect: [\*] 3 Heads: Destroy all monsters your opponent controls. [\*] 2 Heads: Discard 1 random card from your opponent's hand. [\*] 1 Head: Destroy 1 card you control. [\*] 3 Tails: Discard your entire hand.  
(GLAS-031)

**Gamma the Magnet Warrior**, 4, EARTH  
Rock, 1500/1800  
Alpha, Beta, and Gamma meld as one to form a powerful monster.  
(DOR-003)

**Gandora the Dragon of Destruction**, 8, DARK  
Dragon/Effect, 0/0  
This card cannot be Special Summoned. You can pay half your Life Points to destroy and remove from play all other cards on the field. This card gains 300 ATK for each card destroyed this way. Send this card to the Graveyard during the End Phase of the turn it was Summoned.  
(JUMP-028)

**Garma Sword**, 7, DARK  
Warrior/Ritual, 2550/2150  
This monster can only be Ritual Summoned with the Ritual Spell Card, "Garma Sword Oath".  
(TP8-005)

**Garma Sword Oath**  
Spell (Ritual)  
This card is used to Ritual Summon "Garma Sword". You must also Tribute monsters whose total Levels equal 7 or more from the field or your hand.  
(TP8-010)

**Garnecia Elefantis**, 7, EARTH  
Beast-Warrior, 2400/2000  
A monster so heavy that each step rocks the earth.  
(MRD-125)

**Garoozis**, 5, FIRE  
Beast-Warrior, 1800/1500  
An axe-swinging beast-warrior with the head of a dragon.  
(TP2-026)

**Garoth, Lightsworn Warrior**, 4, LIGHT  
Warrior/Effect, 1850/1300  
Each time a card(s) is sent from your Deck to the Graveyard by the effect of a "Lightsworn" monster you control, except "Garoth, Lightsworn Warrior", send the top 2 cards of your Deck to the Graveyard. Then, draw 1 card for each "Lightsworn" monster sent to the Graveyard by this effect.  
(LODT-020)

**Garuda the Wind Spirit**, 4, WIND  
Winged Beast/Effect, 1600/1200  
This card cannot be Normal Summoned or Set. This monster can only be Special Summoned by removing 1 WIND monster in your Graveyard from play. As long as this monster remains face-up on the field, you may change the battle position of 1 of your opponent's face-up Monster Cards at each End Phase of your opponent's turn.  
(LON-070)

**Gate Guardian**, 11, DARK  
Warrior/Effect, 3750/3400  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned by Tributing "Sanga of the Thunder", "Kazejin" and "Suijin".  
(MRD-000 DLG1-024 RP01-023)

**Gatekeeper**, 5, DARK  
Machine, 1500/1800  
An indestructible mechanoid created for the sole purpose of guarding the gateways.  
(TP8-013)

**Gateway to Dark World**  
Spell (Quick-Play)  
If you activate this card, you cannot Summon other monsters this turn. Special Summon 1 "Dark World" monster from your Graveyard.  
(EEN-048 DR04-108)

**Gather Your Mind**  
Spell  
Add 1 "Gather Your Mind" card from your Deck to your hand. Your Deck is then shuffled. You can only use 1 "Gather Your Mind" per turn.  
(MFC-087 DRI-142)

**Gatling Dragon**, 8, DARK  
Machine/Fusion/Effect, 2600/1200  
"Barrel Dragon" + "Blowback Dragon" <p>Once per turn, you can toss a coin 3 times. Destroy a number of monsters on the field equal to the number of Heads.  
(FET-035 DR3-155)

**Gazelle the King of Mythical Beasts**, 4, EARTH  
Beast, 1500/1200  
This monster moves so fast that it looks like an illusion to mortal eyes.  
(MRD-124 DB2-071 DLG1-044 RP01-043 SYE-013 YSD-001)

**Gear Golem the Moving Fortress**, 4, EARTH  
Machine/Effect, 800/2200  
Once per turn, during your Main Phase 1, by paying 800 Life Points, this card can attack your opponent directly this turn.  
(AST-018 DR2-130 SD10-010)

**Gearfried the Iron Knight**, 4, EARTH  
Warrior/Effect, 1800/1600  
When an Equip Card is equipped to this card, destroy the Equip Card.  
(PSV-101 BPT-012 DB1-204 SD5-005 SDJ-012)

**Gearfried the Swordmaster**, 7, LIGHT  
Warrior/Effect, 2600/2200  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Release Restraint". When this card is equipped with an Equip Card, destroy 1 monster on your opponent's side of the field.  
(FET-022 DR3-142 SD5-016)

**Geartown**  
Spell (Field)  
Both players can Tribute Summon "Ancient Gear" monsters with 1 less Tribute than required. When this card is destroyed and sent to the Graveyard, you can Special Summon 1 "Ancient Gear" monster from your hand, Deck, or Graveyard.  
(TDGS-057)

**Gellenduo**, 4, LIGHT  
Fairy/Effect, 1700/0  
This card cannot be destroyed by battle. When this card's controller takes any damage, destroy this card. If you Tribute Summon a LIGHT Fairy-Type monster, you can treat this 1 monster as 2 Tribute Monsters for the Tribute Summon.  
(STON-067 DLG1-112)

**Gem Flash Energy**  
Trap (Continuous)  
During each of your Standby Phases, inflict damage to your opponent equal to the number of face-up Continuous Spell Cards on the field x 300.  
(FOTB-059)

**Gemini Elf**, 4, EARTH  
Spellcaster, 1900/900  
Elf twins that alternate their attacks.  
(LON-000 DB2-094 IOC-SE1 SD6-004 YSDJ-002)

**Gemini Imps**, 4, DARK  
Fiend/Effect, 1000/1000  
When a card effect controlled by your opponent is activated which would cause you to discard from your hand, by sending this card from your hand to the Graveyard, negate the activation and the effect of the card and destroy it. Then draw 1 card.  
(PP01-005)

**Gemini Lancer**, 4, WATER  
Sea Serpent/Gemini, 1800/1400  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(PTDN-025)

**Gemini Summoner**, 4, WATER  
Spellcaster/Effect, 1500/0  
Once per turn, during your opponent's End Phase, you can pay 500 Life Points to Normal Summon or Set 1 Gemini monster from your hand or Normal Summon 1 face-up Gemini monster you control. Once per turn, if this card would be destroyed by battle, it is not destroyed. (Damage calculation is applied normally).  
(TAEV-000 TAEV-SP1)

**Gemini Trap Hole**  
Trap  
Activate only when a Gemini Monster that is treated as an Effect Monster is destroyed by battle. Destroy all monsters your opponent controls.  
(PTDN-073)

**Gene-Warped Warwolf**, 4, EARTH  
Beast-Warrior, 2000/100  
This warwolf was given incalculable strength through horrific genetic manipulation. Its gentle nature was completely wiped out, and it now lives only to unleash destruction.  
(STON-001)

**Generation Shift**  
Trap  
Destroy 1 face-up monster you control. Add 1 card from your Deck to your hand with the same name as the destroyed card.  
(SOI-055 DR04-175)

**Germ Infection**  
Spell (Equip)  
Decrease the ATK of a non Machine-Type monster equipped with this card by 300 points during each of its controller's Standby Phases.  
(MRD-136)

**Gernia**, 4, DARK  
Zombie/Effect, 1300/1200  
If this face-up card is destroyed and sent to the Graveyard by an opponent's card effect, Special Summon it during your next Standby Phase.  
(CP04-001 SDZW-004)

**Getsu Fuhma**, 4, DARK  
Warrior/Effect, 1700/1200  
If this card battles a Fiend or Zombie-Type monster, destroy that monster at the end of the Damage Step.  
(IOC-089 DR2-090 SDZW-010)

**Ghost Gardna**, 4, DARK  
Warrior/Effect, 0/1900  
When a face-up monster you control is selected as an attack target, you can change the target to this card. When this card is destroyed and sent to the Graveyard, 1 face-up monster your opponent controls loses 1000 ATK, until the End Phase.  
(TDGS-004)

**Ghost Knight of Jackal**, 5, EARTH  
Beast-Warrior/Effect, 1700/1600  
You can Special Summon an opponent's monster that is destroyed and sent to the Graveyard by this card as a result of battle to your side of the field in face-up Defense Position.  
(AST-071 DR2-184)

**Giant Axe Mummy**, 5, EARTH  
Zombie/Effect, 1700/2000  
You can flip this card into face-down Defense Position once per turn during your Main Phase. If the ATK of a monster on your opponent's side of the field that attacks this card in face-down Defense Position is lower than the DEF of this monster, the attacking monster is destroyed.  
(PGD-023 DB2-223)

**Giant Flea**, 4, EARTH  
Insect, 1500/1200  
A massive flea that feeds on the blood of its enemies.  
(TP1-017)

**Giant Germ**, 2, DARK  
Fiend/Effect, 1000/100  
When this card is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent. You can also Special Summon up to 2 "Giant Germs" from your Deck in face-up Attack Position.  
(SRL-085 CP05-002 DB1-050 DLG1-071 RP01-070)

**Giant Kozaky**, 4, DARK  
Fiend/Effect, 2500/2400  
If there is no face-up "Kozaky" on the field, destroy this card. If this face-up card is destroyed, inflict damage equal to the original ATK of this card to its current controller.  
(CRV-022 DR04-022)

**Giant Orc**, 4, DARK  
Fiend/Effect, 2200/0  
If this card attacks, it is changed to Defense Position at the end of the Battle Phase. You cannot change this battle position until the end of your next turn.  
(MFC-012 DR1-067)

**Giant Rat**, 4, EARTH  
Beast/Effect, 1400/1450  
When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 EARTH monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-079 DB1-045 DLG1-068 HL03-001 RP01-067 SD7-003 SYE-020 TP4-011)

**Giant Red Seasnake**, 4, WATER  
Aqua, 1800/800  
A sea-dwelling snake that attacks passing enemies with its sharp teeth.  
(TP2-003 TP4-007)

**Giant Soldier of Stone**, 3, EARTH  
Rock, 1300/2000  
A giant warrior made of stone. A punch from this creature has earth-shaking results.  
(LOB-068 DB1-124 DLG1-011 RP01-010 SDP-007 SDY-013 SYE-010)

### **Giant Trap Hole**

Trap

Activate only when 2 or more monsters are Special Summoned at the same time. Destroy all monsters on the field.

(CSOC-080)

### **Giant Trunade**

Spell

Return all Spell and Trap Cards on the field to their owners' hands.

(SRL-048 DB1-032 DLG1-059 RP01-058 SD2-015 SD5-021 SDJ-032 SDRL-022 YSDJ-022 YSDS-023)

### **Giant Turtle Who Feeds on Flames**, 5, WATER

Aqua, 1400/1800

A crimson-shelled tortoise that feeds on flames.

(SRL-022)

### **Gift Card**

Trap

Your opponent gains 3000 Life Points.

(TAEV-078)

### **Gift of the Martyr**

Spell

Send 1 monster on your side of the field to the Graveyard. Select 1 monster on your side of the field. The selected monster gains ATK equal to the ATK of the sent monster until the end of this turn.

(TLM-039 DR3-219)

### **Gift of the Mystical Elf**

Trap

Increase your Life Points by 300 points for each monster on the field.

(PSV-009 DB1-073 SKE-044)

### **Giga Gagagigo**, 5, WATER

Reptile, 2450/1500

In order to fight tremendous evil, he gained formidable power through body reconstruction, but lost his heart and his redemption.

(IOC-056 DR2-057)

### **Giga-Tech Wolf**, 4, FIRE

Machine, 1200/1400

An iron wolf with razor-sharp fangs that can penetrate any armor.

(MRD-096)

### **Gigantes**, 4, EARTH

Rock/Effect, 1900/1300

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned by removing from play 1 EARTH monster in your Graveyard. When this card is destroyed by battle and sent to the Graveyard, destroy all Spell and Trap Cards on the field.

(IOC-021 CP04-017 DR2-021 SD7-006)

### **Gigantic Cephalotus**, 4, EARTH

Plant/Effect, 1850/700

This card gains 200 ATK each time a Plant-Type monster is sent to the Graveyard.

(CSOC-025)

### **Gigaplant**, 6, EARTH

Plant/Gemini, 2400/1200

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Once per turn, you can Special Summon 1 Insect-Type or Plant-Type monster from your hand or Graveyard.

(PTDN-026)

### **Gigabyte**, 1, WATER

Reptile, 350/300

He has a tranquil soul, but carries a destiny that one day his heart shall be tainted by evil....

(AST-056 DR2-169)

### **Gil Garth**, 4, DARK

Fiend, 1800/1200

This steel-armored terror machine ruthlessly strikes down enemies with its giant katana.

(GLAS-091)

### **Gilasaurus**, 3, EARTH

Dinosaur/Effect, 1400/400

You can Special Summon this card from your hand. If you do this, your opponent can Special Summon 1 monster from their Graveyard.

(LON-071 DB2-008 SD09-005)

### **Gilford the Legend**, 8, EARTH

Warrior/Effect, 2600/2000

This card cannot be Special Summoned. When this monster is Normal Summoned, you can equip as many Equip Spell Cards from your Graveyard as possible to Warrior-Type monster(s) on your side of the field.

(SD5-001)

### **Gilford the Lightning**, 8, LIGHT

Warrior/Effect, 2800/1400

You can Tribute 3 monsters to Tribute Summon this card. If you do, destroy all monsters your opponent controls.

(DR04-242 CT2-001 SDRL-006)

### **Giltia the D. Knight**, 5, LIGHT

Warrior/Fusion, 1850/1500

"Guardian of the Labyrinth" + "Protector of the Throne"

(MRD-094)

### **Girochin Kuwagata**, 4, WIND

Insect, 1700/1000

Despite its small size, this monster has powerful jaws that can rip metal to shreds.

(PSV-085)

### **Gladiator Beast Alexander**, 6, LIGHT

Beast/Effect, 2400/600

This card cannot be Special Summoned except by the effect of "Gladiator Beast Dimacari". If this card was Special Summoned, it is unaffected by the effects of Spell Cards. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Alexander".

(GLAS-017)

### **Gladiator Beast Andal**, 4, EARTH

Beast-Warrior, 1900/1500

This one-eyed warrior bear is an aggressive hunter that strikes down its prey with the powerful swipes of its claws. No one can bear the brunt of his tremendously fast and heavy blows.

(PTDN-001)

### **Gladiator Beast Bestiari**, 4, WIND

Winged Beast/Effect, 1500/800

When this card is Special Summoned by the effect of a "Gladiator Beast" monster, destroy 1 Spell or Trap Card. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Bestiari".

(GLAS-020 CP07-004)

### **Gladiator Beast Darius**, 4, EARTH

Beast-Warrior/Effect, 1700/300

When this card is Special Summoned by the effect of a "Gladiator Beast" monster, you can select 1 "Gladiator Beast" monster from your Graveyard and Special Summon it. That monster's effect(s) is negated, and it is returned to your Deck when this card is removed from the field. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Darius".

(PTDN-031)

### **Gladiator Beast Dimacari**, 4, EARTH

Beast/Effect, 1600/1200

If this card was Special Summoned by the effect of a "Gladiator Beast" monster, it can attack twice during each Battle Phase. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Dimacari".

(GLAS-023)

### **Gladiator Beast Equeste**, 4, WIND

Winged Beast/Effect, 1600/1200

When this card is Special Summoned by the effect of a "Gladiator Beast" monster, add 1 "Gladiator Beast" card from your Graveyard to your hand. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Equeste".

(TDGS-024)

### **Gladiator Beast Gaiodiaz**, 7, DARK

Dinosaur/Fusion/Effect, 2600/1500

"Gladiator Beast Spartacus" + 1 "Gladiator Beast" monster <p> This card can only be Special Summoned from your Fusion Deck, by returning the above cards you control to the Deck. (You do not use "Polymerization".) When this card destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the DEF of the destroyed monster. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Fusion Deck to Special Summon 2 "Gladiator Beast" monsters from your Deck, except "Gladiator Beast Spartacus".

(GLAS-043)

**Gladiator Beast Gyzarus**, 6, DARK  
Winged Beast/Fusion/Effect, 2400/1500  
"Gladiator Beast Bestiari" + 1 "Gladiator Beast" monster <p> This card can only be Special Summoned from your Fusion Deck by returning the above cards you control to the Deck. (You do not use "Polymerization".) When this card is Special Summoned, you can destroy up to 2 cards on the field. At the end of the Battle Phase, if this card attacked or was attacked, you can return this card to the Fusion Deck to Special Summon 2 "Gladiator Beast" monsters from your Deck, except "Gladiator Beast Bestiari".  
(*LODT-044*)

**Gladiator Beast Heraklinos**, 8, FIRE  
Beast-Warrior/Fusion/Effect, 3000/2800  
"Gladiator Beast Laquari" + 2 "Gladiator Beast" monsters <p> This card can only be Special Summoned from your Fusion Deck, by returning the above cards you control to the Deck. (You do not use "Polymerization".) You can discard 1 card from your hand to negate the activation of a Spell or Trap Card and destroy it. You can use this effect during either player's turn.  
(*GLAS-044 TDGS-SE2*)

**Gladiator Beast Hoplomus**, 4, EARTH  
Rock/Effect, 700/2100  
If this card was Special Summoned by the effect of a "Gladiator Beast" monster, its original DEF is 2400. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Hoplomus".  
(*GLAS-022*)

**Gladiator Beast Laquari**, 4, FIRE  
Beast-Warrior/Effect, 1800/400  
If this card was Special Summoned by the effect of a "Gladiator Beast" monster, its original ATK is 2100. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Laquari".  
(*GLAS-021*)

**Gladiator Beast Murmillo**, 3, WATER  
Fish/Effect, 800/400  
When this card is Special Summoned by the effect of a "Gladiator Beast" monster, destroy 1 face-up monster. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Murmillo".  
(*GLAS-019*)

**Gladiator Beast Octavius**, 7, LIGHT  
Winged Beast/Effect, 2500/1200  
When this card is Special Summoned by the effect of a "Gladiator Beast" monster, destroy 1 face-down Spell or Trap Card. At the end of your Battle Phase, if this card attacked or was attacked, return this card to the Deck unless you discard 1 card.  
(*GLAS-000 GLAS-SP1*)

**Gladiator Beast Retiari**, 3, WATER  
Aqua/Effect, 1200/800  
When this card is Special Summoned by the effect of a "Gladiator Beast" monster, you can remove from play 1 card from your opponent's Graveyard. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Retiari".  
(*CSOC-086*)

**Gladiator Beast Secutor**, 4, WIND  
Reptile/Effect, 400/300  
If this card was Special Summoned by the effect of a "Gladiator Beast" monster, at the end of any Battle Phase, if this card attacked or was attacked, Special Summon 2 "Gladiator Beast" monsters from your Deck, except "Gladiator Beast Secutor".  
(*GLAS-024*)

**Gladiator Beast Spartacus**, 5, EARTH  
Dinosaur/Effect, 2200/1600  
This card cannot be Special Summoned except by the effect of "Gladiator Beast Hoplomus". When this card is Special Summoned, add 1 "Gladiator Beast" Equip Spell Card from your Deck to your hand. At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Deck to Special Summon 1 "Gladiator Beast" monster from your Deck, except "Gladiator Beast Spartacus".  
(*GLAS-018*)

**Gladiator Beast Torax**, 3, WATER  
Fish/Effect, 1400/400  
If this card was Special Summoned by the effect of a "Gladiator Beast" monster, at the end of any Battle Phase that this card attacked or was attacked, you can return it to the Deck to draw 1 card.  
(*GLAS-081*)

**Gladiator Beast War Chariot**  
Trap (Counter)  
Activate only if you control a "Gladiator Beast" monster. Negate the activation of an Effect Monster's effect, and destroy it.  
(*TDGS-074*)

**Gladiator Beast's Battle Archfiend Shield**  
Spell (Equip)  
Equip only to a "Gladiator Beast" monster. If the equipped monster would be destroyed, this card is destroyed instead. When the equipped monster is returned from your side of the field to the Deck and this card is sent to the Graveyard, return this card to your hand.  
(*PTDN-060*)

**Gladiator Beast's Battle Gladius**  
Spell (Equip)  
Equip only to a "Gladiator Beast" monster. It gains 300 ATK. When the equipped monster is returned from your side of the field to the Deck and this card is sent to the Graveyard, return this card to your hand.  
(*GLAS-056*)

**Gladiator Beast's Battle Halberd**  
Spell (Equip)  
Equip only to a "Gladiator Beast" monster. When it attacks, destroy 1 Spell or Trap Card at the end of the Damage Step. When the equipped monster is returned from your side of the field to the Deck and this card is sent to the Graveyard, return this card to your hand.  
(*GLAS-055*)

**Gladiator Beast's Battle Manica**  
Spell (Equip)  
Equip only to a "Gladiator Beast" monster. It cannot be destroyed by battle (Damage calculation is applied normally). When the equipped monster is returned from your side of the field to the Deck and this card is sent to the Graveyard, return this card to your hand.  
(*GLAS-057*)

**Gladiator Beast's Respite**  
Spell  
Return 2 "Gladiator Beast" cards from your hand to the Deck, then draw 3 cards.  
(*GLAS-058*)

**Gladiator Lash**  
Trap  
Activate only when you Special Summon a "Gladiator Beast" monster. Your opponent discards 1 card of their choice.  
(*LODT-075*)

**Gladiator Proving Ground**  
Spell  
Add 1 Level 4 or lower "Gladiator Beast" monster from your Deck to your hand.  
(*PTDN-061*)

**Gladiator's Return**  
Spell  
Return 3 "Gladiator Beast" monsters from your Graveyard to your Deck, then draw 1 card.  
(*GLAS-059*)

**Glorious Illusion**  
Trap (Continuous)  
Select 1 "Lightsworn" monster from your Graveyard and Special Summon it in Attack Position. During each of your End Phases, send the top 2 cards of your Deck to the Graveyard. When this card is removed from the field, destroy that monster. When that monster is removed from the field, destroy this card.  
(*LODT-071*)

**Goblin Attack Force**, 4, EARTH  
Warrior/Effect, 2300/0  
If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(*PSV-094 DB1-202 SD5-004 TP7-006*)

**Goblin Black Ops**, 4, DARK  
Beast-Warrior/Effect, 1300/0  
This card can attack your opponent directly. If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(*GLAS-030*)

**Goblin Calligrapher**, 1, DARK  
Fiend, 400/400  
A Goblin who devotes himself to mastering perfect calligraphy of the word "False". He gives his all to each stroke.  
(*SOD-004 DR3-004*)

**Goblin Decoy Squad, 4, DARK**

Warrior/Effect, 1000/0

When this card inflicts Battle Damage to your opponent, you can draw 1 card. If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(CSOC-032)

**Goblin Elite Attack Force, 4, EARTH**

Fiend/Effect, 2200/1500

If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(CRV-020 DR04-020)

**Goblin Fan**

Trap (Continuous)

As long as this card remains face-up on the field, destroy all Flip Summoned monsters of Level 2 or lower. At that time, their effects are not activated.  
(TFK-003)

**Goblin King, 1, DARK**

Fiend/Effect, 0/0

While there is another Fiend-Type monster on your side of the field, this card cannot be attacked. The ATK and DEF of this card become the number of Fiend-Type monsters on the field (excluding this card) x 1000 points.  
(AST-031 DR2-143)

**Goblin of Greed, 4, EARTH**

Fiend/Effect, 1000/1800

As long as this card remains face-up on your side of the field, neither player can activate an effect by discarding from his/her hand.  
(DCR-065 DRI-227)

**Goblin Out of the Frying Pan**

Trap (Counter)

Pay 500 Life Points. Negate the activation of a Spell Card and return it to the owner's hand.  
(SOI-059 DR04-179 SD09-034)

**Goblin Recon Squad, 4, WIND**

Warrior/Effect, 1700/0

If this card successfully attacks directly, you can look at 1 random card in your opponent's hand. If it is a Spell Card, send it to the Graveyard. If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(LODT-033)

**Goblin Thief**

Spell

Inflict 500 points of damage to your opponent's Life Points and increase your Life Points by 500 points.  
(AST-045 DR2-157)

**Goblin Zombie, 4, DARK**

Zombie/Effect, 1100/1050

When this card inflicts Battle Damage to your opponent, send the top card of their Deck to the Graveyard. When this card is sent from the field to the Graveyard, add 1 Zombie-Type monster with 1200 or less DEF from your Deck to your hand.  
(PTDN-098)

**Goblin's Secret Remedy**

Spell

Increase your Life Points by 600 points.  
(LOB-099 TP3-011)

**Goddess of Whim, 3, LIGHT**

Fairy/Effect, 950/700

Toss a coin and call Heads or Tails. Call it right and this card's ATK will be doubled during this turn. Call it wrong and it will be halved during this turn.  
(MPI-003)

**Goddess with the Third Eye, 4, LIGHT**

Fairy/Effect, 1200/1000

You can substitute this card for any 1 Fusion Material Monster. When you do this, the other Fusion Material Monster(s) must be the correct one(s).  
(DB2-097 TP1-013 TP5-010)

**Goe Goe the Gallant Ninja, 4, WIND**

Warrior/Effect, 1500/1000

When this card inflicts Battle Damage to your opponent while they have 5 or more cards in their hand, discard 2 random cards from their hand.  
(FOTB-024)

**Goggle Golem, 4, EARTH**

Rock/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] The original ATK of this card becomes 2100.  
(TAEV-023)

**Gogiga Gagagigo, 8, WATER**

Reptile, 2950/2800

His soul long-since collapsed, his body recklessly continues onward, driven by a lust for more power. He no longer resembles his former self....  
(AST-001 DR2-113)

**Goka, the Pyre of Malice, 6, FIRE**

Zombie/Effect, 2500/1900

You can Special Summon this card from your hand if you control a FIRE monster. When this card is Special Summoned this way, destroy 1 FIRE monster you control. During your Standby Phase, Special Summon 1 "Fireball Token" (Pyro-Type/FIRE/Level 1/ATK 100/DEF 100) in Defense Position. You can Tribute 1 other FIRE monster to have this card gain 500 ATK, until the End Phase.  
(CSOC-095)

**Gokibore, 4, EARTH**

Insect, 1200/1400

A large, spherical roach that attacks its enemies by rolling over them.  
(MDP2-009)

**Gokipon, 2, EARTH**

Insect/Effect, 800/800

When this card is destroyed by battle and sent to the Graveyard, add 1 Insect-Type monster with 1500 or less ATK from your Deck to your hand.  
(SOI-019 DR04-139)

**Gold Sarcophagus**

Spell

Select and remove from play 1 card in your Deck. During your second Standby Phase after this card's activation, add the removed card to your hand.  
(SJCS-005 PT03-001)

**Goldd, Wu-Lord of Dark World, 5, DARK**

Fiend/Effect, 2300/1400

If this card is discarded from the hand to the Graveyard by a card effect, Special Summon it. If this card is discarded from the hand to the Graveyard by an opponent's card effect, you can select up to 2 cards your opponent controls and destroy them.  
(EEN-024 CP03-007 DR04-084 GLD1-024)

**Golden Bamboo Sword**

Spell

Activate only if you control a "Bamboo Sword" Equip Spell Card. Draw 2 cards.  
(LODT-062)

**Golden Flying Fish, 4, LIGHT**

Fish/Effect, 1700/1000

You can Tribute 1 other Fish-Type monster to destroy 1 card on the field.  
(PTDN-086)

**Golden Homunculus, 6, LIGHT**

Warrior/Effect, 1500/1500

This card gains 300 ATK and DEF for each of your removed from play cards.  
(SDDE-004 WC6-001)

**Golden Ladybug, 1, LIGHT**

Insect/Effect, 0/0

Once per turn, during your Standby Phase, you can reveal this card in your hand to gain 500 Life Points. If you do, this card remains revealed while it is in your hand, until the End Phase.  
(LODT-036)

**Golem Sentry, 4, EARTH**

Rock/Effect, 800/1800

Once per turn, you can flip this card into face-down Defense Position. When this card is Flip Summoned, return 1 monster on your opponent's side of the field to the owner's hand.  
(FET-025 DR3-145 SD7-008)

**Gonogo, 3, EARTH**

Rock/Effect, 1350/1600

An opponent's monster that battles this card is changed to face-down Defense Position at the end of the Damage Step.  
(TDGS-015)

**Good Goblin Housekeeping**

Trap

Draw cards equal to the number of "Good Goblin Housekeeping" cards in your Graveyard +1, then select 1 card from your hand and return it to the bottom of your Deck.  
(FET-054 DR3-174)

**Gora Turtle, 3, WATER**

Aqua/Effect, 1100/1100

As long as this card remains face-up on the field, monsters with an ATK equal to 1900 or more cannot declare an attack.  
(PGD-014 DB2-215)



**Gora Turtle of Illusion**, 4, WATER  
Aqua/Effect, 1200/1400  
Negate the effect of Spell and Trap Cards controlled by your opponent that target this face-up card on the field.  
(*IOC-066 DR2-067*)

**Gorgon's Eye**  
Trap  
Until the end of this turn, all effects of Defense Position monsters are negated.  
(*SOD-058 DR3-058*)

**Gorz the Emissary of Darkness**, 7, DARK  
Fiend/Effect, 2700/2500  
When you take damage from a card your opponent controls while you control no cards, you can Special Summon this card from your hand. Then activate the appropriate effect, based on the type of damage: <p> [\*] Battle Damage: Special Summon 1 "Emissary of Darkness Token" (Fairy-Type/LIGHT/Level 7/ATK ?/DEF ?). Its ATK and DEF are each equal to the amount of battle damage you took. <p> [\*] Effect Damage: Inflict damage to your opponent equal to the amount of damage you took.  
(*DLG1-000*)

**Goyo Guardian**, 6, EARTH  
Warrior/Synchro/Effect, 2800/2000  
1 Tuner + 1 or more non-Tuner monsters <p>  
When this card destroys an opponent's monster by battle and sends it to the Graveyard, you can Special Summon that monster to your side of the field in face-up Defense Position.  
(*TDGS-042 CT05-S03*)

**Gozen Match**  
Trap (Continuous)  
Each player sends monsters they control to the Graveyard until they each control monsters of only 1 Attribute. Each player cannot control monsters with different Attributes.  
(*CSOC-079*)

**Graceful Charity**  
Spell  
Draw 3 cards, then discard 2 cards.  
(*SDP-040 DB2-095 DLG1-089 HL04-004 RP01-088*)

**Graceful Dice**  
Spell (Quick-Play)  
Roll 1 six-sided die. The result is multiplied by 100 points and added to the ATK and DEF of all monsters you control until the end of your turn. Monsters summoned after this card's activation are excluded.  
(*EDS-002*)

**Graceful Revival**  
Trap (Continuous)  
Select 1 Level 2 or lower monster from your Graveyard and Special Summon it in Attack Position. When this card is removed from the field, destroy that monster. When that monster is removed from the field, destroy this card.  
(*TDGS-064*)

**Gradius**, 4, LIGHT  
Machine, 1200/800  
A high-performance jet fighter with power capsules for variable attack capabilities.  
(*PSV-089 DB1-199*)

**Gradius' Option**, 1, LIGHT  
Machine/Effect, ?/?  
This card cannot be Normal Summoned or Set. This monster can only be Special Summoned by selecting 1 face-up "Gradius" on your side of the field. The ATK and DEF of this card becomes the same as the ATK and DEF of the selected "Gradius". If the selected "Gradius" is removed from the field, destroy this card.  
(*LOD-060 DB2-170*)

**Gragonith, Lightsworn Dragon**, 6, LIGHT  
Dragon/Effect, 2000/1600  
This card gains 300 ATK and DEF for each "Lightsworn" monster with a different name in your Graveyard. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. During each of your End Phases, send the top 3 cards of your Deck to the Graveyard.  
(*LODT-025*)

**Granadora**, 4, WATER  
Reptile/Effect, 1900/700  
When this monster is Normal Summoned, Flip Summoned or Special Summoned, increase your Life Points by 1000 points. When this card is destroyed and sent to the Graveyard, you take 2000 points of damage.  
(*IOC-030 DR2-030*)

**Grand Convergence**  
Spell (Quick-Play)  
You can only activate this card while you control a face-up "Macro Cosmos". Inflict 300 damage to your opponent and destroy all monsters on the field.  
(*EOJ-046 DR04-226*)

**Grand Tiki Elder**, 4, DARK  
Fiend, 1500/800  
A masked monster that wields the most deadly of curses.  
(*LON-011 CP04-012 DB1-213*)

**Grandmaster of the Six Samurai**, 5, EARTH  
Warrior/Effect, 2100/800  
You can only have 1 "Grandmaster of the Six Samurai" monster on your side of the field. While you control a face-up "Six Samurai" monster, you can Special Summon this card from your hand. When this card is destroyed by your opponent's card effect, add 1 "Six Samurai" monster from your Graveyard to your hand.  
(*STON-000 GLD1-026 STON-SP1*)

**Granmarg the Rock Monarch**, 6, EARTH  
Rock/Effect, 2400/1000  
When this card is Tribute Summoned, destroy 1 face-down card on the field.  
(*FET-009 DR3-129 TP8-007*)

**Grapple Blocker**, 4, EARTH  
Psychic/Effect, 1200/2000  
When this card is Normal Summoned, you can select 1 monster your opponent controls. The selected monster cannot attack or be Tributed, while this card remains face-up on the field. During each of your End Phases, pay 500 Life Points or destroy this card.  
(*TDGS-087*)

**Grass Phantom**, 3, WATER  
Plant/Effect, 1000/1000  
This card gains 500 ATK for each "Grass Phantom" in your Graveyard.  
(*SOI-031 DR04-151*)

**Grasshopper**, 5, EARTH  
Insect/Gemini, 2350/1000  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p> [\*] This card can attack all monsters your opponent controls once each.  
(*TAEV-022*)

**Grave Lure**  
Trap  
Turn the top card of your opponent's Deck face-up, then your opponent shuffles their Deck. When your opponent draws the face-up card, immediately send it to the Graveyard.  
(*TLM-056 DR3-236*)

**Grave Ohja**, 4, EARTH  
Rock/Effect, 1600/1500  
While there is a face-down Defense Position monster(s) on your side of the field, no player can select this card as an attack target. Each time a monster on your side of the field is Flip Summoned, inflict 300 damage to your opponent.  
(*TLM-017 DR3-197*)

**Grave Protector**, 4, DARK  
Fiend/Effect, 0/2000  
While this card is face-up on the field, monsters that are destroyed as a result of battle are returned to the owner's Deck (not sent to the Graveyard). The Deck is then shuffled.  
(*AST-077 DR2-190*)

**Grave Squirmer**, 1, DARK  
Fiend/Effect, 0/0  
When this card is destroyed by battle and sent to the Graveyard, destroy 1 card on the field.  
(*DP07-008*)

**Gravedigger Ghoul**  
Spell  
Select up to 2 Monster Card(s) from your opponent's Graveyard. Remove the selected card(s) from play.  
(*LOB-065*)

**Gravekeeper's Assailant**, 4, DARK  
Spellcaster/Effect, 1500/1500  
You can activate this card's effect only when "Necrovalley" is active on the field. When this card attacks, you can change the battle position of 1 face-up monster on your opponent's side of the field.  
(*PGD-067 DR1-015*)

**Gravekeeper's Cannonholder**, 4, DARK  
Spellcaster/Effect, 1400/1200  
Tribute 1 Monster Card on your side of the field that includes "Gravekeeper's" in its card name to inflict 700 points of damage to your opponent's Life Points. You cannot Tribute "Gravekeeper's Cannonholder" for this effect.  
(*PGD-066 DR1-014*)

**Gravekeeper's Chief, 5, DARK**

Spellcaster/Effect, 1900/1200

You can only control 1 "Gravekeeper's Chief" at a time. Your Graveyard is unaffected by "Necrovalley". When this card is Tribute Summoned, you can Special Summon 1 "Gravekeeper's" monster from your Graveyard. (PGD-065 CP03-016 DR1-013)

**Gravekeeper's Commandant, 4, EARTH**

Spellcaster/Effect, 1600/1500

You can discard this card to the Graveyard to add 1 "Necrovalley" from your Deck to your hand. (FOTB-015)

**Gravekeeper's Curse, 3, DARK**

Spellcaster/Effect, 800/800

When this card is Normal Summoned, Flip Summoned, or Special Summoned, inflict 500 points of damage to your opponent's Life Points. (PGD-060 DR1-008)

**Gravekeeper's Guard, 4, DARK**

Spellcaster/Effect, 1000/1900

FLIP: Return 1 monster on your opponent's side of the field to its owner's hand. (PGD-061 DR1-009)

**Gravekeeper's Servant**

Spell (Continuous)

Your opponent must send 1 card from the top of their Deck to the Graveyard to declare an attack. (SRL-031 DB1-017 DLG1-056 RP01-055)

**Gravekeeper's Spear Soldier, 4, DARK**

Spellcaster/Effect, 1500/1000

When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. (PGD-062 DR1-010)

**Gravekeeper's Spy, 4, DARK**

Spellcaster/Effect, 1200/2000

FLIP: Special Summon 1 "Gravekeeper's" monster with 1500 or less ATK from your Deck. (PGD-059 CP03-003 DR1-007)

**Gravekeeper's Vassal, 3, DARK**

Spellcaster/Effect, 700/500

The Battle Damage this card inflicts to your opponent's Life Points is treated as the Effect Damage of this card. (PGD-063 DR1-011)

**Gravekeeper's Watcher, 4, DARK**

Spellcaster/Effect, 1000/1000

When your opponent activates a card that includes an effect whereby your opponent discards from his/her hand, send this card from your hand to the Graveyard to negate the activation and the effect of the card and destroy it. (PGD-064 DR1-012)

**Graverobber**

Trap

Select 1 Spell Card from your opponent's Graveyard. You can use it as your hand until the end of the turn. If you use it, you take 2000 points of damage. (PSV-008 DB1-072)

**Graverobber's Retribution**

Trap (Continuous)

During each of your Standby Phases, inflict 100 points of damage to your opponent's Life Points for each of your opponent's monsters that have been removed from play. (LON-083 DB2-017)

**Gravi-Crush Dragon, 6, DARK**

Dragon/Effect, 2400/1200

You can send 1 face-up Continuous Spell Card you control to the Graveyard to destroy 1 monster your opponent controls. (FOTB-030 DP07-011)

**Gravitic Orb, 3, DARK**

Fiend/Effect, 1100/700

FLIP: Change the Battle Positions of all face-up monsters your opponent controls. (TAEV-029)

**Gravity Axe-Grarl**

Spell (Equip)

Increase the ATK of a monster equipped with this card by 500 points. As long as this card remains on the field, monsters on your opponent's side of the field cannot change their battle positions. (DCR-034 DR1-196)

**Gravity Bind**

Trap (Continuous)

All Level 4 or higher monsters on the field cannot attack. (PSV-073 DB1-187 SD4-028 TP4-018)

**Gray Wing, 3, WIND**

Dragon/Effect, 1300/700

Discard 1 card from your hand during your Main Phase 1. This monster can attack twice during the Battle Phase of this turn. (LOD-041 DB2-156)

**Great Angus, 4, FIRE**

Beast, 1800/600

A very violent beast, it is always berserk. People say that they have never seen it silent. (MFC-055 DR1-110 SD3-002)

**Great Dezard, 6, DARK**

Spellcaster/Effect, 1900/2300

When this monster destroys the following number of monsters as a result of battle, the following effects are activated in order: <p> One: As long as this card remains face-up on the field, negate the activation and effects of all Spell and Trap Cards that target this card and destroy them. <p> Two: You can Special Summon 1 "Fushioh Richie" from your hand or your Deck by Tributing this card during your Main Phase. (PGD-020 DB2-220)

**Great Long Nose, 5, DARK**

Beast-Warrior/Spirit, 1900/1700

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. If this card inflicts Battle Damage to your opponent's Life Points, your opponent skips their next Battle Phase. (LOD-068 DB2-180)

**Great Maju Garzett, 6, DARK**

Fiend/Effect, 0/0

The ATK of this card becomes twice the original ATK of 1 monster that you Tributed for the Tribute Summon of this card. (DCR-063 DR1-225)

**Great Moth, 8, EARTH**

Insect/Effect, 2600/2500

This monster cannot be Normal Summoned or Set. This card can only be Special Summoned by Tributing "Petit Moth" on the 4th of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution". (MRD-070 DB2-043)

**Great Phantom Thief, 3, EARTH**

Spellcaster/Effect, 1000/1000

Each time this card inflicts Battle Damage to your opponent's Life Points, declare the name of 1 card. Then see your opponent's hand and discard all copies of the declared card in his/her hand to the Graveyard. (MFC-024 DR1-079)

**Great Shogun Shien, 7, FIRE**

Warrior/Effect, 2500/2400

If you control 2 or more "Six Samurai" monsters, you can Special Summon this card from your hand. Your opponent can activate only 1 Spell/Trap Card each turn. If this card would be destroyed, you can destroy a "Six Samurai" monster you control instead. (STON-013)

**Great Spirit, 4, EARTH**

Rock/Effect, 500/1500

Once per turn, during your Main Phase, you can flip this card into face-down Defense Position. When this card is Flip Summoned, you can switch the original ATK and DEF of 1 face-up EARTH monster on the field until the end of this turn. (SD7-002)

**Great White, 4, WATER**

Fish, 1600/800

A giant white shark with razor-sharp teeth. (SDY-011 SYE-009)

**Greed**

Trap (Continuous)

Each time a player draws cards because of a card effect, they take 500 damage during the End Phase for each card drawn by the card effect. (SOD-055 DR3-055)

**Green Baboon, Defender of the Forest, 7,**

**EARTH**

Beast/Effect, 2600/1800

When a Beast-Type monster you control is destroyed and sent to the Graveyard, you can pay 1000 Life Points to Special Summon this card from your hand or the Graveyard. (JUMP-014 DLG1-104)

**Green Gadget, 4, EARTH**

Machine/Effect, 1400/600

When you Normal Summon or Special Summon this card, you can add 1 "Red Gadget" from your Deck to your hand. (SD10-006 HL05-002)

**Green Phantom King, 3, EARTH**

Plant, 500/1600

This youthful king of the forests lives in a green world, abundant with trees and wildlife.

(LOB-034)

**Greenkappa, 3, DARK**

Warrior/Effect, 650/900

FLIP: Select 2 face-down Spell or Trap Cards on the field and destroy them.

(DB2-103 HLI-002)

**Gren Maju Da Eiza, 3, FIRE**

Fiend/Effect, 2/?

This card's ATK and DEF are each equal to the number of your removed from play cards x 400.

(IOC-024 DR2-024 SDDE-013)

**Gren, Tactician of Dark World, 2, DARK**

Fiend/Effect, 300/500

If this card is discarded from the hand to the Graveyard by a card effect, destroy 1 Spell or Trap Card on the field.

(STON-019)

**Griggle, 1, EARTH**

Plant/Effect, 350/300

When the control of this face-up card on the field shifts to your opponent, increase your Life Points by 3000 points. This effect can only be used once as long as this card remains face-up on the field.

(SRL-016 DB1-011)

**Grinder Golem, 8, DARK**

Fiend/Effect, 3000/300

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned from your hand to your opponent's side of the field by also Special Summoning 2 "Grinder Tokens" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) in face-up Attack Position on your side of the field. If you Special Summon this monster, you cannot Normal Summon or Set a monster during the same turn.

(DP07-009)

**Ground Attacker Bugroth, 4, EARTH**

Machine, 1500/1000

A surface battle robot that was once used for sea warfare.

(MRD-022)

**Ground Collapse**

Spell (Continuous)

Select 2 Monster Card Zones on the field. Neither player can use the selected zones. You cannot select a zone that is occupied by a Monster Card.

(PSV-070 DB1-184)

**Gryphon Wing**

Trap

When your opponent activates "Harpie's Feather Duster", all of your opponent's Spell and Trap Cards are destroyed in place of your own.

(SDP-050)

**Gryphon's Feather Duster**

Spell

Destroy all Spell and Trap Cards on your side of the field. Increase your Life Points by the number of destroyed cards x 500 points.

(IOC-091 DR2-092)

**Guard Dog, 3, EARTH**

Beast/Effect, 1500/500

FLIP: Your opponent cannot Special Summon for the rest of this turn.

(EOJ-024 DR04-204)

**Guard Penalty**

Spell (Quick-Play)

Select 1 monster on the field. If it is changed to Defense Position this turn, draw 1 card.

(EOJ-045 DP05-015 DR04-225)

**Guardian Angel Joan, 7, LIGHT**

Fairy/Effect, 2800/2000

When this card destroys a monster by battle and sends it to the Graveyard, gain Life Points equal to the original ATK of the destroyed monster.

(IOC-087 DR2-088 SDRL-011)

**Guardian Baou, 4, DARK**

Fiend/Effect, 800/400

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Wicked-Breaking Flamberge - Baou" on your side of the field. Each time this card destroys 1 of your opponent's monsters and sends it to the Graveyard as a result of battle, increase the ATK of this card by 1000 points. Also, the effects of an Effect Monster that this card destroys as a result of battle are negated.

(DCR-008 DR1-170)

**Guardian Ceal, 4, FIRE**

Pyro/Effect, 1700/1400

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Shooting Star Bow - Ceal" on your side of the field. Send an Equip Spell Card on your side of the field equipped to this card to the Graveyard to destroy 1 monster on your opponent's side of the field.

(DCR-006 DR1-168)

**Guardian Elma, 3, WIND**

Fairy/Effect, 1300/1200

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Butterfly Dagger - Elma" on your side of the field. When this card is Normal Summoned or Special Summoned successfully, you can equip 1 appropriate Equip Spell Card in your Graveyard to this card.

(DCR-005 DR1-167)

**Guardian Grarl, 5, EARTH**

Dinosaur/Effect, 2500/1000

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Gravity Axe - Grarl" on your side of the field. If this is the only card in your hand, you can Special Summon it.

(DCR-007 DR1-169)

**Guardian Kay'est, 4, WATER**

Sea Serpent/Effect, 1000/1800

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Rod of Silence - Kay'est" on your side of the field. This card is unaffected by any Spell Cards. Also, this card cannot be an attack target of your opponent's monsters.

(DCR-009 DR1-171)

**Guardian of Order, 8, LIGHT**

Warrior/Effect, 2500/1200

If you control 2 or more LIGHT monsters, you can Special Summon this card from your hand. You can only control 1 "Guardian of Order".

(LODT-000)

**Guardian of the Labyrinth, 4, EARTH**

Warrior, 1000/1200

A monster that guards the entrance to the Netherworld.

(MRD-083)

**Guardian of the Throne Room, 4, LIGHT**

Machine, 1650/1600

A robot guard built to protect throne rooms, it is armed with homing missiles.

(SRL-013)

**Guardian Sphinx, 5, EARTH**

Rock/Effect, 1700/2400

Once per turn, during your Main Phase, you can flip this card into face-down Defense Position.

When this card is Flip Summoned, return all monsters on your opponent's side of the field to the owner's hand.

(PGD-025 DB2-224 MC2-001 SD7-005)

**Guardian Statue, 4, EARTH**

Rock/Effect, 800/1400

Once per turn, you can flip this card into face-down Defense Position. When this card is Flip Summoned, return 1 monster on your opponent's side of the field to its owner's hand.

(TLM-021 DR3-201 SD7-013)

**Guardian Tryce, 5, LIGHT**

Thunder/Effect, 1900/1700

This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Twin Swords of Flashing Light - Tryce" on your side of the field. When this card is destroyed and sent to the Graveyard, Special Summon to your side of the field the monster in the Graveyard that was used for the Tribute Summon of this card.

(DCR-010 DR1-172)

**Gust**

Trap

You can only activate this card when 1 or more of your Spell Cards are destroyed and sent from the field to the Graveyard by a card effect your opponent controls. Destroy 1 Spell or Trap Card on the field.

(PSV-017)

**Gust Fan**

Spell (Equip)

A WIND monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

(TPI-011)

**Gyaku-Gire Panda, 3, EARTH**

Beast/Effect, 800/1600

The ATK of this card increases by 500 points for every monster on your opponent's side of the field. When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.

(DCR-021 DR1-183)

**Gyakutenno Megami, 6, LIGHT**

Fairy, 1800/2000

This fairy uses her mystical power to protect the weak and provide spiritual support.  
(*SDK-011*)

**Gyroid, 3, WIND**

Machine/Effect, 1000/1000

Once per turn, if this card would be destroyed by battle, it is not destroyed. (Damage calculation is applied normally).  
(*CRV-007 DR04-007 YSDS-014*)

**H-Heated Heart**

Spell

Select 1 face-up monster you control. It gains 500 ATK. During battle between that attacking card and a Defense Position monster whose DEF is lower than the ATK of that card, inflict the difference as Battle Damage to your opponent. These effects continue until the end of this turn.  
(*EOJ-038 DP03-016 DR04-218*)

**Hade-Hane, 5, EARTH**

Beast/Effect, 900/1000

FLIP: You can return up to 3 monsters on the field to the owner's hand.  
(*SOD-032 DR3-032*)

**Hallowed Life Barrier**

Trap

Discard 1 card from your hand. This turn, any damage you take from your opponent's cards and effects becomes 0.  
(*SOD-060 DR3-060*)

**Hamburger Recipe**

Spell (Ritual)

This card is used to Ritual Summon "Hungry Burger". You must also Tribute monsters whose total Level Stars equal 6 or more from the field or your hand.  
(*SRL-063*)

**Hammer Shot**

Spell

Destroy 1 face-up Attack Position monster with the highest ATK on the field. (If it's a tie, you get to choose.)  
(*SOD-038 CP05-017 DR3-038 SD4-024 SD7-022*)

**Hamon, Lord of Striking Thunder, 10, LIGHT**

Thunder/Effect, 4000/4000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 3 face-up Continuous Spell Cards you control to the Graveyard. When this card destroys an opponent's monster by battle and sends it to the Graveyard, inflict 1000 points of damage to your opponent. While you control this face-up Defense Position card, your opponent cannot select another monster as an attack target.  
(*SOI-002 CT03-006 DR04-122*)

**Hand Destruction**

Spell (Quick-Play)

Each player sends 2 cards from their hand to the Graveyard and draws 2 cards.  
(*DP07-018*)

**Hand of Nephthys, 2, WIND**

Spellcaster/Effect, 600/600

You can Tribute this card and 1 other monster to Special Summon 1 "Sacred Phoenix of Nephthys" from your hand or Deck.  
(*FET-006 CP04-016 DR3-126*)

**Hand of the Six Samurai, 3, FIRE**

Warrior/Effect, 1600/1000

While you control another "Six Samurai" monster, you can Tribute 1 "Six Samurai" monster to destroy 1 monster on the field.  
(*TDGS-085*)

**Handcuffs Dragon, 5, WIND**

Dragon/Effect, 1800/1800

When this card is destroyed by battle with an attacking monster your opponent controls and is sent to the Graveyard, you can equip this card to that monster. The equipped monster loses 1800 ATK. When it is destroyed and this card is sent to the Graveyard, you can Special Summon this card.  
(*TDGS-013*)

**Hane-Hane, 2, EARTH**

Beast/Effect, 450/500

FLIP: Return 1 monster on the field to its owner's hand.  
(*LOB-110 DB1-132 DLG1-016 RP01-015 SDK-046 SDP-010 SKE-019*)

**Hanewata, 1, LIGHT**

Fairy/Tuner, 200/300

You can discard this card to make any effect damage you take this turn 0. This effect can be activated during either player's turn.  
(*CSOC-034*)

**Haniwa, 2, EARTH**

Rock, 500/500

An earthen figure that protects the tomb of an ancient ruler.  
(*TP7-016*)

**Hannibal Necromancer, 4, DARK**

Spellcaster/Effect, 1400/1800

When this card is Normal Summoned, place 1 Spell Counter on it (max. 1). You can remove 1 Spell Counter from this card to destroy 1 face-up Trap Card.  
(*PTDN-SE2*)

**Happy Lover, 2, LIGHT**

Fairy, 800/500

Enemies become overjoyed when struck by the Heart Ray emitted from the forehead of this tiny cherub.  
(*CP02-012*)

**Hard Armor, 3, EARTH**

Warrior, 300/1200

A living suit of armor that attacks enemies with a bone-jarring tackle.  
(*LOB-074*)

**Hard-sellin' Goblin**

Trap (Continuous)

Each time a monster you control inflicts Battle Damage to your opponent, return 1 card in your opponent's Spell & Trap Card Zone to its owner's hand.  
(*FOTB-056*)

**Hard-sellin' Zombie**

Trap (Continuous)

Each time a monster you control inflicts Battle Damage to your opponent, select 1 card from your opponent's Graveyard and return it to the bottom of their Deck.  
(*FOTB-057*)

**Harpie Girl, 2, WIND**

Winged Beast, 500/500

A Harpie chick who aspires to flit about beautifully and gorgeously, but attack sharply.  
(*RDS-004 DR3-064 SD8-004*)

**Harpie Lady, 4, WIND**

Winged Beast, 1300/1400

This human-shaped animal with wings is beautiful to watch but deadly in battle.  
(*MRD-008 DB1-145 DLG1-026 RP01-025*)

**Harpie Lady 1, 4, WIND**

Winged Beast/Effect, 1300/1400

This card's name is always treated as "Harpie Lady". All WIND monsters gain 300 ATK.  
(*RDS-017 DR3-077 SD8-013*)

**Harpie Lady 2, 4, WIND**

Winged Beast/Effect, 1300/1400

This card's name is always treated as "Harpie Lady". Negate the effects of any Flip Effect Monsters that this monster destroys by battle.  
(*RDS-018 DR3-078 SD8-014*)

**Harpie Lady 3, 4, WIND**

Winged Beast/Effect, 1300/1400

This card's name is always treated as "Harpie Lady". Your opponent's monster that battles with this card cannot declare an attack for your opponent's next 2 turns.  
(*RDS-019 DR3-079 SD8-015*)

**Harpie Lady Sisters, 6, WIND**

Winged Beast/Effect, 1950/2100

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by "Elegant Egotist".  
(*MRD-009 DB1-146 DLG1-027 RP01-026 SD8-007*)

**Harpie Queen, 4, WIND**

Winged Beast/Effect, 1900/1200

You can discard this card to the Graveyard to add 1 "Harpies' Hunting Ground" from your Deck to your hand. This card's name is treated as "Harpie Lady" while it is on the field or in the Graveyard.  
(*FOTB-020*)

**Harpie's Brother, 4, WIND**

Winged Beast, 1800/600

With eyes like a hawk and a flying speed exceeding Mach 5, this monster is a master of the sky.  
(*PSV-049 DB1-094 SDJ-011*)

**Harpie's Feather Duster**

Spell

Destroy all of your opponent's Spell and Trap Cards on the field.  
(*TP8-002 SDD-003*)

**Harpies' Hunting Ground**

Spell (Field)

When "Harpie Lady" or "Harpie Lady Sisters" is Normal Summoned or Special Summoned, destroy 1 Spell or Trap Card on the field. All face-up Winged Beast-Type monsters gain 200 ATK and DEF.  
(*RDS-038 DR3-098 SD8-024*)

**Harpie's Pet Baby Dragon**, 4, WIND  
Dragon/Effect, 1200/600

This card gains effects based on the number of "Harpie" monsters you control (other than "Harpie's Pet Baby Dragon" and "Harpie's Brother"). [\*] 1+: Your opponent cannot select "Harpie" monsters you control as attack targets (except "Harpie's Pet Baby Dragon" and "Harpie's Brother"). [\*] 2+: Double the original ATK and DEF of this card. [\*] 3+: Once per turn, you can destroy 1 card your opponent controls.  
(EOJ-013 DR04-193 SD8-017)

**Harpie's Pet Dragon**, 7, WIND  
Dragon/Effect, 2000/2500

Increases the ATK and DEF of this card by 300 points for each face-up "Harpie Lady" on the field.  
(FMR-002)

**Harvest Angel of Wisdom**, 4, LIGHT  
Fairy/Effect, 1800/1000

When this card is destroyed by battle and sent to the Graveyard, you can add 1 Counter Trap Card from your Graveyard to your hand.  
(STON-063)

**Hate Buster**  
Trap

Activate only when a face-up Fiend-Type monster you control is selected as an attack target. Destroy the attacking monster and the attack target monster, and inflict damage to your opponent equal to the original ATK of the attacking monster.  
(PTDN-066)

**Hayabusa Knight**, 3, EARTH  
Warrior/Effect, 1000/700

This card can attack twice during the same Battle Phase.  
(PSV-086 DB1-196 TP4-019)

**Headless Knight**, 4, EARTH  
Fiend, 1450/1700

A haunted spirit of a falsely accused knight who wanders in search of truth and justice.  
(LON-054 DB1-248)

**Healing Wave Generator**, 4, LIGHT  
Machine/Effect, 800/1600

Once per turn, you can select another face-up monster you control to gain Life Points equal to that monster's Level x 100.  
(CSOC-001)

**Heart of Clear Water**  
Spell (Equip)

If the equipped monster's ATK is 1300 or higher, this card is destroyed. The monster equipped with this card is not destroyed as a result of battle or by the effect of a card that targets the monster. (Damage calculation is applied normally.)  
(LOD-077 DB2-186)

**Heart of the Underdog**  
Spell (Continuous)

During your Draw Phase, when you draw a Normal Monster Card(s), you can draw 1 more card by showing it to your opponent.  
(IOC-032 DR2-032)

**Heavy Mech Support Platform**, 3, DARK  
Machine/Union, 500/500

Once per turn, if you control this monster on the field, you can equip it to a face-up Machine-Type monster on your side of the field as an Equip Card, OR unequip it and Special Summon it in face-up Attack Position. When equipped to a monster by this card's effect, that monster gains 500 ATK and DEF. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, this card is destroyed instead.)  
(RDS-011 DR3-071 SD10-011)

**Heavy Slump**  
Trap

Activate only when your opponent has 8 or more cards in their hand. Your opponent adds their hand to the Deck, shuffles it, and draws 2 cards.  
(SOD-054 DR3-054)

**Heavy Storm**  
Spell

Destroy all Spell and Trap Cards on the field.  
(MRD-142 DB2-084 DLG1-049 GLD1-031 HL2-004 RP01-048 SD09-025 SD10-026 SD1-016 SD2-019 SD3-021 SD4-019 SD5-023 SD6-023 SD8-022 YSD-027 YSDJ-024 YSDS-024)

**Hecatrice**, 4, LIGHT  
Fairy/Effect, 1500/1100

You can discard this card to the Graveyard to add 1 "Valhalla, Hall of the Fallen" from your Deck to your hand.  
(PP02-019)

**Helios Duo Megistus**, 6, LIGHT  
Pyro/Effect, ?/?

This card can be Special Summoned by Tributing 1 "Helios - The Primordial Sun" on your side of the field. The ATK and DEF of this card become the number of monsters that are removed from play x 200 points. If this card is destroyed as a result of battle and sent to the Graveyard, this card will be Special Summoned during the End Phase, increasing the ATK and DEF by 300 points.  
(WC6-003 CP06-010)

**Helios-The Primordial Sun**, 4, LIGHT  
Pyro/Effect, ?/?

This card's ATK and DEF are each equal to the number of removed from play monsters x 100.  
(SDDE-005 WC6-002)

**Helios Trice Megistus**, 8, LIGHT  
Pyro/Effect, ?/?

You can Special Summon this card by Tributing 1 "Helios Duo Megistus". This card's ATK and DEF are each equal to the number of removed from play monsters x 300. After this card attacks, it can attack once more if your opponent controls a monster. If this card is destroyed by battle and sent to the Graveyard, Special Summon it during the End Phase and it gains 500 ATK and DEF.  
(LODT-095)

**Helping Robo for Combat**, 4, LIGHT  
Machine/Effect, 1600/0

Each time this card destroys your opponent's monster as a result of battle, draw 1 card, then select and return 1 card from your hand to the bottom of your Deck.  
(MFC-022 DR1-077)

**Helpoemer**, 5, DARK  
Fiend/Effect, 2000/1400

If this card is destroyed and sent to the Graveyard as a result of battle, this card's effect is activated. As long as this card is in the Graveyard, your opponent discards 1 card randomly from his/her hand at the end of his/her Battle Phase. This card cannot be Special Summoned from the Graveyard.  
(PGD-058 DR1-006)

**Herald of Creation**, 4, LIGHT  
Spellcaster/Effect, 1800/600

Once per turn, you can discard 1 card from your hand to add 1 Level 7 or higher monster from your Graveyard to your hand.  
(SDRL-003)

**Herald of Green Light**, 2, LIGHT  
Fairy/Effect, 300/500

You can send this card and 1 other Fairy-Type monster from your hand to the Graveyard to negate the activation of an opponent's Spell Card and destroy it. This effect can be activated during either player's turn.  
(EOJ-018 DR04-198)

**Herald of Orange Light**, 2, LIGHT  
Fairy/Tuner, 300/500

You can send this card and 1 other Fairy-Type monster from your hand to the Graveyard to negate the activation of an effect of an Effect Monster your opponent controls, and destroy it. You can activate this effect during either player's turn.  
(TDGS-082)

**Herald of Purple Light**, 2, LIGHT  
Fairy/Effect, 300/500

You can send this card and 1 other Fairy-Type monster from your hand to the Graveyard to negate the activation of an opponent's Trap Card and destroy it. This effect can be activated during either player's turn.  
(EOJ-019 DR04-199)

**Hercules Beetle**, 5, EARTH  
Insect, 1500/2000

A massive beetle with a tough carapace and a dangerous horn.  
(TP1-025)

**Hero Barrier**  
Trap

If you control an "Elemental Hero" monster, negate 1 attack from an opponent's monster.  
(EEN-049 DP03-027 DR04-109)

**Hero Blast**  
Trap

Select 1 "Elemental Hero" Normal Monster from your Graveyard and add it to your hand. Then, destroy 1 face-up monster your opponent controls with ATK equal to or less than the selected monster's ATK.  
(LODT-064)

**Hero Counterattack**  
Trap

Activate only when an "Elemental Hero" monster you control is destroyed by battle. Your opponent selects 1 random card from your hand. If that card is an "Elemental Hero" monster, destroy 1 monster your opponent controls, then Special Summon the selected card.  
(TAEV-064 DP06-023)

## **HERO Flash!!**

### **Spell**

Remove from play these cards in your Graveyard to activate this card: "H - Heated Heart", "E - Emergency Call", "R - Righteous Justice" and "O - Oversoul". Special Summon 1 "Elemental Hero" Normal Monster from your Deck. This turn, "Elemental Hero" Normal Monsters you control can attack your opponent directly.  
(EOJ-042 DP03-020 DR04-222)

## **Hero Heart**

### **Spell**

Select 1 face-up "Elemental Hero" monster you control. This turn, the ATK of the selected monster is halved and it can attack twice during the Battle Phase.  
(SOI-037 DR04-157)

## **Hero Kid, 2, EARTH**

Warrior/Effect, 300/600

When this card is Special Summoned, you can Special Summon any number of "Hero Kid"(s) from your Deck.  
(SOI-005 DP03-004 DR04-125)

## **Hero Mask**

### **Spell**

Select 1 face-up monster you control. Send 1 "Elemental Hero" monster from your Deck to your Graveyard and treat the selected monster's name as its name until the End Phase.  
(LODT-045)

## **Hero Medal**

### **Trap**

When this Set card is destroyed and sent to the Graveyard by an opponent's card effect, shuffle this card into its owner's Deck. Then draw 1 card.  
(STON-050 DP06-021)

## **Hero Ring**

### **Trap**

After activation, this card is treated as an Equip Card. Equip it to 1 Warrior-Type monster with an ATK of 1500 or less. Your opponent's monsters with 1900 or more ATK cannot attack that equipped monster.  
(GX1-003)

## **Hero Signal**

### **Trap**

Activate only when a monster on your side of the field is destroyed by battle and sent to the Graveyard. Special Summon 1 Level 4 or lower "Elemental Hero" monster from your hand or Deck.  
(TLM-049 DP1-028 DR3-229)

## **Hero Spirit**

### **Trap**

You can only activate this card during the Battle Phase of a turn in which a monster on your side of the field that included "Elemental Hero" in its card name was destroyed as a result of battle. Make the Battle Damage from 1 of your opponent's monsters 0.  
(DPK-SE3)

## **Hero's Bond**

### **Spell**

Activate only while there is an "Elemental Hero", "Destiny Hero", or "Evil Hero" monster face-up on the field. Special Summon 2 Level 4 or lower "Elemental Hero" monsters from your hand.  
(PP02-012)

## **Hero's Rule 2**

### **Trap (Counter)**

Negate the activation of an Effect Monster, Spell or Trap Card that targets a card(s) in the Graveyard, and destroy it.  
(DP06-025)

## **Hibikime, 4, EARTH**

Warrior, 1450/1000

Confuses enemy monsters with a noise that is harsh to the ears.  
(MRD-055)

## **Hidden Book of Spell**

### **Trap**

You can only activate this card during your turn. Select 2 Spell Cards from your Graveyard and add them to your Deck. Your Deck is then shuffled.  
(MFC-099 DR1-154)

## **Hidden Soldiers**

### **Trap**

Activate only when your opponent Normal Summons or Flip Summons a monster. Special Summon 1 Level 4 or lower DARK monster from your hand.  
(SP02-003)

## **Hieracosphinx, 6, EARTH**

Rock/Effect, 2400/1200

Your opponent cannot select a face-down Defense Position monster as an attack target.  
(TLM-012 DR3-192 SD7-009)

## **Hieroglyph Lithograph**

### **Spell**

Pay 1000 Life Points. During the current Duel, your hand size limit becomes 7.  
(PGD-086 DR1-034)

## **High Tide, 4, WATER**

Aqua, 1650/1300

A very agile half-fish warrior known for its relentless attacks.  
(SRL-025)

## **Hiita the Fire Charmer, 3, FIRE**

Spellcaster/Effect, 500/1500

FLIP: Take control of 1 FIRE monster on your opponent's side of the field, for as long as this card remains face-up on the field.  
(TLM-028 DR3-208)

## **Hino-Kagu-Tsuchi, 8, FIRE**

Pyro/Spirit, 2800/2900

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. If this card inflicts Battle Damage to your opponent's Life Points, your opponent discards all cards in their hand during the next Draw Phase, before they draw.  
(LOD-070 DB2-182)

## **Hinotama**

### **Spell**

Inflict 500 points of damage to your opponent's Life Points.  
(LOB-056 DB1-116)

## **Hinotama Soul, 2, FIRE**

Pyro, 600/500

An intensely hot flame creature that rams anything standing in its way.  
(LOB-026)

## **Hiro's Shadow Scout, 2, DARK**

Fiend/Effect, 650/500

FLIP: Your opponent draws 3 cards. Both players look at the cards. If there are any Spell Cards among them, discard all those Spell Card(s) to the Graveyard.  
(SRL-024 DB1-012 SDP-019)

## **Hitotsu-Me Giant, 4, EARTH**

Beast-Warrior, 1200/1000

A one-eyed behemoth with thick, powerful arms made for delivering punishing blows.  
(LOB-002 DB1-099 SDK-002)

## **Homunculus the Alchemic Being, 4, LIGHT**

Plant/Effect, 1800/1600

Once per turn, you can change the Attribute of this monster.  
(RDS-034 CP07-015 DR3-094)

## **Honest, 4, LIGHT**

Fairy/Effect, 1100/1900

During your Main Phase, you can return this card from the field to its owner's hand. During either player's Damage Step, when a face-up LIGHT monster you control battles, you can send this card from your hand to the Graveyard to have that monster gain ATK equal to the ATK of the opponent's monster it is battling, until the End Phase.  
(LODT-001)

## **Horn of Heaven**

### **Trap (Counter)**

Tribute 1 monster on your side of the field. Negate the Normal Summon / Flip Summon / Special Summon of a monster and destroy it.  
(MRD-130 DB2-076 TP3-005)

## **Horn of Light**

### **Spell (Equip)**

Increase the DEF of a monster equipped with this card by 800 points. When this card is sent from the field to the Graveyard, if you pay 500 Life Points, this card returns to the top of your Deck.  
(SRL-004 DB1-004)

## **Horn of the Unicorn**

### **Spell (Equip)**

Increase the ATK and DEF of a monster equipped with this card by 700 points. When this card is sent from the field to the Graveyard, it returns to the top of your Deck.  
(SRL-054 DB1-034)

## **Horseystail, 2, WIND**

Plant/Effect, 400/500

When this card is destroyed by battle and sent the Graveyard, Special Summon 1 "Horsetail Token" (Plant-Type/WIND/Level 1/ATK 0/DEF 0) to your opponent's side of the field in Defense Position. When this Token is destroyed by battle with a Plant-Type monster, its controller sends 1 card from their hand to the Graveyard.  
(CSOC-026)

## **Horus' Servant, 1, FIRE**

Beast-Warrior/Effect, 100/100

Your opponent cannot select "Horus the Black Flame Dragon" (of any LV) as the target of the effect of a Spell, Trap, or Monster Card.  
(SOD-016 DR3-016)

**Horus the Black Flame Dragon LV4**, 4, FIRE  
Dragon/Effect, 1600/1000  
Control of this card cannot switch. During the End Phase of a turn that this card destroyed a monster by battle, by sending this card to the Graveyard, Special Summon 1 "Horus the Black Flame Dragon LV6" from your hand or Deck.  
(SOD-006 DR3-006)

**Horus the Black Flame Dragon LV6**, 6, FIRE  
Dragon/Effect, 2300/1600  
This card is unaffected by the effects of Spell Cards. During the End Phase of a turn that this card destroyed a monster by battle, you can send this card to the Graveyard to Special Summon 1 "Horus the Black Flame Dragon LV8" from your hand or Deck.  
(SOD-007 DR3-007 SDRL-012)

**Horus the Black Flame Dragon LV8**, 8, FIRE  
Dragon/Effect, 3000/1800  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Horus the Black Flame Dragon LV6". You can negate the activation and effect of any Spell Cards and destroy them.  
(SOD-008 DR3-008 EEN-SE1)

**Hoshiningen**, 2, LIGHT  
Fairy/Effect, 500/700  
As long as this card remains face-up on the field, increase the ATK of all LIGHT monsters by 500 points and decrease the ATK of all DARK monsters by 400 points.  
(MRD-102 DB2-060)

**House of Adhesive Tape**  
Trap  
If the DEF of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed.  
(SRL-064)

**Howling Insect**, 3, EARTH  
Insect/Effect, 1200/1300  
When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 Insect-Type monster with 1500 or less ATK from your Deck. Then shuffle your Deck.  
(SOD-025 DR3-025)

**Huge Revolution**  
Trap  
This card can only be activated during your Main Phase when "People Running About," "Oppressed People," and "United Resistance" are face-up on your side of the field. Send all cards in your opponent's hand to the Graveyard and destroy all cards your opponent controls on the field.  
(MFC-041 DRI-096)

**Human-Wave Tactics**  
Trap (Continuous)  
During the End Phase of each turn, select a number of Level 2 or lower Normal Monsters from your Deck equal to the number of your Level 2 or lower Normal Monsters destroyed as a result of battle during that turn, and Special Summon them to your side of the field. The Deck is then shuffled.  
(AST-104 DR2-217)

**Humanoid Slime**, 4, WATER  
Aqua, 800/2000  
This slime apparently has some human genes in its genetic makeup.  
(LON-003 DB1-207)

**Humanoid Worm Drake**, 7, WATER  
Aqua/Fusion, 2200/2000  
"Worm Drake" + "Humanoid Slime"  
(LON-005 DB1-209)

**Hungry Burger**, 6, DARK  
Warrior/Ritual, 2000/1850  
This monster can only be Ritual Summoned with the Ritual Spell Card, "Hamburger Recipe". You must also Tribute monsters whose total Level Stars equal 6 or more from the field or your hand.  
(SRL-068)

**Hunter Dragon**, 3, DARK  
Dragon, 1700/100  
This dragon has taken down countless prey with its sharp fangs. It strikes very quickly, because if it does not strike first it is vulnerable to a counter-attack.  
(TAEV-004)

**Hunter Owl**, 4, WIND  
Winged Beast/Effect, 1000/900  
This card gains 500 ATK for each WIND monster on your side of the field. While there is another WIND monster on your side of the field, your opponent cannot select this card as an attack target.  
(GX03-002)

**Hunter Spider**, 5, EARTH  
Insect, 1600/1400  
This monster feeds on whatever it catches in its web.  
(MRD-049)

**Hunting Instinct**  
Trap  
Activate only when a monster is Special Summoned to your opponent's side of the field. Special Summon 1 Dinosaur-Type monster from your hand.  
(SD09-028)

**Hydrogeddon**, 4, WATER  
Dinosaur/Effect, 1600/1000  
When this card destroys an opponent's monster by battle and sends it to the Graveyard, you can Special Summon 1 "Hydrogeddon" from your Deck.  
(EEN-013 CP04-003 DR04-073 SD09-010)

**Hyena**, 3, EARTH  
Beast/Effect, 1000/300  
When this card is sent to the Graveyard by battle, you can Special Summon any "Hyena"(s) from your Deck. Then shuffle your Deck.  
(FET-017 DR3-137)

**Hyosube**, 4, WATER  
Aqua, 1500/900  
This amphibian is strong on the attack, but leaves much to be desired when defending.  
(MRD-054)

**Hyozanryu**, 7, LIGHT  
Dragon, 2100/2800  
A dragon created from a massive diamond that sparkles with blinding light.  
(SRL-075 DB1-041 DLG1-066 RP01-065 SKE-011)

**Hyper Hammerhead**, 4, EARTH  
Dinosaur/Effect, 1500/1200  
When this monster battles an opponent's monster, unless the opponent's monster is destroyed by battle, it is returned to its owner's hand at the end of the Damage Step.  
(IOC-074 DR2-075 SD09-007)

**Hysteric Fairy**, 4, LIGHT  
Fairy/Effect, 1800/500  
Tribute 2 monsters on your side of the field to increase your Life Points by 1000 points.  
(LON-042 DB1-238)

**Hysteric Party**  
Trap (Continuous)  
Discard 1 card from your hand. Special Summon as many "Harpie Lady" cards as possible from your Graveyard. When this card is removed from the field, destroy all the monsters that were Special Summoned by this card's effect.  
(SD8-027)

**Icarus Attack**  
Trap  
Tribute 1 Winged Beast-Type monster. Destroy 2 cards on the field.  
(EOJ-055 DR04-235 SD8-036)

**Ice Master**, 8, WATER  
Spellcaster/Effect, 2500/2000  
You can Special Summon this card from your hand by Tributing 2 WATER monsters. Once per turn, you can place an Ice Counter on 1 face-up monster. You can Tribute this card to destroy all monsters with an Ice Counter(s).  
(TDGS-097)

**Il Blud**, 6, DARK  
Zombie/Gemini, 2100/800  
This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Once per turn, you can Special Summon 1 Zombie-Type monster from your hand or from either player's Graveyard. When this card is removed from the field, destroy all Zombie-Type monsters Special Summoned by this effect.  
(TAEV-088)

**Illusionist Faceless Mage**, 5, DARK  
Spellcaster, 1200/2200  
Manipulates enemy attacks with the power of illusion.  
(MRD-068 DB2-041 SDP-004)

**Impenetrable Formation**  
Spell (Continuous)  
Select 1 monster on your side of the field to activate this card. While you have 2 or more monsters on your side of the field, and all monsters on your side of the field are in Defense Position, the selected monster gains 700 DEF. When the selected monster is removed from the field, destroy this card.  
(TLM-048 DR3-228)

**Imperial Iron Wall**  
Trap (Continuous)  
Cards cannot be removed from play.  
(SDZW-032)

**Imperial Order**

Trap (Continuous)

As long as this card remains face-up on the field, negate the effects of all Spell Cards on the field. Pay 700 Life Points during each of your Standby Phases. If you do not, this card is destroyed.  
(PSV-104 DB1-086)

**Imprisoned Queen Archfiend, 8, DARK**

Fiend/Effect, 2600/1700

This card's controller pays 1000 Life Points during each of their Standby Phases (this is not optional). During your Standby Phase, if "Pandemonium" is on the field and this card is in your Graveyard, 1 Level 4 or lower Fiend-Type monster gains 1000 ATK until the End Phase.  
(PTDN-032)

**Inaba White Rabbit, 3, EARTH**

Beast/Spirit, 700/500

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. This monster attacks your opponent's Life Points directly.  
(LOD-065 DB2-176)

**Incandescent Ordeal**

Spell (Ritual)

This card is used to Ritual Summon "Legendary Flame Lord". You must also Tribute monsters whose total Levels equal 7 or more from the field or your hand.  
(DCR-085 DR1-247)

**Indomitable Fighter Lei Lei, 4, EARTH**

Beast-Warrior/Effect, 2300/0

If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(CRV-023 DR04-023)

**Infernal Dragon, 4, DARK**

Dragon/Effect, 2000/0

If this card attacks, it is destroyed and sent to the Graveyard during the End Phase. When this card is destroyed and sent to the Graveyard from the field, you can Special Summon this card by Tributing 1 monster.  
(DP04-010)

**Infernal Flame Emperor, 9, FIRE**

Pyro/Effect, 2700/1600

This card cannot be Special Summoned. When this card is Tribute Summoned successfully, you can remove from play up to 5 FIRE monsters in your Graveyard. Destroy a number of Spell or Trap Card(s) equal to the number of the cards that you remove from play by this effect.  
(SD3-001)

**Infernal Incinerator, 6, FIRE**

Fiend/Effect, 2800/1800

This card can only be Normal Summoned or Set by discarding all other card(s) in your hand and Tributing 1 card you control with 2000 or more ATK. This card gains 200 ATK for each monster your opponent controls. This card loses 500 ATK for each other monster you control.  
(EEN-012 DP2-009 DR04-072)

**Infernalqueen Archfiend, 4, FIRE**

Fiend/Effect, 900/1500

The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent's card. As long as this card remains on the field, during each Standby Phase, increase the ATK of 1 Archfiend Monster Card by 1000 points until the End Phase.  
(DCR-071 DR1-233)

**Inferno, 4, FIRE**

Pyro/Effect, 1100/1900

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 FIRE monster in your Graveyard. When this card destroys an opponent's monster as a result of battle and sends it to the Graveyard, inflict 1500 points of damage to your opponent's Life Points.  
(IOC-019 DR2-019 SD3-006)

**Inferno Fire Blast**

Spell

Select 1 face-up "Red-Eyes B. Dragon" on your side of the field to activate this card. Inflict damage to your opponent equal to the original ATK of the selected "Red-Eyes B. Dragon". "Red-Eyes B. Dragon" cannot attack this turn.  
(SOD-042 DR3-042)

**Inferno Hammer, 6, DARK**

Fiend/Effect, 2400/0

When this card destroys your opponent's monster and sends it to the Graveyard as a result of battle, you can select 1 face-up monster on your opponent's side of the field and flip it into face-down Defense Position.  
(CMC-002)

**Inferno Reckless Summon**

Spell (Quick-Play)

You can only activate this card when 1 monster with an ATK of 1500 points or less is Special Summoned to your side of the field while there is a face-up monster on your opponent's side of the field. Special Summon all cards with the same name as the Summoned monster from your hand, Deck, and Graveyard in face-up Attack Position. Your opponent selects 1 monster on their side of the field and Special Summons all cards with that same name from their hand, Deck, and Graveyard.  
(DP2-025)

**Inferno Tempest**

Spell

When you take 3000 or more Battle Damage from 1 attack, you can activate this card. Remove all monsters in each player's Deck and Graveyard from play.  
(EP1-007)

**Infinite Cards**

Spell (Continuous)

As long as this card remains face-up on the field, there is no limit to the number of cards in both players' hands.  
(LON-027 DB1-230)

**Infinite Dismissal**

Trap (Continuous)

Level 3 or lower monsters are destroyed during the End Phase of the turn that they are Normal Summoned or Flip Summoned.  
(PSV-072 DB1-186)

**Infinity Dark, 4, DARK**

Fiend/Gemini, 1500/1200

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] When this card declares an attack, you can change the battle position of 1 face-up monster your opponent controls.  
(GLAS-027)

**Injection Fairy Lily, 3, EARTH**

Spellcaster/Effect, 400/1500

This card's effect can only be activated during the Damage Step of either player's turn when this card battles. Pay 2000 Life Points to increase the ATK of this monster by 3000 points during the Damage Step only.  
(LOD-100 DB2-171)

**Inpachi, 4, EARTH**

Machine, 1600/1900

A log that attacks lost travelers in the forest. Originally a big tree, it was cut down and possessed by a wicked spirit.  
(PGD-055 DR1-003)

**Insect Barrier**

Spell (Continuous)

Your opponent cannot declare an attack with any Insect-Type monsters on his/her side of the field.  
(PSV-102 DB1-205)

**Insect Imitation**

Spell

Tribute 1 monster on your side of the field. Select 1 Insect-Type monster from your Deck that is 1 Level higher than the Tributed monster and Special Summon it on your side of the field in face-up Attack Position or face-down Defense Position. Then shuffle your Deck.  
(PSV-068)

**Insect Knight, 4, EARTH**

Insect, 1900/1500

Of all Insect fighters, he is the paragon of the Indestructible Insect Invaders, which only the elite of the elite can join. We can no longer ignore their unmatched battle prowess.  
(FET-004 DR3-124)

**Insect Princess, 6, WIND**

Insect/Effect, 1900/1200

While this card is face-up on the field, battle positions of all face-up Insect-Type monsters on your opponent's side of the field are changed into Attack Position. Each time this card destroys an Insect-Type monster as a result of battle, increase the ATK of this card by 500 points.  
(IOC-080 DR2-081)



**Insect Queen, 7, EARTH**

Insect/Effect, 2200/2400

You cannot declare an attack with this card without Tributing 1 monster on your side of the field. Increase the ATK of this card by 200 points for each face-up Insect-Type monster on the field. Special Summon 1 "Insect Monster Token" (Insect-Type/EARTH/1 Star/ATK 100/DEF 100) in Attack Position on your side of the field during the End Phase of each turn that this card destroys your opponent's monster.  
(DB2-123 CT1-005)

**Insect Soldiers of the Sky, 3, WIND**

Insect/Effect, 1000/800

The ATK of this card increases by 1000 points whenever it attacks a WIND monster.  
(MRD-101)

**Inspection**

Spell (Continuous)

During your opponent's Standby Phase, you can pay 500 Life Points to randomly select 1 card in your opponent's hand and look at it.  
(PSV-038)

**Instant Fusion**

Spell

Pay 1000 Life Points. Special Summon 1 Level 5 or lower Fusion Monster from your Extra Deck. (This Special Summon is treated as a Fusion Summon.) It cannot attack, and is destroyed during the End Phase. Only 1 "Instant Fusion" can be activated per turn.  
(CDIP-040 CP07-017)

**Instant Neo Space**

Spell (Equip)

Equip only to a Fusion Monster that lists "Elemental Hero Neos" as a Fusion Material Monster. The equipped monster does not have to have its effect activated that returns itself to the Fusion Deck during the End Phase. When the equipped monster is removed from the field, you can Special Summon 1 "Elemental Hero Neos" from your hand, Deck or Graveyard.  
(PTDN-048)

**Intercept**

Trap (Counter)

Activate only when a monster is Tribute Summoned with 1 Tribute. Take control of that monster.  
(TDGS-076)

**Interdimensional Matter Transporter**

Trap

Select 1 face-up monster on your side of the field and remove it from play until the End Phase of the turn this card is activated.  
(DCR-052 DR1-214 SD1-026)

**Interdimensional Warp**

Trap

Select a monster you control and a monster with an A-Counter(s) your opponent controls. Switch control of those monsters.  
(GLAS-078)

**Interplanetary Invader "A", 1, LIGHT**

Reptile/Effect, 0/500

Gain control of a monster that attacks this face-up Attack Position card, at the end of the Battle Phase.  
(LODT-034)

**Introduction to Gallantry**

Trap

Activate only when your opponent has 5 or more cards in their hand. Your opponent discards 1 random card.  
(FOTB-053)

**Invader of Darkness, 8, DARK**

Fiend/Effect, 2900/2500

While this card is face-up on the field, your opponent cannot activate Quick-Play Spell Cards.  
(IOC-111 DR2-112 TLM-SE2)

**Invader of the Throne, 4, EARTH**

Warrior/Effect, 1350/1700

FLIP: Select 1 monster on your opponent's side of the field and switch control of it with this card. This effect cannot be activated during the Battle Phase.  
(SRL-026 DB1-013)

**Invasion of Flames, 3, FIRE**

Pyro/Effect, 1300/1200

When this card is Normal Summoned successfully, no Trap Cards can be activated.  
(RDS-024 DR3-084)

**Invigoration**

Spell (Equip)

An EARTH monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.  
(SDK-021)

**Invitation to a Dark Sleep, 5, DARK**

Spellcaster/Effect, 1500/1800

When this monster is Summoned (excluding Special Summon), select 1 of your opponent's monsters. As long as this card remains face-up on the field, the selected monster cannot attack.  
(PSV-082)

**Iris, the Earth Mother, 6, LIGHT**

Fairy/Effect, 2400/1200

After a Chain with 3 or more Links resolves, draw 1 card. This effect cannot activate if multiple cards/effects with the same name were activated in that Chain.  
(CDIP-025)

**Iron Blacksmith Kotetsu, 2, FIRE**

Beast-Warrior/Effect, 500/500

FLIP: Select 1 Equip Spell Card from your Deck and add it to your hand.  
(DCR-064 DR1-226)

**Iron Chain Blaster, 2, EARTH**

Warrior/Effect, 1100/0

Once per turn, you can send 1 "Iron Chain" monster you control to the Graveyard to inflict 800 damage to your opponent.  
(CSOC-019)

**Iron Chain Coil, 3, EARTH**

Machine/Tuner, 1100/1600

Once per turn, you can select 1 "Iron Chain" monster you control to have it gain 300 ATK and DEF as long as this card is face-up on the field.  
(CSOC-020)

**Iron Chain Dragon, 6, EARTH**

Dragon/Synchro/Effect, 2500/1300

1 Tuner + 1 or more non-Tuner monsters <p> You can remove from play all "Iron Chain" monsters from your Graveyard to have this card gain 200 ATK for each card removed, until the End Phase. When this card inflicts Battle Damage to your opponent, send the top 3 cards of your opponent's Deck to the Graveyard.  
(CSOC-040)

**Iron Chain Repairman, 4, EARTH**

Warrior/Effect, 1600/1200

When this card destroys a monster by battle and sends it to the Graveyard, inflict 300 damage to your opponent. Once per turn, you can Special Summon 1 Level 4 or lower "Iron Chain" monster from your Graveyard, except "Iron Chain Repairman". This card cannot attack the turn you activate this effect.  
(CSOC-017)

**Iron Chain Snake, 3, EARTH**

Reptile/Effect, 800/1200

During your Main Phase, you can equip this card to 1 face-up monster your opponent controls. That monster loses 800 ATK and DEF. When it is destroyed by battle and sent to the Graveyard, its controller sends cards equal to its Level from the top of their Deck to the Graveyard.  
(CSOC-018)

**Island Turtle, 4, WATER**

Aqua, 1100/2000

A huge turtle that is often mistaken for an island.  
(PSV-095 SDJ-005)

**Izanagi, 6, WIND**

Fairy/Effect, 2200/1000

You can Special Summon this card from your hand by removing from play 1 Spirit monster from your hand. Spirit monsters you control do not have to have their effects that return them to the hand activated.  
(TDGS-030)

**Izanami, 4, WATER**

Fairy/Spirit, 1100/1800

This card cannot be Special Summoned. This card returns to its owner's hand during the End Phase of the turn it is Normal Summoned or flipped face-up. When this card is Normal Summoned or flipped face-up, you can discard 1 card to add 1 Spirit monster from your Graveyard to your hand.  
(TDGS-083)

**Jack's Knight, 5, LIGHT**

Warrior, 1900/1000

A strong master swordsman. His loyalty is to justice, his duty to protect the weak.  
(EEN-005 DR04-065)

**Jade Insect Whistle**

Spell

Your opponent selects 1 Insect-Type Monster from their Deck. After shuffling the Deck, place the card on top of the Deck.  
(IOC-100 DR2-101)

**Jade Knight**, 4, LIGHT

Machine/Effect, 1000/1800

Face-up Machine-Type monsters you control with 1200 or less ATK cannot be destroyed by the effects of Trap Cards. When this face-up card is destroyed by battle and sent to the Graveyard, you can add 1 Level 4 LIGHT Machine-Type monster from your Deck to your hand.  
(CSOC-037)

**Jain, Lightsworn Paladin**, 4, LIGHT

Warrior/Effect, 1800/1200

If this card attacks an opponent's monster, it gains 300 ATK during the Damage Step only. During each of your End Phases, send the top 2 cards of your Deck to the Graveyard.  
(LODT-018)

**Jam Breeding Machine**

Spell (Continuous)

During each of your Standby Phases, Special Summon 1 "Slime Token" (Aqua-Type/WATER/LEVEL 1/ATK 500/DEF 500) in Attack Position to your side of the field. As long as this card remains face-up on the field, you cannot Normal Summon, Flip Summon or Special Summon any other monster (except Slime Tokens).  
(LON-026 DB1-229)

**Jam Defender**

Trap (Continuous)

When a monster on your opponent's side of the field attacks a monster on your side of the field and there is a face-up "Revival Jam" on your side of the field, you can switch the attack target to the "Revival Jam".  
(LON-028 DB1-231)

**Jar of Greed**

Trap

Draw 1 card from your Deck.

(LON-047 DB1-242 SD3-029 SKE-047 YSD-036)

**Jar Robber**

Spell (Quick-Play)

You can only activate this card when "Pot of Greed" is activated. Negate the effect of the "Pot of Greed". You draw 1 card from your Deck.  
(MFC-091 DR1-146)

**Javelin Beetle**, 8, EARTH

Insect/Ritual, 2450/2550

This card can only be Ritual Summoned with the Ritual Spell Card, "Javelin Beetle Pact".  
(PP01-013)

**Javelin Beetle Pact**

Spell (Ritual)

This card is used to Ritual Summon "Javelin Beetle". You must also Tribute monsters from the field or your hand whose total Levels equal 8 or more.  
(PP01-012)

**Jellyfish**, 4, WATER

Aqua, 1200/1500

An almost invisible, semi-transparent jellyfish that drifts in the sea.  
(MRD-072)

**Jenis, Lightsworn Mender**, 4, LIGHT

Spellcaster/Effect, 300/2100

During the End Phase, if a card(s) was sent from your Deck to the Graveyard by the effect of a "Lightsworn" card this turn, inflict 500 damage to your opponent and gain 500 Life Points.  
(TDGS-025)

**Jerry Beans Man**, 3, EARTH

Plant, 1750/0

Jerry, a bean soldier, believes he is the strongest warrior in the world, but his true abilities are still untested.

(CRV-004 DR04-004 YSDS-007)

**Jetroid**, 4, WIND

Machine/Effect, 1200/1800

At the time this card is selected as an attack target by an opponent's monster, you can activate Trap Card(s) from your hand.  
(CRV-011 DR04-011)

**Jigen Bakudan**, 2, FIRE

Pyro/Effect, 200/1000

FLIP: After this card is flipped, Tribute it during your Standby Phase to destroy all monsters on your side of the field and inflict damage equal to half of the total ATK of the destroyed cards (excluding this monster) to your opponent's Life Points.  
(SRL-074 SDP-012)

**Jinzo**, 6, DARK

Machine/Effect, 2400/1500

As long as this card remains face-up on the field, Trap Cards cannot be activated. The effects of all face-up Trap Cards are negated.  
(PSV-000 BPT-011 DB1-067 GLD1-003)

**Jinzo #7**, 2, DARK

Machine/Effect, 500/400

This monster can attack your opponent's Life Points directly.  
(MRD-035 DB1-162)

**Jinzo-Lord**, 8, DARK

Machine/Effect, 2600/1600

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 1 face-up "Jinzo" you control to the Graveyard. Trap Cards cannot be activated and the effects of all Trap Cards on the field are negated. Once per turn, you can destroy all face-up Trap Cards. Inflict 300 damage to your opponent for each card destroyed by this effect.  
(LODT-007)

**Jinzo-Returner**, 3, DARK

Machine/Effect, 600/1400

This card can attack your opponent directly. When this card is sent to the Graveyard, you can Special Summon 1 "Jinzo" from your Graveyard. Destroy it during your End Phase.  
(LODT-006)

**Jirai Gumo**, 4, EARTH

Insect/Effect, 2200/100

When this card declares an attack, toss a coin and call it. If you call it right, attack normally. If you call it wrong, lose half your Life Points before attacking.  
(MRD-089 DB2-054 DLG1-040 RP01-039)

**Jowgen the Spiritualist**, 3, LIGHT

Spellcaster/Effect, 200/1300

Discard 1 random card from your hand to the Graveyard to destroy all Special Summoned monsters on the field. As long as this card remains face-up on the field, no monsters can be Special Summoned.  
(LON-061 DB2-001 TP5-011)

**Jowls of Dark Demise**, 2, WATER

Fiend/Effect, 200/100

FLIP: Take control of 1 monster on your opponent's side of the field until the end of the turn that this card's effect is activated. When the controlled monster attacks, it can attack your opponent's Life Points directly.  
(PGD-009 DB2-212)

**Judge Man**, 6, EARTH

Warrior, 2200/1500

This club-wielding warrior battles to the end and will never surrender.  
(SDK-007)

**Judgment Dragon**, 8, LIGHT

Dragon/Effect, 3000/2600

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by having 4 or more "Lightsworn" monsters with different names in your Graveyard. You can pay 1000 Life Points to destroy all other cards on the field. During each of your End Phases, send the top 4 cards of your Deck to the Graveyard.  
(LODT-026)

**Judgment of Anubis**

Trap (Counter)

Discard 1 card from your hand. Negate the activation and the effect of a Spell Card controlled by your opponent that has the effect of destroying Spell and/or Trap Card(s) on the field and destroy it. After that, you can destroy 1 face-up monster on your opponent's side of the field and inflict damage to your opponent equal to the ATK of the destroyed monster.  
(DCR-105 DR1-267 RDS-SE3)

**Judgment of the Desert**

Trap (Continuous)

The Battle Positions of face-up monsters that are flipped face-up after activation of this card cannot be changed, except with a card effect.  
(AST-103 DR2-216)

**Judgment of the Pharaoh**

Trap

Pay half your Life Points. Select and activate an appropriate effect which can be applied: <p>[\*] If "Yu-Jo - Friendship" is in your Graveyard, until the end of this turn: your opponent cannot Normal Summon, Set, Flip Summon, or Special Summon a monster(s), or activate an Effect Monster's effect, and their monsters' effects are negated. <p>[\*] If "Unity" is in your Graveyard, until the end of this turn: negate the effects of all Spell and Trap Cards on your opponent's side of the field, and your opponent cannot activate or Set Spell or Trap Cards.  
(JUMP-008)

**Judgment of Thunder**

Trap

Activate only when you Summon a Thunder-Type monster(s). Destroy 1 card your opponent controls.  
(TDGS-077)

**Junk Barrage**

Spell (Equip)

When the equipped monster destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to half the destroyed monster's ATK.  
(TDGS-047)

**Junk Synchron**, 3, DARK

Warrior/Tuner, 1300/500

When this card is Normal Summoned, you can Special Summon 1 Level 2 or lower monster from your Graveyard in face-up Defense Position. That monster's effect(s) is negated.  
(SDSI-011)

**Junk Warrior**, 5, DARK

Warrior/Synchro/Effect, 2300/1300

"Junk Synchron" + 1 or more non-Tuner monsters <p> When this card is Synchro Summoned, it gains ATK equal to the total ATK of all Level 2 and lower monsters you control.  
(SDSI-041)

**Jurassic World**

Spell (Field)

All face-up Dinosaur-Type monsters gain 300 ATK and DEF.  
(SD09-019)

**Just Desserts**

Trap

Inflict 500 points of damage to your opponent's Life Points for each monster on your opponent's side of the field.  
(SDK-040 SDJ-042 SKE-043)

**Justi-Break**

Trap

Activate only when your opponent declares an attack against a face-up Normal Monster on your side of the field. Destroy all monsters on the field, except face-up Attack Position Normal Monsters.  
(CDIP-051 SP02-004)

**Jutte Fighter**, 2, EARTH

Warrior/Tuner, 700/900

Once per turn, you can change 1 face-up Attack Position monster your opponent controls to face-up Defense Position.  
(TDGS-012)

**KA-2 Des Scissors**, 4, DARK

Machine/Effect, 1000/1000

When this card destroys a monster and sends it to the Graveyard as a result of battle, inflict damage to your opponent's Life Points equal to the Level of the destroyed monster x 500 points.  
(AST-019 DR2-131)

**Kabazauls**, 4, WATER

Dinosaur, 1700/1500

A huge monster in the shape of a hippopotamus. The sneezing from his gigantic body is so fierce that people mistake it for a hurricane.  
(PGD-054 DRI-002 SD09-002)

**Kagemusha of the Blue Flame**, 2, EARTH

Warrior, 800/400

Serving as a double for the Ruler of the Blue Flame, he's a master swordsman that wields a fine blade.  
(LOB-028)

**Kahkki, Guerilla of Dark World**, 2, DARK

Fiend/Effect, 300/500

If this card is discarded from the hand to the Graveyard by a card effect, destroy 1 monster on the field.  
(STON-018)

**Kaibaman**, 3, LIGHT

Warrior/Effect, 200/700

You can Tribute this card to Special Summon 1 "Blue-Eyes White Dragon" from your hand.  
(CP03-014 DLG1-096 DR04-245 RP01-095 WC5-002)

**Kaiser Colosseum**

Spell (Continuous)

If there is 1 or more monster(s) on the field of the controller of this card, his/her opponent cannot place a monster on the field if his/her number of monsters would exceed the number of monsters that are on the field of this card's controller. The cards that are already on the field before this card's activation are unaffected by this effect.  
(MFC-031 DRI-086)

**Kaiser Dragon**, 7, LIGHT

Dragon/Fusion, 2300/2000

"Winged Dragon, Guardian of the Fortress #1" + "Fairy Dragon"  
(MDP2-011)

**Kaiser Glider**, 6, LIGHT

Dragon/Effect, 2400/2200

This card is not destroyed as a result of battle when this card battles with a monster with the same ATK. When this card is destroyed and sent to the Graveyard, return 1 monster on the field to its owner's hand.  
(DCR-051 DRI-213)

**Kaiser Sea Horse**, 4, LIGHT

Sea Serpent/Effect, 1700/1650

This card can be treated as 2 Tributes for the Tribute Summon of a LIGHT monster.  
(DB2-115 SDRL-008 SKE-015)

**Kaminari Attack**, 5, WIND

Thunder/Fusion, 1900/1400

"Ocubeam" + "Mega Thunderball"  
(MRD-041)

**Kaminote Blow**

Spell

Activate only if there is at least 1 face-up "Chu-Ske the Mouse Fighter", "Monk Fighter", or "Master Monk" on your side of the field. Destroy the monster(s) that battle with these monsters on your side of the field this turn, at the end of each Damage Step.  
(TLM-042 DR3-222)

**Kangaroo Champ**, 4, EARTH

Beast/Effect, 800/700

A monster that battles with this card is changed to Defense Position after damage calculation.  
(FET-016 DR3-136)

**Karate Man**, 3, EARTH

Warrior/Effect, 1000/1000

You can double the original ATK of this card once per turn. If you used this effect, destroy this card during the End Phase.  
(SRL-083 DB1-049 SDJ-013 TP4-013)

**Karbonala Warrior**, 4, EARTH

Warrior/Fusion, 1500/1200

"M-Warrior #1" + "M-Warrior #2"  
(LOB-067 TP3-015)

**Karma Cut**

Trap

Discard 1 card. Remove from play 1 face-up monster your opponent controls. Then, remove from play any cards in your opponent's Graveyard with the same name as that monster.  
(SOI-053 DR04-173 SDDE-034)

**Kazejin**, 7, WIND

Spellcaster/Effect, 2400/2200

During your opponent's damage calculation, you can reduce the ATK of a monster attacking this card to 0. This effect can only be used once while this card remains face-up on the field.  
(MRD-026 DB1-158 DLG1-032 RP01-031)

**Kelbek**, 4, EARTH

Fairy/Effect, 1500/1800

A monster that attacks this card returns to its owner's hand. Damage calculation is applied normally.  
(DCR-078 DRI-240)

**Keldo**, 4, EARTH

Fairy/Effect, 1200/1600

When this card is destroyed and sent to the Graveyard as a result of battle, select 2 cards from your opponent's Graveyard, add them to your opponent's Deck and the Deck is then shuffled.  
(DCR-077 DRI-239)

**Kid Guard**

Trap

Tribute 1 "Hero Kid". Negate the attack of a monster your opponent controls, and add 1 "Elemental Hero" monster from your Deck to your hand.  
(DP03-030)

**Killer Needle**, 4, WIND

Insect, 1200/1000

A huge bee with exceptional strength that's particularly dangerous in a swarm.  
(MRD-006)

**Kinetic Soldier**, 3, EARTH

Machine/Effect, 1350/1800

When battling a Warrior-Type monster, this card gains 2000 ATK and DEF during damage calculation only.  
(CP04-006 WC4-002)

**King Dragon**, 7, DARK

Dragon/Fusion/Effect, 2400/1100

"Lord of D." + "Divine Dragon Ragnarok" <p> Your opponent cannot select any Dragon-Type monsters as the target(s) of Spell, Trap, or Monster Card effects. Once per turn, you can Special Summon 1 Dragon-Type monster from your hand.  
(FET-036 DR3-156)

**King Fog**, 3, DARK

Fiend, 1000/900

A fiend that dwells in a blinding curtain of smoke.  
(LOB-036)

**King of the Skull Servants**, 1, DARK

Zombie/Effect, ?/0

The original ATK of this card becomes the number of "King of the Skull Servants" and "Skull Servant" cards in your Graveyard x 1000. When this card is destroyed by battle and sent to the Graveyard, by removing from play 1 other "King of the Skull Servants" or "Skull Servant" card in your Graveyard, Special Summon this card.  
(TLM-032 DR3-212)

**King of the Swamp**, 3, WATER

Aqua/Effect, 500/1100

You can substitute this card for any 1 Fusion Material Monster. When you do this, the other Fusion Material Monster(s) must be the correct one(s). Discard this card from your hand to the Graveyard to add a "Polymerization" from your Deck to your hand. The Deck is then shuffled.  
(AST-082 DR2-195 HL1-006)

**King of Yamimakai**, 5, DARK

Fiend, 2000/1530

Wields the power of darkness to destroy its enemies.  
(MRD-074 DB2-046)

**King Pyron**, 5, FIRE

Pyro/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Once per turn, you can inflict 1000 damage to your opponent.  
(TAEV-026)

**King Tiger Wanghu**, 4, EARTH

Beast/Effect, 1700/1000

Destroy all monsters with an ATK of 1400 or less that are Normal Summoned or Special Summoned.  
(PGD-004 CP01-014 DB2-207)

**King's Knight**, 4, LIGHT

Warrior/Effect, 1600/1400

When this card is Normal Summoned, if you control "Queen's Knight", you can Special Summon 1 "Jack's Knight" from your Deck.  
(EEN-006 DR04-066)

**Kinka-byo**, 1, DARK

Beast/Spirit, 400/200

This card cannot be Special Summoned. This card returns to its owner's hand during the End Phase of the turn it is Normal Summoned or flipped face-up. When this card is Normal Summoned or flipped face-up, you can Special Summon 1 Level 1 monster from your Graveyard. When this card is removed from the field, remove from play that monster.  
(TDGS-034)

**Kiryu**, 5, DARK

Dragon/Union, 2000/1500

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "Dark Blade" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK/DEF of the equipped monster by 900 points, and you can Tribute this card to allow the equipped monster to attack your opponent's Life Points directly this turn. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(MFC-009 DR1-064)

**Kiseitai**, 2, DARK

Fiend/Effect, 300/800

When your opponent's monster attacks this card in face-down Defense Position, this card becomes an Equip Spell Card equipped to the attacking monster (No damage calculation is conducted). During each of your opponent's Standby Phases, increase your Life Points by half of the ATK of the monster equipped with this card.  
(PSV-046 DB1-093)

**Kishido Spirit**

Spell (Continuous)

Monsters on your side of the field cannot be destroyed in a battle if the monsters' ATK are equal.  
(MFC-038 DR1-093)

**Knight's Title**

Spell

Activate this card by offering 1 face-up "Dark Magician" on your side of the field as a Tribute. Special Summon 1 "Dark Magician Knight" from your hand, Deck or Graveyard.  
(ROD-002)

**Koitsu**, 10, WATER

Fairy/Union, 200/100

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "Aitsu" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK of the equipped monster by 3000 points. When it attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(MFC-080 DR1-135)

**Kojikoey**, 4, EARTH

Warrior, 1500/1200

A man-hunter with powerful arms that can crush boulders.  
(MRD-010 DB1-147 SDK-009 SKE-005)

**Kotodama**, 3, EARTH

Fairy/Effect, 0/1600

As long as this card remains face-up on the field, more than 1 monster with the same name cannot exist face-up on the field. If a monster with the same name as a face-up monster on the field is Normal Summoned, Flip Summoned, Special Summoned or flipped face-up later, it is destroyed. (If monsters with the same name are Summoned or flipped face-up at the same time, they are all destroyed.)  
(SRL-095 DB1-058)

**Koumori Dragon**, 4, DARK

Dragon, 1500/1200

A vicious, fire-breathing dragon whose wicked flame corrupts the souls of its victims.  
(SDK-006 SKE-003)

**Kozaky**, 1, DARK

Fiend, 400/400

A workaholic fiend who devotes everything to his research into the languages of Dark World. His mind has collapsed because of working too hard.  
(AST-058 DR2-171)

**Kozaky's Self-Destruct Button**

Trap

Inflict 1000 damage to the player who destroyed this Set card.  
(TLM-052 DR3-232)

**Krebons**, 2, DARK

Psychic/Tuner, 1200/400

When this card is selected as an attack target, you can pay 800 Life Points to negate the attack.  
(TDGS-018)

**Kryuel**, 4, DARK

Fiend/Effect, 1000/1700

When this card is sent to the Graveyard as a result of battle, toss a coin and call it. If you call it right, destroy 1 monster on your opponent's side of the field.  
(PGD-006 DB2-209)

**Kumootoko**, 3, EARTH

Insect, 700/1400

A massive, intelligent spider that traps enemies with webbing.  
(LOB-082)

**Kunai with Chain**

Trap

Choose 1 or both of these effects: <p>[\*] Activate only when an opponent's monster attacks. Change the attacking monster to Defense Position. <p>[\*] Equip this card to a monster you control. It gains 500 ATK.  
(TDGS-098)

**Kunoichi**, 4, WIND

Warrior/Effect, 1800/1000

When control of this face-up card changes, its new controller discards 1 random card.  
(TDGS-031)

**Kurama**, 3, WIND

Winged Beast, 800/800

A vicious bird that attacks from the skies with its whip-like tail.  
(LOB-039)

**Kuraz the Light Monarch, 6**

Warrior/Effect, 2400/1000

When this card is Normal or Special Summoned, you can destroy up to 2 cards on the field. For each card destroyed, that card's controller draws 1 card. This card cannot attack during the turn it is Normal or Special Summoned.

(*LODT-SE1*)

**Kuriboh, 1, DARK**

Fiend/Effect, 300/200

During your opponent's Battle Phase, you can discard this card to reduce the Battle Damage inflicted to your Life Points to 0.

(*MRD-071 CP02-006 DB2-044 DLG1-038 FL1-003 PCY-005 RP01-037 SYE-019 YSD-013*)

**Kuwagata a, 4, EARTH**

Insect, 1250/1000

A very vicious stag beetle that goes for the head.

(*TP1-030*)

**Kwagar Hercules, 6, EARTH**

Insect/Fusion, 1900/1700

"Kuwagata a" + "Hercules Beetle"

(*TP1-003 TP3-007*)

**Kycoo the Ghost Destroyer, 4, DARK**

Spellcaster/Effect, 1800/700

When this card inflicts Battle Damage to your opponent, you can remove from play up to 2 Monster Cards from their Graveyard. Your opponent cannot remove from play any cards from either Graveyard.

(*LON-062 DB2-002 HL04-005 SDDE-007 TP5-006*)

**La Jinn the Mystical Genie of the Lamp, 4, DARK**

Fiend, 1800/1000

A genie of the lamp that's at the beck and call of its master.

(*SDK-026 DLG1-086 MDP2-007 RP01-085 SKE-009*)

**Labyrinth of Nightmare**

Trap (Continuous)

During the End Phase of each turn, change the battle positions of all face-up monsters on the turn player's side of the field.

(*AST-108 DR2-221*)

**Labyrinth Tank, 7, DARK**

Machine/Fusion, 2400/2400

"Giga-Tech Wolf" + "Cannon Soldier"

(*MRD-091*)

**Labyrinth Wall, 5, EARTH**

Rock, 0/3000

These walls form a labyrinth with no exit for enemies.

(*SRL-055 DB1-035*)

**Lady Assailant of Flames, 4, FIRE**

Pyro/Effect, 1500/1000

FLIP: Remove 3 cards from the top of your Deck from play to inflict 800 points of damage to your opponent's Life Points.

(*LON-035*)

**Lady Ninja Yae, 3, WIND**

Warrior/Effect, 1100/200

By discarding 1 WIND monster from your hand to the Graveyard, return all Spell and Trap Cards on your opponent's side of the field to the owner's hand.

(*AST-030 DR2-142 SD8-011*)

**Lady of Faith, 3, LIGHT**

Spellcaster, 1100/800

Soothes the souls of others by chanting a mysterious spell.

(*MRD-119*)

**Lady Panther, 4, EARTH**

Beast-Warrior/Effect, 1400/1300

Tribute this face-up card to return 1 of your monsters destroyed as a result of battle during this turn to the top of your Deck.

(*LON-030*)

**Larvae Moth, 2, EARTH**

Insect/Effect, 500/400

This monster cannot be Normal Summoned or Set.

This card can only be Special Summoned by offering "Petit Moth" as a Tribute on the 2nd of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

(*MRD-007 DB1-144*)

**Larvas, 3, EARTH**

Beast, 800/1000

A fast-moving, bird-like creature that strangles opposing monsters with its long, thin arms.

(*LOB-073*)

**Laser Cannon Armor**

Spell (Equip)

Increase the ATK and DEF of an Insect-Type monster equipped with this card by 300 points.

(*LOB-089*)

**Last Day of Witch**

Spell

Destroy all face-up Spellcaster-Type monsters on the field.

(*DL9-001*)

**Last Resort**

Trap

Activate only when your opponent's monster declares an attack. You can select 1 "Ancient City - Rainbow Ruins" from your Deck and activate it. If your opponent had an active Field Spell Card when this card was activated, they can draw 1 card.

(*FOTB-047 DP07-022*)

**Last Turn**

Trap

This card can only be activated during your opponent's turn when your Life Points are 1000 or less. Select 1 monster on your side of the field and send all other cards on the field and in their respective owners' hands to their respective Graveyards. After that, your opponent selects and Special Summons 1 monster from their Deck in face-up Attack Position and attacks your selected monster. (Any Battle Damage from this battle is treated as 0.) The player whose monster remains alone on the field at the End Phase of this turn wins the Duel. Any other case results in a DRAW.

(*LOD-099 DB2-206 TP6-015*)

**Last Will**

Spell

If a monster on your side of the field was sent to your Graveyard this turn, you can Special Summon 1 monster with an ATK of 1500 points or less from your Deck once during this turn. Then shuffle your Deck.

(*SDY-039 SYE-031 TP7-015*)

**Launcher Spider, 7, FIRE**

Machine, 2200/2500

A mechanical spider with rocket launchers capable of random fire.

(*MRD-095 DB2-057*)

**Lava Battleguard, 5, EARTH**

Warrior/Effect, 1550/1800

Increase the ATK of this card by 500 points for each face-up "Swamp Battleguard" on your side of the field.

(*MRD-115*)

**Lava Golem, 8, FIRE**

Fiend/Effect, 3000/2500

This card cannot be Normal Summoned or Set.

This card can only be Special Summoned by Tributing 2 monsters on your opponent's side of the field, and is Special Summoned to your opponent's side of the field. This card inflicts 1000 points of damage to the Life Points of this card's controller during each of his/her Standby Phases. If you Special Summon this monster, you cannot Normal Summon or Set a monster during the same turn.

(*PGD-107 DR1-051 IOC-SE4*)

**Layard the Liberator, 4, LIGHT**

Fairy/Effect, 1400/1500

Add 2 of your removed from play Fairy-Type monsters to your hand each time a Counter Trap Card is activated.

(*EOJ-021 DR04-201*)

**Left Arm of the Forbidden One, 1, DARK**

Spellcaster, 200/300

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

(*LOB-123 DB1-138 DLG1-021 RP01-020 UBPI-004*)

**Left Leg of the Forbidden One, 1, DARK**

Spellcaster, 200/300

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

(*LOB-121 DB1-136 DLG1-019 RP01-018 UBPI-002*)

**Legacy Hunter, 4, EARTH**

Warrior/Effect, 1000/1500

When this card attacks a face-down Defense Position monster and destroys it and sends it to the Graveyard as a result of battle, your opponent returns 1 random card from their hand to their Deck. Their Deck is then shuffled.

(*AST-067 DR2-180*)

**Legacy of Yata-Garasu**

Trap

Select and activate 1 of these effects: <p> [\*] Draw 1 card. <p> [\*] Activate only when a Spirit monster is face-up on your opponent's side of the field. Draw 2 cards.

(*PP01-009*)

**Legendary Black Belt**

Spell (Equip)

Equip only to "Chu-Ske the Mouse Fighter", "Monk Fighter", or "Master Monk". When the equipped monster destroys your opponent's monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the DEF of the destroyed monster.  
(TLM-045 DR3-225)

**Legendary Ebon Steed**

Spell (Equip)

Equip only to a "Six Samurai" monster. It gains 200 ATK and DEF. If it would be destroyed, destroy this card instead.  
(STON-040)

**Legendary Fiend, 6, DARK**

Fiend/Effect, 1500/1800

During each of your Standby Phases, this card gains 700 ATK.  
(PTDN-093)

**Legendary Flame Lord, 7, FIRE**

Spellcaster/Ritual/Effect, 2400/2000

This card can only be Ritual Summoned with the Ritual Spell Card, "Incandescent Ordeal". You must also Tribute monsters whose total Levels equal 7 or more from the field or your hand. Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card. Remove 3 Spell Counters from this card to destroy all monsters on the field except this card.  
(DCR-081 DR1-243)

**Legendary Jujitsu Master, 3, EARTH**

Rock/Effect, 1300/1800

A monster that battles with this Defense Position card is returned to the top of the owner's Deck at the end of the Damage Step.  
(AST-017 CP07-002 DR2-129)

**Legendary Sword**

Spell (Equip)

Increase the ATK and DEF of a Warrior-Type monster equipped with this card by 300 points.  
(LOB-040)

**Leghul, 1, EARTH**

Insect/Effect, 300/350

This monster can attack your opponent's Life Points directly.  
(MRD-031)

**Lekunga, 4, WATER**

Plant/Effect, 1700/500

By removing from play 2 WATER monsters in your Graveyard, Special Summon 1 "Lekunga Token" (Plant-Type/WATER/Level 2/ATK 700/DEF 700) in Attack Position on your side of the field.  
(IOC-027 DR2-027)

**Leogun, 5, EARTH**

Beast, 1750/1550

Huge monster with a lion's mane similar to the King of Beasts.  
(MRD-033)

**Lesser Dragon, 4, WIND**

Dragon, 1200/1000

A minor dragon incapable of breathing fire.  
(LOB-113)

**Lesser Fiend, 5, DARK**

Fiend/Effect, 2100/1000

As long as this monster remains face-up on the field, monsters destroyed by this monster as a result of battle are removed from play instead of being sent to the Graveyard.  
(LOD-003 DB2-126)

**Level Conversion Lab**

Trap

Select 1 monster in your hand and show it to your opponent, then roll a six-sided die. If the result is 1, send the selected monster to the Graveyard. If the result is 2-6, the Level of the selected monster becomes equal to the result until the end of this turn.  
(TLM-054 DR3-234)

**Level Down!?**

Spell (Quick-Play)

Select 1 face-up "LV" monster on the field to activate this card. Return the selected card to its owner's Deck and Special Summon 1 monster from the owner's Graveyard to their side of the field with the same name but lower "LV" (ignoring the Summoning conditions).  
(CDIP-046)

**Level Limit-Area A**

Trap (Continuous)

All face-up Level 3 or lower monsters are changed to Attack Position and remain in Attack Position.  
(EEN-060 DR04-120)

**Level Limit-Area B**

Spell (Continuous)

All face-up Level 4 or higher monsters on the field are in Defense Position while this card is active.  
(AST-092 DR2-205 SD3-024)

**Level Modulation**

Spell

Your opponent draws 2 cards. Special Summon 1 "LV" monster from your Graveyard, ignoring the Summoning conditions. The monster that was Special Summoned by this effect cannot attack, nor activate or apply its effect this turn.  
(EEN-039 DP2-019 DR04-099)

**Level Tuning**

Spell

Reduce the Level of all face-up monsters you control by 1, until the End Phase.  
(LODT-059)

**Level Up!**

Spell

Send 1 face-up "LV" monster on your side of the field to the Graveyard. Special Summon a monster from your hand or Deck that is written in the card text of the sent monster, ignoring any and all Summoning conditions.  
(SOD-041 DR3-041)

**Levia-Dragon-Daedalus, 7, WATER**

Sea Serpent/Effect, 2600/1500

By sending "Umi" on your side of the field to the Graveyard, destroy all cards on the field except this card.  
(IOC-083 DR2-084 HLI-004 SD4-010)

**Lich Lord, King of the Underworld, 6, DARK**

Zombie/Effect, 2400/1200

If you Tribute Summon this card, the Tribute must be DARK. If this card is Tributed by a card's effect and sent to the Graveyard, it returns to its owner's hand.  
(FOTB-062)

**Life Absorbing Machine**

Trap (Continuous)

During your Standby Phase, gain Life Points equal to half of the total Life Points you paid during your last turn.  
(LOD-012 CP07-013)

**Life Equalizer**

Trap

Activate only when the difference between both players' Life Points is 8000 or more. Both players' Life Points become 3000.  
(EOJ-049 DR04-229)

**Light and Darkness Dragon, 8, LIGHT**

Dragon/Effect, 2800/2400

This card cannot be Special Summoned. While this card is face-up on the field its Attribute is also treated as DARK. When a Spell or Trap Card is activated, or the effect of an Effect Monster is activated, that activation is negated and this card loses 500 ATK and DEF. When this card is destroyed and sent to the Graveyard, select 1 monster in your Graveyard. Then destroy all cards you control, and Special Summon that monster.  
(LDPP-001 YG01-001)

**Light Barrier**

Spell (Field)

During your Standby Phase, toss a coin. If the result is Tails, the following effects are negated until your next Standby Phase: [\*] When you Summon an "Arcana Force" monster, choose which effect to apply without tossing a coin. If an "Arcana Force" monster destroys an opponent's monster by battle, you gain Life Points equal to the destroyed monster's original ATK.  
(LODT-051)

**Light Effigy, 4, LIGHT**

Fairy/Effect, 1500/0

If you Tribute Summon a LIGHT Normal Monster, you can treat this 1 monster as 2 Tributes.  
(TAEV-037)

**Light-Imprisoning Mirror**

Trap (Continuous)

When the effect of a LIGHT monster activates on the field or in the Graveyard, negate it.  
(GLAS-069)

**Light Laser**

Spell (Equip)

Equip only to a LIGHT Warrior-Type monster. Remove from play any monsters that battle with it at the end of Damage Step.  
(DP03-025)

**Light of Intervention**

Trap (Continuous)

Monster Cards cannot be Set face-down. Monsters Set in Defense Position are Normal Summoned in face-up Defense Position.  
(PSV-031 DB1-084 SKE-046)

### **Light of Judgment**

Trap

Activate this card by discarding 1 LIGHT Monster Card from your hand to the Graveyard while "The Sanctuary in the Sky" is on the field. Select 1 card on the field controlled by your opponent or 1 card in your opponent's hand (you can look at your opponent's hand), and send it to the Graveyard. (AST-048 DR2-160)

### **Light of Redemption**

Spell

Pay 800 Life Points. Add 1 of your removed from play LIGHT monsters to your hand. (LODT-057)

### **Light Spiral**

Trap (Continuous)

Each time a card(s) is sent from your Deck to the Graveyard by the effect of a "Lightsworn" monster, remove from play the top card of your opponent's Deck. (LODT-070)

### **Lighten the Load**

Spell (Continuous)

Once per turn, you can add 1 Level 7 or higher monster from your hand to your Deck and shuffle it, then draw 1 card. (RDS-047 DR3-107)

### **Lightforce Sword**

Trap

Select 1 card randomly from your opponent's hand and remove it from play face-down. Keep the card out of play for 3 of your opponent's turns. During your opponent's Standby Phase of the 4th turn, the card is returned to his/her hand. (PSV-005 DB1-069)

### **Lightning Blade**

Spell (Equip)

Equip only to a Warrior-Type monster. It gains 800 ATK and all WATER monsters lose 500 ATK. (LON-022 DB1-225 SD5-022 YSDJ-023)

### **Lightning Conger**, 3, WATER

Thunder, 350/750

This massive eel generates huge charges of electricity and unleashes them as thunderbolts. (LON-060)

### **Lightning Punisher**, 7, DARK

Thunder/Effect, 2600/1600

After a Chain with 3 or more Links resolves, destroy 1 card on your opponent's side of the field. This effect cannot activate if multiple cards/effects with the same name were activated in that Chain. (CDIP-026)

### **Lightning Vortex**

Spell

Discard 1 card. Destroy all face-up monsters your opponent controls. (FET-040 5DS1-027 DR3-160 SD09-026 SD5-030 SD6-028 SD8-026 SDDE-026 SDRL-029 YSDJ-029 YSDS-030)

### **Lightsworn Barrier**

Trap (Continuous)

When a face-up "Lightsworn" monster you control is selected as an attack target, you can send the top 2 cards of your Deck to the Graveyard to negate the attack. (TDGS-075)

### **Lightsworn Sabre**

Spell (Equip)

Equip only to a "Lightsworn" monster. It gains 700 ATK. When this card is sent from your Deck to your Graveyard, you can equip it to 1 "Lightsworn" monster you control. (TDGS-059)

### **Lightwave Tuning**

Spell

Select 1 Level 4 LIGHT monster you control. It is treated as a Tuner monster while it is face-up on the field. (TDGS-050)

### **Limit Reverse**

Trap (Continuous)

Select 1 monster with 1000 or less ATK from your Graveyard, and Special Summon it in Attack Position. If that monster is changed to Defense Position, destroy it and this card. When this card is removed from the field, destroy that monster. When that monster is destroyed, destroy this card. (LODT-063)

### **Limiter Removal**

Spell (Quick-Play)

Double the ATK of all face-up Machine-Type monsters you control, until the end of this turn. During the End Phase, destroy all monsters that were affected by this effect. (PSV-064 CP01-007 DB1-179 DP04-016 HL06-002 SD10-025)

### **Lineage of Destruction**

Trap

Activate only during a turn in which you destroyed a Defense Position monster your opponent controlled. Select 1 Level 8 monster you control. During this turn, the selected monster can attack twice. (CSOC-069)

### **Linear Accelerator Cannon**

Spell

Tribute 1 monster and inflict damage to your opponent equal to half that monster's original ATK. If you activate this card, you cannot activate any other Spell Cards this turn. (CDIP-042)

### **Liquid Beast**, 3, WATER

Aqua, 950/800

A liquid life form that thrives on water. (SRL-023)

### **Little Chimera**, 2, FIRE

Beast/Effect, 600/550

As long as this card remains face-up on the field, increase the ATK of all FIRE monsters by 500 points and decrease the ATK of all WATER monsters by 400 points. (MRD-117 DB2-067 SD3-005 TP3-019)

### **Little-Winguard**, 4, WIND

Warrior/Effect, 1400/1800

You can change the battle position of this card once per turn, during your End Phase. (DCR-013 DR1-175 YSDJ-012)

### **Lizard Soldier**, 3, WIND

Dragon, 1100/800

A beast soldier derived from dragons, it is small for a Dragon-Type. Moving very quickly, this monster is an excellent strategist. (LOD-038)

### **Lone Wolf**

Trap (Continuous)

Activate only if the 1 and only monster on your side of the field is "Chu-Suke the Mouse Fighter", "Monk Fighter", or "Master Monk". That monster cannot be destroyed as a result of battle, and is unaffected by any of your opponent's monster effects. (TLM-060 DR3-240)

### **Lonefire Blossom**, 3, FIRE

Plant/Effect, 500/1400

Once per turn, you can Tribute 1 face-up Plant-Type monster to Special Summon 1 Plant-Type monster from your Deck. (PTDN-088 CP07-005)

### **Lord of D.**, 4, DARK

Spellcaster/Effect, 1200/1100

While this card remains face-up on the field, all Dragon-Type monsters cannot be targeted by Spell Cards, Trap Cards, or Effect Monster's effects. (SDK-041 BPT-004 DLG1-087 RP01-086 SKE-016)

### **Lord of the Lamp**, 4, DARK

Fiend, 1400/1200

This spirit emerges from the mystic lamp and obeys the wishes of its summoner. (DB2-098 HL1-001)

### **Lord Poison**, 4, WATER

Plant/Effect, 1500/1000

When this card is destroyed as a result of battle and sent to the Graveyard, Special Summon 1 Plant-Type monster from your Graveyard to your side of the field, except "Lord Poison". (IOC-028 DR2-028)

### **Lost Guardian**, 4, EARTH

Rock/Effect, 100/?

The original DEF of this card becomes the number of your Rock-Type monsters that are removed from play x 700. (TLM-011 DR3-191)

### **Lucky Chance**

Trap (Continuous)

When an Effect Monster's effect that requires only 1 coin toss is activated, call Heads or Tails. If you call it right, draw 1 card. (LODT-078)

### **Lucky Cloud**

Spell

During the End Phase, if you Summoned 2 or more "Cloudian" monsters with the same name this turn, draw 2 cards. (GLAS-050)

### **Lucky Iron Axe**

Spell (Equip)

The equipped monster gains 500 ATK. When this face-up card is destroyed and sent to the Graveyard by a card effect that your opponent controls, draw 1 card. (FOTB-037 YSDJ-032)

**Lucky Pied Piper**, 4, WIND

Fairy/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] When this card destroys an opponent's monster by battle and sends it to the Graveyard, draw 1 card.  
(TAEV-021)

**Lumina, Lightsworn Summoner**, 3, LIGHT

Spellcaster/Effect, 1000/1000

Once per turn, you can discard 1 card to Special Summon 1 level 4 or lower "Lightsworn" monster from your Graveyard. During each of your End Phases, send the top 3 cards of your Deck to the Graveyard.  
(LODT-021)

**Luminous Soldier**, 5, LIGHT

Warrior/Effect, 2100/1400

If this card battles with a DARK monster, increase the ATK of this card by 500 points during the Damage Step.  
(DB2-113 TP5-001 TP7-004)

**Luminous Spark**

Spell (Field)

All LIGHT monsters gain 500 ATK and lose 400 DEF.  
(SRL-100 DB1-063 DLG1-082 RP01-081)

**Luster Dragon**, 4, WIND

Dragon, 1900/1600

A very beautiful dragon covered with sapphire. It does not like fights, but has incredibly high attack power.  
(MFC-058 DR1-113 SD1-003 TP5-004 YSD-005)

**Luster Dragon #2**, 6, WIND

Dragon, 2400/1400

This dragon feeds on emerald. Enchanted by this monster even when attacked, few people live to tell of its beauty.  
(LOD-050 DB2-165 SKE-014 YSD-003)

**Lycanthrope**, 6, EARTH

Beast-Warrior/Ritual/Effect, 2400/1800

This card can only be Ritual Summoned with the Ritual Spell Card, "Synthesis Spell". When this card inflicts Battle Damage to your opponent, inflict 200 damage to your opponent for each Normal Monster in your Graveyard.  
(STON-032)

**Lyla, Lightsworn Sorceress**, 4, LIGHT

Spellcaster/Effect, 1700/200

You can change this card from face-up Attack Position to face-up Defense Position and destroy 1 Spell or Trap Card your opponent controls. If you activate this effect, this card's battle position cannot be changed until the end of your next turn, except with a card effect. During each of your End Phases, send the top 3 cards of your Deck to the Graveyard.  
(LODT-019)

**M-Warrior #1**, 3, EARTH

Warrior, 1000/500

Specializing in combination attacks, this warrior uses magnetism to block an enemy's escape.  
(LOB-076)

**M-Warrior #2**, 3, EARTH

Warrior, 500/1000

Specializing in combination attacks, this warrior is equipped with a tough, magnetically coated armor.  
(LOB-077)

**Machine Conversion Factory**

Spell (Equip)

Increase the ATK and DEF of a Machine-Type monster equipped with this card by 300 points.  
(LOB-096)

**Machine Duplication**

Spell

Select 1 Machine-Type monster with 500 or less ATK on your side of the field. You can Special Summon up to 2 cards with the same name from your Deck.  
(RDS-041 DR3-101 SD10-029)

**Machine King**, 6, EARTH

Machine/Effect, 2200/2000

Increase the ATK of this card by 100 points for each face-up Machine-Type monster on the field.  
(DB2-099 DL4-001)

**Machine King Prototype**, 3, EARTH

Machine/Effect, 1600/1500

This card gains 100 ATK and DEF for each other Machine-Type monster on the field.  
(SOI-012 DR04-132)

**Machine Lord Ür**, 4, EARTH

Machine/Effect, 1600/1500

This card can attack all monsters your opponent controls once each. Any Battle Damage this card inflicts to your opponent becomes 0.  
(CSOC-093)

**Macro Cosmos**

Trap (Continuous)

You can Special Summon 1 "Helios - The Primordial Sun" from your hand or Deck when you activate this card. While this card is on the field, any card sent to the Graveyard is removed from play instead.  
(EOJ-057 DR04-237 SDDE-036)

**Mad Archfiend**, 4, DARK

Fiend/Effect, 1800/0

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this face-up Attack Position card is selected as an attack target, change it to Defense Position.  
(CSOC-003)

**Mad Dog of Darkness**, 4, DARK

Beast, 1900/1400

He used to be a normal dog who played around in a park, but was corrupted by the powers of darkness.  
(IOC-057 DR2-058)

**Mad Lobster**, 3, WATER

Aqua, 1700/1000

A gourmet food renowned by the Dark World upper crust. It has sensational flavor.  
(CRV-003 DR04-003)

**Mad Reloader**, 1, DARK

Fiend/Effect, 0/0

When this card is destroyed by battle and sent to the Graveyard, send 2 cards from your hand to the Graveyard to draw 2 cards.  
(GX04-001)

**Mad Sword Beast**, 4, EARTH

Dinosaur/Effect, 1400/1200

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(PSV-091 DB1-201 SD09-004 SKE-022 TP4-020)

**Mage Power**

Spell (Equip)

Increase the ATK and DEF of the equipped monster by 500 points for each Spell and Trap Card on your side of the field.  
(LON-050 CP06-011 DB1-245 SD6-022)

**Magic Cylinder**

Trap

Negate the attack of 1 of your opponent's monsters and inflict damage to your opponent equal to that monster's ATK.  
(LON-104 IOC-SE2 SD6-036 YSD-040 YSDJ-040 YSDS-038)

**Magic Drain**

Trap (Counter)

You can only activate this card when your opponent activates a Spell Card. Your opponent can discard 1 Spell Card from their hand to negate the effect of this card. If your opponent does not, negate the activation of your opponent's Spell Card and destroy it.  
(PSV-071 DB1-185 SD7-028 TP4-017)

**Magic Formula**

Spell (Equip)

Equip only to "Dark Magician" or "Dark Magician Girl". The equipped monster gains 700 ATK. When this card is sent from the field to the Graveyard, gain 1000 Life Points.  
(GLAS-093)

**Magic Jammer**

Trap (Counter)

Discard 1 card. Negate the activation of a Spell Card and destroy it.  
(MRD-128 DB2-074 DLG1-047 RP01-046 SD2-026 SD5-034 SD8-031 SDP-048 SDRL-035 SYE-043 YSDJ-035 YSDS-032)

**Magic Reflector**

Spell

Select 1 Spell Card that remains face-up on the field and put 1 counter on it. If the selected card is destroyed, the counter is removed instead of the card being destroyed.  
(LOD-087 DB2-196)

**Magical Android**, 5, LIGHT

Psychic/Synchro/Effect, 2400/1700

1 Tuner + 1 or more non-Tuner monsters <p>During your End Phase, gain 600 Life Points for each face-up Psychic-Type monster you control.  
(TDGS-043)

**Magical Arm Shield**

Trap

Activate only when your opponent declares an attack while you control a monster. Take control of 1 of your opponent's face-up monsters, except the attacking monster, until the end of the Battle Phase. It is attacked instead.  
(TP8-001 SD09-032 SDZW-037)



**Magical Blast**

## Spell

You can only activate this card while there is a Spellcaster-Type monster(s) on your side of the field. Inflict 200 points of damage to your opponent's Life Points for each Spellcaster-Type monster on your side of the field. If this card is in the Graveyard, you can add this card to your hand instead of conducting your normal draw during your Draw Phase.  
(SD6-017)

**Magical Dimension**

## Spell (Quick-Play)

Activate only while there is a face-up Spellcaster-Type monster(s) on your side of the field. Tribute 1 monster and Special Summon 1 Spellcaster-Type monster from your hand. Then you can destroy 1 monster on the field.  
(SD6-029 CP02-011)

**Magical Exemplar, 4, EARTH**

Spellcaster/Effect, 1700/1400

Each time a Spell Card is activated, put 2 Spell Counters on this card. Once per turn, you can remove any number of Spell Counters from this card to Special Summon a Spellcaster-Type monster from your hand or Graveyard whose Level is equal to the number of Spell Counters you removed.  
(LODT-084)

**Magical Explosion**

## Trap

Activate only while you have no cards in your hand. Inflict 200 damage to your opponent for each Spell Card in your Graveyard.  
(CRV-055 DR04-055)

**Magical Ghost, 4, DARK**

Zombie, 1300/1400

This creature casts a spell of terror and confusion just before attacking its enemies.  
(SDY-025)

**Magical Hats**

## Trap

Select 2 non-Monster Cards from your Deck and 1 of your Monster Cards on the field, then shuffle your Deck. Shuffle the 3 selected cards and Set them on the field in face-down Defense Position. The 2 cards selected from your Deck are treated as monsters (ATK 0/DEF 0) and are destroyed at the end of the Battle Phase. You can only use this effect during your opponent's Battle Phase.  
(PSV-033 CP06-019 DB1-087)

**Magical Labyrinth**

## Spell (Equip)

Equip "Labyrinth Wall" with this card. You can Special Summon "Wall Shadow" from your Deck by Tributing "Labyrinth Wall" equipped with this card.  
(SRL-059)

**Magical Mallet**

## Spell

Add any number of cards from your hand to the Deck and shuffle it. Then draw the same number of cards you added to the Deck.  
(DP2-024 SD09-027 SD7-021)

**Magical Marionette, 5, DARK**

Spellcaster/Effect, 2000/1000

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card. Increase the ATK of this card by 200 points for each Spell Counter on this card. Also, remove 2 Spell Counters from this card to destroy 1 monster on the field.  
(MFC-069 DR1-124)

**Magical Merchant, 1, LIGHT**

Insect/Effect, 200/700

FLIP: Pick up cards from the top of your Deck until you pick up a Spell or Trap Card. Add that card to your hand. Send the remaining cards to the Graveyard.  
(MFC-079 CP05-003 DR1-134)

**Magical Plant Mandragola, 2, DARK**

Spellcaster/Effect, 500/200

FLIP: Put 1 Spell Counter on each face-up card on the field that you can put a Spell Counter on.  
(MFC-072 DR1-127)

**Magical Reflect Slime, 3, WATER**

Aqua/Gemini, 700/1200

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Your opponent takes all Battle Damage that you would have taken from a battle involving this card.  
(GLAS-028)

**Magical Scientist, 1, DARK**

Spellcaster/Effect, 300/300

Pay 1000 Life Points to Special Summon 1 level 6 or lower Fusion Monster from your Fusion Deck in face-up Attack or Defense Position. That Fusion Monster cannot attack your opponent's Life Points directly, and is returned to your Fusion Deck at the end of the turn.  
(MFC-073 DR1-128)

**Magical Stone Excavation**

## Spell

Discard 2 cards. Add 1 Spell Card from your Graveyard to your hand.  
(CP02-001 SDZW-020)

**Magical Thorn**

## Trap (Continuous)

When your opponent's card(s) in their hand are discarded to the Graveyard, inflict 500 points of damage to their Life Points for each card that was discarded.  
(DB2-107 TP5-003)

**Magician of Black Chaos, 8, DARK**

Spellcaster/Ritual, 2800/2600

This card can only be Ritual Summoned with the Ritual Spell Card, "Black Magic Ritual".  
(PP01-001)

**Magician of Faith, 1, LIGHT**

Spellcaster/Effect, 300/400

FLIP: Add 1 Spell Card from your Graveyard to your hand.  
(MRD-036 CP02-003 DB1-163 DLG1-034 RP01-033 SD6-005 SDJ-017 YSD-012)

**Magician's Circle**

## Trap

Activate only when a Spellcaster-Type monster declares an attack. Each player selects 1 Spellcaster-Type monster from their Deck with an ATK of 2000 or less, and Special Summons it in face-up Attack Position.  
(CP04-011 NTR-003)

**Magicians Unite**

## Spell

Activate only if you control 2 or more face-up Attack Position Spellcaster-Type monsters; select 1 of them. The ATK of the selected monster becomes 3000 until the end of this turn. Spellcaster-Type monster(s) you control cannot attack this turn, except the selected monster.  
(CP03-001)

**Magician's Valkyria, 4, LIGHT**

Spellcaster/Effect, 1600/1800

Your opponent cannot select another Spellcaster-Type monster on your side of the field as an attack target.  
(JUMP-009)

**Magna Drago, 2, FIRE**

Dragon/Tuner, 1400/600

Each time this card inflicts Battle Damage to your opponent, it gains 200 ATK.  
(5DS1-013)

**Magna-Slash Dragon, 6, LIGHT**

Dragon/Effect, 2400/1200

You can send 1 face-up Continuous Spell Card you control to the Graveyard to destroy 1 Spell or Trap Card your opponent controls.  
(FOTB-029 DP07-010)

**Magnet Circle LV2**

## Spell

Special Summon 1 Level 2 or lower Machine-Type monster from your hand.  
(SOI-038 DR04-158)

**Magnetic Mosquito, 3, LIGHT**

Insect/Effect, 300/1000

FLIP: Destroy all face-up Machine-Type monsters on the field.  
(PTDN-039)

**Maha Vailo, 4, LIGHT**

Spellcaster/Effect, 1550/1400

This card gains 500 ATK for each Equip Card equipped to it.  
(SRL-012 DB1-009 DLG1-054 RP01-053 SDJ-016)

**Maharaghi, 4, EARTH**

Rock/Spirit, 1200/1700

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. If this card is Normal Summoned or flipped face-up, look at 1 card on the top of your Deck during your next Draw Phase (before you draw), and return the card to the top or the bottom of your Deck.  
(LOD-064 DB2-175 SD7-004)

**Maiden of Macabre, 4, DARK**

Spellcaster/Effect, 1700/0

Each time this card destroys an opponent's monster by battle, place 1 Spell Counter on it. This card gains 200 ATK for each Spell Counter on it.  
(TDGS-084)

**Maiden of the Aqua**, 4, WATER

Aqua/Effect, 700/2000

As long as this card remains face-up on the field, the field is treated as "Umi" (however there is no increasing or decreasing of ATK/DEF due to "Umi"'s effect). If there is an active Field Spell Card on the field, this effect is not applied.  
(PGD-008 DB2-211)

**Maiden of the Moonlight**, 4, LIGHT

Spellcaster, 1500/1300

A sorcerer blessed by lunar light with powers far beyond mortal comprehension.  
(TP2-023)

**Majestic Mech-Goryu**, 8, LIGHT

Fairy/Effect, 2900/1800

You can Normal Summon this card with 1 Tribute. If you do, it is sent to the Graveyard during the End Phase. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(EOJ-016 DR04-196 SDRL-017)

**Majestic Mech-Ohka**, 6, LIGHT

Fairy/Effect, 2400/1400

You can Normal Summon this card without Tributing a monster. If you do, it is sent to the Graveyard during the End Phase.  
(EOJ-015 CP06-015 DR04-195)

**Majestic Mech-Senku**, 4, LIGHT

Fairy/Effect, 1000/500

If this card attacks your opponent directly, draw 1 card. This card is sent to the Graveyard during the End Phase of the turn it was Summoned.  
(EOJ-014 DR04-194)

**Maji-Gire Panda**, 4, EARTH

Beast/Effect, 1000/800

Each time a Beast-Type monster(s) on the field is destroyed, this card gains 500 ATK.  
(FET-012 DR3-132)

**Major Riot**

Trap

You can activate this card when 1 or more of your monsters are returned from the field to your hand by your opponent's card effect. Return all Monster Cards on the field to your respective hands. Both you and your opponent then Special Summon from your hand the same number of Monster Cards on the field in face-down Defense Position.  
(PSV-029)

**Maju Garzett**, 7, DARK

Fiend/Effect, ?/0

The ATK of this card becomes equal to the combined original ATK of the 2 monsters you Tributed for the Tribute Summon of this card.  
(DCR-024 DR1-186)

**Makyura the Destructor**, 4, DARK

Warrior/Effect, 1600/1200

During the turn this card is sent to the Graveyard, the owner of this card can activate Trap Card(s) from his/her hand.  
(DB1-169)

**Malevolent Catastrophe**

Trap

Activate only when your opponent's monster declares an attack. Destroy all Spell and Trap Cards.  
(SDRL-032)

**Malevolent Mech-Goku En**, 6, LIGHT

Zombie/Effect, 2400/1400

You can Normal Summon this card without Tributing. If you do, this card is sent to the Graveyard during the End Phase if it is the only Zombie-Type monster on the field. When it is sent to the Graveyard by this effect, you take damage equal to its ATK.  
(SDZW-002)

**Malevolent Nuzzler**

Spell (Equip)

Increase the ATK of a monster equipped with this card by 700 points. When this card is sent from the field to the Graveyard, if you pay 500 Life Points, this card returns to the top of your Deck.  
(SRL-005 DB1-005 SDJ-025 SYE-036)

**Malfunction**

Trap (Counter)

Pay 500 Life Points. Negate the activation of a Trap Card and return it to its original position.  
(SOI-060 DR04-180 SD09-035)

**Malice Ascendant**, 4, DARK

Zombie/Effect, 700/1000

During your opponent's Standby Phase, send 1 card from the top of their Deck to the Graveyard for each "Malice Ascendant" in your Graveyard.  
(SOI-030 DR04-150)

**Malice Dispersion**

Spell (Quick-Play)

Discard 1 card from your hand. Destroy all face-up Continuous Trap Cards.  
(RDS-048 DR3-108)

**Malice Doll of Demise**, 4, DARK

Fiend/Effect, 1600/1700

If this card is sent from the field to the Graveyard by the effect of a Continuous Spell Card, Special Summon this card from the Graveyard during your Standby Phase.  
(SOD-018 DR3-018)

**Mammoth Graveyard**, 3, EARTH

Dinosaur, 1200/800

A mammoth that protects the graves of its pack and is absolutely merciless when facing grave-robbers.  
(LOB-009 DB1-105 SDY-010)

**Man Beast of Ares**, 3, EARTH

Beast-Warrior/Effect, 500/500

After a Chain (of 2 or more Links) resolves, this card gains 500 ATK.  
(CDIP-030)

**Man Eater**, 2, EARTH

Plant, 800/600

Man-eating plant with poison feelers for attacking enemies.  
(LOB-075)

**Man-Eater Bug**, 2, EARTH

Insect/Effect, 450/600

FLIP: Destroy 1 monster on the field.  
(LOB-108 DB1-131 DLG1-015 RP01-014 SDP-015 SDY-046 SYE-017)

**Man-Eating Treasure Chest**, 4, DARK

Fiend, 1600/1000

A monster disguised as a treasure chest that is known to attack the unwary adventurer.  
(SDY-037)

**Man-Thro' Tro'**, 4, EARTH

Beast-Warrior/Effect, 1000/1000

By tributing 1 Normal Monster (except a Token) on your side of the field, inflict 800 points of damage to your opponent's Life Points.  
(AST-081 DR2-194)

**Manga Ryu-Ran**, 7, FIRE

Dragon/Toon, 2200/2600

This card cannot be Normal Summoned or Set. This card can only be Special Summoned while you control "Toon World". You can Special Summon this card from your hand (but Tributes are required if it is Level 5 or higher). This card cannot attack during the turn it is Summoned. This card cannot attack unless you pay 500 Life Points. When "Toon World" is destroyed, destroy this card. If your opponent doesn't control a Toon Monster, this card can attack your opponent directly. If your opponent controls a face-up Toon Monster, your must select it as an attack target.  
(SRL-071 DB1-038 DLG1-063 RP01-062 SDP-022)

**Maniacal Servant**, 3, DARK

Spellcaster/Effect, 600/1000

Once per turn during your opponent's Standby Phase, you can remove from play any number of DARK monsters from your Graveyard. This monster gains 500 DEF for each monster you removed, until the End Phase.  
(LODT-085)

**Manju of the Ten Thousand Hands**, 4, LIGHT

Fairy/Effect, 1400/1000

When this card is Normal Summoned or Flip Summoned, you can add 1 Ritual Monster Card or 1 Ritual Spell Card from your Deck to your hand.  
(IOC-088 CP04-014 DR2-089)

**Manticore of Darkness**, 6, FIRE

Beast-Warrior/Effect, 2300/1000

During the End Phase of any turn this card is sent to the Graveyard, you can send 1 Beast, Beast-Warrior or Winged Beast-Type Monster Card from your hand or your side of the field to the Graveyard to Special Summon this card from the Graveyard.  
(IOC-067 CP03-008 DR2-068)

**Marauding Captain**, 3, EARTH

Warrior/Effect, 1200/400

While this monster is face-up on the field, your opponent cannot select another Warrior-Type monster on your side of the field as an attack target. When this monster is Normal Summoned successfully, you can Special Summon 1 Level 4 or lower monster from your hand.  
(LOD-018 SDS1-018 DB2-138 HL2-005 SD5-009)

**Marie the Fallen One**, 5, DARK

Fiend/Effect, 1700/1200

As long as this card is in the Graveyard, increase your Life Points by 200 points during each of your Standby Phases.  
(LON-046 DB1-241)

**Marionette Mite, 3, DARK**

Insect/Effect, 1000/1000

You can discard this card to the Graveyard to take control of 1 face-up Fiend or Zombie-Type monster your opponent controls until the End Phase this turn.

(STON-023 SDZW-014)

**Mark of the Rose**

Spell (Equip)

Remove from play 1 Plant-Type monster from your Graveyard and equip this card to a monster your opponent controls. Gain control of the equipped monster. During your End Phase, give control of the equipped monster to your opponent. During your Standby Phase, gain control of the equipped monster.

(CSOC-047)

**Marshmallon, 3, LIGHT**

Fairy/Effect, 300/500

The controller of a monster that attacks this face-down card takes 1000 damage after damage calculation. This card cannot be destroyed by battle. (Damage calculation is applied normally.)

(PP01-003)

**Marshmallon Glasses**

Spell (Continuous)

While this card and "Marshmallon" are face-up on your side of the field, your opponent cannot select a card other than "Marshmallon" as an attack target.

(PP01-004)

**Maryokutai, 3, WATER**

Aqua/Effect, 900/900

You can only activate this card's effect during your opponent's turn. When your opponent activates a Spell Card, Tribute this face-up card to negate the activation of the Spell Card and destroy it.

(LON-076 DB2-011)

**Masaki the Legendary Swordsman, 4, EARTH**

Warrior, 1100/1100

Legendary swordmaster Masaki is a veteran of over 100 battles.

(LOB-038 DB1-110 SDJ-007)

**Mask of Brutality**

Spell (Equip)

Increase the ATK of a monster equipped with this card by 1000 points and decrease its DEF by 1000 points. Pay 1000 Life Points during each of your Standby Phases. If you do not, destroy this card.

(LON-020 DB1-223)

**Mask of Darkness, 2, DARK**

Fiend/Effect, 900/400

FLIP: Add 1 Trap Card from your Graveyard to your hand.

(MRD-014 DB1-150 DLG1-028 RP01-027 SDP-013 YSDJ-010 YSDS-009)

**Mask of Dispel**

Spell (Continuous)

Select 1 face-up Spell Card on the field. The controller of the Spell Card takes 500 points of damage during each of your Standby Phases. When the selected card is removed from the field, destroy this card.

(LON-017 DB1-220)

**Mask of Restrict**

Trap (Continuous)

Neither player can Tribute any monster under any conditions.

(LON-018 DB1-221)

**Mask of the Accursed**

Spell (Equip)

The monster equipped with this card cannot attack.

The controller of the equipped monster takes 500 points of damage during each of your Standby Phases.

(LON-019 DB1-222)

**Mask of Weakness**

Trap

Decrease the ATK of 1 attacking monster by 700 points until the end of the turn.

(LON-015 DB1-218)

**Masked Beast Des Gardius, 8, DARK**

Fiend/Effect, 3300/2500

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by

Tributing 2 monsters, including at least 1 "Grand Tiki Elder" or "Melchid the Four-Face Beast".

When this card is sent from the field to the Graveyard, equip 1 "The Mask of Remnants" from your Deck to 1 monster on the field.

(TAEV-SE1)

**Masked Chopper, 1, EARTH**

Fiend/Effect, 100/100

If this card destroys an opponent's monster by battle, inflict 2000 damage to your opponent.

(GX03-003)

**Masked Dragon, 3, FIRE**

Dragon/Effect, 1400/1100

When this card is destroyed by battle and sent to

the Graveyard, you can Special Summon 1

Dragon-Type monster with 1500 or less ATK from your Deck.

(SOD-026 DR3-026 SD1-009 SDRL-013)

**Masked Sorcerer, 4, DARK**

Spellcaster/Effect, 900/1400

When this card inflicts Battle Damage to your opponent's Life Points, draw 1 card from your Deck.

(MRD-019 DB1-154)

**Mass Driver**

Spell (Continuous)

Tribute 1 monster on your side of the field to inflict 400 points of damage to your opponent's Life Points.

(MFC-088 DR1-143)

**Mass Hypnosis**

Trap (Continuous)

Activate only while you control an "Alien" monster. Select and take control of up to 3 of your opponent's monsters that each have an A-Counter(s) on them. This card is destroyed during the End Phase of the turn it is activated.

(FOTB-058)

**Master & Expert, 4, EARTH**

Beast, 1200/1000

A deadly duo consisting of a beast master and its loyal servant.

(SDK-016)

**Master Kyonshee, 4, EARTH**

Zombie, 1750/1000

A wandering Kyonshee searching for a strong rival to defeat. They say he was known as the master of all martial arts.

(PGD-053 DR1-001 SD2-002 SDZW-008)

**Master Monk, 5, EARTH**

Rock/Effect, 1900/1000

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 1 "Monk Fighter". This card can attack twice during the same turn.

(TLM-020 DR3-200)

**Master of Oz, 9, EARTH**

Beast/Fusion, 4200/3700

"Big Koala" + "Des Kangaroo"

(SOD-035 DR3-035)

**Mataza the Zapper, 3, DARK**

Warrior/Effect, 1300/800

This monster can attack twice during the same Battle Phase. Control of this card cannot switch.

(IOC-086 DR2-087 SD5-012 YSDJ-013)

**Mausoleum of the Emperor**

Spell (Field)

Both players can Normal Summon or Set monsters without Tribute(s) by paying 1000 Life Points x the number of monsters needed to Tribute Summon them.

(POTD-047 SDRL-031)

**Maximum Six, 6, EARTH**

Warrior/Effect, 1900/1600

When this card is Tribute Summoned, roll a six-sided die. This card gains ATK equal to the result of the die roll x 200.

(LODT-097)

**Mazera DeVile, 8, DARK**

Fiend/Effect, 2800/2300

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 1 face-up "Warrior of Zera" on your side of the field while "Pandemonium" is on the field. If "Pandemonium" is on your side of the field when you Special Summon this card, your opponent discards 3 random cards from their hand. If "Pandemonium" is not on your side of the field,

this effect is not applied.

(AST-111 DR2-168 TLM-SE3)

**Mecha Bunny, 2, EARTH**

Machine/Effect, 800/100

When this card is flipped face-up, select 1 card on the field and inflict 500 damage to its controller.

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 "Mecha Bunny" from your Deck in face-down Defense Position.

(TDGS-027)

**Mecha-Dog Marron, 4, LIGHT**

Machine/Effect, 1000/1000

When this card is destroyed by battle and sent to the Graveyard, inflict 1000 damage to both players.

When this card on the field is destroyed and sent to the Graveyard except by battle, inflict 1000 damage to your opponent.

(FET-019 DR3-139)

**Mechanical Hound, 7, EARTH**

Machine/Effect, 2800/1500

While you have no cards in your hand, your opponent cannot activate Spell Cards.  
(*CRV-018 DR04-018*)

**Mechanical Snail, 3, DARK**

Machine, 800/1000

A cyborg snail that still travels at a slow pace.  
(*SRL-021*)

**Mechanicalchaser, 4, DARK**

Machine, 1850/800

A hunter that relentlessly pursues its target by order of the Machine King.  
(*DB2-093 SD10-005 TP1-001 TP3-003*)

**Meda Bat, 2, DARK**

Fiend, 800/400

An eyeball fiend created by a servant of the wicked, it uses "Dark Blasts" to blow away its enemies.  
(*LOB-083*)

**Medium Piece Golem, 4, EARTH**

Rock/Effect, 1600/0

When this card is Summoned, if you control a "Big Piece Golem", you can Special Summon 1 "Small Piece Golem" from your Deck. That monster's effect is negated while it is face-up on the field.  
(*TDGS-007*)

**Medusa Worm, 2, EARTH**

Rock/Effect, 500/600

Once per turn, you can flip this card into face-down Defense Position. When this card is Flip Summoned, destroy 1 monster on your opponent's side of the field.  
(*TLM-022 DR3-202 SD7-014*)

**Mefist the Infernal General, 5, DARK**

Fiend/Effect, 1800/1700

When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. When this card inflicts Battle Damage to your opponent's Life Points, discard 1 card randomly from your opponent's hand.  
(*DCR-066 DRI-228*)

**Mega Thunderball, 2, WIND**

Thunder, 750/600

Rolls along the ground releasing bolts of electricity to attack its enemies.  
(*MRD-044*)

**Mega Ton Magical Cannon**

Spell

Remove 10 Spell Counters on your side of the field. Destroy all cards on your opponent's side of the field.  
(*MFC-094 DRI-149*)

**Megamorph**

Spell (Equip)

While your Life Points are lower than your opponent's, the original ATK of the equipped monster is doubled. While your Life Points are higher, the original ATK of the equipped monster is halved.  
(*SRL-061 DB1-037 DLG1-062 RP01-061 SD09-024 SKE-037 TP4-003*)

**Megarock Dragon, 7, EARTH**

Rock/Effect, ?/?

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play a Rock-Type monster(s) in your Graveyard. The original ATK and DEF of this card become the number of Rock-Type monsters you removed from play when you Special Summoned this card x 700.  
(*TLM-015 DR3-195 SD7-012*)

**Megasonic Eye, 5, DARK**

Machine, 1500/1800

Made of mysterious metal, this monster is a doomsday machine from the edge of the universe.  
(*MP1-008*)

**Mei-Kou, Master of Barriers, 4, LIGHT**

Spellcaster/Effect, 1700/600

You can Tribute this card to destroy 1 face-up Continuous Spell or Continuous Trap Card on the field.  
(*FOTB-025*)

**Melchid the Four-Face Beast, 4, DARK**

Fiend, 1500/1200

This monster has four different masks for four different attacks.  
(*LON-012 DB1-215*)

**Meltiel, Sage of the Sky, 4, LIGHT**

Fairy/Effect, 1600/1200

Each time a Counter Trap Card is activated, gain 1000 Life Points, and if "The Sanctuary in the Sky" is on the field, destroy 1 card your opponent controls.  
(*STON-062 DLG1-110*)

**Memory Crusher, 3, DARK**

Fiend/Effect, 1000/600

If this card successfully attacks directly, inflict 100 damage to your opponent for each card in their Extra Deck.  
(*SOI-029 CP07-016 DR04-149*)

**Mermaid Knight, 4, WATER**

Aqua/Effect, 1500/700

While "Umi" is on the field, this card can attack twice during the same Battle Phase.  
(*AST-025 DR2-137 SD4-011*)

**Mesmeric Control**

Spell

During your opponent's next turn after you activate this card, your opponent cannot change the battle positions of monsters, except with a card effect.  
(*SD09-022 DOD-001 SOI-SE4*)

**Messenger of Peace**

Spell (Continuous)

During each of your Standby Phases pay 100 Life Points or destroy this card. Neither player can declare attacks with face-up monsters with 1500 or more ATK.  
(*SRL-102 DB1-065 DLG1-083 RP01-082*)

**Metabo Globster, 3, DARK**

Fiend/Effect, 800/300

When you Tribute this card for the Tribute Summon of a DARK monster, Special Summon 3 "Metabo Tokens" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) in Defense Position. These tokens cannot be Tributed for a Tribute Summon.  
(*PTDN-085*)

**Metal Armored Bug, 8, EARTH**

Insect, 2800/1500

A gigantic insect-like creature covered by thick armor. Everything in his path is destroyed.  
(*AST-005 DR2-117*)

**Metal Detector**

Trap

You can only activate this card when a Continuous Trap Card is activated. Negate all Continuous Trap Cards during the turn this card is activated.  
(*PSV-022*)

**Metal Dragon, 6, WIND**

Machine/Fusion, 1850/1700

"Steel Ogre Grotto #1" + "Lesser Dragon"  
(*LOB-102*)

**Metal Fish, 5, WATER**

Machine, 1600/1900

A metal fish with a razor-sharp caudal fin.  
(*SRL-007*)

**Metal Guardian, 5, DARK**

Fiend, 1150/2150

A fiend guarding the treasures of the netherworld, it's most at home in the dark.  
(*MDP2-010*)

**Metal Reflect Slime**

Trap (Continuous)

After activation, Special Summon this card in Defense Position; it is treated as an Effect Monster Card (Aqua-Type/WATER/Level 10/ATK 0/DEF 3000). This card cannot attack. (This card is still treated as a Trap Card.)  
(*PTDN-094*)

**Metal Shooter, 5, LIGHT**

Machine/Effect, 800/800

When this card is Normal Summoned, place 2 counters on it. This card gains 800 ATK for each of these counters on it. If this card would be destroyed by a card effect, remove 1 of this card's counters instead.  
(*YDB1-002 DLG1-102*)

**Metallizing Parasite-Lunatite, 7, WATER**

Aqua/Union, 1000/500

Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to a face-up monster on your side of the field as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, that monster will be unaffected by the effects of Spell Cards controlled by your opponent. (1 monster can only be equipped with 1 Union Monster at a time. If the monster that this card is equipped to is destroyed as a result of battle, destroy this card instead.)  
(*DCR-074 DRI-236*)

**Metalmorph**

Trap (Continuous)

After activation, equip this card to a face-up monster. The equipped monster gains 300 ATK and DEF. When the equipped monster attacks, it gains additional ATK, during damage calculation only, equal to half the ATK of the attack target.  
(*PP01-014 FMR-003*)

**Metalsilver Armor**

Spell (Equip)

As long as you control the monster equipped with this card, your opponent cannot use the effect of a Spell, Trap, or Effect Monster that targets 1 monster, except the equipped monster.  
(MFC-037 DRI-092)

**Metalzoa**, 8, DARK

Machine/Effect, 3000/2300

This monster can only be Special Summoned from your Deck to your side of the field by offering "Zoa" equipped with "Metalmorph" as a Tribute.  
(TFK-002)

**Metamorphosis**

Spell

Tribute 1 monster. Special Summon 1 Fusion Monster from your Fusion Deck with the same Level as the Tributed monster.  
(PGD-090 CP01-003 DRI-038)

**Meteor Dragon**, 6, EARTH

Dragon, 1800/2000

This dragon appeared from the sky and crashed to the earth.  
(MDP2-008)

**Meteor of Destruction**

Spell

Inflict 1000 damage to your opponent. You cannot activate this card if your opponent's Life Points are 3000 or less.  
(FET-041 DR3-161 SD3-026)

**Meteorain**

Trap

During this turn, when your monsters attack with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.  
(MFC-044 DRI-099)

**Mezuki**, 4, EARTH

Zombie/Effect, 1700/800

You can remove from play this card from your Graveyard to Special Summon 1 Zombie-Type monster from your Graveyard.  
(PP02-016)

**Michizure**

Trap

You can activate this card when a monster is sent from the field to your Graveyard. Destroy 1 monster on the field.  
(PSV-051)

**Micro Ray**

Trap

The DEF of 1 face-up monster on the field becomes 0 until the end of this turn.  
(AST-047 DR2-159 SD10-034)

**Mid Shield Gardna**, 4, EARTH

Warrior/Effect, 100/1800

Once per turn, you can flip this card into face-down Defense Position. Negate the activation of any Spell Card that targets this 1 face-down monster. At that time, flip this card into face-up Defense Position.  
(TLM-024 DR3-204)

**Mighty Guard**, 4, EARTH

Machine, 500/1200

A machine soldier that was developed as a guard. It is made of rust-proof metal.  
(RDS-002 DR3-062)

**Mikazukinoyaiba**, 7, DARK

Dragon, 2200/2350

A dragon warrior of the moon armed with a crescent sword.  
(TP2-006)

**Millennium Golem**, 6, EARTH

Rock, 2000/2200

For nearly a millennium, this golem has served as guardian of an ancient treasure trove.  
(TP7-018)

**Millennium Scorpion**, 5, EARTH

Insect/Effect, 2000/1800

Each time this card destroys 1 monster on your opponent's side of the field by battle and sends it to the Graveyard, this card gains 500 ATK.  
(TLM-009 DR3-189)

**Millennium Shield**, 5, EARTH

Warrior, 0/3000

A Millennium item, it's rumored to block any strong attack.  
(MPI-001)

**Milus Radiant**, 1, EARTH

Beast/Effect, 300/250

As long as this card remains face-up on the field, increase the ATK of all EARTH monsters by 500 points and decrease the ATK of all WIND monsters by 400 points.  
(MRD-110 DB2-065 SDJ-014)

**Minar**, 3, EARTH

Insect/Effect, 850/750

When this card is discarded directly from your hand to the Graveyard by an effect of a card controlled by your opponent, inflict 1000 points of damage to your opponent's Life Points.  
(SRL-015 DB1-010)

**Mind Control**

Spell

Take control of 1 monster on your opponent's side of the field until the End Phase. This monster cannot declare an attack or be Tributed.  
(WC5-003)

**Mind Crush**

Trap

Declare 1 card name. If your opponent has the declared card(s) in their hand, discard all of the declared card(s) to the Graveyard. Otherwise, you randomly discard 1 card.  
(SOD-056 DR3-056)

**Mind Haxorz**

Trap

Pay 500 Life Points. Look at your opponent's hand and all Set cards on their side of the field.  
(RDS-054 DR3-114)

**Mind Master**, 1, LIGHT

Psychic/Tuner, 100/200

You can pay 800 Life Points and Tribute 1 Psychic-Type monster, except "Mind Master", to Special Summon 1 Level 4 or lower Psychic-Type monster from your Deck in face-up Attack Position.  
(TDGS-016)

**Mind on Air**, 6, DARK

Spellcaster/Effect, 1000/1600

Your opponent must play with their hand revealed.  
(SOD-027 DR3-027)

**Mind Over Matter**

Trap (Counter)

Tribute 1 Psychic-Type monster. Negate the activation of a Spell or Trap Card, or the Normal or Special Summon of a monster, and destroy that card.  
(TDGS-073)

**Mind Protector**, 3, LIGHT

Psychic/Effect, 0/2200

This card's controller must pay 500 Life Points during each of their Standby Phases. If they cannot, destroy this card. Monsters with 2000 or less ATK cannot declare an attack, except for Psychic-Type monsters.  
(TDGS-019)

**Mind Wipe**

Spell (Quick-Play)

Activate only if your opponent has 3 or less cards in their hand. Your opponent adds their hand to the Deck and shuffles it, then draws the same number of cards they added to the Deck.  
(SOD-039 DR3-039)

**Mine Golem**, 3, EARTH

Rock/Effect, 1000/1900

When this card is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent.  
(TLM-018 DR3-198)

**Minefield Eruption**

Trap

Inflict 1000 damage to your opponent for each face-up "Mine Golem" on your side of the field. After that, destroy all face-up "Mine Golem"(s) on your side of the field.  
(TLM-051 DR3-231)

**Miniaturize**

Trap (Continuous)

Select 1 monster with 1000 or more original ATK. It loses 1000 ATK, and its Level is reduced by 1. When that monster is removed from the field, destroy this card.  
(SDS1-033)

**Minor Goblin Official**

Trap (Continuous)

You can only activate this card when your opponent's Life Points are 3000 or less. Inflict 500 points of damage to your opponent's Life Points during each of his/her Standby Phases.  
(PSV-052 DB1-171)

**Miracle Dig**

Spell

If 5 or more of your monsters have been removed from play, return 3 of them to the Graveyard.  
(LON-100 DB2-032)

**Miracle Fertilizer**

Spell (Continuous)

Once per turn, you can select 1 Plant-Type monster from your Graveyard and Special Summon it. You cannot Normal Summon or Set the turn you Special Summon a monster with this effect. If a monster Special Summoned by this effect is removed from the field, destroy this card.  
(CSOC-057)

**Miracle Flipper**, 2, LIGHT

Spellcaster/Effect, 300/500

If you control a "Miracle Flipper", you cannot Summon this card. Your opponent cannot select another face-up monster as an attack target. If this card is destroyed by battle, Special Summon it to your opponent's side of the field. If this card is destroyed by the effect of a Spell or Trap Card, destroy 1 monster your opponent controls.  
(LODT-003)

**Miracle Fusion**

Spell

Remove from play, from your side of the field or your Graveyard, Fusion Material Monsters that are listed on an "Elemental Hero" Fusion Monster Card, and Special Summon that Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.)  
(CRV-039 DR04-039)

**Miracle Jurassic Egg**, 4, EARTH

Dinosaur/Effect, 0/2000

While this card is face-up on your side of the field, this card cannot be removed from play. Place 2 counters on this card each time a Dinosaur-Type Monster Card is sent to your Graveyard. By Tributing this card, select and Special Summon 1 Dinosaur-Type monster from your Deck whose Level is equal to or lower than the number of counters on this card when it was Tributed.  
(POTD-021 SD09-015)

**Miracle Kids**

Trap

Select 1 monster your opponent controls. That monster loses 400 ATK for each "Hero Kid" in your Graveyard, until the End Phase.  
(SOI-050 DP03-028 DR04-170)

**Miracle Restoring**

Trap

Remove 2 Spell Counters on your side of the field. Special Summon 1 "Dark Magician" or "Buster Blader" from your Graveyard in face-up Attack or Defense Position.  
(MFC-100 DR1-155)

**Miraculous Descent**

Trap (Continuous)

Select 1 of your Fairy-Type monsters that is removed from play and Special Summon it. When this card is removed from the field, destroy that monster. When the monster is destroyed, destroy this card.  
(EOJ-058 DR04-238)

**Miraculous Rebirth**

Spell (Quick-Play)

Activate only as Chain Link 4 or higher. Select 1 monster from either player's Graveyard and Special Summon it. You cannot activate this card if multiple cards/effects with the same name are in that Chain.  
(CDIP-044)

**Mirage Dragon**, 4, LIGHT

Dragon/Effect, 1600/600

Your opponent cannot activate Trap Cards during the Battle Phase.  
(RDS-027 DR3-087 YSD-018)

**Mirage Knight**, 8, LIGHT

Warrior/Effect, 2800/2000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Dark Flare Knight". When this card battles another monster, during damage calculation increase the ATK of this card by the original ATK of the opponent's monster. During the End Phase after this card was involved in battle, remove this card from play.  
(DCR-018 DR1-180)

**Mirage of Nightmare**

Spell (Continuous)

During your opponent's Standby Phase, draw cards until you have 4 cards in your hand. During your Standby Phase, discard to the Graveyard the same number of random cards you drew with this card's effect.  
(PGD-036 DB2-233)

**Mirage Tube**

Spell (Quick-Play)

This card cannot be activated from your hand. Activate only when a face-up monster you control is selected as an attack target. Inflict 1000 damage to your opponent.  
(PTDN-049)

**Mirror Force**

Trap

You can only activate this card when your opponent's monster declares an attack. Destroy all Attack Position monsters on your opponent's side of the field.  
(MRD-138 DB2-081 GLD1-039)

**Mirror Gate**

Trap

Activate only when your opponent's monster declares an attack targeting a face-up "Elemental Hero" monster you control. Switch control of the opponent's attacking monster with the targeted monster you control, then calculate damage. Control of those monsters switches back during the End Phase of this turn.  
(TAEV-063 DP06-022)

**Mirror of Yata**

Spell (Equip)

Equip only to a Spirit monster. The equipped monster does not have to have its effect that returns it to the hand activated. If it would be destroyed by battle, destroy this card instead.  
(TDGS-056)

**Mirror Wall**

Trap (Continuous)

Halve the ATK of all your opponent's attacking monsters. Pay 2000 Life Points during each of your Standby Phases. If you do not, destroy this card.  
(PSV-016 DB1-078)

**Misairuzame**, 5, WATER

Fish, 1400/1600

A missile-launching fish protected by deadly spikes.  
(LOB-111)

**Misfortune**

Spell

Select 1 face-up monster your opponent controls. Inflict damage to your opponent equal to half that monster's original ATK. Your monsters cannot attack this turn.  
(EOJ-037 DP05-014 DR04-217)

**Mispolymerization**

Trap

Activate only when a Fusion Monster is Special Summoned. Return all face-up Fusion Monsters to their respective Fusion Decks.  
(TLM-053 DR3-233)

**Mist Archfiend**, 5, DARK

Fiend/Effect, 2400/0

You can Normal Summon this card without Tributing a monster. If you do this, during the End Phase it is destroyed and you take 1000 damage.  
(FOTB-064)

**Mist Body**

Spell (Equip)

A monster equipped with this card cannot be destroyed as a result of battle. (Damage calculation is applied normally.)  
(MDP2-005 GLD1-036)

**Moai Interceptor Cannons**, 4, EARTH

Rock/Effect, 1100/2000

Once per turn, you can flip this card into face-down Defense Position.  
(TLM-014 DR3-194 SD7-011)

**Mobius the Frost Monarch**, 6, WATER

Aqua/Effect, 2400/1000

When this card is Tribute Summoned, you can destroy up to 2 Spell or Trap Cards on the field.  
(SOD-022 DR3-022 SD4-012 TP8-008)

**Moisture Creature**, 9, LIGHT

Fairy/Effect, 2800/2900

If you Tribute Summon this monster by Tributing 3 monsters on the field, destroy all Spell and Trap Cards on your opponent's side of the field.  
(PGD-013 DB2-214)

**Mokey Mokey**, 1, LIGHT

Fairy, 300/100

An outcast angel. Nobody knows what he is thinking at all. Sometimes he gets mad and that is dreadful.  
(AST-057 DR2-170)

**Mokey Mokey King**, 6, LIGHT

Fairy/Fusion/Effect, 300/100

"Mokey Mokey" + "Mokey Mokey" + "Mokey Mokey" <p> When this card is removed from the field, you can Special Summon as many "Mokey Mokey" as possible from your Graveyard.  
(RDS-036 DR3-096)

**Mokey Mokey Smackdown**

Spell (Continuous)

While a face-up "Mokey Mokey" is on your side of the field, if a Fairy-Type monster on your side of the field is destroyed, the ATK of each "Mokey Mokey" on your side of the field becomes 3000 until the end of this turn.  
(RDS-043 DR3-103)

**Molten Behemoth, 5, FIRE**

Pyro, 1000/2200

A giant born from magma, it attacks with a magma punch.

(PGD-001)

**Molten Destruction**

Spell (Field)

All FIRE monsters gain 500 ATK and lose 400 DEF.

(SRL-098 DB1-061 DLG1-080 RP01-079 SD3-016)

**Molten Zombie, 4, FIRE**

Pyro/Effect, 1600/400

When this card is Special Summoned from the Graveyard, the controller of this card draws 1 card.

(IOC-064 DR2-065 SD3-007)

**Monk Fighter, 3, EARTH**

Rock/Effect, 1300/1000

Battle Damage to this card's controller from a battle involving this card becomes 0.

(TLM-019 DR3-199)

**Monster Egg, 3, EARTH**

Warrior, 600/900

A warrior hidden within an egg that attacks enemies by flinging eggshells.

(LOB-017)

**Monster Gate**

Spell

Tribute 1 monster on your side of the field. Pick up cards from your Deck until you pick up a monster that can be Normal Summoned, and Special Summon it. Send any other cards picked up to the Graveyard.

(AST-039 DR2-151)

**Monster Reborn**

Spell

Special Summon 1 monster from either player's Graveyard to your side of the field.

(LOB-118 DB1-133 DLG1-017 RP01-016 SDJ-035 SDK-036 SDP-035 SDY-030 SKE-029 SYE-029)

**Monster Recovery**

Spell (Quick-Play)

Unite 1 of your own monsters on your side of the field and your hand with your Deck and then shuffle it. Draw the same number of cards that were in your hand from the Deck. (You cannot activate this card if you have your opponent's card in your hand.)

(PSV-066 DB1-181)

**Monster Reincarnation**

Spell

Discard 1 card. Add 1 Monster Card from your Graveyard to your hand.

(RDS-045 SDS1-026 DR3-105 YSD-030 YSDJ-028)

**Montage Dragon, 8, EARTH**

Dragon/Effect, ?/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 3 other monsters from your hand to the Graveyard. This card's ATK is equal to the combined Levels of the sent monsters x 300.

(TDGS-014 CT05-S01)

**Moon Envoy, 4, LIGHT**

Warrior, 1100/1000

Many have fallen victim to this lunar warrior's crescent pike.

(MDP2-019)

**Morale Boost**

Spell (Continuous)

Each time a player equips an Equip Spell Card, increase the Life Points of the controller of that Equip Spell Card by 1000 points. Each time an Equip Spell Card is removed from the field, the controller of that Equip Spell Card takes 1000 points of damage.

(DCR-042 DR1-204)

**Morinphen, 5, DARK**

Fiend, 1550/1300

A strange fiend with long arms and razor-sharp talons.

(MRD-043)

**Mormolith, 4, EARTH**

Rock/Effect, 1000/900

You can Tribute 1 EARTH monster to destroy all face-up monsters with DEF equal to or less than the ATK of the Tributed card.

(TAEV-085)

**Morphing Jar, 2, EARTH**

Rock/Effect, 700/600

FLIP: Both players discard their hands. Then both players draw 5 cards.

(CP02-009 DB2-104 SDRL-007 TP2-001 TP4-002)

**Morphing Jar #2, 3, EARTH**

Rock/Effect, 800/700

FLIP: Return all Monster Cards on the field to their respective Decks and shuffle them. You and your opponent then pick up cards until you both have the same number of Monster Cards that were returned to each Deck. Special Summon the Level 4 or lower monsters to the field in face-down Defense Position. The rest of the cards picked up are discarded to the Graveyard.

(PSV-040 DB1-092)

**Morphtransition**

Trap

Activate only when a face-up "Morphtronic" monster you control is selected as an attack target. Negate the attack, and change the battle position of the selected "Morphtronic" monster.

(CSOC-071)

**Morphtronic Accelerator**

Spell

Return 1 "Morphtronic" card from your hand to the Deck. Destroy 1 card on the field, and draw 1 card.

(CSOC-050)

**Morphtronic Boomboxen, 4, EARTH**

Machine/Effect, 1200/400

[\*] While in Attack Position: This card can attack twice during each Battle Phase. <p> [\*] While in Defense Position: Once per turn, when a face-up "Morphtronic" monster you control is selected as an attack target, you can negate the attack.

(CSOC-009)

**Morphtronic Cameran, 2, LIGHT**

Machine/Effect, 800/600

[\*] While in Attack Position: When this card is destroyed by battle, you can Special Summon 1 Level 4 or lower "Morphtronic" monster from your hand or Graveyard, except "Morphtronic Cameran". <p> [\*] While in Defense Position: "Morphtronic" monsters on the field cannot be targeted by effects.

(CSOC-010)

**Morphtronic Celfon, 1, EARTH**

Machine/Effect, 100/100

[\*] While in Attack Position: Once per turn, you can roll a six-sided die. Reveal cards from top of your Deck equal to the roll and Special Summon 1 Level 4 or lower "Morphtronic" monster from among them, ignoring the Summoning conditions. Shuffle the rest into the Deck. <p> [\*] While in Defense Position: Once per turn, you can roll a six-sided die. Look at cards from top of your Deck equal to the roll, then return them in the same order.

(CSOC-006)

**Morphtronic Clocken, 2, EARTH**

Machine/Effect, 600/1100

[\*] While in Attack Position: This card gains 500 ATK for each Morph Counter on it. <p> [\*] While in Defense Position: Once per turn, you can place 1 Morph Counter on this card. You can Tribute this card to inflict 1000 damage to your opponent for each Morph Counter on it.

(CSOC-012)

**Morphtronic Cord**

Spell (Equip)

Equip only to a "Morphtronic" monster. Each time the equipped monster's battle position is changed, destroy 1 Spell or Trap Card on the field.

(CSOC-051)

**Morphtronic Datatron, 3, FIRE**

Pyro/Effect, 1200/600

[\*] While in Attack Position: Once per turn, you can Tribute 1 monster to inflict 600 damage to your opponent. <p> [\*] While in Defense Position: Once per turn, you can inflict 300 damage to your opponent.

(CSOC-008)

**Morphtronic Engine**

Spell (Equip)

Equip only to a Level 3 "Morphtronic" monster. Its ATK becomes double its original ATK. During your second Standby Phase after this card's activation, destroy this card, and take damage equal to the original ATK of the equipped monster.

(CSOC-052)

**Morphtronic Magnen, 3, EARTH**

Thunder/Effect, 800/800

[\*] While in Attack Position: If your opponent controls a face-up monster, this card can only select their highest ATK monster as an attack target. <p> [\*] While in Defense Position: Your opponent cannot select another monster as an attack target.

(CSOC-007)

**Morphtronic Monitron**

Trap (Continuous)

When a "Morphtronic" monster is Summoned, you can change it to face-up Defense Position.

(CSOC-072)

**Morphtronic Radion**, 4, LIGHT

Thunder/Effect, 1000/900

[\*] While in Attack Position: "Morphtronic" monsters you control gain 800 ATK. <p> [\*] While in Defense Position: "Morphtronic" monsters you control gain 1000 DEF.  
(CSOC-011)

**Mosaic Manticore**, 8, EARTH

Beast/Effect, 2800/2500

During the Standby Phase of your next turn after you Tribute Summon this card, Special Summon the monsters Tributed to Summon it from your Graveyard. They cannot declare an attack, and their effects are negated.  
(CSOC-094)

**Mother Grizzly**, 4, WATER

Beast-Warrior/Effect, 1400/1000

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 WATER monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-090 CP04-018 DB1-053 DLG1-074 RP01-073 SD4-005)

**Mountain**

Spell (Field)

Increase the ATK and DEF of all Dragon, Winged Beast, and Thunder-Type monsters by 200 points.  
(LOB-048 SDJ-037 SKE-034)

**Mr. Volcano**, 5, FIRE

Pyro, 2100/1300

This seemingly mild-mannered creature has an extremely volatile temper.  
(PSV-044)

**Mucus Yolk**, 3, DARK

Aqua/Effect, 0/100

This card may attack your opponent's Life Points directly. Each time this card inflicts Battle Damage to your opponent's Life Points, increase the ATK of this card by 1000 points during your next Standby Phase. The ATK increase lasts as long as this card remains face-up on the field.  
(PGD-011 DB2-213)

**Mudora**, 4, EARTH

Fairy/Effect, 1500/1800

This card gains 200 ATK for every Fairy-Type monster in your Graveyard.  
(DCR-076 CP01-017 DR1-238)

**Muka Muka**, 2, EARTH

Rock/Effect, 600/300

As long as this card remains face-up on the field, increase the ATK and DEF of this card by 300 points for every card in the controller's hand.  
(MRD-107 DB2-062 SDP-016)

**Multiple Piece Golem**, 7, EARTH

Rock/Fusion/Effect, 2600/1300

"Big Piece Golem" + "Medium Piece Golem" <p> At the end of the Battle Phase, if this card attacked or was attacked, you can return it to the Extra Deck. Then, if all of the Fusion Material Monsters that were used for the Fusion Summon of this card are in your Graveyard, you can Special Summon them.  
(TDGS-038)

**Multiplication of Ants**

Spell

Tribute 1 Insect-Type Monster on your side of the field. Special Summon 2 "Army Ant Tokens" (Insect-Type/EARTH/Level 4/ATK 500/DEF 1200) on your side of the field. The tokens cannot be used as a Tribute for a Tribute Summon.  
(IOC-098 DR2-099)

**Mushroom Man #2**, 3, EARTH

Warrior/Effect, 1250/800

A player controlling this monster loses 300 Life Points during each of his/her Standby Phases when this card is face-up on the field. Control of this card is shifted to your opponent by paying 500 Life Points at your own End Phase.  
(MRD-114)

**Musician King**, 5, LIGHT

Spellcaster/Fusion, 1750/1500

"Witch of the Black Forest" + "Lady of Faith"  
(MRD-103)

**Mustering of the Dark Scorpions**

Spell

You can only activate this card when there is a face-up "Don Zaloog"(s) on your side of the field. You can Special Summon from your hand any of the cards that include "Dark Scorpion" in their card name, or are named "Cliff the Trap Remover". (You can only Special Summon up to 1 card with each card name.)  
(DCR-093 DR1-255)

**Mutant Mindmaster**, 6, DARK

Spellcaster/Effect, 0/2500

When this card declares an attack, you can take control of 1 face-up Attack Position monster your opponent controls, and attack with it instead of this monster. It cannot attack your opponent directly. Return it to your opponent at the end of the Battle Phase.  
(PTDN-SE1)

**My Body as a Shield**

Spell (Quick-Play)

When your opponent activates a card that has an effect which destroys 1 or more monster(s) on the field, pay 1500 Life Points to negate the activation of that card and destroy it.  
(MFC-092 CP01-015 DR1-147)

**Mysterious Guard**, 3, EARTH

Spellcaster/Effect, 800/1200

FLIP: Return 1 face-up monster on the field to the top of its owner's Deck. Also, if there is a face-up Warrior-Type monster on your side of the field, you can return another face-up monster to its owner's hand.  
(LOD-021 CP01-013 DB2-141)

**Mysterious Puppeteer**, 4, EARTH

Warrior/Effect, 1000/1500

Each time you or your opponent Normal Summons or Flip Summons a monster, increase your Life Points by 500 points.  
(SDK-043 SKE-017)

**Mystic Box**

Spell

Select 1 monster on each side of the field. Destroy the selected opponent's monster and shift control of your selected monster to your opponent.  
(SD6-030)

**Mystic Clown**, 4, DARK

Fiend, 1500/1000

Nothing can stop the mad attack of this powerful creature.  
(SDK-018 SDY-019 SYE-011)

**Mystic Horseman**, 4, EARTH

Beast, 1300/1550

Half man and half horse, this monster is known for its extreme speed.  
(MRD-076 DB2-048 SDK-012 SKE-007)

**Mystic Lamp**, 1, DARK

Spellcaster/Effect, 400/300

This monster can attack your opponent's Life Points directly.  
(MRD-028 DB1-160)

**Mystic Plasma Zone**

Spell (Field)

Increase the ATK of all DARK monsters by 500 points and decrease their DEF by 400 points.  
(SRL-101 DB1-064 SYE-038)

**Mystic Probe**

Trap

You can only activate this card when a Continuous Spell Card is activated. Negate all Continuous Spell Cards during the turn this card is activated.  
(PSV-021)

**Mystic Swordsman LV2**, 2, EARTH

Warrior/Effect, 900/0

If this card attacks a face-down Defense Position monster, destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. During the End Phase of a turn that this card destroyed a monster by battle, by sending this card to the Graveyard, Special Summon 1 "Mystic Swordsman LV4" from your hand or Deck.  
(SOD-011 DR3-011 SD5-013)

**Mystic Swordsman LV4**, 4, EARTH

Warrior/Effect, 1900/1600

If you Normal Summon this card, you must place it in face-down Defense Position. If this card attacks a face-down Defense Position monster, destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. During the End Phase of a turn that this card destroyed a monster by battle, by sending this card to the Graveyard, Special Summon 1 "Mystic Swordsman LV6" from your hand or Deck.  
(SOD-012 DR3-012 SD5-014)

**Mystic Swordsman LV6**, 6, EARTH

Warrior/Effect, 2300/1700

If you Normal Summon this card, you must place it in face-down Defense Position. If this card attacks a face-down Defense Position monster, destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. You can return the monster destroyed with this effect to the top of its owner's Deck instead of sending it to the Graveyard.  
(RDS-008 DR3-068)

**Mystic Tomato**, 4, DARK

Plant/Effect, 1400/1100

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 DARK monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-094 SDS1-017 DB1-057 DLG1-077 HL03-005 RP01-076 SKE-021 TP4-015)



### **Mystical Cards of Light**

Spell (Continuous)

You cannot use 1 of your Spell & Trap Card Zones. During your Draw Phase, if you control another "Mystical Cards of Light", you can draw 2 cards instead of 1 for your normal draw.  
(*LODT-058*)

### **Mystical Elf, 4, LIGHT**

Spellcaster, 800/2000

A delicate elf that lacks offense, but has a terrific defense backed by mystical power.  
(*LOB-062 DB1-120 SDY-001 SYE-002*)

### **Mystical Knight of Jackal, 7, LIGHT**

Beast-Warrior/Effect, 2700/1200

When this card destroys 1 monster on your opponent's side of the field and sends it to your opponent's Graveyard as a result of battle, you can then return the card to the top of your opponent's Deck.  
(*PGD-069 DR1-017*)

### **Mystical Moon**

Spell (Equip)

Increase the ATK and DEF of a Beast-Warrior-Type monster equipped with this card by 300 points.  
(*LOB-094*)

### **Mystical Sheep #1, 3, EARTH**

Beast/Effect, 1150/900

You can substitute this card for any 1 Fusion-Material Monster. When you do this, the other Fusion-Material Monster(s) must be the correct one(s).  
(*TP2-013 TP5-016*)

### **Mystical Sheep #2, 3, EARTH**

Beast, 800/1000

A monstrous sheep with a long tail for hypnotizing enemies.  
(*LOB-037*)

### **Mystical Shine Ball, 2, LIGHT**

Fairy, 500/500

A soul of light covered by mystical shine. When you see its beautiful shape, your dream will come true.  
(*AST-004 DR2-116*)

### **Mystical Space Typhoon**

Spell (Quick-Play)

Destroy 1 Spell or Trap Card on the field.

(*SRL-047 DB1-031 DLG1-058 DP04-015 HL2-002 RP01-057 SD09-023 SD10-024 SD1-011 SD2-014 SD3-015 SD4-016 SD5-020 SD6-018 SD7-017 SD8-019 SDDE-019 SDP-032 SYE-037*)

### **Mystical Wind Typhoon**

Spell (Quick-Play)

Activate only as Chain Link 3 or higher. Destroy 1 Spell or Trap Card on the field. You cannot activate this card if multiple cards/effects with the same name are in that Chain.  
(*CDIP-045*)

### **Mystik Wok**

Spell (Quick-Play)

Tribute 1 monster. Select either its ATK or DEF and gain that many Life Points.  
(*AST-036 DR2-148 SDRL-028*)

### **Mythical Beast Cerberus, 4, LIGHT**

Spellcaster/Effect, 1400/1400

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card. Increase the ATK of this card by 500 points for each Spell Counter on this card. At the end of the Battle Phase of the turn this card battles, remove all Spell Counters from this card.  
(*SD6-002*)

### **Nanobreaker, 4, EARTH**

Machine/Effect, 1600/1800

If this card attacks a face-up Level 3 or lower monster, destroy the monster immediately with this card's effect without applying damage calculation.  
(*EEN-018 DR04-078*)

### **Narrow Pass**

Trap (Continuous)

This card can only be activated when both players have 2 monsters or less on their respective sides of the field. Both players can only Normal Summon up to 2 additional monsters on their sides of the field.  
(*PGD-097 DR1-045*)

### **Natural Disaster**

Trap (Continuous)

Inflict 500 damage to your opponent each time a card(s) they control is destroyed and sent to the Graveyard by the effect of a "Cloudian" monster.  
(*GLAS-065*)

### **Necklace of Command**

Spell (Equip)

When a monster you control that's equipped with this card is destroyed by battle, and this card is sent to the Graveyard, you can either: <p>[\*] Draw 1 card. OR <p>[\*] Discard 1 random card from your opponent's hand.  
(*RDS-040 DR3-100 SD3-025 YSDJ-027*)

### **Necro Gardna, 3, DARK**

Warrior/Effect, 600/1300

Remove from play this card in your Graveyard to negate 1 attack from a monster your opponent controls.  
(*TAEV-012*)

### **Necroface, 4, DARK**

Zombie/Effect, 1200/1800

When this card is Normal Summoned, shuffle all removed from play cards into their owner's Decks. This card gains 100 ATK for each of those cards. When this card is removed from play, both players remove from play the top 5 cards of their Deck.  
(*GLAS-090*)

### **Necrolancer the Timelord, 3, DARK**

Spellcaster, 800/900

The one-eyed Necrolancer launches his onslaught from a dimensional ring that can appear out of thin air.  
(*TP8-020*)

### **Necrovalley**

Spell (Field)

Negate the effects of Spell, Trap, and Monster Cards that affect a card(s) in the Graveyard. Neither player can remove from play cards in the Graveyard. All "Gravekeeper's" monsters gain 500 ATK and DEF.  
(*PGD-084 CP03-020 DL3-001 DR1-032*)

### **Needle Burrower, 5, DARK**

Machine/Effect, 1700/1700

When this card destroys a monster and sends it to the Graveyard as a result of battle, inflict damage to your opponent's Life Points equal to the Level of the destroyed monster x 500 points.  
(*AST-020 DR2-132*)

### **Needle Ceiling**

Trap

You can activate this card only when there are 4 or more monsters on the field. Destroy all face-up monsters on the field.  
(*PGD-045 DB2-242 GLD1-041*)

### **Needle Wall**

Trap (Continuous)

During your Standby Phase, roll a six-sided die once. Treat your opponent's Monster Card Zone as #'s 1-5, counting from your right. Destroy the monster that is in the same Monster Card Zone as the die result. If the result is 6, roll again.  
(*PGD-048 DB2-245*)

### **Needle Worm, 2, EARTH**

Insect/Effect, 750/600

FLIP: Discard 5 cards from the top of your opponent's Deck to their Graveyard.  
(*DB2-102 GLD1-006 TP3-001 TP5-005*)

### **Needlebug Nest**

Trap

Send the top 5 cards of your Deck to the Graveyard.  
(*TDGS-079*)

### **Negate Attack**

Trap (Counter)

Activate only when an opponent's monster declares an attack. Negate the attack of that 1 monster and end the Battle Phase.  
(*SD09-033 DPI-027 TSC-003 YSDJ-039 YSDS-037*)

### **Neko Mane King, 1, EARTH**

Beast/Effect, 0/0

During your opponent's turn, when this card is sent to the Graveyard by the effect of your opponent's Spell, Trap, or Monster Card, your opponent's turn ends.  
(*MFC-021 DR1-076*)

### **Nekogal #1, 3, EARTH**

Beast, 1100/900

A pussy-fairy. Contrary to her lovely beauty, she claws on her enemies.  
(*TP6-018*)

### **Nekogal #2, 6, EARTH**

Beast-Warrior, 1900/2000

A fast and lethal creature with very dangerous claws.  
(*TP7-020*)

### **Nemuriko, 3, DARK**

Spellcaster, 800/700

A child-like creature that controls a sleep fiend to beckon enemies into eternal slumber.  
(*LOB-013*)

### **Neo Aqua Madoor, 6, WATER**

Spellcaster, 1200/3000

The true nature of this wizard, who rules all water. It defends itself with a vast, impenetrable wall of ice.  
(*SOD-002 DR3-002*)

**Neo Bug**, 4, EARTH

Insect, 1800/1700

A huge bug-like monster said to come from another planet. It gathers in swarms.

*(IOC-058 DR2-059)***Neo-Parshath, the Sky Paladin**, 7, LIGHT

Fairy/Effect, 2300/2000

You can Special Summon this card by Tributing 1 "Airknight Parshath". During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this card inflicts Battle Damage to your opponent, draw 1 card. While "The Sanctuary in the Sky" is on the field and your Life Points are higher than your opponent's, this card gains ATK and DEF equal to the difference in Life Points.

*(STON-061)***Neo Space**

Spell (Field)

Elemental Hero Neos and all Fusion Monsters that list "Elemental Hero Neos" as a Fusion Material Monster gain 500 ATK. Fusion Monsters that list "Elemental Hero Neos" as a Fusion Material Monster do not have to have their effects activated that return them to the Fusion Deck during the End Phase.

*(POTD-046 DP03-024)***Neo Space Pathfinder**, 4, LIGHT

Warrior/Effect, 1800/800

You can discard this card to the Graveyard to add 1 "Neo Space" from your Deck or Graveyard to your hand.

*(TAEV-032)***Neo-Spacian Air Hummingbird**, 3, WIND

Winged Beast/Effect, 800/600

Once per turn, during your Main Phase, you can gain 500 Life Points for each card in your opponent's hand.

*(STON-004 DP06-001)***Neo-Spacian Aqua Dolphin**, 3, WATER

Warrior/Effect, 600/800

Once per turn, by discarding 1 card, look at your opponent's hand and select 1 Monster Card in it. If you control a monster with ATK greater than or equal to the ATK of the selected Monster Card, destroy the selected card and inflict 500 damage to your opponent. Otherwise, take 500 damage.

*(POTD-003 DP03-005)***Neo-Spacian Dark Panther**, 3, DARK

Beast/Effect, 1000/500

Once per turn, you can select 1 face-up monster your opponent controls. While you control this face-up card, until the end of this turn this card's name is treated as the selected monster's name, and it gets the selected monster's effect(s).

*(POTD-005 DP03-007)***Neo-Spacian Flare Scarab**, 3, FIRE

Insect/Effect, 500/500

This card gains 400 ATK for each Spell and Trap Card your opponent controls.

*(POTD-004 DP03-006)***Neo-Spacian Glow Moss**, 3, LIGHT

Plant/Effect, 300/900

When this card attacks or is attacked, your opponent draws 1 card. Reveal that card, and based on its type apply the proper effect: [\*] Monster: End the Battle Phase. [\*] Spell: You can change this card's attack to a direct attack. [\*] Trap: This monster is changed to Defense Position.

*(STON-006 DP06-003)***Neo-Spacian Grand Mole**, 3, EARTH

Rock/Effect, 900/300

If this card battles with your opponent's monster, you can return both monsters to their owners' hands at the start of the Damage Step (without damage calculation).

*(STON-005 DP06-002)***Neo-Spacian Marine Dolphin**, 4, WATER

Warrior/Fusion/Effect, 900/1100

This card's name is also treated as "Neo-Spacian Aqua Dolphin". This card cannot be Special Summoned except with "NEX". Once per turn, you can discard 1 card to look at your opponent's hand and select 1 Monster Card in it. If you control a monster with ATK greater than or equal to the selected monster's, destroy the selected monster and inflict 500 damage to your opponent.

*(TAEV-040)***Neo-Spacian Twinkle Moss**, 4, LIGHT

Plant/Fusion/Effect, 500/1100

This card's name is also treated as "Neo-Spacian Glow Moss". This card cannot be Special Summoned except with "NEX". When this card attacks or is attacked, draw 1 card. Reveal that card, and based on its type apply the proper effect: [\*] Monster: End the Battle Phase. [\*] Spell: You can change this card's attack to a direct attack. [\*] Trap: This monster is changed to Defense Position.

*(PTDN-042)***Neo the Magic Swordsman**, 4, LIGHT

Spellcaster, 1700/1000

A dimensional drifter who not only practices sorcery, but is also a sword and martial arts master.

*(SDY-035 SYE-012)***Neos Force**

Spell (Equip)

Equip only to "Elemental Hero Neos". It gains 800 ATK. When it destroys a monster by battle and sends it to the Graveyard, inflict damage to your opponent equal to the original ATK of the destroyed monster. During the End Phase, shuffle this card into the Deck.

*(STON-039)***Neos Wiseman**, 10, LIGHT

Spellcaster/Effect, 3000/3000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 1 face-up "Elemental Hero Neos" and 1 face-up "Yubel" you control to the Graveyard. This card cannot be destroyed by card effects. If this card battles an opponent's monster, at the end of the damage step, inflict damage to your opponent equal to the ATK of the monster it battled, and gain Life Points equal to that monster's DEF.

*(CSOC-097)***Nettles**, 2, EARTH

Plant/Tuner, 1200/400

If this face-up card would be destroyed, you can destroy 1 face-up Plant-Type monster you control instead.

*(CSOC-024)***Newdoria**, 4, DARK

Fiend/Effect, 1200/800

When this card is destroyed and sent to the Graveyard as a result of battle, destroy 1 monster on the field.

*(PGD-057 DR1-005 GLD1-011)***NEX**

Spell

Send 1 face-up "Neo-Spacian" monster you control to the Graveyard. Special Summon 1 Level 4 monster with the same name from your Fusion Deck.

*(TAEV-049)***Next to be Lost**

Trap

Select 1 face-up monster you control. Send 1 card from your Deck to the Graveyard with the same name as the selected card.

*(SOI-054 DR04-174)***Night Assailant**, 3, DARK

Fiend/Effect, 200/500

FLIP: Select 1 monster on your opponent's side of the field and destroy it. When this card is sent directly from your hand to the Graveyard, return 1 Flip Effect Monster from your Graveyard to your hand.

*(AST-080 CP01-005 DR2-193)***Nightmare Horse**, 2, DARK

Zombie/Effect, 500/400

This card can attack your opponent's Life Points directly even if there is a monster on your opponent's side of the field.

*(PGD-077 DR1-025)***Nightmare Penguin**, 4, WATER

Aqua/Effect, 900/1800

When this card is flipped face-up, return 1 card on your opponent's side of the field to the owner's hand. All WATER monsters on your side of the field gain 200 ATK.

*(RDS-010 DR3-070 GLD1-021)***Nightmare Wheel**

Trap (Continuous)

Select 1 monster on your opponent's side of the field. As long as this card remains face-up on the field, the selected monster cannot attack or change its battle position. During each of your Standby Phases, this card inflicts 500 points of damage to your opponent's Life Points. When the selected monster is removed from the field, destroy this card.

*(PGD-106 DR1-055)***Nightmare's Steelcage**

Spell

This card remains face-up on the field for 2 of your opponent's turns. No monsters can attack. Destroy this card during your opponent's 2nd End Phase after this card was activated.

*(SD6-031)*

**Night's End Sorcerer, 2, DARK**

Spellcaster/Tuner, 1300/400

When this card is Special Summoned, you can remove from play up to 2 cards from your opponent's Graveyard.  
(CSOC-087)

**Nimble Momonga, 2, EARTH**

Beast/Effect, 1000/100

When this card is destroyed by battle and sent to the Graveyard, gain 1000 Life Points. You can also Special Summon up to 2 "Nimble Momongas" from your Deck in face-down Defense Position. (SRL-086 CP02-002 DB1-051 DLG1-072 RP01-071 TP4-014)

**Nimble Musasabi, 2, EARTH**

Beast/Effect, 800/100

When this card is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent. You can Special Summon up to 2 "Nimble Musasabi" from your Deck to you opponent's side of the field in face-up Attack Position. This card cannot be Tributed for a Tribute Summon.  
(LODT-086)

**Nin-Ken Dog, 4, WIND**

Beast-Warrior, 1800/1000

A Ninja dog who has mastered extreme Ninjutsu. Through hard training, it learned the technique to metamorphose into a human being.  
(DCR-002 DR1-164)

**Ninja Grandmaster Sasuke, 4, LIGHT**

Warrior/Effect, 1800/1000

If this card attacks a face-up Defense Position monster, destroy the monster with this card's effect without applying damage calculation.  
(SOD-019 DR3-019 SD5-015 YSDJ-014)

**Ninjitsu Art of Decoy**

Trap (Continuous)

Activate by selecting 1 face-up "Ninja" monster on your side of the field. The selected monster cannot be destroyed by battle (damage calculation is applied normally).  
(SOD-052 DR3-052)

**Ninjitsu Art of Transformation**

Trap (Continuous)

Activate this card by Tributing 1 face-up monster on your side of the field that includes "Ninja" in its card name. Special Summon 1 Beast-Type, Winged Beast-Type, or Insect-Type monster with a Level equal to or less than the Level of the Tributed card + 3 from your hand or Deck to your side of the field. When this card is removed from your side of the field, destroy the monster.  
(AST-052 DR2-164 SD8-035)

**Nitro Synchron, 2, FIRE**

Machine/Tuner, 300/100

If this card is sent to the Graveyard for the Synchro Summon of a "Nitro" Synchro Monster, draw 1 card.  
(TDGS-002)

**Nitro Unit**

Spell (Equip)

Equip only to a monster on your opponent's side of the field. When the equipped monster is destroyed by battle and sent to the Graveyard, inflict damage to your opponent equal to the ATK of the equipped monster.  
(TLM-046 DR3-226)

**Nitro Warrior, 7, FIRE**

Warrior/Synchro/Effect, 2800/1800

"Nitro Synchron" + 1 or more non-Tuner monsters <p>Once during each of your turns, if you activated a Spell Card, this card gains 1000 ATK during its next attack, for damage calculation only. Once per turn, if this attacking card destroys an opponent's monster by battle, you can change 1 face-up Defense Position monster your opponent controls to Attack Position, and attack it with this card.  
(TDGS-039 CT05-S02)

**Niwatori, 3, EARTH**

Winged Beast, 900/800

Swallows enemies whole and uses their essence as energy.  
(MRD-112)

**No Entry!!**

Trap

Change all Attack Position monsters to Defense Position.  
(GLAS-064)

**Nobleman-Eater Bug, 5, EARTH**

Insect/Effect, 900/1200

FLIP: Destroy 2 monsters on the field.  
(SOD-030 DR3-030)

**Nobleman of Crossout**

Spell

Destroy 1 face-down monster and remove it from play. If the monster is a Flip Effect Monster, both players must remove from play all monsters from their Decks with the same name as the destroyed monster.  
(PSV-034 DB1-088 HL06-001 SD1-012 SD2-016 SD3-017 SD6-019 SD8-020 SDDE-020 SKE-038)

**Nobleman of Extermination**

Spell

Destroy 1 face-down Spell or Trap Card and remove it from play. If the card is a Trap Card, both players must check their respective Decks and remove all cards of the same name from play. Then shuffle the Decks.  
(PSV-035 DB1-089 TP4-016)

**Noisy Gnat, 2, EARTH**

Insect/Effect, 700/300

You can send this card from your hand to the Graveyard to increase the Level of 1 monster on the field by 1, until the End Phase.  
(TDGS-037)

**Non Aggression Area**

Trap

You can only activate this card during your Standby Phase. Discard 1 card from your hand. Your opponent cannot Normal Summon, Set and/or Special Summon during his/her next turn.  
(PGD-101 DR1-049)

**Non-Fusion Area**

Trap (Continuous)

Neither player can Fusion Summon.  
(EEN-059 DR04-119)

**Non-Spellcasting Area**

Spell (Continuous)

All face-up Monster Cards on the field, except for Effect Monsters, are unaffected by any Spell Card (excluding this card).  
(DCR-043 DR1-205 GLD1-035)

**Nova Summoner, 4, LIGHT**

Fairy/Effect, 1400/800

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 LIGHT Fairy-Type monster with 1500 or less ATK from the Deck. If "The Sanctuary in the Sky" is on the field, you can Special Summon 1 "Airknight Parshath" instead.  
(STON-065 DLG1-111)

**Novox's Prayer**

Spell (Ritual)

This card is used to Ritual Summon "Skull Guardian". You must also offer monsters whose total Level Stars equal 7 or more as a Tribute from the field or your hand.  
(TP2-008)

**Nubian Guard, 2, FIRE**

Warrior/Effect, 500/500

If this card inflicts Battle Damage to your opponent's Life Points, you can return 1 Continuous Spell Card from your Graveyard to the top of your Deck.  
(AST-066 DR2-179)

**Null and Void**

Trap

Activate only when an effect of drawing card(s) is activated. Both players see the cards drawn by the effect and discard them all to the Graveyard.  
(SOD-057 DR3-057)

**Numinous Healer**

Trap

You can only activate this card when you take damage to your Life Points. Increase your Life Points by 1000 points. Also, increase your Life Points by 500 points for each "Numinous Healer" card in your Graveyard.  
(PSV-023 DB1-079)

**Nurse Reficule the Fallen One, 4, DARK**

Fairy/Effect, 1400/600

Any effect that would cause your opponent to gain Life Points instead inflicts the same amount of damage to your opponent.  
(GX05-001)

**Nutrient Z**

Trap

This card can only be activated during your opponent's Damage Step. During this turn, if you take Battle Damage of 2000 points or more, increase your Life Points by 4000 points before the damage is subtracted from your Life Points.  
(LOD-096)

**Nuvia the Wicked, 4, DARK**

Fiend/Effect, 2000/800

If this monster is Normal Summoned, destroy this card. If your opponent controls any monster, decrease the ATK of this card by 200 points for each monster on your opponents side of the field.  
(LON-013 DB1-216)

**O-Oversoul**

Spell

Select 1 "Elemental Hero" Normal Monster in your Graveyard and Special Summon it.  
(EOJ-041 DP03-019 DR04-221)

**Obnoxious Celtic Guard, 4, EARTH**

Warrior/Effect, 1400/1200

This card is not destroyed as a result of battle when this card battles with a monster with an ATK of 1900 or more. (Damage calculation is applied normally.)

(DB2-112 CT1-006 SD5-007)

**Obsidian Dragon, 4, DARK**

Rock/Effect, 800/2100

Negate the effects of Spell and Trap Cards that target only 1 face-up DARK monster you control, and destroy them.

(PTDN-023)

**Ocean Dragon Lord-Neo-Daedalus, 8, WATER**  
Sea Serpent/Effect, 2900/1600

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by Tributing 1 "Levia-Dragon - Daedalus" on your side of the field. Send "Umi" on your side of the field to the Graveyard to send all cards in both players' hands and on the field to the Graveyard, except this card.

(SD4-001)

**Ocean's Keeper, 3, WATER**

Fish/Effect, 1500/1200

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. When this card is destroyed by battle, add 1 "Thousand-Eyes Jellyfish" or 1 "Cranium Fish" from your Deck to your hand.

(TAEV-081)

**Octoberser, 5, WATER**

Aqua, 1600/1400

With the head of a fish and the legs of an octopus, this strange creature attacks enemies by flinging spears.

(SRL-052)

**Ocubeam, 5, LIGHT**

Fairy, 1550/1650

Frightening in appearance, this creature uses its large eyes and ears to keep track of any movement.

(MRD-030)

**Offering to the Snake Deity**

Trap

Destroy 1 Reptile-Type monster you control and 2 cards your opponent controls.

(PTDN-077)

**Offerings to the Doomed**

Spell (Quick-Play)

Destroy 1 face-up monster. Skip your next Draw Phase.

(LON-051 GLD1-034)

**Ogre of the Black Shadow, 4, EARTH**

Beast-Warrior, 1200/1400

An ogre possessed by the powers of the dark. Few can withstand its rapid charge.

(SDK-019)

**Ojama Black, 2, LIGHT**

Beast, 0/1000

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

(IOC-002 DP2-004 DR2-002)

**Ojama Delta Hurricane!!**

Spell

You can only activate this card while "Ojama Green", "Ojama Yellow" and "Ojama Black" are face-up on your side of the field. Destroy all cards on your opponent's side of the field.

(IOC-034 DP2-018 DR2-034)

**Ojama Green, 2, LIGHT**

Beast, 0/1000

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

(DCR-056 DP2-002 DR1-218)

**Ojama King, 6, LIGHT**

Beast/Fusion/Effect, 0/3000

"Ojama Green" + "Ojama Yellow" + "Ojama Black" <p> Select up to 3 of your opponent's Monster Card Zones. The selected zones cannot be used.

(SOD-034 DP2-015 DR3-034)

**Ojama Knight, 5, LIGHT**

Beast/Fusion/Effect, 0/2500

1 "Ojama" monster + 1 "Ojama" monster <p>

Select up to 2 of your opponent's Monster Card Zones. The selected zones cannot be used.

(TAEV-044)

**Ojama Trio**

Trap

Special Summon 3 "Ojama Tokens" (Beast-Type/LIGHT/Level 2/ATK 0/DEF 1000) in Defense Position on your opponent's side of the field. The tokens cannot be Tributed for a Tribute Summon. When an "Ojama Token" is destroyed, the controller of that Token takes 300 points of damage.

(DCR-047 DP2-027 DR1-209)

**Ojama Yellow, 2, LIGHT**

Beast, 0/1000

He's one of the Ojama Trio. It's said that he butts in by any means necessary. It's also said that when the three are together, something happens.

(IOC-001 DP2-003 DR2-001)

**Ojamagic**

Spell

When this card is sent from the hand or the field to the Graveyard, add 1 each of "Ojama Green", "Ojama Yellow" and "Ojama Black" from your Deck to your hand.

(EEN-040 DP2-020 DR04-100)

**Ojamuscle**

Spell

Select 1 face-up "Ojama King". Destroy all "Ojama" monsters on the field, except the selected "Ojama King". It gains 1000 ATK for each monster destroyed this way.

(EEN-041 DP2-021 DR04-100)

**Old Vindictive Magician, 2, DARK**

Spellcaster/Effect, 450/600

FLIP: Destroy 1 monster on your opponent's side of the field.

(MFC-067 CP06-003 DR1-122 GLD1-013)

**Omega Goggles**

Spell (Equip)

Equip only to a monster you control. Once per turn, you can look at 1 random card in your opponent's hand. The equipped monster cannot attack the turn you activate this effect.

(CSOC-062)

**Ominous Fortunetelling**

Trap (Continuous)

During your Standby Phase, select 1 random card from your opponent's hand. Call the type of card (Monster, Spell, or Trap). If you call it right, inflict 700 points of damage to your opponent's Life Points. You can use this effect only once per turn.

(LOD-094 DB2-203)

**One-Eyed Shield Dragon, 3, WIND**

Dragon, 700/1300

This dragon wears a shield not only for its own protection, but also for ramming its enemies.

(LOB-087)

**Oni Tank T-34, 4, EARTH**

Machine, 1400/1700

An armored tank possessed by a fiend that will pursue enemies until they're crushed.

(PSV-059)

**Ooguchi, 1, WATER**

Aqua/Effect, 300/250

This monster can attack your opponent's Life Points directly.

(MRD-032)

**Ookazi**

Spell

Inflict 800 points of damage to your opponent's Life Points.

(SDK-023 SKE-026 YSD-020)

**Oppressed People, 1, WATER**

Aqua, 400/2000

They are oppressed, but believe they will have their freedom someday.

(MFC-002 DR1-057)

**Opti-Camouflage Armor**

Spell (Equip)

You can only equip this card to a Level 1 monster.

A monster equipped with this card can attack your opponent's Life Points directly.

(AST-035 DR2-147)

**Opticlops, 4, DARK**

Fiend, 1800/1700

A one-eyed giant that serves the "Dark Ruler Ha Des", it skewers its enemies with its sharp horn, shattering them to pieces.

(LOD-009 DB2-131 SKE-012)

**Option Hunter**

Trap

Activate only when a monster you control is destroyed by battle and sent to the Graveyard. Gain Life Points equal to the original ATK of the destroyed monster.

(SOI-058 DR04-178)

**Orb of Yasaka**

Spell (Equip)

Equip only to a Spirit monster. When it destroys an opponent's monster by battle and sends it to the Graveyard, gain Life Points equal to that monster's original ATK. When the equipped monster you control is returned to the hand and this card is sent to the Graveyard, return this card to your hand. (TDGS-055)

**Orbital Bombardment**

Trap

Send 1 "Alien" monster from your side of the field to the Graveyard to activate this card. Destroy 1 Spell or Trap Card on the field. (POTD-053)

**Orca Mega-Fortress of Darkness, 5, WATER**

Sea Serpent/Effect, 2100/1200

By Tributing 1 "Torpedo Fish" on your side of the field, destroy 1 monster on the field. By Tributing 1 "Cannonball Spear Shellfish" on your side of the field, destroy 1 Spell or Trap Card on the field. (IOC-084 DR2-085)

**Ordeal of a Traveler**

Trap (Continuous)

You can only activate this card's effect when your opponent declares an attack. Your opponent selects 1 random card in your hand and calls the type of the card (Monster, Spell, or Trap). If your opponent calls it wrong, the attacking monster is returned to its owner's hand. (PGD-042 DB2-239 SD7-030)

**Order to Charge**

Spell (Quick-Play)

Select 1 face-up Normal Monster (except a Token) on your side of the field when you activate this card. When this card resolves, Tribute the selected Normal Monster and destroy 1 monster on your opponent's side of the field. (AST-085 DR2-198)

**Order to Smash**

Trap

Select 1 face-up Level 2 or lower Normal Monster (except a Token) on your side of the field when you activate this card. When this card resolves, you can Tribute the selected Normal Monster and destroy 1 or 2 Spell or Trap Cards on your opponent's side of the field. (AST-110 DR2-223)

**Oscillo Hero, 3, EARTH**

Warrior, 1250/700

A strange warrior from another dimension. (TP1-023)

**Oscillo Hero #2, 3, LIGHT**

Thunder, 1000/500

A creature that electrocutes opponents with bolts of lightning. (TP1-016 DB2-085)

**Otherworld-The "A" Zone**

Spell (Field)

If your opponent's monster battles an "Alien" monster you control, the opponent's monster loses 300 ATK and DEF during damage calculation only. (FOTB-044)

**Otohime, 3, LIGHT**

Spellcaster/Spirit, 0/100

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. When this card is Normal Summoned or flipped face-up, you can change the battle position of 1 face-up monster on your opponent's side of the field. (LOD-069 DB2-181)

**Outstanding Dog Marron, 1, LIGHT**

Beast/Effect, 100/100

When this card is sent to your Graveyard, add it to your Deck and shuffle it. (DCR-062 DR1-224)

**Over Destiny**

Spell

Select 1 "Destiny Hero" monster in your Graveyard. Special Summon 1 "Destiny Hero" monster from your Deck whose Level is less than or equal to half the selected monster's. The Special Summoned monster is destroyed at the end of this turn. (DP05-021)

**Over Limit**

Trap

Pay 500 Life Points. Special Summon from both players' Graveyards as many Normal Monsters as possible with 1000 or less ATK that were destroyed by battle this turn. (GLAS-063 DP06-024)

**Overdrive, 4, EARTH**

Machine, 1600/1500

An all-terrain armored vehicle armed with a heavy-duty machine gun. (PSV-060)

**Overdrive Teleporter, 6, LIGHT**

Psychic/Effect, 2100/1200

This card cannot be Special Summoned. You can pay 2000 Life Points to Special Summon 2 Level 3 Psychic-Type monsters from your Deck. This effect can only be used once while this card is face-up on the field. (CSOC-083)

**Overload Fusion**

Spell

Remove from play, from your side of the field or your Graveyard, Fusion Material Monsters that are listed on a DARK Machine-Type Fusion Monster Card, and Special Summon that 1 Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.) (POTD-042 DP04-022)

**Overworked**

Trap

Destroy each monster whose ATK is higher than its original ATK. (TDGS-080)

**Owner's Seal**

Spell

Return control of all monsters on the field to their original owners. (LODT-094)

**Oxygeddon, 4, WIND**

Dinosaur/Effect, 1800/800

When this card is destroyed by battle with a Pyro-Type monster and sent to the Graveyard, inflict 800 damage to both players. (EEN-014 DR04-074 SD09-011)

**Oyster Meister, 3, WATER**

Fish/Effect, 1600/200

When this card is sent from the field to the Graveyard, except when destroyed by battle, Special Summon 1 "Oyster Token" (Fish-Type/WATER/Level 1/ATK 0/DEF 0). (TDGS-028)

**Painful Choice**

Spell

Select 5 cards from your Deck and reveal them to your opponent. Your opponent selects 1 card among them. Add that card to your hand and discard the other cards. (SRL-049 DB1-033 DLG1-060 RP01-059)

**Paladin of the Cursed Dragon, 4, LIGHT**

Zombie/Effect, 1900/1200

Once per turn, you can Special Summon 1 Level 4 or lower Zombie-Type monster that was destroyed by battle from your opponent's Graveyard to your side of the field. (SDZW-003)

**Paladin of White Dragon, 4, LIGHT**

Dragon/Ritual/Effect, 1900/1200

This monster can only be Ritual Summoned with the Ritual Spell Card, "White Dragon Ritual." You must also Tribute monsters whose total Levels equal 4 or more from the field or your hand. When this monster attacks a face-down Defense Position monster, destroy the face-down monster with this card's effect. You can Tribute this card to Special Summon 1 "Blue-Eyes White Dragon" from your hand or your Deck. ("Blue-Eyes White Dragon" cannot attack during that turn.) (MFC-026 DR1-081 SKE-024)

**Pale Beast, 4, EARTH**

Beast, 1500/1200

With skin tinged a bluish-white, this strange creature is a fearsome sight to behold. (MRD-047 SDK-031)

**Pandemonium**

Spell (Field)

Neither player has to pay Life Points during the Standby Phase for Archfiend monsters. Each time a player's Archfiend Monster Card(s) are destroyed and sent to the Graveyard, except as a result of battle, that player can select 1 Archfiend Monster Card from his/her Deck that has a lower Level than the destroyed card and add it to his/her hand. (DCR-094 DR1-256 GLD1-037)

**Pandemonium Watchbear, 4, DARK**

Beast/Effect, 1300/1800

As long as this card remains face-up on your side of the field, "Pandemonium" on your side of the field is not destroyed by your opponent's card effects. (DCR-058 DR1-220)

**Panther Warrior, 4, EARTH**

Beast-Warrior/Effect, 2000/1600

This card cannot attack unless you Tribute 1 monster on your side of the field. (CT2-006)

**Paralyzing Chain**

Spell (Continuous)

When a card(s) is sent from your opponent's Deck to the Graveyard by a card effect, inflict 300 damage to your opponent.  
(CSOC-054)

**Paralyzing Potion**

Spell (Equip)

A non Machine-Type monster equipped with this card cannot attack.  
(MRD-137)

**Parasite Paracide, 2, EARTH**

Insect/Effect, 500/300

FLIP: Put this card face-up in your opponent's Deck and shuffle it. When your opponent draws this card, it is Special Summoned on your opponent's side of the field in face-up Defense Position and inflicts 1000 points of damage to your opponent's Life Points. Then all face-up monsters on your opponent's side of the field become Insect-Type as long as this card remains face-up on the field.  
(PSV-003 DB1-068)

**Parasitic Ticky, 1, EARTH**

Insect/Effect, ??

The ATK and DEF of this card are each equal to the number of tokens on the field x 500.  
(SOI-018 DR04-138)

**Parrot Dragon, 5, WIND**

Dragon, 2000/1300

A dragon from the cartoons that's more dangerous than it appears to be.  
(TP2-028)

**Parry**

Trap (Counter)

Return 1 "Gladiator Beast" monster from your hand to the Deck, and negate the activation and effect of a Trap Card, and destroy it.  
(GLAS-072)

**Patrician of Darkness, 5, DARK**

Zombie/Effect, 2000/1400

The controller of this card selects the targets of their opponent's attacks.  
(LOD-058 DB2-168 SDZW-005)

**Patroid, 4, EARTH**

Machine/Effect, 1200/1200

Once per turn, during your Main Phase, you can look at 1 face-down card your opponent controls, then return it to its original position.  
(CRV-006 DR04-006 YSDS-013)

**Patrol Robo, 3, EARTH**

Machine/Effect, 1100/900

During your Standby Phase, you can look at 1 face-down card that's been Set by your opponent as long as this card remains face-up on the field.  
(TP1-004 TP3-008)

**Peacock, 5, WIND**

Winged Beast, 1700/1500

A large peacock that launches its feathers in a lethal attack.  
(SRL-011)

**Penalty Game!**

Trap

When your opponent has 4 cards in their hand, select and activate 1 of these effects: <p>[\*] Your opponent cannot draw during their next Draw Phase. <p>[\*] Your opponent cannot activate any Spell or Trap Cards this turn.  
(FET-051 DR3-171)

**Penguin Knight, 3, WATER**

Aqua/Effect, 900/800

When this card is sent directly from your Deck to the Graveyard by an effect of a card controlled by your opponent, unite your Graveyard cards and your own Deck, shuffle them and form a new Deck.  
(SRL-001 DB1-001)

**Penguin Soldier, 2, WATER**

Aqua/Effect, 750/500

FLIP: You can return up to 2 Monster Cards from the field to their owners' hands.  
(SDJ-022 DB2-105 DLG1-090 RP01-089)

**Penumbral Soldier Lady, 6, DARK**

Warrior/Effect, 2100/1400

If this card battles a LIGHT monster, this card gains 1000 ATK during the Damage Step only.  
(SOD-033 DR3-033)

**People Running About, 2, FIRE**

Pyro, 600/600

Although they always suffer in silence, they swear an oath to inevitably revolt.  
(MFC-001 DR1-056)

**Perfect Machine King, 8, EARTH**

Machine/Effect, 2700/1500

This card gains 500 ATK for each other Machine-Type monster on the field.  
(RDS-012 DR3-072)

**Perfectly Ultimate Great Moth, 8, EARTH**

Insect/Effect, 3500/3000

This card cannot be Normal Summoned or Set. This monster can only be Special Summoned by Tributing "Petit Moth" on the 6th of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".  
(DB2-249 TSC-001)

**Performance of Sword, 6, EARTH**

Warrior/Ritual, 1950/1850

This monster can only be Ritual Summoned with the Ritual Spell Card, "Commencement Dance". You must also Tribute monsters whose total Level Stars equal 6 or more from the field or your hand.  
(SRL-067)

**Peten the Dark Clown, 3, DARK**

Spellcaster/Effect, 500/1200

When this card is sent to your Graveyard, you can remove this card from the Graveyard to Special Summon 1 "Peten the Dark Clown" from your hand or Deck.  
(EP1-005)

**Petit Angel, 3, LIGHT**

Fairy, 600/900

A quick-moving and tiny fairy that's very difficult to hit.  
(LOB-025)

**Petit Dragon, 2, WIND**

Dragon, 600/700

A very small dragon known for its vicious attacks.  
(LOB-024)

**Petit Moth, 1, EARTH**

Insect, 300/200

This small but deadly creature is better off avoided.  
(MRD-023 DB1-155)

**Phalanx Pike**

Spell (Equip)

The equipped monster gains 900 ATK for each card in either Graveyard that has the same name it does.  
(TAEV-059)

**Phantasmal Martyrs**

Spell

Activate only while you have 2 or more cards in your hand, and control a face-up "Uria, Lord of Searing Flames" or "Hamon, Lord of Striking Thunder". Send your entire hand to the Graveyard to Special Summon 3 "Phantasmal Martyr Tokens" (Fiend-Type/DARK/Level 1/ATK 0/DEF 0) in Attack Position.  
(SOI-041 DR04-161)

**Phantom Beast Cross-Wing, 4, LIGHT**

Beast-Warrior/Effect, 1300/1300

While this card is in the Graveyard, "Gazelle the King of Mythical Beasts" and all "Phantom Beast" monsters on the field gain 300 ATK.  
(GX02-001)

**Phantom Beast Rock-Lizard, 7, DARK**

Beast-Warrior/Effect, 2200/2000

If you're Tributing a "Phantom Beast" monster or "Gazelle the King of Mythical Beasts", this card can be Normal Summoned with 1 Tribute. When this card destroys a monster by battle, inflict 500 damage to your opponent. When this card is destroyed and sent to the Graveyard by your opponent's card effect, inflict 2000 damage to your opponent.  
(FOTB-SE1)

**Phantom Beast Thunder-Pegasus, 4, LIGHT**

Beast-Warrior/Effect, 700/2000

Activate only when your opponent's monster declares an attack. By removing from play this card in your Graveyard, make the Battle Damage taken by 1 "Gazelle the King of Mythical Beasts" or "Phantom Beast" monster 0. When this happens, that monster is not destroyed by battle.  
(GX02-003)

**Phantom Beast Wild-Horn, 4, EARTH**

Beast-Warrior/Effect, 1700/0

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(GX02-002)

**Phantom Cricket, 2, EARTH**

Insect/Effect, 300/1000

FLIP: Return 1 face-down monster from the field to the top of its owner's Deck.  
(TAEV-030)

**Phantom Dragon, 8, LIGHT**

Dragon/Effect, 2300/2200

When your opponent Special Summons a monster, you can Special Summon this card from your hand. 2 of your Monster Card Zones cannot be used.  
(*LODT-041*)

**Phantom Dragonray Bronto, 4, WATER**

Fish/Gemini, 1500/1000

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] The original ATK of this card becomes 2300. If this card attacks, it is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.  
(*TAEV-087*)

**Phantom of Chaos, 4, DARK**

Fiend/Effect, 0/0

Any Battle Damage this monster inflicts to your opponent becomes 0. Once per turn, you can remove from play 1 Effect Monster in your Graveyard. Until the End Phase, this card's name is treated as that monster's name, and it gains that monster's effect(s) and ATK.  
(*GLAS-SE1*)

**Phantom Skyblaster, 4, DARK**

Fiend/Effect, 1100/800

When you Normal or Flip Summon this card, you can Special Summon any number of "Skyblaster Tokens" (Fiend-Type/DARK/Level 4/ATK 500/DEF 500), but not more than the number of monsters you control. During your Standby Phase, you can inflict 300 damage to your opponent for each "Skyblaster" monster you control. If you activate this effect, "Skyblaster" monsters you control cannot attack this turn.  
(*DP07-007*)

**Pharaoh's Servant, 2, DARK**

Zombie, 900/0

An apparition of those said to formerly serve the Pharaoh. It has tremendous loyalty that does not waiver.  
(*AST-060 DR2-173*)

**Pharaoh's Treasure**

Trap

After activation, put this card face-up in your Deck and shuffle it. When you draw this card, send it to the Graveyard and add 1 card in your Graveyard (except this card) to your hand.  
(*PGD-052 DB2-248*)

**Pharaonic Protector, 2, EARTH**

Zombie, 900/0

The mummy of a soldier that has been guarding the royal family for thousands of years. Even now, its spirit does not allow anybody to trespass.  
(*AST-061 DR2-174*)

**Phoenix Wing Wind Blast**

Trap

Discard 1 card from your hand. Return 1 card on your opponent's side of the field to the top of the owner's Deck.  
(*FET-053 CP06-004 DR3-173*)

**Photon Generator Unit**

Spell (Quick-Play)

Tribute 2 "Cyber Dragons". Special Summon 1 "Cyber Laser Dragon" from your hand, Deck, or Graveyard.  
(*SOI-045 DP04-021 DR04-165*)

**Physical Double**

Trap

You can only activate this card during your opponent's turn. Select 1 monster on your opponent's side of the field and Special Summon 1 "Mirage Token" in face-up Attack or Defense Position on your side of the field. The "Mirage Token" has the same Level, Type, Attribute, ATK, and DEF as the selected monster. Destroy the "Mirage Token" at the end of the turn.  
(*MFC-047 DR1-102*)

**Pigeonholing Book of Spell**

Spell (Quick-Play)

Pick up the top 3 cards of your Deck and return those cards to the top of the Deck in any order. Your opponent cannot look at the cards.  
(*MFC-093 DR1-148*)

**Pikeru's Circle of Enchantment**

Trap

Damage to you from card effects becomes 0 until the end of this turn.  
(*RDS-057 CP03-010 DR3-117*)

**Pikeru's Second Sight**

Trap

Until your opponent's second End Phase, your opponent shows you all cards that they draw before adding them to their hand.  
(*TLM-050 DR3-230*)

**Pinch Hopper, 4, EARTH**

Insect/Effect, 1000/1200

When this card on your side of the field is sent to the Graveyard, you can Special Summon 1 Insect-Type Monster from your hand.  
(*IOC-078 DR2-079*)

**Pineapple Blast**

Trap

You can only activate this card when you Normal Summon a monster successfully. If there are more monsters on your opponent's side of the field than your side, destroy your opponent's monsters so that your opponent controls the same number of monsters as you. Your opponent selects which monsters are destroyed.  
(*MFC-045 DR1-100*)

**Piranha Army, 2, WATER**

Fish/Effect, 800/200

The Battle Damage this card inflicts by attacking your opponent's Life Points directly is doubled.  
(*AST-026 DR2-138*)

**Pitch-Black Power Stone**

Trap (Continuous)

After activation, put 3 Spell Counters on this card. During each of your turns you can move 1 of this card's Spell Counters to another face-up card on the field that you can put a Spell Counter on. When there are no Spell Counters on this card, this card is destroyed.  
(*MFC-095 DR1-150 SD6-034*)

**Pitch-Black Warwolf, 4, DARK**

Beast-Warrior/Effect, 1600/600

Your opponent cannot activate Trap Cards during the Battle Phase.  
(*RDS-026 DR3-086*)

**Pitch-Dark Dragon, 3, DARK**

Dragon/Union, 900/600

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "Dark Blade" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK/DEF of the equipped monster by 400 points. When it attacks with an ATK that is higher than the DEF of a Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(*MFC-008 DR1-063*)

**Pixie Knight, 2, LIGHT**

Spellcaster/Effect, 1300/200

When this card is sent to the Graveyard as a result of battle, your opponent selects 1 Spell Card from your Graveyard, and places that card on the top of your Deck.  
(*MFC-070 DR1-125*)

**Plague Wolf, 3, DARK**

Zombie/Effect, 1000/1000

Once per turn, you can change this card's ATK to twice its original ATK. If you do, destroy it during the End Phase.  
(*FOTB-065 SDZW-015*)

**Plaguespreader Zombie, 2, DARK**

Zombie/Tuner, 400/200

You can return 1 card from your hand to the top of the Deck to Special Summon this card from the Graveyard. If you do, remove this card from play when it is removed from the field.  
(*CSOC-031*)

**Plant Food Chain**

Trap

Equip this card to a Plant-Type monster you control. It gains 500 ATK. If this card is destroyed by a card effect while equipped, you can Special Summon 1 Plant-Type monster from your Graveyard.  
(*CSOC-076*)

**Poison Chain**

Spell (Continuous)

During the End Phase of your turn, if you did not attack, your opponent sends cards equal to the number of face-up "Iron Chain" monsters you control from the top of their Deck to the Graveyard.  
(*CSOC-053*)

**Poison Draw Frog, 2, WATER**

Aqua/Effect, 100/100

When this face-up card on the field is sent to the Graveyard (unless it was attacked while face-down and destroyed by battle), you can draw 1 card.  
(*CRV-028 DR04-028*)

**Poison Fangs**

Spell (Continuous)

Each time a Beast-Type monster inflicts Battle Damage to your opponent, inflict 500 damage to your opponent.  
(FET-038 DR3-158)

**Poison Mummy, 4, EARTH**

Zombie/Effect, 1000/1800

FLIP: Inflict 500 damage to your opponent.  
(PGD-016 YSDJ-009 YSDS-010)

**Poison of the Old Man**

Spell (Quick-Play)

Select and activate 1 of the following effects: <p>[\*] Increase your Life Points by 1200 points. <p>[\*] Inflict 800 points of damage to your opponent's Life Points.  
(MFC-033 DR1-088)

**Pole Position**

Trap (Continuous)

The face-up monster(s) with the highest ATK on the field is unaffected by the effects of Spell Cards. When "Pole Position" is removed from the field, destroy the face-up monster(s) with the highest ATK on the field.  
(FET-050 DR3-170)

**Pollinosis**

Trap (Counter)

Tribute 1 Plant-Type monster. Negate the activation of a Spell or Trap Card, or the Normal or Special Summon of a monster, and destroy that card.  
(CSOC-074)

**Polymerization**

Spell

Send Fusion Material Monsters that are listed on a Fusion Monster Card from your hand or your side of the field to the Graveyard, and Special Summon that Fusion Monster from your Fusion Deck.  
(LOB-059 DB1-119 DLG1-009 DP1-014 RP01-008 SDJ-036)

**Portable Battery Pack**

Trap (Continuous)

Select 2 "Batteryman" monsters from your Graveyard and Special Summon them in Attack Position. When this card is removed from the field, destroy those monsters. When both of those monsters have been removed from the field, destroy this card.  
(LODT-074)

**Possessed Dark Soul, 3, DARK**

Fiend/Effect, 1200/800

Tribute this face-up card. Take control of all face-up Level 3 or lower monsters on your opponent's side of the field until they are removed from the field.  
(LOD-004 DB2-127)

**Pot of Avarice**

Spell

Select 5 Monster Cards in your Graveyard. Return those cards to the Deck, then draw 2 cards.  
(EEN-037 CP01-011 DR04-097 SD10-030 SDZW-026)

**Pot of Generosity**

Spell

Return 2 cards from your hand to your Deck. Then shuffle your Deck.  
(CRV-043 DR04-043)

**Pot of Greed**

Spell

Draw 2 cards from your Deck.  
(LOB-119 DB1-134 SD1-015 SD2-017 SD3-019 SD4-018 SYE-040 TP3-014)

**Power Bond**

Spell

Send, from your hand or your side of the field to the Graveyard, Fusion Material Monsters that are listed on a Machine-Type Fusion Monster Card, and Special Summon that Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.) The Special Summoned monster gains ATK equal to its original ATK. During the End Phase of this turn, the player who activated this card takes damage equal to the original ATK of the Special Summoned monster.  
(CRV-037 DP04-020 DR04-037)

**Power Capsule**

Spell

Select 1 face-up "Victory Viper XX03" you control to activate this card. Select 1 effect of "Victory Viper XX03", and apply it as this card's effect.  
(EOJ-043 DR04-223)

**Power Filter**

Spell (Continuous)

Neither player can Special Summon monsters with 1000 or less ATK.  
(TDGS-058)

**Power Injector, 4, EARTH**

Psychic/Effect, 1300/1400

Once per turn you can pay 600 Life Points to have all face-up Psychic-Type monsters gain 500 ATK during this turn.  
(CSOC-021)

**Power of Kaishin**

Spell (Equip)

Increase the ATK and DEF of an Aqua-Type monster equipped with this card by 300 points.  
(LOB-044)

**Practical, 5, EARTH**

Dinosaur/Fusion, 1900/1500

"Trakodon" + "Flame Viper"  
(MDP2-014)

**Precious Cards from Beyond**

Spell (Continuous)

When you successfully Tribute Summon or Set a monster that required 2 or more Tributes, draw 2 cards from your Deck.  
(DCR-038 DR1-200)

**Premature Burial**

Spell (Equip)

Pay 800 Life Points. Select 1 monster from your Graveyard, Special Summon it in face-up Attack Position, and equip it with this card. When this card is destroyed, destroy the equipped monster.  
(PSV-037 DB1-091 SD1-013 SD3-018 SD4-017 SD6-020 SD7-018 SDRL-024 SKE-039 YSD-023)

**Prepare to Strike Back**

Trap (Continuous)

Each time your opponent declares a face-up Defense Position monster as an attack target, toss a coin and call it. If you call it right, change the targeted monster to Attack Position. If you call it wrong, the controller of this card takes damage equal to the amount that the ATK of the attacking monster is higher than the DEF of the attack target.  
(CRV-060 DR04-060)

**Prevent Rat, 4, EARTH**

Beast, 500/2000

This creature is shielded with a tough hide of hair and is excellent at defending itself.  
(MRD-084)

**Prickle Fairy, 4, EARTH**

Plant/Effect, 300/2000

While this card is face-up on your side of the field, your opponent cannot attack Insect-Type monsters. The battle position of a monster that battles with this card is changed to Defense Position at the end of the Damage Step.  
(IOC-077 DR2-078)

**Prideful Roar**

Trap

Activate only during damage calculation when the ATK of your battling monster is lower than the ATK of your opponent's, and pay Life Points equal to the difference in ATK. Your monster gains ATK equal to that difference +300, during damage calculation only.  
(CSOC-067)

**Primal Seed**

Spell

You can only activate this card if there is a "Black Luster Soldier - Envoy of the Beginning" or "Chaos Emperor Dragon - Envoy of the End" on the field. Add 2 of your removed from play cards to your hand.  
(IOC-042 DR2-042)

**Prime Material Dragon, 6, LIGHT**

Dragon/Effect, 2400/2000

Any effect that would inflict damage to a player instead increases their Life Points by the same amount. When a card's effect to destroy a monster(s) on the field is activated, you can send 1 card from your hand to the Graveyard to negate its activation and destroy the card.  
(PTDN-087)

**Princess Curran, 4, DARK**

Spellcaster/Effect, 2000/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Trial of the Princesses". During your Standby Phase, inflict 600 damage to your opponent for each monster they control.  
(SOI-028 DR04-148)

**Princess of Tsurugi, 3, WIND**

Warrior/Effect, 900/700

FLIP: Inflict 500 points of damage to your opponent's Life Points for each Spell and Trap Card on your opponent's side of the field.  
(MRD-086 DB2-052 SDJ-020 YSD-014)



**Princess Pikeru, 4, LIGHT**

Spellcaster/Effect, 2000/0

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except with "Trial of the Princesses". During your Standby Phase, gain 800 Life Points for each monster you control.

(*SOI-027 DR04-147*)

**Prisman, 3, LIGHT**

Rock, 800/1000

This crystalline monster focuses light to create a lethal laser.

(*TP7-017*)

**Prohibition**

Spell (Continuous)

When you activate this card, declare 1 card name.

Cards with that name and their effects cannot be used. Cards on the field before this card was activated are not affected (including face-down cards).

(*PSV-039*)

**Prometheus, King of the Shadows, 4, DARK**

Fiend/Effect, 1200/800

When you Normal Summon this card, remove from play any number of DARK monsters in your Graveyard. This card gains 400 ATK for each removed card, until the End Phase of this turn.

(*FOTB-063 GLD1-027*)

**Protective Soul Ailin, 1, LIGHT**

Fairy/Union, 0/0

Once per turn, you can equip this card to an "Indomitable Fighter Lei Lei" you control, OR unequip it to Special Summon this card in face-up Attack Position. When equipped to a monster by this card's effect, you can change that monster's battle position once per turn. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed by battle, destroy this card instead.)

(*CRV-024 DR04-024*)

**Protector of the Sanctuary, 4, EARTH**

Fiend/Effect, 1100/1900

Your opponent cannot draw cards except during Draw Phases.

(*AST-065 CP05-013 DR2-178*)

**Protector of the Throne, 4, EARTH**

Warrior, 800/1500

While the king is away, this queen protects his throne with a mighty defense.

(*MRD-087*)

**Proto-Cyber Dragon, 3, LIGHT**

Machine/Effect, 1100/600

This card's name is treated as "Cyber Dragon" while it is face-up on the field.

(*SOI-010 DP04-004 DR04-130*)

**Psi-Impulse**

Spell

Tribute 1 Psychic-Type monster. Return all cards in your opponent's hand to the Deck. Then, they draw 3 cards.

(*TDGS-052*)

**Psi-Station**

Spell (Continuous)

When a Psychic-Type monster is Normal Summoned, you can pay 500 Life Points to have it gain 300 ATK and increase its Level by 1.

(*TDGS-051*)

**Psychic Commander, 3, EARTH**

Psychic/Tuner, 1400/800

When a Psychic-Type monster you control battles, during the Damage Step you can pay Life Points in multiples of 100 (max. 500) to have the monster it's battling lose that much ATK and DEF, until the End Phase.

(*TDGS-020*)

**Psychic Jumper, 2, EARTH**

Psychic/Tuner, 100/1500

Once per turn, you can pay 1000 Life Points and select 1 face-up monster your opponent controls and 1 Psychic-Type monster you control, except "Psychic Jumper". Switch control of those monsters. Their battle positions cannot be changed this turn, except with a card effect.

(*CSOC-023*)

**Psychic Kappa, 2, WATER**

Aqua, 400/1000

An amphibian with a myriad of powers to shield it from enemy attacks.

(*SRL-053*)

**Psychic Lifetrancer, 7, EARTH**

Psychic/Synchro/Effect, 2400/2000

1 Tuner + 1 or more non-Tuner monsters <p> Once per turn, you can remove from play 1 Psychic-Type monster from your Graveyard to gain 1200 Life Points.

(*CSOC-041*)

**Psychic Overload**

Trap

Select 3 Psychic-Type monsters in your Graveyard. Return them to the Deck, then draw 2 cards.

(*TDGS-070*)

**Psychic Rejuvenation**

Trap

Gain 1000 Life Points for each face-up Psychic-Type monster you control.

(*TDGS-071*)

**Psychic Snail, 4, EARTH**

Psychic/Effect, 1900/1200

You can pay 800 Life Points and select 1 other face-up Psychic-Type monster you control. That monster can attack twice during each Battle Phase. This card cannot attack the turn you activate this effect.

(*TDGS-021*)

**Psychic Trigger**

Trap

Activate only while your Life Points are lower than your opponent's. Select 2 Psychic-Type monsters in your Graveyard. Remove them from play and draw 2 cards.

(*CSOC-073*)

**Psychokinesis**

Spell

Activate only while you control a face-up Psychic-Type monster. Destroy 1 card on the field and take 1000 damage.

(*CSOC-056*)

**Pulling the Rug**

Trap (Counter)

Negate the activation and effect of an Effect

Monster whose effect activated when a monster was Normal Summoned (even itself), and destroy that Effect Monster.

(*STON-060 CP05-010*)

**Pumpkin the King of Ghosts, 6, DARK**

Zombie/Effect, 1800/2000

If "Castle of Dark Illusions" is face-up on the field, increase the ATK and DEF of this card by 100 points. As long as this "Castle of Dark Illusions" remains face-up on the field, the ATK and DEF of this card continues to increase by 100 points during each of your Standby Phases. This effect continues until your 4th turn after the card is activated.

(*MRD-079*)

**Punished Eagle, 6, WIND**

Winged Beast/Fusion, 2100/1800

"Blue-Winged Crown" + "Niwatori"

(*MRD-100*)

**Puppet Master, 6, DARK**

Fiend/Effect, 0/0

When this card is Tribute Summoned you can pay 2000 Life Points to Special Summon 2 Fiend-Type monsters from your Graveyard. They cannot attack this turn.

(*CSOC-090*)

**Puppet Plant, 3, EARTH**

Plant/Effect, 1000/1000

By discarding this card from your hand to the Graveyard, take control of 1 face-up Warrior or Spellcaster-Type monster your opponent controls until the end of this turn.

(*STON-022*)

**Pursuit Chaser, 3, EARTH**

Machine/Effect, 1400/600

When a Defense Position monster is destroyed by battle and sent to the Graveyard, inflict 500 damage to your opponent.

(*CSOC-016*)

**Pyramid Energy**

Spell (Quick-Play)

You can select and activate 1 of the following effects: <p> [\*] Increase the ATK of all face-up monsters on your side of the field by 200 points until the End Phase of the turn this card is activated. <p> [\*] Increase the DEF of all face-up monsters on your side of the field by 500 points until the End Phase of the turn this card is activated.

(*PGD-040 DB2-237*)

**Pyramid of Light**

Trap (Continuous)

If this face-up card is removed from your side of the field, destroy "Andro Sphinx" and "Sphinx Teleia" on your side of the field and remove them from play.

(*MOV-004*)

**Pyramid Turtle, 4, EARTH**

Zombie/Effect, 1200/1400

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 Zombie-Type monster with 2000 or less DEF from your Deck.

(*PGD-026 CP02-004 DB2-225 SD2-005 SDZW-007 TP5-017*)

**Pyro Clock of Destiny**

Trap

Move the turn count forward by 1 turn. The turn in which this card is activated continues as normal.  
(PGD-050)

**Queen Bird, 5, WIND**

Winged Beast, 1200/2000

This monster attacks enemies using its huge beak.  
(SRL-009)

**Queen of Autumn Leaves, 5, EARTH**

Plant, 1800/1500

Queen of the Emerald Forest and wife of the Spirit King, she lives surrounded by vivid red leaves.  
(TP2-024)

**Queen of Thorns, 6, LIGHT**

Plant/Synchro/Effect, 2200/1800

1 Tuner + 1 or more non-Tuner Plant-Type monsters <p> Each player must pay 1000 Life Points to Normal or Special Summon a non-Plant-Type monster from their hand.  
(CSOC-042)

**Queen's Bodyguard, 4, EARTH**

Warrior/Effect, 1700/1200

"Allure Queen" monsters on your side of the field cannot be selected as an attack target.  
(CDIP-027)

**Queen's Double, 1, EARTH**

Warrior/Effect, 350/300

This monster can attack your opponent's Life Points directly.  
(MRD-051)

**Queen's Knight, 4, LIGHT**

Warrior, 1500/1600

This knight catches her opponents off guard, dominating them with swift yet graceful attacks.  
(EEN-004 DR04-064)

**Question**

Spell

When activating this card, your opponent cannot check cards in the Graveyard. Your opponent calls the name of the first monster found at the bottom of your Graveyard. If he/she calls it right, the monster is removed from play. If he/she calls it wrong, the monster is Special Summoned to your side of the field.  
(PGD-104 DRI-053)

**Quick Charger**

Spell (Quick-Play)

Add 2 Level 4 or lower "Batteryman" monsters from your Graveyard to your hand.  
(LODT-055)

**Quillbolt Hedgehog, 2, EARTH**

Machine/Effect, 800/800

If you control a face-up Tuner monster, you can Special Summon this card from your Graveyard. If this card was Summoned this way, remove it from play when it is removed from the field.  
(TDGS-003)

**R-Righteous Justice**

Spell

Destroy Spell or Trap Cards equal to the number of face-up "Elemental Hero" cards you control.  
(EOJ-040 DP03-018 DR04-220 YSDJ-031)

**Rabid Horseman, 6, EARTH**

Beast-Warrior/Fusion, 2000/1700

"Battle Ox" + "Mystic Horseman"  
(MRD-077 DB2-049)

**Radiant Jeral, 4, LIGHT**

Fairy/Effect, 1000/2000

When this card is sent to the Graveyard (except if destroyed by battle), gain 1000 Life Points if "The Sanctuary in the Sky" is on the field.  
(STON-066)

**Radiant Mirror Force**

Trap

Activate only when your opponent declares an attack while they control 3 or more Attack Position monsters. Destroy all Attack Position monsters your opponent controls.  
(FOTB-055)

**Radiant Spirit, 7, LIGHT**

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-LIGHT monsters.  
(STON-029)

**Rafflesia Seduction, 2, EARTH**

Plant/Effect, 300/900

FLIP: Take control of 1 face-up monster on your opponent's side of the field until the end of the turn.  
(SOD-020 DR3-020)

**Raging Cloudian**

Trap

Activate only when a "Cloudian" monster(s) you control is destroyed by its own effect and sent to the Graveyard. Special Summon 1 of those monsters from your Graveyard in Attack Position and place 1 Fog Counter on it. It cannot be changed to Defense Position by a card effect.  
(LODT-076)

**Raging Earth, 7, EARTH**

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-EARTH monsters.  
(STON-027)

**Raging Eria, 4, WATER**

Spellcaster/Effect, 800/1500

Once per turn, you can Tribute 1 WATER monster (except this card) to Special Summon 1 WATER monster from your hand. The monster Special Summoned by this effect is destroyed if "Raging Eria" is removed from your side of the field.  
(EOJ-027 DR04-207)

**Raging Flame Sprite, 3, FIRE**

Pyro/Effect, 100/200

This card can attack your opponent directly. Each time this card successfully attacks directly, it gains 1000 ATK.  
(RDS-020 DR3-080 SD3-010)

**Rai-Jin, 4, LIGHT**

Thunder/Effect, ?/1000

This card's original ATK is equal to 100 x the number of LIGHT monsters in your Graveyard. All other LIGHT monsters you control gain 100 ATK for each LIGHT monster in your Graveyard. During your End Phase, destroy 1 LIGHT monster you control. There can only be 1 face-up "Rai-Jin" on the field.  
(CSOC-084)

**Rai-Mei, 3, LIGHT**

Thunder/Effect, 1400/1200

When this card is destroyed by battle and sent to the Graveyard, you can add 1 Level 2 or lower LIGHT monster from your Deck to your hand.  
(CSOC-085)

**Raigeki**

Spell

Destroy all monsters your opponent controls.  
(LOB-053 DB1-114 DLG1-006 RP01-005)

**Raigeki Break**

Trap

Discard 1 card from your hand. Destroy 1 card on the field.  
(PGD-096 DRI-044 SYE-050)

**Raime**

Spell

Decrease your opponent's Life Points by 300 points.  
(TP1-009)

**Rain of Mercy**

Spell

Increase the Life Points of both players by 1000 points.  
(PSV-065 DB1-180)

**Rain Storm**

Trap

Select 1 "Cloudian" monster you control. Reduce that monster's ATK by 1000 or 2000 points, and apply the appropriate effect: [\*] 1000 points: Destroy 1 Spell or Trap Card your opponent controls. [\*] 2000 points: Destroy 2 cards your opponent controls.  
(GLAS-066)

**Rainbow Dark Dragon, 10, DARK**

Dragon/Effect, 4000/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 7 DARK monsters with different names from your Graveyard. You can remove from play all other DARK monsters you control and from your Graveyard to have this card gain 500 ATK for each card removed.  
(PTDN-003)

**Rainbow Dragon, 10, LIGHT**

Dragon/Effect, 4000/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned, except from your hand while you have 7 "Crystal Beast" cards with different names on the field or in your Graveyard. This card cannot activate its effects the turn it is Special Summoned. [\*] Send all "Crystal Beast" monsters you control to the Graveyard; this card gains 1000 ATK for each card sent. You can activate this effect during either player's turn. [\*] You can remove from play all "Crystal Beast" Monster Cards in your Graveyard to return all cards on the field to their owners' Decks. (TAEV-006 CT04-005)

**Rainbow Flower, 2, EARTH**

Plant/Effect, 400/500

This monster can attack your opponent's Life Points directly. (MRD-042)

**Rainbow Gravity**

Trap

Activate only if you have 7 "Crystal Beast" cards with different names on the field or in your Graveyard. Special Summon 1 "Rainbow Dragon" or "Rainbow Dark Dragon" from your Deck or Graveyard, ignoring the Summoning conditions. (LODT-065)

**Rainbow Life**

Trap

Discard 1 card. Until the end of this turn, whenever you would take damage you gain that amount of Life Points instead. (PTDN-064)

**Rainbow Neos, 10, LIGHT**

Warrior/Fusion/Effect, 4500/3000

"Elemental Hero Neos" + "Rainbow Dragon" or "Rainbow Dark Dragon" <p> This card cannot be Special Summoned, except by Fusion Summon with the above Fusion Material Monsters. Once per turn, you can activate 1 of the following effects: [\*] Send 1 monster you control to the Graveyard to return all monsters your opponent controls to the Deck. [\*] Send 1 Spell or Trap Card you control to the Graveyard to return all Spell and Trap Cards your opponent controls to the Deck. [\*] Send 1 card from the top of your Deck to the Graveyard to return all cards in your opponent's Graveyard to the Deck. (PTDN-044)

**Rainbow Path**

Trap

Activate only by sending 1 "Crystal Beast" card from your Spell & Trap Card Zone to the Graveyard when an opponent's monster declares an attack. Negate the attack, then you can add 1 "Rainbow Dragon" or "Rainbow Dark Dragon" from your Deck to your hand. (PTDN-063)

**Rainbow Veil**

Spell (Equip)

If the equipped monster battles an opponent's monster, while that monster is on the field its effect(s) is negated during the Battle Phase only. (PTDN-045)

**Raise Body Heat**

Spell (Equip)

Increase the ATK and DEF of a Dinosaur-Type monster equipped with this card by 300 points. (LOB-097)

**Raiza the Storm Monarch, 6, WIND**

Winged Beast/Effect, 2400/1000

When this card is Tribute Summoned, return 1 card on the field to the top of its owner's Deck. (FOTB-026)

**Rallis the Star Bird, 3, WIND**

Winged Beast/Effect, 800/800

This card gains ATK equal to the Level of the monster that it battles x 200 during the Damage Step only. If this card attacks, it is removed from play at the end of the Damage Step and returned to your side of the field in face-up Attack Position at the beginning of your next turn's Battle Phase. (POTD-007)

**Rampaging Rhynos, 3, EARTH**

Beast-Warrior/Effect, 1500/1500

Once per turn, this card can move to an adjacent unoccupied Monster Card Zone. If this card attacks the monster in its same column, this card gains 500 ATK during the Damage Step. (CDIP-031)

**Rapid-Fire Magician, 4, DARK**

Spellcaster/Effect, 1600/1200

While this card is face-up on the field, inflict 400 points of damage to your opponent's Life Points each time you activate 1 Normal Spell Card. (EEN-019 DR04-079 SD6-016)

**Rare Metal Dragon, 4, DARK**

Dragon/Effect, 2400/1200

This card cannot be Normal Summoned or Set. (EPI-004 GLD1-020)

**Rare Metalmorph**

Trap (Continuous)

Select 1 Machine-Type monster on your side of the field; it gains 500 ATK. Only once, negate the effect of a Spell Card that targets the monster. When the selected monster is removed from the field, destroy this card. (RDS-052 DR3-112 SD10-035)

**Rare Value**

Spell

Activate only when there are 2 or more "Crystal Beast" cards in your Spell & Trap Card Zone. Your opponent selects 1 "Crystal Beast" card in your Spell & Trap Card Zone and sends it to the Graveyard. Then you draw 2 cards. (FOTB-033)

**Raregold Armor**

Spell (Equip)

As long as you control the monster equipped with this card, your opponent cannot attack other monsters other than the equipped monster. (MFC-036 DR1-091)

**Raviel, Lord of Phantasms, 10, DARK**

Fiend/Effect, 4000/4000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 3 Fiend-Type monsters. Each time your opponent Normal Summons a monster(s), Special Summon 1 "Phantasm Token" (Fiend-Type/DARK/Level 1/ATK 1000/DEF 1000). These tokens cannot declare an attack. Once per turn, you can Tribute 1 monster to have this card gain ATK equal to the original ATK of the Tributed monster until the End Phase of this turn. (SOI-003 CT03-003 DR04-123)

**Ray & Temperature, 3, LIGHT**

Fairy, 1000/1000

The Sun and the North Wind join hands to deliver a devastating combination of heat and gale-force winds. (LOB-035)

**Ray of Hope**

Trap

Add 2 LIGHT monsters from your Graveyard to your Deck and shuffle it. (DCR-103 DR1-265)

**Razor Lizard, 3, EARTH**

Reptile/Effect, 1500/300

While you control another Reptile-Type monster, if this card attacks a face-down Defense Position monster, destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. (TAEV-036)

**Re-Fusion**

Spell (Equip)

Pay 800 Life Points. Select 1 Fusion Monster from your Graveyard, Special Summon it, and equip it with this card. When this card is destroyed, remove the equipped monster from play. (FET-047 DR3-167)

**Ready for Intercepting**

Trap

Flip 1 face-up Warrior or Spellcaster-Type monster on the field into face-down Defense Position. (LOD-031 YSD-034)

**Really Eternal Rest**

Trap

Destroy all monsters equipped with Equip Cards. (DCR-050 DR1-212)

**Realm of Light**

Spell (Field)

Each time a card(s) is sent from your Deck to the Graveyard, place 1 Shine Counter on this card. All "Lightsworn" monsters gain 100 ATK for each Shine Counter. If this card would be destroyed by a card effect, remove 2 Shine Counters instead. (LODT-053)

**Reaper of the Cards, 5, DARK**

Fiend/Effect, 1380/1930

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. (LOB-071 DB1-127)

**Reaper on the Nightmare**, 5, DARK  
Zombie/Fusion/Effect, 800/600  
"Spirit Reaper" + "Nightmare Horse" <p> This card is not destroyed as a result of battle. Destroy this card when it is targeted by the effect of a Spell, Trap, or Effect Monster. This card can attack your opponent's Life Points directly even if there is a monster on your opponent's side of the field. If this card successfully attacks your opponent's Life Points directly, your opponent discards 1 card randomly from his/her hand.  
(PGD-078 DRI-026)

**Reasoning**  
Spell

Your opponent declares a monster Level. Then pick up cards from the top of your Deck until a monster that can be Normal Summoned is picked up. If that monster is the same Level as the one declared by your opponent, send all picked up cards to the Graveyard. If not, Special Summon the picked up monster and send the remaining cards to the Graveyard.  
(PGD-081 DRI-029)

**Reborn Zombie**, 4, DARK  
Zombie/Effect, 1000/1600  
While you have no cards in your hand and this card is in Attack Position, it cannot be destroyed by battle. (Damage calculation is applied normally.)  
(EEN-009 DR04-069)

**Reckless Greed**

Trap  
Draw 2 cards, and after that skip your next 2 Draw Phases.  
(PGD-051 DB2-247 SD1-025 SD2-027 SD7-031 SD8-033)

**Recurring Nightmare**

Spell  
Select 2 DARK monsters with 0 DEF in your Graveyard and return them to your hand.  
(FOTB-066)

**Recycle**

Spell (Continuous)  
During your Standby Phase, by paying 300 Life Points, select 1 non-Monster Card in your Graveyard and return it to the bottom of your Deck.  
(IOC-041 DR2-041)

**Recycling Batteries**

Spell  
Add 2 Thunder-Type monsters with 1500 or less ATK from your Graveyard to your hand.  
(TDGS-061)

**Red Archery Girl**, 4, WATER

Aqua, 1400/1500  
A mermaid archer that hides in a protective shell, waiting for the right moment to strike.  
(SRL-030 DB1-016 SDP-002)

**Red Dragon Archfiend**, 8, DARK

Dragon/Synchro/Effect, 3000/2000  
1 Tuner + 1 or more non-Tuner monsters <p> If this card attacks a Defense Position monster your opponent controls, destroy all Defense Position monsters your opponent controls after damage calculation. During your End Phase, destroy all other monsters you control that did not declare an attack this turn.  
(TDGS-041 CT05-002)

**Red-Eyes B. Chick**, 1, DARK

Dragon/Effect, 800/500  
By sending this face-up card from the field to the Graveyard, Special Summon 1 "Red-Eyes B. Dragon" from your hand.  
(SOD-017 DR3-017 SD1-007)

**Red-Eyes B. Dragon**, 7, DARK

Dragon, 2400/2000  
A ferocious dragon with a deadly attack.  
(LOB-070 BPT-005 DB1-126 DLG1-012 JMP-002 PCJ-001 RP01-011 SD1-002 SDJ-001)

**Red-Eyes Black Metal Dragon**, 8, DARK

Machine/Effect, 2800/2400  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned from the Deck by Tributing "Red-Eyes B. Dragon" equipped with "Metalmorph". Your Deck is then shuffled.  
(PP01-015 FMR-001)

**Red-Eyes Darkness Dragon**, 9, DARK

Dragon/Effect, 2400/2000  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 1 "Red-Eyes B. Dragon" on your side of the field. Increase the ATK of this card by 300 points for each Dragon-Type monster in your Graveyard.  
(SD1-001)

**Red-Eyes Zombie Dragon**, 7, DARK

Zombie/Effect, 2400/2000  
You can Tribute Summon this card in face-up Attack Position by Tributing 1 Zombie-Type monster. When this card destroys a Zombie-Type monster by battle and sends it to the Graveyard, you can Special Summon that monster to your side of the field.  
(SDZW-001)

**Red Gadget**, 4, EARTH

Machine/Effect, 1300/1500  
When you Normal Summon or Special Summon this card, you can add 1 "Yellow Gadget" from your Deck to your hand.  
(SD10-007)

**Red Medicine**

Spell  
Increase your Life Points by 500 points.  
(LOB-054 DB1-115 YSD-024)

**Red-Moon Baby**, 3, DARK

Zombie/Effect, 700/1000  
You can Special Summon to your side of the field a monster destroyed and sent to the Graveyard as a result of battle by this card at the end of the Battle Phase.  
(PSV-090 DB1-200)

**Red Ogre**, 7, EARTH

Zombie/Effect, 2800/2100  
When this card is Normal Summoned, you can send any number of cards from your hand to the Graveyard to return an equal number of cards from the field to their owners' hand.  
(CSOC-096)

**Reflect Bounder**, 4, LIGHT

Machine/Effect, 1700/1000  
When this face-up Attack Position card is attacked by an opponent's monster, before damage calculation, this card inflicts damage to your opponent equal to the ATK of the attacking monster. Then, after damage calculation is resolved, this card is destroyed.  
(DCR-012 CP01-009 DRI-174)

**Regenerating Mummy**, 4, DARK

Zombie/Effect, 1800/1500  
When this card is sent from your hand to the Graveyard by an opponent's card effect, return it to your hand.  
(AST-079 DR2-192 GLD1-018 SD2-012 SDZW-012)

**Regenerating Rose**, 7, DARK

Plant/Effect, 0/1500  
When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 2 "Regenerating Rose Tokens" (Plant-Type/DARK/Level 3/ATK 1200/DEF 1200).  
(PTDN-005)

**Reign-Beaux, Overlord of Dark World**, 7, DARK

Fiend/Effect, 2500/1800  
If this card is discarded from the hand to the Graveyard by an opponent's card effect, Special Summon this card. If this card is Special Summoned this way, destroy all monsters OR all Spell and Trap Cards your opponent controls.  
(STON-017)

**Reinforcement of the Army**

Spell  
Add 1 Level 4 or lower Warrior-Type monster from your Deck to your hand.  
(LOD-028 DB2-147 GLD1-032 HL06-004 SD5-024 SDDE-022)

**Reinforcements**

Trap  
Increase the ATK of 1 face-up monster on the field by 500 points until the end of this turn.  
(SDK-038 SDJ-044 SDP-042 SDY-031 YSD-032)

**Release from Stone**

Trap (Continuous)  
Select 1 of your removed from play Rock-Type monsters, and Special Summon it. When this card is removed from the field, destroy that monster. When that monster is destroyed, destroy this card.  
(GLAS-068)

**Release Restraint**

Spell  
Tribute 1 "Gearfried the Iron Knight" to Special Summon 1 "Gearfried the Swordmaster" from your hand or Deck.  
(FET-044 DR3-164 SD5-032)

**Relieve Monster**

Trap  
Activate only when your opponent declares an attack. Return 1 monster you control to its owner's hand, then Special Summon 1 Level 4 monster from your hand.  
(JUMP-021 DLG1-094 RP01-093)

**Relinquished, 1, DARK**

Spellcaster/Ritual/Effect, 0/0

Once per turn, select 1 monster your opponent controls and equip it to this card (only 1 monster can be equipped to it at a time). This card's ATK and DEF become equal to the ATK and DEF of the monster equipped to this card. If this card is destroyed by battle, the equipped monster is destroyed instead, and any battle damage you received from the battle is also inflicted to your opponent.

*(SRL-029 DB1-015 DLG1-055 MC1-003 RP01-054 SDP-001)*

**Reload**

Spell (Quick-Play)

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.

*(IOC-045 DR2-045 SD1-019 SD2-023 SD3-023 SD6-025 SD4-022 SD5-029 SD8-023)*

**Remote Revenge**

Trap

Activate only when a monster you control is targeted by a Spell, Trap or Effect Monster's effect that destroys 1 monster on the field. Switch the target to an appropriate monster your opponent controls.

*(TDGS-066)*

**Remove Brainwashing**

Trap (Continuous)

As long as this card remains face-up on the field, the control of all monsters on the field returns to the original owners.

*(MFC-101 DRI-156)*

**Remove Trap**

Spell

Select 1 face-up Trap Card on the field and destroy it.

*(LOB-060 SDJ-034 SDK-048 SDP-034 SDY-048 SYE-033)*

**Renge, Gatekeeper of Dark World, 4, DARK**

Fiend, 100/2100

His renowned olympic physique has made him famous with the populace of Dark World. They call him "Iron Wall Renge" because no one can break through his incredible defenses.

*(TAEV-003 SDS1-008)*

**Rescue Cat, 4, EARTH**

Beast/Effect, 300/100

You can send this face-up card to the Graveyard to Special Summon 2 Level 3 or lower Beast-Type monsters from your Deck. Those monsters are destroyed during the End Phase.

*(FET-033 CP05-015 DR3-153)*

**Rescueroïd, 6, FIRE**

Machine/Effect, 1600/1800

When a "roid" monster you control is destroyed by battle and sent to the Graveyard, you can return that monster to its owner's hand.

*(POTD-011 YSDS-019)*

**Reshef the Dark Being, 8, LIGHT**

Fiend/Ritual/Effect, 2500/1500

This card can only be Ritual Summoned with the Ritual Spell Card, "Final Ritual of the Ancients". Once per turn, by discarding 1 Spell Card from your hand, take control of 1 monster on your opponent's side of the field until the end of this turn.

*(TLM-033 DR3-213)*

**Respect Play**

Trap (Continuous)

During their respective turns, each player must show their opponent their hand.

*(PSV-032 DB1-085)*

**Restructer Revolution**

Spell

Inflict 200 points of damage to your opponent's Life Points for each card in your opponent's hand.

*(DB2-108 DL5-001 TP6-005)*

**Return from the Different Dimension**

Trap

Pay half your Life Points. Special Summon as many of your removed from play monsters as possible. During the End Phase, remove from play all monsters that were Special Summoned by this effect.

*(EP1-008 CP04-007 SDDE-030)*

**Return of the Doomed**

Spell

Discard 1 Monster Card from your hand to the Graveyard. Return 1 of your monsters destroyed and sent to your Graveyard as a result of battle during this turn to your hand at the end of this turn.

*(LON-021 DB1-224)*

**Return of the Six Samurai**

Trap

Special Summon 1 "Six Samurai" monster from your Graveyard. Destroy it at the end of this turn.

*(STON-051)*

**Return Soul**

Trap

Activate only during the End Phase. You can return up to 3 monsters destroyed this turn from the Graveyard to their owners' Decks.

*(DP04-028)*

**Return Zombie, 4, DARK**

Zombie/Effect, 1000/1600

During your Standby Phase, if this card is in your Graveyard and you have no cards in your hand, you can pay 500 Life Points to add this card to your hand.

*(PP01-006)*

**Reversal of Fate**

Trap

Select 1 "Arcana Force" monster you control. That monster's effect is now treated as the opposite coin toss result.

*(LODT-067)*

**Reversal Quiz**

Spell

Send all cards in your hand and on your side of the field to the Graveyard. Call the type of card (Spell, Trap, or Monster) on top of your Deck. If you call it right, exchange your current Life Points with your opponent's current ones.

*(PGD-092 DRI-040)*

**Reverse of Neos**

Spell (Quick-Play)

Activate only when a face-up "Neos" Fusion Monster you control is destroyed. Special Summon 1 "Elemental Hero Neos" from your Deck in Attack Position. It gains 1000 ATK and is destroyed during the End Phase of this turn.

*(TAEV-046 DP06-015)*

**Reverse Trap**

Trap

All increases and decreases to ATK and DEF are reversed for the turn in which this card is activated.

*(SDK-047 SDJ-050 SDY-047)*

**Revival Gift**

Trap

Select 1 Tuner monster from your Graveyard and Special Summon it. Its effects are negated. Special Summon 2 "Gift Fiend Tokens" (Fiend-Type/DARK/Level 3/ATK 1500/DEF 1500) to your opponent's side of the field.

*(CSOC-068)*

**Revival Jam, 4, WATER**

Aqua/Effect, 1500/500

When this card is sent to the Graveyard as a result of battle, you can pay 1000 Life Points. Then, Special Summon this card in face-up Defense Position during your next Standby Phase.

*(LON-006 DB1-210)*

**Revival of Dokurorider**

Spell (Ritual)

This card is used to Ritual Summon "Dokurorider". You must also offer monsters whose total Level Stars equal 6 or more as a Tribute from the field or your hand.

*(TP2-010)*

**Revived King Ha Des, 6, DARK**

Zombie/Synchro/Effect, 2450/0

"Plaguespreader Zombie" + 1 or more non-Tuner Zombie-Type monsters <p> Negate the effects of Effect Monsters destroyed by battle with Zombie-Type monsters you control.

*(CSOC-044)*

**Revoke Fusion**

Spell

Discard 1 "Polymerization" to the Graveyard. Send 1 Fusion Monster from your Fusion Deck to your Graveyard and Special Summon 1 monster from your hand that is listed as a Fusion Material Monster on that card. The Special Summoned monster is sent to the Graveyard during the End Phase of this turn.

*(DP06-020)*

**Ribbon of Rebirth**

Spell (Equip)

If the equipped monster is destroyed by battle and sent to the Graveyard, Special Summon it to your side of the field during the End Phase.

*(LODT-061 SDZW-030)*

**Right Arm of the Forbidden One, 1, DARK**

Spellcaster, 200/300

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

*(LOB-122 DB1-137 DLG1-020 RP01-019 UBP1-003)*

**Right Leg of the Forbidden One**, 1, DARK

Spellcaster, 200/300

A forbidden right leg sealed by magic. Whosoever breaks this seal will know infinite power.  
(LOB-120 DB1-135 DLG1-018 RP01-017 UBP1-001)

**Rigorous Reaver**, 3, FIRE

Plant/Effect, 1600/100

FLIP: Each player discards 1 card. A monster that destroys this card by battle loses 500 ATK and DEF.  
(CP06-001)

**Ring of Defense**

Spell (Quick-Play)

You can only activate this card in response to the activation of a Trap Card effect that inflicts damage. Make the effect damage of that Trap Card 0.  
(DP2-026)

**Ring of Destruction**

Trap

Destroy 1 face-up monster and inflict damage to both players equal to its ATK.  
(PGD-000 CP02-008 IOC-SE3)

**Ring of Magnetism**

Spell (Equip)

You can only equip this card to a monster on your side of the field. Decrease the ATK and DEF of a monster equipped with this card by 500 points. In addition, all the monsters on your opponent's side of the field can only attack the monster equipped with this card, if they attack.  
(MRD-139 DB2-082 SDP-039)

**Riryoku**

Spell

Halve the ATK of 1 face-up monster and add the same amount to the ATK of another face-up monster, until the end of this turn.  
(SD09-021 SOI-SE2 TSC-002)

**Riryoku Field**

Trap (Counter)

Negate the activation of a Spell Card that targets 1 monster on the field and destroy the Spell Card.  
(LON-081 DB2-015 SKE-048)

**Rise of the Snake Deity**

Trap

Activate only when a face-up "Vennominon the King of Poisonous Snakes" you control is destroyed. Special Summon 1 "Vennominaga the Deity of Poisonous Snakes" from your hand or Deck.  
(TAEV-069)

**Rising Air Current**

Spell (Field)

All WIND monsters gain 500 ATK and lose 400 DEF.  
(SRL-099 DB1-062 DLG1-081 RP01-080)

**Rising Energy**

Trap

Discard 1 card. Select 1 face-up monster, and it gains 1500 ATK until the End Phase of this turn.  
(CRV-056 DR04-056 YSDS-039)

**Rite of Spirit**

Trap

Select 1 Monster Card that includes "Gravekeeper's" in its card name from your Graveyard and Special Summon it. This card's activation and effect are unaffected by "Necrovalley".  
(PGD-100 DR1-048)

**Ritual Foregone**

Spell

Pay 1000 Life Points. Special Summon 1 Ritual Monster from your hand. The Ritual Monster Special Summoned by this effect cannot attack, and is destroyed during the End Phase. Only 1 "Ritual Foregone" can be activated per turn.  
(CDIP-039)

**Ritual Raven**, 1, DARK

Fiend/Effect, 300/300

If you Ritual Summon a DARK Ritual Monster, this 1 card can be used as the entire Tribute.  
(TAEV-035)

**Ritual Sealing**

Trap

Destroy 1 face-up Ritual Monster on the field.  
(STON-056)

**Ritual Weapon**

Spell (Equip)

Equip only to a Level 6 or lower Ritual Monster. The equipped monster gains 1500 ATK and DEF.  
(SOD-048 DR3-048)

**Rivalry of Warlords**

Trap (Continuous)

Each player sends monsters from his/her side of the field to the Graveyard so that he/she only controls 1 Type of monster. As long as this card remains on the field, each player can only have 1 Type of monster on the field.  
(MFC-048 DR1-103 GLD1-043)

**Roaring Ocean Snake**, 6, WATER

Aqua/Fusion, 2100/1800

"Mystic Lamp" + "Hyosube"  
(MRD-020)

**Robbin' Goblin**

Trap (Continuous)

Each time a monster you control inflicts Battle Damage to your opponent, your opponent discards 1 random card.  
(MRD-135 CP04-020 DB2-080 SD7-029 SDP-047)

**Robbin' Zombie**

Trap (Continuous)

Each time 1 monster on your side of the field inflicts Battle Damage to your opponent's Life Points, your opponent sends 1 card from the top of his/her Deck to the Graveyard.  
(IOC-109 DR2-110)

**Robolady**, 3, EARTH

Machine, 450/900

A warrior fully covered with metal. It upgrades by fusing with "Roboyarou".  
(LOD-054)

**Robotic Knight**, 4, FIRE

Machine, 1600/1800

The Commander of Machine-Types, he serves the Machine King. He is famous for the way he controls his troops.  
(LOD-051 YSDS-002)

**Roboyarou**, 3, EARTH

Machine, 900/450

A warrior fully covered with metal. It upgrades by fusing with "Robolady".  
(LOD-055)

**Roc from the Valley of Haze**, 6, WIND

Winged Beast/Effect, 2400/1400

When this card is sent directly from your hand to the Graveyard, add this card to the Deck and shuffle it.  
(RDS-015 DR3-075 SD8-012)

**Rock Bombardment**

Trap

Select 1 Rock-Type monster in your Deck and send it to the Graveyard. Inflict 500 damage to your opponent. Then shuffle the Deck.  
(TLM-055 DR3-235)

**Rock Ogre Grotto #1**, 3, EARTH

Rock, 800/1200

Protected by a solid body of rock, this monster throws a bone-shattering punch.  
(MRD-004)

**Rocket Jumper**, 3, EARTH

Rock/Effect, 1000/800

If the only cards on your opponent's side of the field are Defense Position monsters, this card can attack your opponent's Life Points directly.  
(AST-015 DR2-127)

**Rocket Warrior**, 4, LIGHT

Warrior/Effect, 1500/1300

This effect is only active during the Battle Phase of your turn. Battle Damage to this card and this card's controller that they take from a battle involving this card becomes 0. After damage calculation, decrease the ATK of the monster that was attacked by this card by 500 points until the end of this turn.  
(CT2-005)

**Rod of Silence-Kay'est**

Spell (Equip)

Increase the DEF of a monster equipped with this card by 500 points. Negate the effect of a Spell Card (excluding this card) that targets the monster equipped with this card and destroy the Spell Card.  
(DCR-036 DR1-198)

**Rod of the Mind's Eye**

Spell (Equip)

If a monster equipped with this card inflicts Battle Damage to your opponent, the damage becomes 1000 points.  
(DCR-039 DR1-201)

**Rogue Doll**, 4, LIGHT

Spellcaster, 1600/1000

A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.  
(SDK-008 SDP-005 SKE-004)

**Roll Out!**

Trap

Select 1 Union Monster in your Graveyard and equip it to an appropriate monster you control.  
(EEN-056 DR04-116 SD10-037)

**Root Water, 3, WATER**

Fish, 900/800

An amphibian capable of calling up a massive tidal wave from the dark seas to wipe out enemy monsters.

(LOB-032)

**Rope of Life**

Trap

When 1 of your monsters is sent to the Graveyard as a result of battle, discard your entire hand to activate this card. Special Summon the monster to the field, increasing the ATK of the monster by 800 points.

(PGD-105 DRI-054 SD2-DE1)

**Rose Bud**

Spell

Tribute 1 "Elemental Hero Knospe" you control. Special Summon 1 "Elemental Hero Poison Rose" from your hand or Deck.

(PP02-011)

**Rose, Warrior of Revenge, 4, FIRE**

Warrior/Tuner, 1600/600

When this card inflicts Battle Damage to your opponent, inflict 300 damage to your opponent.

(CSOC-000)

**Roulette Barrel, 4, LIGHT**

Machine/Effect, 1000/2000

Once per turn, during your Main Phase, you can roll a six-sided die twice. Select one result and destroy 1 face-up monster on the field whose level is equal to the result.

(MFC-025 DRI-080)

**Royal Command**

Trap (Continuous)

Negate the activation and effects of all Flip Effect monsters' effects.

(LON-080 DB2-014 GLD1-042)

**Royal Decree**

Trap (Continuous)

While this card is face-up on the field, negate the effects of all Trap Cards on the field except this card.

(DB2-106 HL03-006 SD5-035 TP4-001 TP6-004)

**Royal Firestorm Guards, 4, FIRE**

Pyro/Effect, 1700/1200

When this card is Normal Summoned, select 4 Pyro-Type monsters in your Graveyard. Return those cards to the Deck, then draw 2 cards.

(GLAS-087)

**Royal Keeper, 4, EARTH**

Zombie/Effect, 1600/1700

Once per turn, you can flip this card into face-down Defense Position. When this card is flipped face-up, it gains 300 ATK and DEF until the end of the turn. (If attacked, this effect resolves after damage calculation.)

(PGD-018 DB2-218 SDZW-006)

**Royal Knight, 3, LIGHT**

Fairy/Effect, 1300/800

When this card destroys a monster by battle and sends it to the Graveyard, gain Life Points equal to the DEF of the destroyed monster.

(EOJ-017 DR04-197)

**Royal Magical Library, 4, LIGHT**

Spellcaster/Effect, 0/2000

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card (max. 3). By removing 3 Spell Counters from this card, draw 1 card from your Deck.

(MFC-074 DRI-129 SD6-010 SYE-023)

**Royal Oppression**

Trap (Continuous)

Pay 800 Life Points. Negate the Special Summon of a monster(s), and the effect that Special Summoned the monster(s), and destroy both. Both you and your opponent can use this effect.

(LOD-091 DB2-200)

**Royal Tribute**

Spell

This card can only be activated when "Necrovalley" is on your side of the field. Both players discard all Monster Cards in their hands to the Graveyard.

(PGD-091 DRI-039)

**Royal Writ of Taxation**

Trap

Activate only during your opponent's Standby Phase. Select 1 random card from your opponent's hand and look at it. Unless the selected card or a card with the same name is Normal Summoned or activated by the end of your next turn, inflict 1000 damage to your opponent. If the selected card or a card with the same name is Normal Summoned or activated by the end of your next turn, you take 1000 damage.

(POTD-054)

**Rude Kaiser, 5, EARTH**

Beast-Warrior, 1800/1600

With an axe in each hand, this monster delivers heavy damage.

(SDK-027)

**Ruin, Queen of Oblivion, 8, LIGHT**

Fairy/Ritual/Effect, 2300/2000

This card can only be Ritual Summoned with the Ritual Spell Card, "End of the World". If this card destroys an opponent's monster by battle, it can attack once again in a row.

(SOI-034 DR04-154)

**Rush Recklessly**

Spell (Quick-Play)

Target face-up monster gains 700 ATK until the end of this turn.

(SRL-043 SDS1-025 CP02-013 DB1-027 SDP-033 SKE-036 TP4-010 YSDJ-021 YSDS-022)

**Ruthless Denial**

Spell

Select 1 monster you control and send it to the Graveyard, and send 1 random card in your opponent's hand to the Graveyard.

(DP04-024)

**Ryko, Lightsworn Hunter, 2, LIGHT**

Beast/Effect, 200/100

FLIP: You can destroy 1 card on the field. Send the top 3 cards of your Deck to the Graveyard.

(LODT-022)

**Ryu-Kishin, 3, DARK**

Fiend, 1000/500

A very elusive creature that looks like a harmless statue until it attacks.

(SDK-003)

**Ryu-Kishin Clown, 2, DARK**

Fiend/Effect, 800/500

When this card is Summoned (including Flip Summon and Special Summon), select 1 face-up monster on the field and change its battle position.

(LOD-007)

**Ryu-Kishin Powered, 4, DARK**

Fiend, 1600/1200

A gargoyle enhanced by the powers of darkness. Very sharp talons make it a worthy opponent.

(MRD-092 DB2-056 SDK-024 SKE-008)

**Ryu Kokki, 6, DARK**

Zombie/Effect, 2400/2000

If this card battles a Warrior or Spellcaster-Type monster, destroy that monster at the end of the Damage Step.

(IOC-090 DR2-091 SD2-008 SDZW-011)

**Ryu-Ran, 7, FIRE**

Dragon, 2200/2600

A vicious little dragon sheltered in an egg that looks deceptively harmless.

(SRL-070 SDP-003)

**Ryu Senshi, 6, EARTH**

Warrior/Fusion/Effect, 2000/1200

"Warrior Dai Grepher" + "Spirit Ryu" <p> A Fusion Summon of this monster can only be conducted with the above Fusion Material Monsters. As long as this card remains face-up on the field, negate the effect of a Normal Trap Card by paying 1000 Life Points. Negate the effects of a Spell Card that targets this card and destroy it.

(LOD-019 DB2-139 TP6-011)

**Saber Beetle, 6, EARTH**

Insect/Effect, 2400/600

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.

(SOI-023 DR04-143)

**Sabersaurus, 4, EARTH**

Dinosaur, 1900/500

This normally gentle dinosaur enjoys relaxing in its nest in the prairies. If it becomes angered, it turns terribly ferocious.

(POTD-002 SD09-003)

**Sacred Crane, 4, LIGHT**

Winged Beast/Effect, 1600/400

When this card is Special Summoned, the controller of this card draws 1 card.

(IOC-069 DR2-070)

**Sacred Phoenix of Nephthys, 8, FIRE**

Winged Beast/Effect, 2400/1600

If this card is destroyed by a card effect, Special Summon this card from the Graveyard during your next Standby Phase. If you Special Summon this card in this way, destroy all Spell and Trap Cards on the field.

(FET-005 DR3-125 EEN-SE3)

**Sage of Silence, 4, LIGHT**

Spellcaster/Effect, 1400/1000

If this card destroys an opponent's monster by battle, your opponent cannot activate Spell Cards during the next turn.

(STON-015)

**Sage of Stillness**, 4, LIGHT  
Spellcaster/Effect, 1400/1000  
If this card destroys an opponent's monster by battle, your opponent cannot activate Trap Cards during the next turn.  
(*STON-016*)

**Sage's Stone**  
Spell  
You can only activate this card when there is a face-up "Dark Magician Girl" on your side of the field. Special Summon 1 "Dark Magician" from your hand or deck.  
(*ROD-003*)

**Saggi the Dark Clown**, 3, DARK  
Spellcaster, 600/1500  
This clown appears from nowhere and executes very strange moves to avoid enemy attacks.  
(*MRD-066 DB2-039*)

**Sakuretsu Armor**  
Trap  
Activate only when an opponent's monster declares an attack. Destroy the attacking monster.  
(*DCR-102 SDS1-037 CP01-004 DR1-264 SD10-033 SD8-034 SDDE-033 SDRL-036 YSD-037 YSDJ-036 YSDS-035*)

**Salamandra**  
Spell (Equip)  
A FIRE monster equipped with this card increases its ATK by 700 points.  
(*DDS-006*)

**Salvage**  
Spell  
Add 2 WATER monsters in your Graveyard with an ATK of 1500 or less each to your hand.  
(*IOC-096 DR2-097 SD4-023*)

**Samsara**  
Spell (Continuous)  
Monster Cards Tributed for a Ritual Summon are returned to the owner's Deck instead of being sent to the Graveyard.  
(*SOI-048 DR04-168*)

**Samsara Kaiser**, 2, EARTH  
Warrior/Effect, 200/100  
When you Tribute Summon a monster by Tributing this card, return this card to your hand.  
(*SDDE-003*)

**Samsara Lotus**, 1, DARK  
Plant/Effect, 0/0  
During your End Phase, if you control no Spell or Trap Cards, you can Special Summon this card from your Graveyard in face-up Attack Position. This card's controller takes 1000 damage during each of their Standby Phases.  
(*PTDN-004*)

**Sand Gambler**, 3, LIGHT  
Spellcaster/Effect, 300/1600  
Toss a coin 3 times. If all 3 results are Heads, destroy all monsters on your opponent's side of the field. If all 3 results are Tails, destroy all monsters on your side of the field. You can only activate this effect once per turn, during your Main Phase.  
(*AST-069 DR2-182*)

**Sand Moth**, 4, EARTH  
Rock/Effect, 1000/2000  
When this face-down Defense Position card is destroyed and sent to the Graveyard, except by battle, switch the original ATK and DEF of this card and Special Summon it.  
(*SOI-032 DR04-152 SD7-015*)

**Sand Stone**, 5, EARTH  
Rock, 1300/1600  
Appears from underground and attacks with long, snake-like tentacles.  
(*LOB-109*)

**Sanga of the Thunder**, 7, LIGHT  
Thunder/Effect, 2600/2200  
During your opponent's damage calculation, you can reduce the ATK of a monster attacking this card to 0. This effect can only be used once while this card remains face-up on the field.  
(*MRD-025 DB1-157 DLG1-031 RP01-030*)

**Sangan**, 3, DARK  
Fiend/Effect, 1000/600  
When this card is sent from the field to the Graveyard, add 1 monster with 1500 or less ATK from your Deck to your hand.  
(*MRD-069 DB2-042 DLG1-037 HL2-003 RP01-036 SDJ-019 SYE-018*)

**Sanguine Swamp**  
Trap (Continuous)  
If you control any other Spell or Trap Cards, destroy this card. Face-down Spell and Trap Cards cannot be activated. Destroy this card during your 2nd Standby Phase after activation.  
(*LODT-077*)

**Sanwitch**, 6, DARK  
Spellcaster/Fusion, 2100/1800  
"Sangan" + "Witch of the Black Forest"  
(*SOD-036 DR3-036*)

**Sasuke Samurai**, 2, WIND  
Warrior/Effect, 500/800  
If this monster attacks a face-down Defense Position monster, destroy the face-down monster immediately with this card's effect without flipping it face-up or damage calculation.  
(*PGD-015 DB2-216*)

**Sasuke Samurai #2**, 1, WIND  
Warrior/Effect, 200/300  
Once per turn, during your Main Phase, you can pay 800 Life Points. If you do this, until the End Phase, Spell and Trap Cards cannot be activated.  
(*DCR-059 DR1-221*)

**Sasuke Samurai #3**, 3, LIGHT  
Warrior/Effect, 1000/1000  
When this card inflicts Battle Damage to your opponent's Life Points, your opponent draws cards until their hand has 7 cards.  
(*IOC-011 DR2-011*)

**Sasuke Samurai #4**, 4, WIND  
Warrior/Effect, 1200/1200  
If this card battles a monster, toss a coin and call heads or tails before damage calculation. If you call it right, destroy the opponent's monster with this effect.  
(*RDS-016 DR3-076*)

**Satellite Cannon**, 5, LIGHT  
Machine/Effect, 0/0  
This card cannot be destroyed by battle with a Level 7 or lower monster. During each of your End Phases, this card gains 1000 ATK. If this card attacks, its ATK is returned to 0, after damage calculation.  
(*CP01-001 DR04-241*)

**Scapegoat**  
Spell (Quick-Play)  
If you activate this card, you cannot Summon other monsters this turn. Special Summon 4 "Sheep Tokens" (Beast-Type/EARTH/Level 1/ATK 0/DEF 0) in Defense Position. The "Sheep Tokens" cannot be used as a Tribute for a Tribute Summon (or Set).  
(*SDJ-041 DLG1-091 HL05-006 RP01-090 TP7-009*)

**Scarr, Scout of Dark World**, 2, DARK  
Fiend/Effect, 500/500  
When this card is destroyed by battle and sent to the Graveyard, add 1 Level 4 or lower "Dark World" monster from your Deck to your hand.  
(*EEN-025 DR04-085*)

**Science Soldier**, 3, DARK  
Warrior, 800/800  
Soldiers equipped with state-of-the-art weaponry to face unknown creatures.  
(*PSV-097*)

**Scrap-Iron Scarecrow**  
Trap  
Activate only when an opponent's monster declares an attack. Negate the attack, and Set this card face-down again instead of sending it to the Graveyard.  
(*5DS1-032*)

**Scroll of Bewitchment**  
Spell (Equip)  
Select 1 Attribute. Change the Attribute of the equipped monster to the one you select.  
(*LON-048 DB1-243*)

**Sea Koala**, 2, EARTH  
Beast/Effect, 100/1600  
Once per turn, if you control another Beast-Type monster, you can reduce the ATK of 1 monster your opponent controls to 0 until the End Phase.  
(*PTDN-037*)

**Sea Serpent Warrior of Darkness**, 4, WATER  
Sea Serpent, 1800/1500  
A warrior who defends the world of the Sea of Darkness. He prides himself on his fighting prowess both on the ground and, of course, in the water.  
(*IOC-059 DR2-060 SD4-003*)

**Seal of the Ancients**  
Spell  
Pay 1000 Life Points. Pick up and see all face-down cards on your opponent's side of the field, then return them to their original positions. (The effects of the face-down cards are not activated.)  
(*PCK-003*)

**Sealmaster Meisei**, 3, DARK  
Spellcaster, 1100/900  
One of the few people who has a good command of Talismans. His history is a mystery.  
(*AST-003 DR2-115*)



**Search Striker, 4, WIND**

Warrior/Effect, 1600/1200

If this card attacks a face-down Defense Position monster, you can destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. If you do, this card is changed to Defense Position at the end of the Battle Phase. This card's battle position cannot be changed until the end of your next turn, except with a card effect.

(CSOC-015)

**Searchlightman, 3, LIGHT**

Machine/Effect, 1000/1000

FLIP: Your opponent cannot Set (or flip face-down) any cards for the rest of this turn.

(EOJ-010 DR04-190)

**Sebek's Blessing**

Spell (Quick-Play)

Activate only when a monster you control has attacked your opponent directly. Gain Life Points equal to the Battle Damage that the monster inflicted to your opponent.

(SD09-020 PCJ-003)

**Second Coin Toss**

Spell (Continuous)

As long as this card remains face-up on the field, you can negate the effects of a card requiring a coin toss once per turn and redo the coin toss.

(LOD-083 DB2-192)

**Second Goblin, 1, DARK**

Fiend/Union, 100/100

Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to your "Giant Orc" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, you can change the equipped monster's battle position once per turn. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)

(MFC-013 DRI-068)

**Secret Barrel**

Trap

Inflict damage to your opponent's Life Points equal to the total number of cards on your opponent's side of the field and in your opponent's hand x 200 points.

(MFC-046 DRI-101)

**Secret Pass to the Treasures**

Spell

Select 1 face-up monster with an ATK equal to 1000 points or less on your side of the field. During the turn this card is activated, the selected monster can attack your opponent's Life Points directly.

(PGD-037 DB2-234)

**Secret Village of the Spellcasters**

Spell (Field)

If you control a Spellcaster-Type monster and your opponent does not, your opponent cannot activate Spell Cards. If you control no Spellcaster-Type monsters, you cannot activate Spell Cards.

(CSOC-061)

**Secrets of the Gallant**

Trap

Select 1 Normal Monster you control. When the selected monster inflicts Battle Damage to your opponent this turn, your opponent discards 2 random cards.

(FOTB-054)

**Sectarian of Secrets, 2, DARK**

Spellcaster, 700/500

This wizard worships the darkness, and is served by a sinister hand that drags its enemies into oblivion.

(TP8-019)

**Security Orb**

Trap

Activate only when your opponent's monster declares an attack. Change the battle position of that monster. When this face-down card is destroyed and sent to the Graveyard by the effect of a Spell or Trap Card your opponent controls, destroy 1 monster on the field.

(GLAS-089)

**Seed of Deception**

Spell (Quick-Play)

Special Summon 1 Level 2 or lower Plant-Type monster from your hand.

(CSOC-046)

**Seed of Flame, 3, FIRE**

Plant/Effect, 1600/1200

When this card you control is destroyed by a card effect and sent to the Graveyard, you can Special Summon 1 Level 4 or lower Plant-Type monster, except "Seed of Flame", from your Graveyard. Also, Special Summon 1 "Seed Token" (Plant-Type/EARTH/Level 1/ATK 0/DEF 0) to your opponent's side of the field in Defense Position. This Token cannot be Tributed for a Tribute Summon.

(CSOC-081)

**Seismic Crasher, 3, EARTH**

Rock/Effect, 1400/300

Twice per turn, you can send 1 face-up Continuous Spell or Continuous Trap Card you control to the Graveyard to inflict 500 damage to your opponent.

(FOTB-027)

**Seismic Shockwave**

Trap (Continuous)

Activate only when a Dinosaur-Type monster on your side of the field is destroyed and sent to the Graveyard. Select 3 of your opponent's Spell & Trap Card Zones. You cannot select a Zone if a card is already in it. The selected Zones cannot be used. Destroy this card during your 3rd Standby Phase after activation. Then you can return 1 Dinosaur-Type monster from your Graveyard to your hand.

(SD09-031)

**Seiyaryu, 7, LIGHT**

Dragon, 2500/2300

A mystical dragon that burns away the unworthy with its mystic flames.

(DDS-004)

**Self-Destruct Button**

Trap

You can only activate this card when your Life Points are lower than your opponent's Life Points and the difference is 7000 points or more. Both player's Life Points become 0.

(IOC-105 DR2-106)

**Senet Switch**

Spell (Continuous)

Once per turn, during your Main Phase, you can move 1 monster on your side of the field to an adjacent unoccupied Monster Card Zone.

(CDIP-048)

**Sengenjin, 8, EARTH**

Beast-Warrior, 2750/2500

An unstoppable savage that carries Millennium Items.

(PP02-003)

**Senju of the Thousand Hands, 4, LIGHT**

Fairy/Effect, 1400/1000

When this card is Normal Summoned or Flip Summoned, you can add 1 Ritual Monster Card from your Deck to your hand.

(SRL-080 DB1-046 DLG1-069 RP01-068 TP4-012)

**Senri Eye**

Spell (Continuous)

Once per turn, during each of your Standby Phases, you can pay 100 Life Points to look at 1 card on the top of your opponent's Deck and return it to its original position. Your opponent cannot look at the card.

(MFC-089 DRI-144)

**Sentinel of the Seas, 4, WATER**

Aqua, 1300/1000

A merman warrior dedicated to defending the ocean against anyone who would defile it.

(CP06-012)

**Serial Spell**

Spell (Quick-Play)

Activate only when you activate one of your Normal Spell Cards. Discard all the cards in your hand to the Graveyard. The effect of this card becomes the same as the Normal Spell Card.

(RDS-037 DR3-097)

**Serpent Night Dragon, 7, DARK**

Dragon, 2350/2400

A dragon created from the soul of a wicked knight.

(SRL-103)

**Serpentine Princess, 4, WATER**

Reptile/Effect, 1400/2000

If this face-up card is returned from the field to your Deck, select and Special Summon 1 Level 3 or lower monster from your Deck to your side of the field. Then shuffle your Deck.

(LOD-057 DB2-167)

**Servant of Catabolism, 3, LIGHT**

Aqua/Effect, 700/500

This monster may attack your opponent's Life Points directly.

(PGD-012)

### **Seven Tools of the Bandit**

Trap (Counter)

Pay 1000 Life Points. Negate the activation of a Trap Card and destroy it.  
(MRD-129 SDS1-039 DB2-075 DLG1-048 RP01-047 SDJ-048 SDP-045 SYE-044 YSDS-034)

### **Shadow Delver, 4, DARK**

Fiend/Gemini, 1500/500

This card is treated as a Normal Monster while face-up on the field or in the Graveyard. While this card is face-up on the field, you can Normal Summon it to have it be treated as an Effect Monster with this effect: <p>[\*] Once per turn, you can select 1 face-up Level 4 or lower DARK monster you control. It can attack your opponent directly this turn.  
(TAEV-027)

### **Shadow Ghoul, 5, DARK**

Zombie/Effect, 1600/1300

Increase the ATK of this monster by 100 points for each monster in your Graveyard.  
(MRD-090 DB2-055)

### **Shadow-Imprisoning Mirror**

Trap (Continuous)

When the effect of a DARK monster activates on the field or in the Graveyard, negate it.  
(GLAS-070)

### **Shadow of Eyes**

Trap

You can only activate this card when your opponent Sets a Monster Card in Defense Position. Change it to face-up Attack Position. If the Monster Card has a Flip Effect, it is not activated.  
(PSV-075 DB1-189)

### **Shadow Spell**

Trap (Continuous)

Select 1 face-up monster on your opponent's side of the field. Decrease the ATK of the selected monster by 700 points. The monster cannot attack or change its battle position. When the selected monster is destroyed or removed from the field, this card is also destroyed.  
(SKE-041)

### **Shadow Tamer, 3, EARTH**

Warrior/Effect, 800/700

FLIP: Take control of 1 face-up Fiend-Type monster on your opponent's side of the field until the end of the End Phase.  
(LOD-025 DB2-144)

### **Shadowknight Archfiend, 4, WIND**

Fiend/Effect, 2000/1600

The controller of this card pays 900 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. The Battle Damage this card inflicts to your opponent is halved.  
(DCR-068 DR1-230)

### **Shadowpriestess of Ohm, 4, DARK**

Spellcaster/Effect, 1700/1600

You can Tribute 1 face-up DARK monster you control to inflict 800 damage to your opponent.  
(PTDN-024)

### **Shadowslayer, 4, DARK**

Fiend/Effect, 1400/200

If all monsters your opponent controls are in Defense Position, this card can attack your opponent directly.  
(FET-024 DR3-144 YSDJ-016)

### **Shapesnatch, 5, DARK**

Machine, 1200/1700

A bow tie with horrible power, it attacks an opponent by controlling others.  
(PGD-002)

### **Share the Pain**

Spell

Tribute 1 monster on your side of the field. Your opponent must Tribute 1 monster on their side of the field.  
(MRD-140 DB2-083)

### **Shattered Axe**

Trap (Continuous)

Select 1 face-up monster on the field. It loses 500 ATK during each of your Standby Phases. When the monster is destroyed, destroy this card.  
(EOJ-059 DR04-239)

### **Shield & Sword**

Spell

Switch the original ATK and DEF of all face-up monsters on the field until the end of this turn. Any additions and subtractions to ATK and DEF due to card effects are applied to the new ATK and DEF. Monsters Summoned after this card's activation are excluded.  
(MRD-131 DB2-077 SD7-020 SDJ-040)

### **Shield Crush**

Spell

Select 1 Defense Position monster on the field and destroy it.  
(PP01-007)

### **Shield Spear**

Trap

Target monster gains 400 ATK and DEF until the end of this turn.  
(TAEV-074)

### **Shield Warrior, 3, EARTH**

Warrior/Effect, 800/1600

During damage calculation, you can remove from play this card from your Graveyard to prevent monsters you control from being destroyed by this battle.  
(TDGS-005)

### **Shien's Castle of Mist**

Spell (Field)

When a "Six Samurai" monster is attacked, the attacking monster loses 500 ATK during damage calculation only.  
(STON-047)

### **Shien's Footsoldier, 2, EARTH**

Warrior/Effect, 700/300

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 Level 3 or lower "Six Samurai" monster from your Deck.  
(STON-014)

### **Shien's Spy**

Spell

Select 1 face-up monster you control to activate this card. Give control of the selected monster to your opponent until the End Phase of this turn.  
(CRV-044 DR04-044)

### **Shift**

Trap

You can activate this card when your opponent designates 1 monster on your side of the field as a target of a Spell, Trap, or battle attack. Switch the target to another monster on your side of the field.  
(PSV-067 DB1-182 SYE-048)

### **Shifting Shadows**

Spell (Continuous)

Once per turn, by paying 300 Life Points, rearrange the face-down Defense Position monsters on your side of the field, then return them in face-down Defense Position.  
(TLM-047 DR3-227 SD7-025)

### **Shinato, King of a Higher Plane, 8, LIGHT**

Fairy/Ritual/Effect, 3300/3000

This card can only be Ritual Summoned with the Ritual Spell Card, "Shinato's Ark". You must also Tribute monsters whose total Levels equal 8 or more from the field or your hand. When this card destroys a Defense Position monster and sends it to the Graveyard as a result of battle, inflict damage to your opponent's Life Points equal to the original ATK of the destroyed monster.  
(DCR-016 DR1-178)

### **Shinato's Ark**

Spell (Ritual)

This card is used to Ritual Summon "Shinato, King of a Higher Plane". You must also Tribute monsters whose total Levels equal 8 or more from the field or your hand.  
(DCR-029 DR1-191)

### **Shining Abyss, 4, LIGHT**

Fairy, 1600/1800

This monster employs the powers of both Light and Darkness.  
(LON-009 DB1-212)

### **Shining Angel, 4, LIGHT**

Fairy/Effect, 1400/800

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 LIGHT monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-088 DB1-052 DLG1-073 HL06-006 RP01-072)

### **Shining Friendship, 4, LIGHT**

Fairy, 1300/1100

The peacemaker among monsters.  
(DB2-089 TP1-024)

### **Shooting Star Bow-Ceal**

Spell (Equip)

Decrease the ATK of a monster equipped with this card by 1000 points. A monster equipped with this card can attack your opponent's Life Points directly.  
(DCR-033 DR1-195)

**Short Circuit**

Spell

Activate only if you control 3 or more "Batteryman" monsters. Destroy all cards your opponent controls.  
(*LODT-056*)

**Shovel Crusher**, 3, EARTH

Machine, 900/1200

Armed with a pair of shovels, this monster will destroy anything that stands in its way.  
(*CP07-012*)

**Shrink**

Spell (Quick-Play)

Select 1 face-up monster on the field. The original ATK of that monster is halved until the end of this turn.  
(*SJC-003 PT02-001 SDZW-027 STON-SE2*)

**Silent Abyss**, 7, WATER

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-WATER monsters.  
(*STON-025*)

**Silent Doom**

Spell

Special Summon 1 Normal Monster from your Graveyard in face-up Defense Position. It cannot attack.  
(*GLAS-094*)

**Silent Insect**, 2, EARTH

Insect/Effect, 200/300

This card is selected to Defense Position when it is Normal Summoned or Flip Summoned. Negate the effects of all Continuous Spell Cards and Continuous Trap Cards.  
(*SOI-020 DR04-140*)

**Silent Magician LV4**, 4, LIGHT

Spellcaster/Effect, 1000/1000

Each time your opponent draws a card(s), put 1 Spell Counter on this card (max. 5). Increase the ATK of this card by 500 points for each Spell Counter on this card. If 5 Spell Counters are on this card, during the Standby Phase of your next turn, by sending this face-up card with 5 Spell Counters on it to the Graveyard, Special Summon 1 "Silent Magician LV8" from your hand or Deck.  
(*NTR-001*)

**Silent Magician LV8**, 8, LIGHT

Spellcaster/Effect, 3500/1000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Silent Magician LV4". This card is unaffected by the effects of your opponent's Spell Cards.  
(*NTR-002*)

**Silent Strider**, 2, EARTH

Insect/Effect, 300/700

You can send this card from your hand to the Graveyard to reduce the Level of 1 monster on the field by 1, until the End Phase.  
(*TDGS-036*)

**Silent Swordsman LV3**, 3, LIGHT

Warrior/Effect, 1000/1000

Negate the effects of your opponent's Spell Cards that target this card. During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Silent Swordsman LV5" from your hand or Deck. (You cannot activate this effect the turn this card is Normal Summoned, Special Summoned, or flipped face-up.)  
(*RDS-009 DR3-069*)

**Silent Swordsman LV5**, 5, LIGHT

Warrior/Effect, 2300/1000

This card is unaffected by the effects of your opponent's Spell Cards. If this card successfully attacks your opponent directly, during your next Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Silent Swordsman LV7" from your hand or Deck.  
(*FET-008 DR3-128 EEN-SE4*)

**Silent Swordsman LV7**, 7, DARK

Warrior/Effect, 2800/1000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "Silent Swordsman LV5". As long as this card remains face-up on your side of the field, negate the effects of all Spell Cards on the field.  
(*WC5-001*)

**Silva, Warlord of Dark World**, 5, DARK

Fiend/Effect, 2300/1400

If this card is discarded from the hand to the Graveyard by a card effect, Special Summon it. If this card is discarded from the hand to the Graveyard by an opponent's card effect, your opponent selects 2 cards in their hand and places them on the bottom of their Deck in any order.  
(*EEN-023 DR04-083 GLD1-023*)

**Silpheed**, 4, WIND

Fairy/Effect, 1700/700

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 WIND monster in your Graveyard. When this card is destroyed as a result of battle and sent to the Graveyard, your opponent discards 1 random card from their hand.  
(*IOC-022 DR2-022*)

**Silver Bow and Arrow**

Spell (Equip)

Increase the ATK and DEF of a Fairy-Type monster equipped with this card by 300 points.  
(*LOB-091*)

**Silver Fang**, 3, EARTH

Beast, 1200/800

A snow wolf that's beautiful to the eye, but absolutely vicious in battle.  
(*LOB-010 DB1-106 SDY-012*)

**Simorgh, Bird of Ancestry**, 8, WIND

Winged Beast/Effect, 2900/2000

Both players Tribute Summon WIND monsters with 1 less Tribute than required. If you Tribute Summon this card by Tributing only WIND monsters, return up to 2 cards your opponent controls to their owner's hand. This card is treated as a Normal Monster while in your hand.  
(*LODT-039*)

**Simorgh, Bird of Divinity**, 7, WIND

Winged Beast/Effect, 2700/1000

This card cannot be Special Summoned. If you Tribute Summon this card, the Tributes must be WIND. While this card is face-up on the field, both players take 1000 points of damage during each player's End Phase. Decrease the damage each player takes when this happens by 500 points for each Spell and Trap Card that player controls.  
(*SD8-001*)

**Simultaneous Loss**

Trap

Each player sends the top card from their Deck to the Graveyard.  
(*EEN-053 DR04-113*)

**Sinister Seeds**

Trap

Activate only when a face-up Attack Position monster you control is destroyed by battle. Special Summon 1 "Sinister Seed Token" (Plant-Type/DARK/Level 1/ATK 100/DEF 100) for every 500 points of Battle Damage you took from that battle.  
(*PTDN-065*)

**Sinister Serpent**, 1, WATER

Reptile/Effect, 300/250

During your Standby Phase, if a "Sinister Serpent" exists in your Graveyard, you can return the "Sinister Serpent" to your hand.  
(*SDD-002*)

**Sinister Sprocket**, 1, DARK

Fiend/Tuner, 400/0

If this card is sent to the Graveyard for the Synchro Summon of a DARK Synchro Monster, you can destroy 1 face-up Spell or Trap Card.  
(*TDGS-009*)

**Six Samurai United**

Spell (Continuous)

Each time a "Six Samurai" monster(s) is Normal or Special Summoned, place 1 Bushido Counter on this card (max. 2). You can send this card to the Graveyard to draw 1 card for each Bushido Counter on this card.  
(*PTDN-059*)

**Skelengel**, 2, LIGHT

Fairy/Effect, 900/400

FLIP: Draw 1 card from your Deck.  
(*YSD-011*)

**Skill Drain**

Trap (Continuous)

Pay 1000 Life Points. As long as this card remains on the field, the effects of all face-up Effect Monsters on the field are negated.  
(*DCR-049 DR1-211 GLD1-044*)

**Skilled Dark Magician**, 4, DARK

Spellcaster/Effect, 1900/1700

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card (max. 3). By Tributing this card with 3 Spell Counters on it, Special Summon 1 "Dark Magician" from your hand, Deck, or Graveyard.  
(*MFC-065 DR1-120 SD6-006 TP7-012*)

**Skilled White Magician, 4, LIGHT**

Spellcaster/Effect, 1700/1900

Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card (max. 3). By Tributing this card with 3 Spell Counters on it, Special Summon 1 "Buster Blader" from your hand, Deck, or Graveyard.

(MFC-064 DRI-119 TP7-013)

**Skreech, 4, WATER**

Reptile/Effect, 1500/400

When this card is destroyed by battle, select 2 WATER monsters from your Deck and send them to the Graveyard.

(GLAS-086)

**Skull Archfiend of Lightning, 6, DARK**

Fiend/Effect, 2500/1200

The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 1, 3, or 6, negate the effect and destroy the opponent's card.

(DCR-073 DRI-235)

**Skull Dice**

Trap

Roll 1 six-sided die. The result is multiplied by 100 points and subtracted from the ATK and DEF of all monsters in your opponent's control until the end of your turn. Monsters summoned after this card's activation are excluded.

(EDS-003)

**Skull Dog Marron, 4, EARTH**

Beast, 1350/2000

A lost dog that wandered off 1000 years ago. He's still waiting for his master to come for him.

(SOD-003 DR3-003)

**Skull Guardain, 7, LIGHT**

Warrior/Ritual, 2050/2500

This monster can only be Ritual Summoned with the Ritual Magic Card, "Novox's Prayer". You must also offer monsters whose total Level Stars equal 7 or more as a Tribute from the field or your hand.

(TP2-007)

**Skull Invitation**

Trap (Continuous)

Each time a card is sent to the Graveyard, inflict 300 points of damage to its owner's Life Points per card.

(PSV-056 DBI-175)

**Skull Knight, 7, DARK**

Spellcaster/Fusion, 2650/2250

"Tainted Wisdom" + "Ancient Brain"

(MRD-123)

**Skull Knight #2, 3, DARK**

Fiend/Effect, 1000/1200

If you Tribute Summon a Fiend-Type monster by Tributing this monster, Special Summon 1 "Skull Knight #2" from your Deck. Then shuffle your Deck.

(LOD-006 DB2-129)

**Skull Lair**

Trap (Continuous)

Remove from play any number of Monster Cards in your Graveyard to destroy 1 face-up monster on the field whose Level is equal to the number of the cards you removed from play.

(LON-082 DB2-016)

**Skull Mariner, 4, WATER**

Warrior, 1600/900

A pirate ship that appears out of the mist and sinks any seagoing vessels.

(PSV-092)

**Skull-Mark Ladybug, 4, EARTH**

Insect/Effect, 500/1500

When this card is sent to the Graveyard, increase your Life Points by 1000 points.

(IOC-079 DR2-080)

**Skull Red Bird, 4, WIND**

Winged Beast, 1550/1200

This monster swoops down and attacks with a rain of knives stored in its wings.

(LOB-105 SDK-029 SKE-010)

**Skull Servant, 1, DARK**

Zombie, 300/200

A skeletal ghost that isn't strong but can mean trouble in large numbers.

(LOB-004 DB1-101)

**Sky Dragon, 6, WIND**

Dragon, 1900/1800

A flying dragon with four wings housing some very dangerous blades.

(TP2-029)

**Sky Scourge Enrise, 8, LIGHT**

Fairy/Effect, 2400/1500

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by removing from play 3 LIGHT Fairy-Type monsters and 1 DARK Fiend monster in your Graveyard.

Once per turn, you can remove from play 1 face-up monster on the field. If you activate this effect, this card cannot attack during this turn.

(FOTB-021)

**Sky Scourge Invicil, 6, EARTH**

Fairy/Effect, 2200/1600

This card cannot be Special Summoned. If you

Tribute Summon this card by Tributing 1 of the following monsters, this card gets the appropriate effect: <p>[\*] LIGHT Fairy-Type monster: Negate the effects of all Spell Cards. <p>[\*] DARK Fiend-Type monster: Negate the effects of all Trap Cards.

(FOTB-023)

**Sky Scourge Norleras, 8, DARK**

Fiend/Effect, 2400/1500

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except by removing from play 1 LIGHT Fairy-Type monster and 3 DARK Fiend-Type monsters in your Graveyard. You can pay 1000 Life Points to send all cards on the field and in both players' hands to the Graveyard, then you draw 1 card.

(FOTB-022)

**Skyscraper**

Spell (Field)

When an "Elemental Hero" monster attacks, if its ATK is lower than the ATK of the attack target, the attacking monster gains 1000 ATK during damage calculation only.

(CRV-048 DPI-021 DR04-048)

**Skyscraper 2-Hero City**

Spell (Field)

Once per turn, during your Main Phase, you can Special Summon 1 "Elemental Hero" monster from your Graveyard that was destroyed by battle. (Only this card's controller can use this effect.)

(STON-048 DP06-014)

**Slate Warrior, 4, WIND**

Fiend/Effect, 1900/400

FLIP: Increase the ATK and DEF of this card by 500 points. The ATK and DEF of a monster that destroys this card as a result of battle is decreased by 500 points.

(SD8-005 TP8-003 WC4-003)

**Sleeping Lion, 4, EARTH**

Beast, 700/1700

A ferocious animal that sleeps all day. Sometimes it's better to let Sleeping Lions lie.

(TP6-017)

**Slot Machine, 7, DARK**

Machine, 2000/2300

The machine's ability is said to vary according to its slot results.

(SRL-028 DB1-014)

**Small Piece Golem, 3, EARTH**

Rock/Effect, 1100/0

When this card is Summoned, if you control a "Big Piece Golem", you can Special Summon 1 "Medium Piece Golem" from your Deck. That monster's effect is negated while it is face-up on the field.

(TDGS-006)

**Smashing Ground**

Spell

Destroy the 1 face-up monster your opponent controls that has the highest DEF. (If it's a tie, you get to choose.)

(IOC-093 5DS1-024 CP02-005 DR2-094 YSDJ-026 YSDS-026)

**Smoke Grenade of the Thief**

Spell (Equip)

When this Equip Spell Card is active and is destroyed by a card effect, look at your opponent's hand. Select 1 card from their hand and discard it to the Graveyard.

(LOD-080 DB2-189)

**Snake Deity's Command**

Trap (Counter)

Activate by showing your opponent 1 "Venom" monster in your hand. Negate the activation and effect of an opponent's Spell Card, and destroy it.

(TAEV-068)

**Snake Fang**

Trap

Decrease 1 face-up monster's DEF by 500 points until the end of this turn.

(SRL-050)

**Snake Rain**

## Spell

Discard 1 card. Select 4 Reptile-Type monsters from your Deck and send them to the Graveyard. (TAEV-052)

**Snake Whistle**

## Trap

Activate only when a Reptile-Type monster you control is destroyed. Special Summon 1 Level 4 or lower Reptile-Type monster from your Deck. (TAEV-066)

**Snatch Steal**

## Spell (Equip)

Take control of a monster on your opponent's side of the field that is equipped with this card. Increase your opponent's Life Points by 1000 points during each of their Standby Phases. (SRL-036 DB1-021 SD1-010 SD2-013 SD3-014 SD4-015 SD5-019)

**Snipe Hunter**, 4, DARK

## Fiend/Effect, 1500/600

You can discard 1 card to select 1 card on the field and roll a six-sided die. If the result is not 1 or 6, destroy the selected card. (CDIP-015 CP03-004 SDRL-018)

**Sogen**

## Spell (Field)

Increase the ATK and DEF of all Beast-Warrior and Warrior-Type monsters by 200 points. (LOB-049 SDK-045)

**Soitsu**, 3, WIND

## Fairy, 0/0

Apparently totally unreliable, he wonders if he has incredible potential. (CRV-002 DR04-002)

**Solar Flare Dragon**, 4, FIRE

## Pyro/Effect, 1500/1000

While there is another Pyro-Type monster on your side of the field, this card cannot be attacked. This card inflicts 500 points of damage to your opponent's Life Points during the End Phase of your turn. (AST-032 DR2-144 GLD1-019 SD3-008)

**Solar Ray**

## Trap

Inflict 600 points of damage to your opponent's Life Points for each face-up LIGHT monster on your side of the field. (AST-051 DR2-163)

**Solar Recharge**

## Spell

Discard 1 "Lightsworn" monster. Draw 2 cards then send the top 2 cards of your Deck to the Graveyard. (LODT-052)

**Solemn Judgment**

## Trap (Counter)

Pay half your Life Points. Negate the activation of a Spell / Trap Card / Normal Summon / Flip Summon / Special Summon and destroy the Spell Card, Trap Card, or Summoned monster. (MRD-127 CP01-008 DB2-073 DLG1-046 RP01-045)

**Solemn Wishes**

## Trap (Continuous)

Increase your Life Points by 500 points each time you draw a card (or cards). (PSV-055 DB1-174)

**Solomon's Lawbook**

## Trap

Skip your next Standby Phase. (PSV-013)

**Sonic Bird**, 4, WIND

## Winged Beast/Effect, 1400/1000

When this card is Normal Summoned or Flip Summoned, you can add 1 Ritual Spell Card from your Deck to your hand. (SRL-093 DB1-056 DLG1-076 GLD1-002 RP01-075 SDP-011 SYE-021)

**Sonic Chick**, 1, EARTH

## Winged Beast/Effect, 300/300

This card cannot be destroyed by battle with a monster that has 1900 or more ATK. (SDS1-010)

**Sonic Duck**, 3, WIND

## Winged Beast, 1700/700

A duck which can walk at a sonic speed. Sometimes, he cannot deal with his incredible pace and loses control. (MFC-057 DR1-112 SD8-003 YSDJ-003)

**Sonic Jammer**, 2, WIND

## Machine/Effect, 350/650

FLIP: Your opponent cannot activate any Spell Cards until the end of the End Phase of the next turn. (AST-021 DR2-133)

**Sonic Maid**, 3, EARTH

## Warrior, 1200/900

A maiden that uses sound to her advantage, she wields a scythe that's shaped like a musical note. (TP2-012)

**Sonic Shooter**, 4, WIND

## Winged Beast/Effect, 1300/600

If there are no cards in your opponent's Spell & Trap Card Zones, this card can attack your opponent's Life Points directly. When it does, any Battle Damage this card inflicts to your opponent's Life Points becomes the original ATK of this card. (SD8-002)

**Sorcerer of Dark Magic**, 9, DARK

## Spellcaster/Effect, 3200/2800

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by offering 2 Level 6 or higher Spellcaster-Type monsters on your side of the field as Tributes. As long as this card remains face-up on the field, you can negate the activation of Trap Cards and destroy them. (MOV-002)

**Sorcerer of the Doomed**, 4, DARK

## Spellcaster, 1450/1200

A slave of the dark arts, this sorcerer is a master of life-extinguishing spells. (SDY-038)

**Soul-Absorbing Bone Tower**, 3, DARK

## Zombie/Effect, 400/1500

While there is another Zombie-Type monster on your side of the field, your opponent cannot select this card as an attack target. Each time a Zombie-Type monster(s) is Special Summoned, send 2 cards from the top of your opponent's Deck to the Graveyard. (AST-011 DR2-123 SD2-009)

**Soul Absorption**

## Spell (Continuous)

Each time a card(s) is removed from play, increase your Life Points by 500 points for each card removed from play. (IOC-046 DR2-046)

**Soul Demolition**

## Trap (Continuous)

You can only activate this card's effect when you have a Fiend-Type monster on your side of the field. Pay 500 Life Points to use this effect. Both players select 1 Monster Card from their opponent's Graveyard. Remove the selected cards from play. (LOD-014 DB2-135)

**Soul Devouring Bamboo Sword**

## Spell (Continuous)

Select 1 monster equipped with a "Bamboo Sword" Equip Spell Card. If it inflicts Battle Damage to your opponent while equipped with a "Bamboo Sword" card, they skip their next Draw Phase. Destroy this card during your second Standby Phase after activation. (GLAS-060)

**Soul Exchange**

## Spell

Select 1 monster your opponent controls. This turn, if you would Tribute a monster you control, Tribute the selected monster instead. You cannot conduct your Battle Phase during the turn that you activate this card. (SDY-041 CP04-019 SDRL-021 SKE-033 TP7-010)

**Soul of Fire**

## Spell

Your opponent draws 1 card. Select 1 Pyro-Type monster from your Deck and remove it from play. Inflict damage to your opponent equal to half the ATK of the removed monster. If you activate this card, you cannot declare an attack this turn. (FOTB-031)

**Soul of Purity and Light**, 6, LIGHT

## Fairy/Effect, 2000/1800

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 2 LIGHT monsters in your Graveyard. As long as this card remains face-up on the field, decrease the ATK of all monsters on your opponent's side of the field by 300 points during their Battle Phase. (LON-066 CP06-016 DB2-005)

**Soul of the Pure**

## Spell

Increase your Life Points by 800 points. (DB2-086 TP2-015)

### **Soul Release**

#### Spell

Select up to 5 cards from the Graveyard(s) and remove them from play.

(MRD-058 DB1-166 SDDE-021 SDP-036)

### **Soul Resurrection**

#### Trap (Continuous)

Special Summon 1 Normal Monster from your Graveyard in Defense Position. When this card is removed from the field, the monster is destroyed. When the monster is destroyed, destroy this card.

(AST-109 DR2-222)

### **Soul Reversal**

#### Spell (Quick-Play)

Return 1 Flip Effect Monster from your Graveyard to the top of your Deck.

(AST-088 DR2-201)

### **Soul Rope**

#### Trap

Activate only by paying 1000 Life Points when a monster you control is destroyed and sent to the Graveyard. Special Summon 1 Level 4 monster from your Deck.

(LODT-SE2)

### **Soul Taker**

#### Spell

Destroy 1 face-up monster your opponent controls. Then, your opponent gains 1000 Life Points.

(GLAS-092 SDZW-029)

### **Soul Tiger, 4, EARTH**

Beast, 0/2100

The soul of a tiger that is said to devour human souls. He is a famous soul that you wouldn't want to run into in a dark alley.

(IOC-003 DR2-003)

### **Souleater, 4, EARTH**

Fish, 1200/0

A living wonder of mystery.

(PGD-003)

### **Souls of the Forgotten, 2, DARK**

Fiend, 900/200

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

(PSV-098)

### **Space Gift**

#### Spell

Draw 1 card for each "Neo-Spacion" monster you control with a different name.

(LODT-046)

### **Space Mambo, 4, WATER**

Fish, 1700/1000

A Space Mambo floating in the vast universe. This living relic was found in the ruins of a super civilization on Alphard 4.

(FET-001 DR3-121 SD4-004)

### **Spacegate**

#### Trap (Continuous)

When a monster your opponent controls attacks or is attacked, place 1 Gate Counter on this card at the end of the Damage Step. During your Main Phase, you can send this card to the Graveyard to Special Summon 1 monster from your hand whose Level is equal to or lower than the number of Gate Counters on this card.

(TDGS-067)

### **Spark Blaster**

#### Spell (Equip)

Equip only to "Elemental Hero Sparkman". During your Main Phase, you can change the battle position of 1 face-up monster. After you use this effect 3 times, destroy this card.

(CRV-047 DP1-020 DR04-047)

### **Sparks**

#### Spell

Inflict 200 points of damage to your opponent's Life Points.

(LOB-055)

### **Spatial Collapse**

#### Trap (Continuous)

You can only activate this card if both you and your opponent each have 5 or less cards on the field. The maximum number of cards that each player can have on the field is 5.

(IOC-051 DR2-051)

### **Spear Cretin, 2, DARK**

Fiend/Effect, 500/500

FLIP: When this card is sent to the Graveyard after being flipped, each player Special Summons 1 monster from their Graveyard in face-up Attack Position or face-down Defense Position.

(SRL-087 SDRL-005)

### **Spear Dragon, 4, WIND**

Dragon/Effect, 1900/0

During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent's Life Points. If this card attacks, it is changed to Defense Position at the end of the Damage Step.

(LOD-035 DB2-152 HL03-004 TP6-006 YSD-015)

### **Special Hurricane**

#### Spell

Discard 1 card from your hand. Destroy all Special Summoned monsters on the field.

(AST-084 DR2-197)

### **Speed Warrior, 2, WIND**

Warrior/Effect, 900/400

During the Battle Phase of the turn you Normal Summon this card, you can double its original ATK until the end of the Battle Phase.

(SDS1-012)

### **Spell Absorption**

#### Spell (Continuous)

Each time a Spell Card is activated, gain 500 Life Points immediately after it resolves.

(FET-039 DR3-159 SD6-027)

### **Spell Calling**

#### Spell

When this face-down card is destroyed and sent to the Graveyard by the effect of a Spell or Trap Card controlled by your opponent, select 1 Quick-Play Spell Card from your Deck and Set it after showing it to your opponent.

(POTD-039)

### **Spell Cancellor, 5, WIND**

Machine/Effect, 1800/1600

As long as this card remains face-up on the field, Spell Cards cannot be activated. The effects of all Spell Cards are also negated.

(MFC-020 DR1-075)

### **Spell Chronicle**

#### Spell (Continuous)

Send all cards in your hand to the Graveyard.

Select and remove from play 5 Spell or Trap Cards from your Deck. Each time your opponent activates a Spell Card, place 1 Chronicle Counter on this card. You can remove 2 Chronicle Counters from this card to have your opponent select 1 of the cards removed from play with this card's effect, and add it to your hand. When this card is removed from the field, you take 500 damage for each card that is still removed from play due to this card's effect.

(PTDN-050)

### **Spell Economics**

#### Spell (Continuous)

You do not have to pay any Life Points to activate a Spell Card.

(AST-089 DR2-202)

### **Spell Gear**

#### Spell

Send 3 "Ancient Gear" cards you control to the Graveyard. You can Special Summon up to 1 "Ancient Gear Golem" from your hand and 1 from your Deck, ignoring the Summoning conditions. Then, destroy all monsters you control except "Ancient Gear Golems". You cannot Normal Summon or Set until the end of your next turn.

(LODT-049)

### **Spell Purification**

#### Trap

Discard 1 card from your hand. Destroy all face-up Continuous Spell Cards.

(RDS-058 DR3-118)

### **Spell Reclamation**

#### Trap

Discard 1 card and chain this card to a Spell Card you activated. Whenever that Spell Card is sent to the Graveyard, return it to its owner's hand.

(TAEV-076)

### **Spell Reproduction**

#### Spell

Send 2 Spell Cards from your hand to the Graveyard. Select 1 Spell Card from your Graveyard and add it to your hand.

(DCR-083 DR1-245)

### **Spell Shattering Arrow**

#### Spell (Quick-Play)

Destroy all face-up Spell Cards your opponent controls. For each destroyed Spell Card, inflict 500 damage to your opponent.

(SDZW-018)

### **Spell Shield Type-8**

#### Trap (Counter)

Select and activate 1 of the following effects: <p>[\*] Negate the activation and the effect of a Spell Card that targets 1 monster on the field and destroy the Spell Card. <p>[\*] Send 1 Spell Card from your hand to the Graveyard to negate the activation and the effect of a Spell Card and destroy it. (MFC-043 DR1-098 GLD1-045 SD3-030 SD4-031 SD6-033)

### **Spell-Stopping Statute**

#### Trap (Counter)

Activate only when your opponent activates a Continuous Spell Card. Negate the activation and the effect of the card and destroy it.

(TLM-058 DR3-238)

**Spell Striker**, 3, EARTH

Warrior/Effect, 600/200

You can Special Summon this card by removing from play 1 Spell Card from your Graveyard. This card can attack your opponent directly. You take no Battle Damage from battles involving this card.  
(WC07-001 CP07-008)

**Spell Vanishing**

Trap (Counter)

Discard 2 cards from your hand. Negate the activation of a Spell Card and destroy it. Also, look at your opponent's hand and Deck and if you find any Spell Cards of the same name as the destroyed Spell Card, send all of them to the Graveyard.  
(DCR-101 DRI-263)

**Spellbinding Circle**

Trap (Continuous)

Select 1 monster. As long as this card remains face-up on the field, the selected monster cannot attack or change its battle position. When the selected monster is destroyed, this card is also destroyed.  
(SRL-006 5DS1-034 DB1-006 SYE-045)

**Spherous Lady**, 3, EARTH

Rock, 400/1400

Many have been deceived by the beauty of this vampire.  
(LON-059)

**Sphinx Teleia**, 10, LIGHT

Beast/Effect, 2500/3000

You can pay 500 Life Points to Special Summon this card when "Pyramid of Light" is on the field. This card cannot attack during the turn that it is Normal Summoned or Special Summoned. This card cannot be Special Summoned from the Graveyard. If this card destroys a Defense Position monster as a result of battle, inflict damage to your opponent's Life Points equal to half of the DEF of the destroyed monster.  
(EP1-003)

**Spike Seadra**, 5, WATER

Sea Serpent, 1600/1300

Using the spikes sprouting from its body, this creature stabs its opponents and floods them with electricity.  
(LOB-103)

**Spikebot**, 5, DARK

Machine, 1800/1700

A mechanical soldier created by a wicked sorcerer, it attacks with the two steel balls attached to its arms.  
(PSV-081)

**Spiral Serpent**, 8, WATER

Sea Serpent, 2900/2900

When huge whirlpools lay cities asunder, it is the hunger of this sea serpent at work. No one has ever escaped its dreaded Spiral Wave to accurately describe the terror they experienced.  
(STON-003 5DS1-007)

**Spiral Spear Strike**

Spell (Continuous)

When a "Gaia The Fierce Knight", "Swift Gaia the Fierce Knight" or "Gaia the Dragon Champion" you control attacks a Defense Position monster, if the ATK of that card is higher than the DEF of the Defense Position monster, inflict the difference as Battle Damage to your opponent. If "Gaia the Dragon Champion" inflicts Battle Damage with this effect, draw 2 cards and discard 1 card.  
(FET-043 DR3-163)

**Spirit Barrier**

Trap (Continuous)

While you control a monster(s), you take no Battle Damage.  
(SOD-051 CP05-020 DR3-051)

**Spirit Caller**, 3, LIGHT

Spellcaster/Effect, 1000/1000

FLIP: You can Special Summon 1 Level 3 or lower Normal Monster from your Graveyard to your side of the field.  
(AST-075 DR2-188 YSD-016)

**Spirit Elimination**

Spell

When monsters in the Graveyard are removed from play, remove monsters on your side of the field from play as substitutes. This card remains active until the end of the turn that it is activated. The substitutes remain removed from play.  
(LON-102)

**Spirit Message "A"**

Spell (Continuous)

This card can only be placed on the field by the effect of "Destiny Board".  
(LON-091 DB2-024)

**Spirit Message "I"**

Spell (Continuous)

This card can only be placed on the field by the effect of "Destiny Board".  
(LON-089 DB2-022)

**Spirit Message "L"**

Spell (Continuous)

This card can only be placed on the field by the effect of "Destiny Board".  
(LON-092 DB2-025)

**Spirit Message "N"**

Spell (Continuous)

This card can only be placed on the field by the effect of "Destiny Board".  
(LON-090 DB2-023)

**Spirit of Flames**, 4, FIRE

Pyro/Effect, 1700/1000

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing 1 FIRE monster in your Graveyard from play. Increase the ATK of this monster by 300 points during your Battle Phase.  
(LON-067)

**Spirit of the Books**, 4, WIND

Winged Beast, 1400/1200

This wise spirit dwells in books, using its accumulated knowledge to defeat enemies.  
(TP2-020)

**Spirit of the Breeze**, 3, WIND

Fairy/Effect, 0/1800

As long as this card remains in face-up Attack Position on your side of the field, increase your Life Points by 1000 points during each of your Standby Phases.  
(LON-037 DB1-235)

**Spirit of the Harp**, 4, LIGHT

Fairy, 800/2000

A spirit that soothes the soul with the music of its heavenly harp.  
(LOB-078 SDJ-004 TP3-013)

**Spirit of the Pharaoh**, 6, LIGHT

Zombie/Effect, 2500/2000

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by the effect of "The First Sarcophagus". When this card is Special Summoned, you can Special Summon up to 4 Level 2 or lower Zombie-Type Normal Monsters from your Graveyard.  
(AST-062 DR2-175)

**Spirit of the Pot of Greed**, 1, LIGHT

Fairy/Effect, 100/100

While this card is in face-up Attack Position on the field, if a player activates "Pot of Greed", they can draw 1 more card.  
(IOC-009 DR2-009)

**Spirit of the Six Samurai**, 3, EARTH

Warrior/Union, 500/500

Once per turn, you can equip this card to a "Six Samurai" monster you control, OR unequip it to Special Summon this card in face-up Attack Position. When equipped to a monster by this card's effect, that monster gains 500 ATK and DEF. When the equipped monster destroys an opponent's monster by battle, draw 1 card. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed, this card is destroyed instead.)  
(GLAS-033)

**Spirit Reaper**, 3, DARK

Zombie/Effect, 300/200

This card cannot be destroyed by battle. Destroy this card when it is targeted by the effect of a Spell, Trap, or Effect Monster. If this card successfully attacks directly, your opponent randomly discards 1 card.  
(PGD-076 CP03-002 DRI-024 SD2-006 SDZW-009)

**Spirit Ryu**, 4, WIND

Dragon/Effect, 1000/1000

You can only activate this effect during your Battle Step, if this card battles during your turn. Discard 1 Dragon-Type monster from your hand to the Graveyard to increase the ATK and DEF of this card by 1000 points until the End Step.  
(LOD-036 DB2-153 SKE-023)

**Spirit's Invitation**

Trap (Continuous)

Each time your Spirit monster returns to your hand, select 1 monster on your opponent's side of the field and return it to its owner's hand. Pay 500 Life Points during each of your Standby Phases. If you do not, destroy this card.  
(LOD-095 DB2-204)

**Spiritual Earth Art-Kurogane**

## Trap

Tribute 1 EARTH monster. Special Summon 1 Level 4 or lower EARTH monster from your Graveyard, except the Tributed monster.  
(*CRV-050 DR04-050*)

**Spiritual Energy Settle Machine**

## Spell (Continuous)

As long as this card remains face-up on the field, all Spirit monsters remain face-up on the field and do not return to their owners' hands during the End Phase even if they are Normal Summoned or flipped face-up. Discard 1 card from your hand during each of your End Phases. If you do not, destroy this card. When this card is removed from the field, all face-up Spirit monsters return to the owners' hands.  
(*LOD-082 DB2-191*)

**Spiritual Fire Art-Kurenai**

## Trap

Tribute 1 FIRE monster. Inflict damage to your opponent equal to that monster's original ATK.  
(*CRV-052 DR04-052*)

**Spiritual Water Art-Aoi**

## Trap

Tribute 1 WATER monster. Look at your opponent's hand, select 1 card from it, and send that card to the Graveyard.  
(*CRV-051 DR04-051*)

**Spiritual Wind Art-Miyabi**

## Trap

Tribute 1 WIND monster. Select 1 card your opponent controls, and place it on the bottom of its owner's Deck.  
(*CRV-053 DR04-053*)

**Spiritualism**

## Spell

Return 1 Spell or Trap Card on your opponent's side of the field to the owner's hand. This card's activation and effect cannot be negated by any other card.  
(*LON-094 DB2-027*)

**Splendid Venus, 8, LIGHT**

Fairy/Effect, 2800/2400

All non-Fairy-Type monsters lose 500 ATK and DEF. The activation and effects of your Spell and Trap Cards cannot be negated.  
(*TDGS-094*)

**Spring of Rebirth**

## Spell (Continuous)

Increase your Life Points by 500 points every time monsters return from the field to the owner's hand.  
(*LOD-076 DB2-185*)

**St. Joan, 7, LIGHT**

Fairy/Fusion, 2800/2000

"The Forgiving Maiden" + "Marie the Fallen One"  
(*LON-045 DB1-240*)

**Stamping Destruction**

## Spell

You can only activate this card when you have a face-up Dragon-Type monster on your side of the field. Destroy 1 Spell or Trap Card on the field and inflict 500 points of damage to the controller of that card.  
(*LOD-046 DB2-161 SD1-017*)

**Star Boy, 2, WATER**

Aqua/Effect, 550/500

As long as this card remains face-up on the field, increase the ATK of all WATER monsters by 500 points and decrease the ATK of all FIRE monsters by 400 points.  
(*MRD-109 DB2-064 SD4-006*)

**Stardust Dragon, 8, WIND**

Dragon/Synchro/Effect, 2500/2000

1 Tuner + 1 or more non-Tuner monsters <p> You can Tribute this card to negate the activation of a Spell Card, Trap Card, or Effect Monster's effect that destroys a card(s) on the field, and destroy that card. If you negate an effect this way, you can Special Summon this card from your Graveyard during the End Phase.  
(*TDGS-040 CT05-001*)

**Statue of the Wicked**

## Trap

When this face-down card is destroyed and sent to the Graveyard, Special Summon 1 "Wicked Token" (Fiend-Type/DARK/Level 4/ATK 1000/DEF 1000) on your side of the field.  
(*PGD-046 DB2-243*)

**Staunch Defender**

## Trap

You can only activate this card when your opponent declares an attack. Select 1 face-up monster on your side of the field. During this turn, your opponent can only designate the selected monster as an attack target and your opponent must attack the selected monster with all face-up monsters.  
(*DCR-046 DR1-208*)

**Stealth Bird, 3, DARK**

Winged Beast/Effect, 700/1700

Once per turn, during your Main Phase, you can flip this card into face-down Defense Position. When this card is Flip Summoned, inflict 1000 damage to your opponent.  
(*IOC-068 CP01-018 DR2-069 GLD1-017*)

**Stealthroid, 4, DARK**

Machine/Effect, 1200/0

If this card attacks, destroy 1 Spell or Trap Card at the end of the Battle Phase if you control another "roid" monster.  
(*GLAS-015*)

**Steam Gyroid, 6, EARTH**

Machine/Fusion, 2200/1600

"Gyroid" + "Steamroid"

(*CRV-033 DR04-033*)

**Steamroid, 4, EARTH**

Machine/Effect, 1800/1800

If this card attacks an opponent's monster, this card gains 500 ATK during the Damage Step only. If this card is attacked by an opponent's monster, this card loses 500 ATK during the Damage Step only.  
(*CRV-008 DR04-008 YSDS-015*)

**Steel Ogre Grotto #1, 5, EARTH**

Machine, 1400/1800

A steel idol worshipped in the Land of Machines.  
(*LOB-112*)

**Steel Ogre Grotto #2, 6, EARTH**

Machine, 1900/2200

A mechanized iron doll with tremendous strength.  
(*PSV-001*)

**Steel Scorpion, 1, EARTH**

Machine/Effect, 250/300

A non Machine-Type Monster attacking "Steel Scorpion" will be destroyed at the End Phase of your opponent's 2nd turn after the attack."  
(*MRD-029*)

**Steel Shell**

## Spell (Equip)

A WATER monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.  
(*TP1-007*)

**Stim-Pack**

## Spell (Equip)

Increase the ATK of a monster equipped with this card by 700 points. The monster's ATK is then decreased by 200 points during each of its controller's Standby Phases.  
(*MRD-141*)

**Stone Dragon, 7, EARTH**

Rock, 2000/2300

A dragon formed by huge boulders that are also used to attack the enemy.  
(*MDP2-020*)

**Stone Ogre Grotto, 5, EARTH**

Rock, 1600/1500

A behemoth shaped by giant boulders.  
(*SRL-058*)

**Stone Statue of the Aztecs, 4, EARTH**

Rock/Effect, 300/2000

Double any Battle Damage your opponent takes when they attack this monster.  
(*AST-014 DR2-126 SD7-007*)

**Stop Defense**

## Spell

Select 1 Defense Position monster on your opponent's side of the field and change it to Attack Position.  
(*LOB-095 DB1-128 SDP-031*)

**Storm Caller, 6, EARTH**

Psychic/Effect, 2300/2000

You can put your opponent's monsters that are destroyed by battle with other Psychic-Type monsters on top of their owner's Deck instead of sending them to the Graveyard. When this card is destroyed by a card effect, this card's controller takes Damage equal to its original ATK.  
(*CSOC-022*)

**Storm Shooter, 7, WIND**

Winged Beast/Effect, 2300/500

Once per turn, you can select and activate 1 of these effects: <p> [\*] Move this card to an adjacent unoccupied Monster Card Zone. <p> [\*] Return 1 Spell, Trap or Monster Card on your opponent's side of the field in the same column as this card to its owner's hand.  
(*CDIP-032*)

**Storming Wynn, 4, WIND**

Spellcaster/Effect, 800/1500

Once per turn, you can Tribute 1 WIND monster (except this card) to Special Summon 1 WIND monster from your hand. The monster Special Summoned by this effect is destroyed if "Storming Wynn" is removed from your side of the field.  
(*EOJ-029 DR04-209*)



**Straight Flush**

Trap

Activate only when all of your opponent's Spell & Trap Card Zones are occupied. Destroy all cards in your opponent's Spell & Trap Card Zones.  
(*CDIP-050*)

**Stray Asmodian**, 3, FIRE

Fiend/Effect, 1300/1700

When this card is destroyed and sent to the Graveyard by battle, both players gain 800 Life Points.  
(*CDIP-012*)

**Stray Lambs**

Spell

If you activate this card, you cannot Normal Summon, Flip Summon or Special Summon during this turn. Special Summon 2 "Lamb Tokens" (Beast-Type/EARTH/Level 1/ATK 0/DEF 0) in Defense Position.  
(*IOC-092 CP02-020 DR2-093*)

**Strike Ninja**, 4, DARK

Warrior/Effect, 1700/1200

You can remove this card from play until the End Phase of this turn by removing from play 2 DARK monsters in your Graveyard. You can use this effect during either player's turn. You can only use this effect once per turn.  
(*IOC-007 DR2-007*)

**Strike Slash**

Trap

Activate only when a monster you control declares an attack. Until the end of this turn, that monster gains 700 ATK, and during battle between that attacking monster and a Defense Position monster whose DEF is lower than the ATK of that card, inflict the difference as Battle Damage to your opponent.  
(*TAEV-075*)

**Stronghold the Moving Fortress**

Trap (Continuous)

After activation, Special Summon this card in Defense Position; it is treated as an Effect Monster Card (Machine-Type/EARTH/Level 4/ATK 0/DEF 2000). (This card is still treated as a Trap Card.) While "Green Gadget", "Red Gadget", and "Yellow Gadget" are all face-up on your side of the field, the ATK of this card becomes 3000.  
(*SD10-031*)

**Stuffed Animal**, 3, EARTH

Warrior, 1200/900

It may look like a harmless stuffed animal, but its zipper mouth deals a deadly bite.  
(*MP1-007 TP2-019*)

**Stumbling**

Spell (Continuous)

Any monster that is Normal Summoned, Flip Summoned or Special Summoned is changed to Defense Position.  
(*IOC-035 DR2-035*)

**Submarineroid**, 4, WATER

Machine/Effect, 800/1800

This card can attack your opponent directly. When it does, any Battle Damage this card inflicts to your opponent becomes the original ATK of this card. You can change this card to Defense Position at the end of the Damage Step.  
(*POTD-008 YSDS-017*)

**Substitoad**, 1, WATER

Aqua/Effect, 100/2000

You can Tribute 1 monster to Special Summon 1 "Frog" monster from your Deck, except "Frog the Jam". "Frog" monsters, except "Frog the Jam", cannot be destroyed by battle.  
(*LODT-028*)

**Success Probability 0%**

Trap

Send 2 random Fusion Monsters from your opponent's Fusion Deck to the Graveyard.  
(*SOI-057 DR04-177*)

**Succubus Knight**, 5, DARK

Warrior, 1650/1300

A warrior wizard adept in casting bone-chilling spells.  
(*LOB-117*)

**Suijin**, 7, WATER

Aqua/Effect, 2500/2400

During your opponent's damage calculation, you can reduce the ATK of a monster attacking this card to 0. This effect can only be used once while this card remains face-up on the field.  
(*MRD-027 DB1-159 DLG1-033 RP01-032*)

**Summon Cloud**

Spell (Continuous)

Once per turn, during your Main Phase, if you don't control any monsters, you can Special Summon 1 Level 4 or lower "Cloudian" monster from your hand or from either player's Graveyard. If you Special Summon a monster from the Graveyard with this effect, destroy this card.  
(*GLAS-049*)

**Summon Limit**

Trap (Continuous)

Neither player can Summon more than two times per turn.  
(*LODT-079*)

**Summoned Skull**, 6, DARK

Fiend, 2500/1200

A fiend with dark powers for confusing the enemy. Among the Fiend-Type monsters, this monster boasts considerable force.  
(*MRD-003 BPT-002 DB1-142 DLG1-025 RP01-024 SDY-004 SYE-005*)

**Summoner of Illusions**, 3, LIGHT

Spellcaster/Effect, 800/900

FLIP: Tribute 1 monster on your side of the field (excluding this monster). Special Summon 1 Fusion Monster Card from your Fusion Deck. The Fusion Monster is destroyed at the end of the turn this effect is activated.  
(*LON-063 GLD1-004*)

**Summoner's Art**

Spell

Add 1 Level 5 or higher Normal Monster from your Deck to your hand.  
(*TAEV-057*)

**Super-Ancient Dinobeast**, 8, EARTH

Dinosaur/Effect, 2700/1400

You can Tribute Summon this card in face-up Attack Position by Tributing 1 Dinosaur-Type monster. When a Dinosaur-Type monster is Special Summoned from your Graveyard, you can draw 1 card.  
(*LODT-088*)

**Super Conductor Tyranno**, 8, LIGHT

Dinosaur/Effect, 3300/1400

Once per turn, by Tributing 1 monster, inflict 1000 damage to your opponent. This monster cannot declare an attack if you used this effect this turn.  
(*SD09-001*)

**Super Double Summon**

Spell (Quick-Play)

Select 1 Gemini monster you control and Normal Summon it. During the End Phase of this turn, return it to your hand.  
(*GLAS-053*)

**Super-Electromagnetic Voltech Dragon**, 5, LIGHT

Thunder/Effect, 2400/1000

If you Tribute Summon this card by Tributing 1 of the following monsters, this card gets the appropriate effect: <p> [\*] Batteryman D: Negate the effect of a Spell or Trap Card that targets this 1 card. <p> [\*] Batteryman C: During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. <p> [\*] Batteryman AA: This card gains 1000 ATK.  
(*EOJ-031 CP06-008 DR04-211*)

**Super Junior Confrontation**

Trap

Activate only when an opponent's monster declares an attack. Negate the battle, and 1 monster with the lowest ATK in face-up Attack Position your opponent controls battles against 1 monster with the lowest DEF in face-up Defense Position you control. After that battle, end the Battle Phase.  
(*SOI-049 DR04-169*)

**Super Polymerization**

Spell (Quick-Play)

Discard 1 card. Send, from either side of the field to the Graveyard, Fusion Material Monsters that are listed on a Fusion Monster Card, and Special Summon that Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.) Spells, Traps and Effect Monsters' effects cannot be activated in response to this card's activation.  
(*PTDN-046*)

**Super Rejuvenation**

Spell (Quick-Play)

During the End Phase of the turn this card is activated, draw 1 card from your Deck for each Dragon-Type monster discarded from your hand and/or Tributed during this turn.  
(*LOD-047 DB2-162*)

**Super Robolady**, 6, EARTH

Machine/Fusion/Effect, 1200/500

"Robolady" + "Roboyarou" <p> You can Special Summon "Super Roboyarou" by returning this card from the field to the Fusion Deck. You cannot use this effect during the same turn this monster is Special Summoned. In addition, increase the ATK of this monster by 1000 points during the Damage Step when this monster attacks your opponent directly.  
(*LOD-073*)

**Super Roboyarou**, 6, EARTH  
Machine/Fusion/Effect, 1200/500  
"Roboyarou" + "Robolady" <p> You can Special Summon "Super Robolady" by returning this card from the field to the Fusion Deck. You cannot use this effect during the same turn this monster is Special Summoned. In addition, increase the ATK of this monster by 1000 points during the Damage Step when this monster battles with a monster.  
(*LOD-074*)

**Super Vehicroid Jumbo Drill**, 8, EARTH  
Machine/Fusion/Effect, 3000/2000  
"Steamroid" + "Drillroid" + "Submarineroid" <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent.  
(*POTD-036*)

**Super Vehicroid-Stealth Union**, 9, EARTH  
Machine/Fusion/Effect, 3600/3000  
"Truckroid" + "Expressroid" + "Drillroid" + "Stealthroid" <p> When this card attacks, its original ATK is halved until the end of the Damage Step. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. Once per turn, you can select 1 monster you control, except a Machine-Type monster, and equip it to this card. While equipped by this effect, this card can attack all monsters your opponent controls once each.  
(*GLAS-041*)

**Super War-Lion**, 7, EARTH  
Beast/Ritual, 2300/2100  
This card can only be Ritual Summoned with the Ritual Spell Card, "War-Lion Ritual".  
(*PP02-001*)

**Superalloy Beast Raptinus**, 8, LIGHT  
Dragon/Fusion/Effect, 2200/2200  
1 Gemini Monster + 1 Gemini Monster <p> All Gemini Monsters on the field are treated as Effect Monsters, and gain their effects.  
(*GLAS-042*)

**Superancient Deepsea King Coelacanth**, 7, WATER  
Fish/Effect, 2800/2200  
Once per turn, you can discard 1 card to Special Summon as many Level 4 or lower Fish-Type monsters as possible from your Deck. A monster Special Summoned by this effect cannot declare an attack and its effect(s) is negated while on the field. If this card is targeted by a Spell, Trap, or Effect Monster's effect, you can Tribute 1 other Fish-Type monster to negate the effect and destroy that card.  
(*PTDN-034*)

**Supercharge**  
Trap  
Activate only when your opponent declares an attack while the only monsters you control are Machine-Type "roid" monster(s). Draw 2 cards.  
(*POTD-056 YSDS-040*)

**Supply**, 4, EARTH  
Warrior/Effect, 1300/800  
FLIP: Return 2 Fusion Material Monsters that were sent to the Graveyard as a result of a Fusion Summon to your hand.  
(*LON-075*)

**Survival Instinct**  
Trap  
Select any number of Dinosaur-Type monsters in your Graveyard and remove them from play. Gain 400 Life Points for each Dinosaur-Type monster you removed.  
(*SD09-029*)

**Susa Soldier**, 4, EARTH  
Thunder/Spirit, 2000/1600  
This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. The Battle Damage this card inflicts to your opponent's Life Points is halved.  
(*LOD-066 DB2-178 TP6-008*)

**Swamp Battleguard**, 5, EARTH  
Warrior/Effect, 1800/1500  
Increase the ATK of this monster by 500 points for every face-up "Lava Battleguard" on your side of the field.  
(*MRD-063*)

**Swarm of Locusts**, 3, DARK  
Insect/Effect, 1000/500  
You can flip this card into face-down Defense Position once per turn during your Main Phase. When this card is Flip Summoned successfully, destroy 1 Spell or Trap Card on your opponent's side of the field.  
(*PGD-022 DB2-222 GLD1-009*)

**Swarm of Scarabs**, 3, DARK  
Insect/Effect, 500/1000  
You can flip this card into face-down Defense Position once per turn during your Main Phase. When this card is Flip Summoned successfully, destroy 1 monster on your opponent's side of the field.  
(*PGD-021 DB2-221 GLD1-008*)

**Swift Birdman Joe**, 6, WIND  
Winged Beast/Effect, 2300/1400  
If you Tribute Summon this card by Tributing a WIND monster, return all Spell and Trap Cards on the field to the owners' hands.  
(*EOJ-012 DR04-192 SD8-016*)

**Swift Gaia the Fierce Knight**, 7, DARK  
Warrior/Effect, 2300/2100  
If this is the only card in your hand, you can Summon this card in face-up Attack Position without Tributing monsters. This is treated as a Normal Summon.  
(*DB2-111 CT1-004 SD5-006*)

**Swift Samurai Storm!**  
Trap (Continuous)  
Each turn, after the first time a "Six Samurai" monster you control battles, all "Six Samurai" monsters you control gain 300 ATK until the end of this turn.  
(*STON-058*)

**Swiftstrike Armor**  
Trap (Continuous)  
During your Draw Phase, if you draw a "Six Samurai" Monster Card, you can Special Summon it.  
(*GLAS-073*)

**Swing of Memories**  
Spell  
Special Summon 1 Normal Monster from your Graveyard. It is destroyed during the End Phase of this turn.  
(*GLAS-046 DP06-017*)

**Sword Hunter**, 7, EARTH  
Warrior/Effect, 2450/1700  
A monster destroyed by this card as a result of battle becomes an Equip Card at the end of the Battle Phase that increases the ATK of this card by 200 points.  
(*PSV-077 DB1-191*)

**Sword of Dark Destruction**  
Spell (Equip)  
A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.  
(*SDY-020*)

**Sword of Dark Rites**  
Spell (Equip)  
Equip only to a DARK monster. It gains 400 ATK. When the equipped monster is Tributed and this card is sent to the Graveyard, return this card to your hand.  
(*FOTB-067*)

**Sword of Deep-Seated**  
Spell (Equip)  
Increase the ATK and DEF of a monster equipped with this card by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.  
(*MRD-132*)

**Sword of Dragon's Soul**  
Spell (Equip)  
This card can only be equipped to a Warrior-Type monster. A monster equipped with this card increases its ATK by 700 points. A Dragon-Type monster that battles with the monster equipped with this card is destroyed at the end of the Battle Phase. (Damage Calculation is applied normally.)  
(*PCJ-002*)

**Sword of Kusanagi**  
Spell (Equip)  
Equip only to a Spirit monster. During battle, when it attacks a Defense Position monster whose DEF is lower than the ATK of the equipped monster, inflict the difference as Battle Damage to your opponent. When the equipped monster you control is returned to the hand and this card is sent to the Graveyard, return this card to your hand.  
(*TDGS-054*)

**Sword of the Soul-Eater**  
Spell (Equip)  
You can only equip this card to a Level 3 or lower Normal Monster on your side of the field. When you activate this card, Tribute all Normal Monsters (except Tokens) on your side of the field, except the equipped monster. Increase the ATK of the equipped monster by 1000 points for each Normal Monster that you Tributed.  
(*AST-086 DR2-199*)

### **Swords of Concealing Light**

#### Spell (Continuous)

When you activate this card, change all monsters on your opponent's side of the field to face-down Defense Position. Monsters on your opponent's side of the field cannot change their Battle Positions. Destroy this card during your 2nd Standby Phase after activation.  
(FET-042 DR3-162 SD5-031)

### **Swords of Revealing Light**

#### Spell

Flip all monsters your opponent controls face-up. This card remains face-up on the field for 3 of your opponent's turns. While this card is face-up on the field, monsters your opponent controls cannot declare an attack.  
(LOB-101 DB1-129 DLG1-013 GLD1-030 HL04-002 RP01-012 SD1-014 SD6-021 SD7-019 SYE-039)

### **Swordsman of Landstar, 3, EARTH**

#### Warrior, 500/1200

An amateur with a sword, this fairy warrior relies on its mysterious powers.  
(LON-002 DB1-206 SDJ-002)

### **Swordstalker, 6, DARK**

#### Warrior, 2000/1600

A monster formed by the vengeful souls of those who passed away in battle.  
(SDK-025)

### **Symbol of Heritage**

#### Spell (Equip)

Activate only while there are 3 Monster Cards with the same name in your Graveyard. Select 1 of those monsters, Special Summon it, and equip it with this card. When this card is destroyed, destroy the equipped monster.  
(SOI-043 DR04-163)

### **Symbols of Duty**

#### Spell (Equip)

Send 1 Normal Monster you control to the Graveyard. Select and Special Summon 1 monster from either Graveyard and equip it with this card. When this card is removed from the field, destroy the equipped monster.  
(TAEV-060 SDS1-030)

### **Synchro Blast Wave**

#### Spell

Activate only while you control a face-up Synchro monster. Destroy 1 monster your opponent controls.  
(SDS1-021)

### **Synchro Boost**

#### Spell (Equip)

The equipped monster gains 500 ATK, and its Level is increased by 1.  
(SDS1-020)

### **Synchro Deflector**

#### Trap

Activate only when a face-up Synchro Monster you control is selected as an attack target. Negate the attack and destroy 1 monster your opponent controls.  
(TDGS-068)

### **Synchro Strike**

#### Trap

Target Synchro Summoned monster gains 500 ATK for each Synchro Material Monster used to Summon it, until the End Phase.  
(CSOC-066)

### **Synchronized Realm**

#### Spell (Continuous)

Each time you Synchro Summon a Synchro monster, inflict 500 damage to your opponent.  
(SDS1-022)

### **Synthesis Spell**

#### Spell (Ritual)

This card is used to Ritual Summon "Lycanthrope". You must also Tribute monsters whose total Levels equal 6 or more from the field or your hand.  
(STON-043)

### **Synthetic Seraphim**

#### Trap (Continuous)

Each time a Counter Trap Card is activated, Special Summon 1 "Synthetic Seraphim Token" (Fairy-Type/LIGHT/Level 1/ATK 300/DEF 300).  
(POTD-059)

### **System Down**

#### Spell

Pay 1000 Life Points. Remove from play all Machine-Type monsters on your opponent's side of the field and in their Graveyard.  
(CRV-041 DR04-041)

### **Tactical Espionage Expert, 3, EARTH**

#### Warrior/Effect, 1300/1200

When this card is Normal Summoned successfully, no Trap Cards can be activated.  
(RDS-023 DR3-083)

### **T.A.D.P.O.L.E., 1, WATER**

#### Aqua/Effect, 0/0

When this card you control is destroyed by battle and sent to your Graveyard, you can add any "T.A.D.P.O.L.E."(s) from your Deck to your hand.  
(CRV-027 DR04-027)

### **Tail Swipe**

#### Spell

Select 1 face-up Level 5 or higher Dinosaur-Type monster on your side of the field to activate this card. Select and return to the owner's hand(s) up to 2 monsters that are either lower Level than the selected monster or face-down on your opponent's side of the field.  
(SD09-018)

### **Tailor of the Fickle**

#### Spell (Quick-Play)

Switch 1 Equip Card equipped to a monster to another correct target.  
(SRL-042 DB1-026)

### **Tainted Wisdom, 3, DARK**

#### Fiend/Effect, 1250/800

When this card is changed from Attack Position to Defense Position, shuffle your own Deck.  
(MRD-081)

### **Takriminos, 4, WATER**

#### Sea Serpent, 1500/1200

A member of a race of sea serpents that freely travels through the sea.  
(MPI-006)

### **Takuhee, 4, WIND**

#### Winged Beast, 1450/1000

This bird is known far and wide as a harbinger of doom.  
(TP2-022)

### **Talisman of Spell Sealing**

#### Trap (Continuous)

You can only activate this card while there is a face-up "Sealmaster Meisei" on your side of the field. While this card is face-up on the field, Spell Cards cannot be activated and the effects of face-up Spell Cards on the field are negated. When "Sealmaster Meisei" is removed from the field, destroy this card.  
(AST-049 DR2-161)

### **Talisman of Trap Sealing**

#### Spell (Continuous)

You can only activate this card while there is a face-up "Sealmaster Meisei" on your side of the field. While this card is face-up on the field, Trap Cards cannot be activated and the effects of face-up Trap Cards on the field are negated. When "Sealmaster Meisei" is removed from the field, destroy this card.  
(AST-044 DR2-156)

### **Taunt**

#### Trap

Activate only during your opponent's Main Phase 1; select 1 monster on your side of the field. While the selected card remains on the field, if your opponent attacks with a monster(s) this turn, they must select the selected monster as the attack target.  
(SOD-049 DR3-049)

### **Telekinetic Charging Cell**

#### Spell (Equip)

Equip only to a Psychic-Type monster. You do not have to pay Life Points to activate its effect(s). When the equipped monster is destroyed and this card is sent to the Graveyard, you can pay 1000 Life Points to return this card to your hand.  
(TDGS-088)

### **Telekinetic Shocker, 4, EARTH**

#### Psychic/Effect, 1700/700

If a Psychic-Type monster would be destroyed, you can pay 500 Life Points and destroy this card instead.  
(TDGS-022)

### **Telepathic Power**

#### Trap

Activate only when a face-up Psychic-Type monster you control is attacked and destroyed by battle with an opponent's monster. Destroy the monster that attacked, and gain Life Points equal to its ATK.  
(TDGS-072)

### **Teleport**

#### Spell (Continuous)

Once per turn, if your opponent controls a monster and you control no monsters, you can pay 800 Life Points to Special Summon 1 Psychic-Type monster from your hand.  
(CSOC-055)

**Tempest Magician**, 6, DARK  
Spellcaster/Synchro/Effect, 2200/1400  
1 Tuner + 1 or more non-Tuner Spellcaster-Type monsters <p> When this card is Synchro Summoned, place 1 Spell Counter on it. Once per turn, you can discard any number of cards to place 1 Spell Counter on a monster(s) you control for each card you discarded. You can remove all Spell Counters on the field to inflict 500 damage to your opponent for each removed Spell Counter.  
(CSOC-088)

**Temple of Skulls**, 4, DARK  
Zombie, 900/1300  
A mysterious temple of skulls and bones that pulls in unsuspecting enemies.  
(TP8-016)

**Tenkabito Shien**, 4, FIRE  
Pyro/Effect, 1500/1000  
This card is unaffected by the effects of Trap Cards.  
(SOI-017 DR04-137)

**Terra Firma Gravity**  
Trap  
Activate only during your opponent's Battle Phase. All Level 4 or lower monsters that can attack a face-up "Elemental Hero Terra Firma" you control must attack it.  
(PP02-013)

**Terra the Terrible**, 4, DARK  
Fiend, 1200/1300  
Known as a swamp dweller, this creature is a minion of the dark forces.  
(LOB-080 SDK-013)

**Terraforming**  
Spell  
Add 1 Field Spell Card from your Deck to your hand.  
(PGD-088 CP02-018 DR1-036 SDRL-026 SDZW-025)

**Terrible Deal**  
Trap  
Activate only by paying 1000 Life Points when your opponent activates a Spell Card. Your opponent discards 1 random card.  
(FOTB-050)

**Terroring Archfiend**, 4, DARK  
Fiend/Effect, 2000/1500  
This card cannot be Normal Summoned or Flip Summoned unless you have an Archfiend Monster Card on your side of the field. The controller of this card pays 800 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent's card. The effects of an Effect Monster that this card destroyed as a result of battle are negated.  
(DCR-072 DR1-234)

**Terroring Salmon**, 5, WATER  
Fish, 2400/1000  
A feared salmon, master of the Sea of Darkness. Its roe is the best delicacy in the World of Darkness.  
(IOC-060 DR2-061)

**Test Ape**, 2, EARTH  
Beast/Effect, 700/300  
When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 Level 4 or lower "Gladiator Beast" monster from your Deck.  
(GLAS-025)

**Test Tiger**, 3, EARTH  
Beast/Effect, 600/300  
If you control a "Gladiator Beast" monster, you can Special Summon this card. You can Tribute this card to return 1 "Gladiator Beast" monster you control to the Deck, and then Special Summon 1 "Gladiator Beast" from your Deck. The Special Summoned monster is treated as if it was Special Summoned by the effect of a "Gladiator Beast".  
(GLAS-082)

**Teva**, 5, LIGHT  
Warrior/Effect, 2000/1500  
When this card is Tribute Summoned successfully, your opponent cannot declare an attack during his/her next turn.  
(CMC-003)

**The 13th Grave**, 3, DARK  
Zombie, 1200/900  
A zombie that suddenly appeared from plot #13 - an empty grave.  
(LOB-014)

**The A. Forces**  
Spell (Continuous)  
Increase the ATK of all Warrior-Type monsters on your side of the field by 200 points for each face-up Warrior-Type and Spellcaster-Type monster on your side of the field.  
(LOD-027 DB2-146)

**The Agent of Creation-Venus**, 3, LIGHT  
Fairy/Effect, 1600/0  
By paying 500 Life Points, select 1 "Mystical Shine Ball" from your hand or Deck, and Special Summon it to your side of the field.  
(AST-008 DR2-120)

**The Agent of Force-Mars**, 3, LIGHT  
Fairy/Effect, 0/0  
This card is unaffected by any Spell Cards. While "The Sanctuary in the Sky" is on your side of the field, and your Life Points are higher than your opponent's Life Points, increase the ATK and DEF of this card by the difference between your and your opponent's Life Points.  
(AST-009 DR2-121)

**The Agent of Judgment-Saturn**, 6, LIGHT  
Fairy/Effect, 2400/0  
While your Life Points are higher than your opponent's, you can Tribute this card to inflict damage to your opponent equal to the difference. If you do not control "The Sanctuary in the Sky", this effect is not applied. You cannot conduct your Battle Phase the turn you activate this effect.  
(AST-006 CP03-009 DR2-118)

**The Agent of Wisdom-Mercury**, 4, LIGHT  
Fairy/Effect, 0/1700  
If you have no cards in your hand at the end of your opponent's End Phase, draw 1 card from your Deck during your next Standby Phase.  
(AST-007 DR2-119)

**The All-Seeing White Tiger**, 3, WIND  
Beast, 1300/500  
A proud ruler of the jungle that some fear and others respect.  
(PSV-093)

**The Beginning of the End**  
Spell  
Activate only if there are 7 or more DARK monsters in your Graveyard. Remove from play 5 DARK monsters from your Graveyard to draw 3 cards.  
(PTDN-053)

**The Big March of Animals**  
Spell (Quick-Play)  
Until the end of this turn, all face-up Beast-Type monsters on your side of the field gain 200 ATK for each Beast-Type monster on your side of the field.  
(FET-048 DR3-168)

**The Bistro Butcher**, 4, DARK  
Fiend/Effect, 1800/1000  
When this card inflicts Battle Damage to your opponent's Life Points, your opponent draws 2 cards from their Deck.  
(MRD-108 DB2-063)

**The Calculator**, 2, LIGHT  
Thunder/Effect, ?/0  
This card's ATK is equal to the combined Levels of all monsters you control x 300.  
(PTDN-036)

**The Cheerful Coffin**  
Spell  
Discard up to 3 Monster Cards from your hand to the Graveyard.  
(MRD-059 DB1-167)

**The Creator**, 8, LIGHT  
Thunder/Effect, 2300/3000  
This card cannot be Special Summoned from the Graveyard. Once per turn, you can select 1 monster in your Graveyard, then send 1 card from your hand to the Graveyard and Special Summon that monster.  
(RDS-005 DR3-065 EEN-SE2 SDRL-014)

**The Creator Incarnate**, 4, LIGHT  
Warrior/Effect, 1600/1500  
You can Tribute this card to Special Summon 1 "The Creator" from your hand.  
(RDS-006 DR3-066 SDRL-015)

**The Dark Creator**, 8, DARK  
Thunder/Effect, 2300/3000  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned, by having 5 or more DARK monsters in your Graveyard while you control no monsters. Once per turn, you can remove from play 1 DARK monster from your Graveyard to Special Summon 1 DARK monster from your Graveyard.  
(PTDN-017)

**The Dark Door**  
Spell (Continuous)  
Both players can only attack with 1 monster during their respective Battle Phases.  
(LON-093 DB2-026)

**The Dark-Hex-Sealed Fusion, 3, DARK**

Rock/Effect, 1000/1600

You can substitute this card for any 1 Fusion Material Monster. The other Fusion Material Monster(s) must be the correct one(s). By Tributing Fusion Material Monsters on the field, including this card, Special Summon 1 DARK Fusion Monster from your Fusion Deck.  
(FET-028 DR3-148)

**The Dragon Dwelling in the Cave, 4, WIND**

Dragon, 1300/2000

A huge dragon dwelling in a cave. It is horrible when it gets angry, although it is usually quiet. It is said to preserve certain treasures.  
(LOD-037 SKE-013)

**The Dragon's Bead**

Trap (Continuous)

Discard 1 card from your hand. Negate the effect of a Trap Card that targets 1 face-up Dragon-Type monster and destroy the Trap Card.  
(LOD-043 DB2-158 SD1-023)

**The Earl of Demise, 5, DARK**

Fiend, 2000/700

This gentlemanly creature is extremely wicked, feared by man and fiend alike.  
(LON-056 DB1-250)

**The Earth-Hex-Sealed Fusion, 3, EARTH**

Rock/Effect, 1000/1600

You can substitute this card for any 1 Fusion Material Monster. The other Fusion Material Monster(s) must be the correct one(s). By Tributing Fusion Material Monsters on the field, including this card, Special Summon 1 EARTH Fusion Monster from your Fusion Deck.  
(FET-029 DR3-149)

**The Emperor's Holiday**

Trap (Continuous)

Negate the effects of all Equip Cards.  
(LON-087 DB2-020)

**The End of Anubis, 6, DARK**

Fiend/Effect, 2500/0

While this card is face-up on the field, all effects of Spell, Trap, and Monster Cards that target a card(s) in the Graveyard or that activate in the Graveyard are negated.  
(AST-000 DR2-224 TLM-SE4)

**The Eye of Truth**

Trap (Continuous)

As long as this card remains face-up on the field, your opponent must show his/her hand. Your opponent increases his/her Life Points by 1000 points during each of his/her Standby Phases if he/she has a Spell Card in his/her hand.  
(PSV-010 DB1-074 SYE-046)

**The Fiend Megacyber, 6, DARK**

Warrior/Effect, 2200/1200

You can Special Summon this card from your hand if your opponent has at least 2 more monsters on the field than you do.  
(PSV-100 DB1-203 TP4-005)

**The First Sarcophagus**

Trap (Continuous)

During each of your opponent's End Phases, place 1 card face-up on your side of the field from your hand or Deck in this order: "The Second Sarcophagus", "The Third Sarcophagus". If 1 Sarcophagus card is removed from your side of the field, all of them on your side of the field are sent to the Graveyard. When you have all 3 Sarcophagus cards on your side of the field, send all Sarcophagus cards on your side of the field to the Graveyard to Special Summon 1 "Spirit of the Pharaoh" from your hand or Deck.  
(AST-101 DR2-214)

**The Flute of Summoning Dragon**

Spell

Activate only while "Lord of D." is face-up on the field. Special Summon up to 2 Dragon-Type monsters from your hand.  
(SDK-042 DLG1-088 RP01-087 SKE-031)

**The Flute of Summoning Kuriboh**

Spell (Quick-Play)

Add 1 "Kuriboh" or 1 "Winged Kuriboh" from your Deck to your hand, OR Special Summon 1 "Kuriboh" or 1 "Winged Kuriboh" from your Deck to your side of the field.  
(MDP2-004)

**The Forceful Sentry**

Spell

Look at your opponent's hand. Select 1 card among them and return it to his/her Deck. The Deck is then shuffled.  
(SRL-045 DB1-029)

**The Forces of Darkness**

Trap

Select 2 "Dark World" monsters from your Graveyard and add them to your hand.  
(EEN-051 DR04-111)

**The Forgiving Maiden, 4, LIGHT**

Fairy/Effect, 850/2000

Tribute this face-up card to return to your hand 1 of your monsters destroyed as a result of battle during this turn.  
(LON-044 DB1-239)

**The Furious Sea King, 3, WATER**

Aqua, 800/700

Grand King of the Seven Seas, he's able to summon massive tidal waves to drown the enemy.  
(LOB-033)

**The Gift of Greed**

Trap

Your opponent draws 2 cards.  
(TAEV-079)

**The Grave of Enkindling**

Trap

You can only activate this card when a monster on your side of the field is destroyed as a result of battle and sent to the Graveyard. You and your opponent each select 1 monster from your respective Graveyards and Special Summon them in Defense Position. Neither monster Special Summoned by this card's effect can change its battle position while it is face-up on the field, except with a card effect.  
(DP2-030)

**The Graveyard in the Fourth Dimension**

Spell

Add 2 "LV" monsters from your Graveyard to your Deck and shuffle it.  
(SOD-044 DR3-044 SD1-020)

**The Gross Ghost of Fled Dreams, 4, DARK**

Fiend, 1300/1800

This monster feeds on the dreams of an unwary sleeper, dragging the victim into eternal slumber.  
(LON-053 DB1-247)

**The Hunter with 7 Weapons, 3, EARTH**

Warrior/Effect, 1000/600

When this card is Normal Summoned, declare 1 Type of monster. When battling that Type of monster, increase the ATK of this card by 1000 points during Damage Calculation.  
(LOD-024)

**The Illusory Gentleman, 4, DARK**

Spellcaster, 1500/1600

Wearing odd fashions, this gentleman is very fickle. He sometimes saves people and at other times commits crimes.  
(LOD-053)

**The Immortal Bushi, 3, DARK**

Warrior/Effect, 1200/600

This card cannot be Tributed, except for the Tribute Summon of a Warrior-Type monster. During your Standby Phase, if this card is in your Graveyard and you control no monsters, you can Special Summon it. You cannot activate this effect if there are any monsters in your Graveyard that are not Warrior-Type.  
(PTDN-029)

**The Immortal of Thunder, 4, LIGHT**

Thunder/Effect, 1500/1300

FLIP: Increase your Life Points by 3000 points. When this card is sent from the field to the Graveyard, you lose 5000 Life Points.  
(MRD-099 DB2-059)

**The Inexperienced Spy**

Spell

Select and see 1 card in your opponent's hand.  
(SDK-037 SKE-030)

**The Judgement Hand, 3, EARTH**

Warrior, 1400/700

An all-powerful hand that delivers ruthless attacks.  
(TPI-026)

**The Kick Man, 3, DARK**

Zombie/Effect, 1300/300

When this card is Special Summoned, you can equip 1 appropriate Equip Spell Card from your Graveyard to this card.  
(AST-012 DR2-124)

**The Lady in Wight, 3, DARK**

Zombie/Effect, 0/2200

Face-up Level 3 or lower Zombie-Type monsters you control, except "The Lady in Wight", cannot be destroyed by battle and are unaffected by the effects of Spell and Trap Cards. This card's name is treated as "Skull Servant" while it is in the Graveyard.  
(LODT-038)

**The Last Warrior from Another Planet**, 7, EARTH  
Warrior/Fusion/Effect, 2350/2300  
"Zombyra the Dark" + "Maryokutai" <p> When this card is Special Summoned, destroy all monsters on your side of the field except this card. As long as this card remains face-up on the field, neither player can Normal Summon, Flip Summon or Special Summon any monster.  
(LON-077 DB2-012)

**The Law of the Normal**  
Spell  
You can only activate this card when there are 5 face-up Level 2 or lower Normal Monsters on your side of the field. Both players discard all cards in their hands, and destroy all cards on the field except Level 2 or lower Normal Monsters.  
(AST-094 DR2-207)

**The League of Uniform Nomenclature**  
Trap  
Select 1 face-up Level 2 or lower Normal Monster you control to activate this card. Special Summon as many cards as possible from your Deck with the same name as the selected monster.  
(EEN-055 DR04-115)

**The Legendary Fisherman**, 5, WATER  
Warrior/Effect, 1850/1600  
As long as "Umi" is face-up on the field, this card is unaffected by any Spell Cards. Monsters on your opponent's side of the field cannot select this card as an attack target.  
(PSV-076 DB1-190)

**The Light-Hex-Sealed Fusion**, 3, LIGHT  
Rock/Effect, 1000/1600  
You can substitute this card for any 1 Fusion Material Monster. The other Fusion Material Monster(s) must be the correct one(s). By Tributing Fusion Material Monsters on the field, including this card, Special Summon 1 LIGHT Fusion Monster from your Fusion Deck.  
(FET-027 DR3-147)

**The Littlewordsman of Aile**, 3, WATER  
Warrior/Effect, 800/1300  
Tribute 1 monster on your side of the field to increase this monster's ATK by 700 points until the end of this turn.  
(MRD-085)

**The Mask of Remnants**  
Spell  
Shuffle this card into its owner's Deck, OR if this card was put into play by the effect of "Masked Beast Des Gardius", this card is treated as an Equip Card. Control of the equipped monster is switched.  
(TAEV-SE2)

**The Masked Beast**, 8, DARK  
Fiend/Ritual, 3200/1800  
This monster can only be Ritual Summoned with the Ritual Spell Card, "Curse of the Masked Beast". You must also Tribute monsters whose total Level Stars equal 8 or more from the field or your hand.  
(LON-001 DB1-214 DL2-001)

**The Paths of Destiny**  
Trap  
Both players toss a coin once. If a player's result is Heads, they gain 2000 Life Points, and if their result is Tails, they take 2000 damage.  
(POTD-052)

**The Portrait's Secret**, 4, EARTH  
Fiend, 1200/1500  
A portrait cursed by the artist, it is said to bring ill fortune to anyone who owns it.  
(LON-052 DB1-246)

**The Puppet Magic of Dark Ruler**  
Spell  
Select 1 Fiend-Type monster from your Graveyard. Remove from play monsters on your side of the field whose total Levels exactly equal the Level of the selected Fiend-Type monster. Then Special Summon the selected monster from your Graveyard.  
(LOD-013 DB2-134)

**The Regulation of Tribe**  
Trap (Continuous)  
Declare 1 Type of monster. Monsters of the declared Type cannot attack. Tribute 1 monster from your side of the field during each of your Standby Phases. If you do not, this card is destroyed.  
(PSV-027)

**The Reliable Guardian**  
Spell (Quick-Play)  
Increase 1 face-up monster's DEF by 700 points until the end of this turn.  
(SRL-044 DB1-028 SDJ-033 SYE-034)

**The Rock Spirit**, 4, EARTH  
Rock/Effect, 1700/1000  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned by removing from play 1 EARTH monster in your Graveyard. Increase the ATK of this monster by 300 points during your opponent's Battle Phase.  
(LON-069 DB2-007)

**The Sanctuary in the Sky**  
Spell (Field)  
Battle Damage to the controller of a Fairy-Type monster from a battle involving that Fairy-Type monster becomes 0.  
(AST-042 DR2-154)

**The Second Sarcophagus**  
Spell (Continuous)  
This card can only be placed on the field by the effect of "The First Sarcophagus".  
(AST-100 DR2-213)

**The Secret of the Bandit**  
Spell  
This card can only be activated during Main Phase 1. Select 1 face-up monster on the field. Each time the selected monster inflicts Battle Damage to your opponent's Life Points this turn, your opponent discards 1 random card.  
(LOD-085 DB2-194)

**The Selection**  
Trap (Counter)  
Pay 1000 Life Points. Negate the Summon of a monster that has the same Type as a monster on the field, and destroy it.  
(TDGS-093)

**The Shallow Grave**  
Spell  
Each player selects a monster in their Graveyard and Special Summons it in face-down Defense Position.  
(PSV-036 DB1-090 SDRL-023)

**The Six Samurai-Irou**, 4, DARK  
Warrior/Effect, 1700/1200  
While you control another "Six Samurai" monster with a different name, if this card attacks a face-down Defense Position monster, destroy the monster immediately with this card's effect without flipping it face-up or applying damage calculation. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-012)

**The Six Samurai-Kamon**, 3, FIRE  
Warrior/Effect, 1500/1000  
Once per turn, while you control another "Six Samurai" monster with a different name, you can destroy 1 face-up Spell or Trap Card. This monster cannot declare an attack during the turn this effect is used. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-008)

**The Six Samurai-Nisashi**, 4, WIND  
Warrior/Effect, 1400/700  
While you control another "Six Samurai" monster with a different name, this card can attack twice during the same Battle Phase. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-010)

**The Six Samurai-Yaichi**, 3, WATER  
Warrior/Effect, 1300/800  
Once per turn, while you control another "Six Samurai" monster with a different name, you can destroy 1 Set Spell or Trap Card. This monster cannot declare an attack during the turn this effect is used. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-007)

**The Six Samurai-Yariza**, 3, EARTH  
Warrior/Effect, 1000/500  
While you control another "Six Samurai" monster with a different name, this card can attack your opponent directly. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-009)

**The Six Samurai-Zanji**, 4, LIGHT  
Warrior/Effect, 1800/1300  
While you control another "Six Samurai" monster with a different name, destroy any monster this card attacks at the end of the Damage Step. If this card would be destroyed, you can destroy another "Six Samurai" monster you control instead.  
(STON-011 HL05-005)

**The Spell Absorbing Life**  
Trap  
Flip all face-down Defense Position Monster Cards on the field face-up. Flip Effects are not activated at this time. Increase your Life Points by 400 points for each Effect Monster Card on the field.  
(MFC-104 DR1-159)

**The Statue of Easter Island**, 4, EARTH  
Rock, 1100/1400  
A stone monument from Easter Island that launches laser blasts from its rock-hewn lips.  
(TP1-019 DB2-088)

**The Stern Mystic**, 4, LIGHT  
Spellcaster/Effect, 1500/1200  
FLIP: All face-down cards on the field are turned face-up, and then returned to their original positions. No card effects are activated when cards are turned face-up.  
(*SDY-033*)

**The Thing in the Crater**, 4, FIRE  
Pyro/Effect, 1000/1200  
When this card is destroyed and sent from the field to the Graveyard, you can Special Summon 1 Pyro-Type Monster from your hand.  
(*IOC-063 DR2-064*)

**The Third Sarcophagus**  
Spell (Continuous)  
This card can only be placed on the field by the effect of "The First Sarcophagus".  
(*AST-099 DR2-212*)

**The Transmigration Prophecy**  
Trap  
Select 2 cards from the Graveyard(s), and shuffle them into their owner's Deck(s).  
(*STON-054*)

**The Tricky**, 5, WIND  
Spellcaster/Effect, 2000/1200  
You can discard 1 card to Special Summon this card from your hand.  
(*TDGS-090*)

**The Trojan Horse**, 4, EARTH  
Beast/Effect, 1600/1200  
When Tribute Summoning an EARTH monster, you can treat this 1 monster as 2 Tributes.  
(*SOD-029 DR3-029 YSD-017*)

**The Unfriendly Amazon**, 4, EARTH  
Warrior/Effect, 2000/1000  
Tribute 1 of your monsters on the field (excluding this monster) during each of your Standby Phases. If you do not, this card is destroyed.  
(*LON-031*)

**The Unhappy Girl**, 2, LIGHT  
Spellcaster/Effect, 400/300  
While this card is in face-up Attack Position on the field, this card is not destroyed as a result of battle. (Damage calculation is applied normally.) A monster that battled with this card cannot change its battle position, except with a card effect, or attack while this card is in face-up Attack Position on the field.  
(*AST-010 DR2-122*)

**The Unhappy Maiden**, 1, LIGHT  
Spellcaster/Effect, 0/100  
When this card is sent to the Graveyard as a result of battle, the Battle Phase for that turn ends immediately.  
(*MRD-134 DB2-079*)

**The Warrior Returning Alive**  
Spell  
Select 1 Warrior-Type monster from your Graveyard and add it to your hand.  
(*LOD-030 SDS1-023 DB2-149 DP1-016 SD5-025 YSD-028*)

**The White Stone of Legend**, 1, LIGHT  
Dragon/Tuner, 300/250  
When this card is sent to the Graveyard, add 1 "Blue-Eyes White Dragon" from your Deck to your hand.  
(*CSOC-035*)

**The Wicked Avatar**, 10, DARK  
Fiend/Effect, 2/?  
This card cannot be Special Summoned. This card cannot be Normal Summoned or Set except by Tributing 3 monsters. Your opponent cannot activate Spell or Trap Cards until the end of their 2nd turn after this card is Normal Summoned. The ATK and DEF of this card are each 100 points higher than the highest ATK on the field (except "The Wicked Avatar").  
(*JUMP-017*)

**The Wicked Dreadroot**, 10, DARK  
Fiend/Effect, 4000/4000  
This card cannot be Special Summoned. This card cannot be Normal Summoned or Set except by Tributing 3 monsters. Halve the ATK and DEF of all monsters on the field, except this card.  
(*JUMP-018*)

**The Wicked Eraser**, 10, DARK  
Fiend/Effect, 2/?  
This card cannot be Special Summoned. This card cannot be Normal Summoned or Set except by Tributing 3 monsters. The ATK and DEF of this card are each equal to the number of cards your opponent controls x 1000. When this card is destroyed and sent to the Graveyard, destroy all cards on the field. During your Main Phase, you can destroy this card.  
(*JUMP-016*)

**The Wicked Worm Beast**, 3, EARTH  
Beast/Effect, 1400/700  
This face-up card on the field is returned to the owner's hand during the End Phase of your turn.  
(*SDK-004 DB2-090*)

**The World Tree**  
Spell (Continuous)  
Each time a Plant-Type monster(s) on the field is destroyed, place 1 Flower Counter on this card. You can remove Flower Counters to activate this card's effects: [\*] Remove 1: Target face-up Plant-Type monster gains 400 ATK and DEF until the End Phase. [\*] Remove 2: Destroy 1 card on the field. [\*] Remove 3: Select 1 Plant-Type monster from your Graveyard and Special Summon it.  
(*CSOC-059*)

**Theban Nightmare**, 4, LIGHT  
Fiend/Effect, 1500/500  
While there are no cards in the hand and in the Spell & Trap Card Zone of this card's controller, increase the ATK of this card by 1500 points.  
(*AST-063 CP06-014 DR2-176*)

**Theinen the Great Sphinx**, 10, LIGHT  
Beast/Effect, 3500/3000  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by paying 500 Life Points when both "Andro Sphinx" and "Sphinx Teleia" on your side of the field are destroyed at the same time; then you can Special Summon this monster from your hand or Deck. When this card is Special Summoned successfully, pay 500 Life Points to increase the ATK of this card by 3000 points until the end of the End Phase.  
(*EP1-001 MC2-006*)

**Thestalos the Firestorm Monarch**, 6, FIRE  
Pyro/Effect, 2400/1000  
When this card is Tribute Summoned, randomly discard 1 card from your opponent's hand to the Graveyard. If the discarded card was a Monster Card, inflict damage to your opponent equal to the Level of the monster x 100.  
(*RDS-021 DR3-081 SD3-011 TP8-009*)

**Thought Ruler Archfiend**, 8, DARK  
Psychic/Synchro/Effect, 2700/2300  
1 Tuner + 1 or more non-Tuner monsters <p>  
When this card destroys a monster by battle and sends it to the Graveyard, gain Life Points equal to that monster's original ATK. You can pay 1000 Life Points to negate the activation of a Spell or Trap Card that targets 1 Psychic-Type monster, and destroy it.  
(*TDGS-044*)

**Thousand Dragon**, 7, WIND  
Dragon/Fusion, 2400/2000  
"Time Wizard" + "Baby Dragon"  
(*MRD-143 DB2-045 DLG1-050 RP01-049 SDJ-023*)

**Thousand Energy**  
Spell  
Increase the original ATK and DEF of all face-up Level 2 Normal Monsters (except Tokens) on your side of the field by 1000 points until the End Phase. Destroy all Level 2 Normal Monsters on your side of the field during the End Phase.  
(*AST-097 DR2-210*)

**Thousand-Eyes Idol**, 1, DARK  
Spellcaster, 0/0  
A wicked entity that controls the hearts of men, its thousand eyes are able to see and expand the negative influences in an individual's soul.  
(*PSV-083 DB1-194*)

**Thousand-Eyes Jellyfish**, 5, WATER  
Fish/Effect, 300/2100  
This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by Tributing 1 "Ocean's Keeper". Your opponent must play with their hand revealed.  
(*TAEV-082*)

**Thousand-Eyes Restrict**, 1, DARK  
Spellcaster/Fusion/Effect, 0/0  
"Relinquished" + "Thousand-Eyes Idol" <p> As long as this card remains face-up on the field, other monsters cannot change their battle positions or attack. Select 1 monster on your opponent's side of the field and equip it to this card (this effect can only be used once per turn and you can only equip 1 monster at a time to this card). The ATK and DEF of this card become the same amounts as the monster equipped to this card. If this card is destroyed as a result of battle, the equipped monster is destroyed instead.  
(*PSV-084 DB1-195 DLI-001 MC1-004*)

**Thousand Knives**  
Spell  
Activate only while you control a face-up "Dark Magician". Destroy 1 monster your opponent controls.  
(*CP05-018 PCY-003*)

**Thousand Needles, 4, EARTH**

Beast/Effect, 1000/1800

When this Defense Position card is attacked and if the DEF of this card is higher than the ATK of the attacking monster, destroy the attacking monster at the end of the Damage Step.  
(DCR-028 DRI-190)

**Threatening Roar**

Trap

Your opponent cannot declare an attack this turn.  
(FET-052 SDS1-031 CP01-020 CP07-003 DR3-172 YSDS-036)

**Three-Headed Geedo, 4, DARK**

Fiend, 1200/1400

A three-headed nocturnal monster that is absolutely ruthless when fighting.  
(PSV-002)

**Three-Legged Zombies, 3, DARK**

Zombie, 1100/800

A pair of friendly skeletons, lean and fat, that travel with extreme difficulty.  
(MP1-010)

**Throwstone Unit, 4, EARTH**

Warrior/Effect, 900/2000

Tribute 1 Warrior-Type monster on your side of the field to destroy 1 face-up monster on the field whose DEF is equal to or less than the ATK of "Throwstone Unit".  
(LOD-017)

**Thunder Crash**

Spell

Destroy all monsters on your side of the field. Inflict damage to your opponent's Life Points equal to the number of monsters destroyed x 300 points.  
(IOC-043 DR2-043)

**Thunder Dragon, 5, LIGHT**

Thunder/Effect, 1600/1500

You can discard this card to add up to 2 "Thunder Dragons" from your Deck to your hand.  
(MRD-097 CP02-015 DB2-058 DLG1-041 RP01-040)

**Thunder Kid, 2, WIND**

Thunder, 700/600

This monster stores electricity within his body, and can unleash it with catastrophic power.  
(CP01-012)

**Thunder King Rai-Oh, 4, LIGHT**

Thunder/Effect, 1900/800

Neither player can add cards from their Deck to their hand except by drawing them. You can send this face-up card to the Graveyard to negate the Special Summon of 1 of your opponent monsters, and destroy it.  
(YG02-001)

**Thunder Nyan Nyan, 4, LIGHT**

Thunder/Effect, 1900/800

If there is a non-LIGHT monster on your side of the field, destroy this face-up card.  
(LOD-059 DB2-169 TP6-014)

**Thunder of Ruler**

Trap

You can only activate this card during your opponent's Standby Phase. Your opponent cannot conduct his/her Battle Phase this turn.  
(MFC-042 DRI-097)

**Tiger Axe, 4, EARTH**

Beast-Warrior, 1300/1100

A fast and powerful axe-wielding beast-warrior.  
(DB2-091 TP1-012)

**Tiger Dragon, 6, EARTH**

Dragon/Effect, 2400/1800

If this card is Tribute Summoned by Tributing a Dragon-Type monster, you can destroy up to 2 face-down Spell and Trap Cards your opponent controls.  
(CSOC-036)

**Time Machine**

Trap

Activate only when a monster is destroyed by battle and sent to the Graveyard. Special Summon that monster to the same side of the field it was on, in the same battle position it was in when destroyed.  
(CSOC-091)

**Time Seal**

Trap

Skip the Draw Phase of your opponent's next turn.  
(PSV-007 DB1-071)

**Time Wizard, 2, LIGHT**

Spellcaster/Effect, 500/400

Once per turn, toss a coin and call it. If you call it right, destroy all monsters your opponent controls. If you call it wrong, destroy all monsters you control, and lose Life Points equal to half of the total ATK of the destroyed monsters.  
(MRD-065 DB2-038 DLG1-036 RP01-035 SDJ-015)

**Timeater, 6, DARK**

Machine/Effect, 1900/1700

If this monster destroys a monster on your opponent's side of the field in battle, your opponent skips his/her next Main Phase 1.  
(PGD-010)

**Timidity**

Spell

Neither player can destroy Set Spell and Trap Cards on the field until your opponent's next End Phase.  
(PGD-039 DB2-236)

**Token Feastevil**

Trap

Activate only when a Token(s) is Special Summoned. Destroy all Tokens on the field, and inflict 300 damage to your opponent for each destroyed Token.  
(TLM-057 DR3-237)

**Token Thanksgiving**

Spell

Destroy all tokens on the field. Increase your Life Points by the number of tokens destroyed x 800 points.  
(DCR-041 DRI-203)

**Toll**

Spell (Continuous)

Each player must pay 500 Life Points to declare an attack.  
(SRL-034 DB1-019)

**Tongue Twister, 6, DARK**

Fiend/Effect, 400/300

If this card was Tribute Summoned, when it is sent from the field to the Graveyard, draw 2 cards and remove this card from play.  
(GLAS-085)

**Tongyo, 4, WATER**

Fish, 1350/800

This monster captures other fish with its long tongue and sucks the energy out of them.  
(MRD-045)

**Toon Alligator, 4, WATER**

Reptile, 800/1600

An alligator monster straight from the cartoons.  
(SDP-009)

**Toon Cannon Soldier, 4, DARK**

Machine/Toon, 1400/1300

This card cannot attack during the turn that it is Normal Summoned, Flip Summoned, or Special Summoned. When "Toon World" on the field is destroyed, destroy this card. If "Toon World" is on your side of the field and your opponent does not control a Toon Monster, this card can attack your opponent's Life Points directly. Tribute 1 monster on your side of the field to inflict 500 points of damage to your opponent's Life Points.  
(DB2-118 TP6-001)

**Toon Dark Magician Girl, 6, DARK**

Spellcaster/Toon, 2000/1700

This card cannot be Normal Summoned or Set. This card can only be Special Summoned while "Toon World" is on your side of the field. You can Special Summon this monster from your hand, but Tributes are required for monsters Level 5 or more. When "Toon World" on the field is destroyed, this card is also destroyed. If your opponent doesn't control a Toon Monster, this card can attack your opponent directly. If a face-up Toon Monster is on your opponent's side of the field, you must select the Toon Monster as an attack target. This card gains 300 ATK for each "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard.  
(JUMP-010 PT02-002 SP2-002)

**Toon Defense**

Trap (Continuous)

When your opponent's monster attacks a Level 4 or lower Toon Monster on your side of the field, you can make the attack a direct attack to your Life Points.  
(DB2-122)

**Toon Gemini Elf, 4, EARTH**

Spellcaster/Toon, 1900/900

This card cannot attack during the turn that it is Normal Summoned, Flip Summoned, or Special Summoned. When "Toon World" on the field is destroyed, destroy this card. If "Toon World" is on your side of the field and your opponent does not control a Toon Monster, this card can attack your opponent's Life Points directly. When this card inflicts Battle Damage to your opponent's Life Points, your opponent discards 1 random card from their hand.  
(DB2-119 DL6-001)



**Toon Goblin Attack Force**, 4, EARTH

Warrior/Toon, 2300/0

This card cannot attack during the turn that it is Normal Summoned, Flip Summoned, or Special Summoned. When "Toon World" on the field is destroyed, destroy this card. If "Toon World" is on your side of the field and your opponent does not control a Toon Monster, this card can attack your opponent's Life Points directly. If this card attacks, it is changed to Defense Position at the end of the Battle Phase, and you cannot change this Battle Position until the end of your next turn.  
(DB2-117 DL7-001)

**Toon Masked Sorcerer**, 4, DARK

Spellcaster/Toon, 900/1400

This card cannot attack during the turn that it is Normal Summoned, Flip Summoned, or Special Summoned. When "Toon World" on the field is destroyed, destroy this card. If "Toon World" is on your side of the field and your opponent does not control a Toon Monster, this card can attack your opponent's Life Points directly. When this card inflicts Battle Damage to your opponent's Life Points, draw 1 card from your Deck.  
(DB2-120)

**Toon Mermaid**, 4, WATER

Aqua/Toon, 1400/1500

This card cannot be Normal Summoned or Set. This card can only be Special Summoned while you control "Toon World". You can Special Summon this card from your hand (but Tributes are required if it is Level 5 or higher). This card cannot attack during the turn it is Summoned. This card cannot attack unless you pay 500 Life Points. When "Toon World" is destroyed, destroy this card. If your opponent doesn't control a Toon Monster, this card can attack your opponent directly. If your opponent controls a face-up Toon Monster, your must select it as an attack target.  
(SRL-072 DB1-039 DLG1-064 RP01-063 SDP-023)

**Toon Summoned Skull**, 6, DARK

Fiend/Toon, 2500/1200

This card cannot be Normal Summoned or Set. This card can only be Special Summoned while you control "Toon World". You can Special Summon this card from your hand (but Tributes are required if it is Level 5 or higher). This card cannot attack during the turn it is Summoned. This card cannot attack unless you pay 500 Life Points. When "Toon World" is destroyed, destroy this card. If your opponent doesn't control a Toon Monster, this card can attack your opponent directly. If your opponent controls a face-up Toon Monster, your must select it as an attack target.  
(SRL-073 DB1-040 DLG1-065 RP01-064 SDP-021)

**Toon Table of Contents**

Spell

Add 1 card from your Deck to your hand that includes "Toon" in its card name, or is named "Manga Ryu-Ran".  
(DB2-121 TP6-002)

**Toon World**

Spell (Continuous)

Pay 1000 Life Points to activate this card.  
(SRL-076 DB1-042 DLG1-067 RP01-066 SDP-024)

**Tornado**

Spell (Quick-Play)

Activate only when there are 3 or more cards in your opponent's Spell & Trap Card Zone. Destroy 1 card in your opponent's Spell & Trap Card Zone.  
(FOTB-038)

**Tornado Bird**, 4, WIND

Winged Beast/Effect, 1100/1000

FLIP: Return 2 Spell or Trap Cards on the field to their owners' hands.  
(LON-072 DB2-009 TP5-012)

**Tornado Wall**

Trap (Continuous)

This card can only be activated when "Umi" is active on the field. As long as "Umi" remains face-up on the field, any damage from attacking monsters to your Life Points becomes 0. When "Umi" is removed from the field, this card is also destroyed.  
(LON-023 DB1-226 SD4-029)

**Torpedo Fish**, 3, WATER

Fish/Effect, 1000/1000

While "Umi" is face-up on the field, this card is unaffected by any Spell Cards.  
(IOC-082 DR2-083)

**Torrential Tribute**

Trap

Activate only when a monster is Summoned. Destroy all monsters on the field.  
(LON-025 DB1-228 GLD1-040 HL04-006 SD2-025 SD4-030 SDDE-031)

**Total Defense Shogun**, 6, DARK

Warrior/Effect, 1550/2500

This card is changed to Defense Position when it is Normal Summoned or Flip Summoned successfully. This card can attack while it is in Defense Position. If this card attacks while in Defense Position, apply the ATK of this card for damage calculation.  
(DB2-110 CT1-001)

**Tour of Doom**

Trap (Continuous)

During your opponent's Standby Phase, toss a coin: [\*] Heads: Your opponent cannot Normal or Flip Summon until the End Phase. [\*] Tails: You cannot Normal or Flip Summon during your next turn.  
(LODT-068)

**Tower of Babel**

Trap (Continuous)

Each time you or your opponent activates a Spell Card, put 1 Spell Counter on this card. When the 4th Spell Counter is put on this card, destroy this card and inflict 3000 points of damage to the player that activated the Spell Card at that time.  
(IOC-050 DR2-050)

**Toy Magician**, 4, LIGHT

Spellcaster/Effect, 1600/1500

You can Set this card face-down in your Spell & Trap Card Zone as a Spell Card. If this face-down card in your Spell & Trap Card Zone is destroyed by an opponent's card effect and sent to the Graveyard, Special Summon it during the End Phase. When this card is Flip Summoned, destroy Spell or Trap Cards on the field equal to the number of "Toy Magicians" on the field.  
(TDGS-099)

**Trade-In**

Spell

Discard 1 Level 8 monster. Draw 2 cards.  
(SDRL-019)

**Tragedy**

Trap

Activate only when a monster on your opponent's side of the field in face-up Attack Position is changed to face-up Defense Position. Destroy all Defense Position monsters on your opponent's side of the field.  
(RDS-049 DR3-109)

**Trakodon**, 3, EARTH

Dinosaur, 1300/800

A tiger-striped dragon that is often seen racing across the wasteland at tremendous speeds.  
(MDP2-017)

**Transcendent Wings**

Spell (Quick-Play)

Send 1 "Winged Kuriboh" you control and 2 cards from your hand to the Graveyard. Special Summon 1 "Winged Kuriboh LV10" from your hand or Deck.  
(CRV-045 DP1-018 DR04-045)

**Transmigration Break**

Trap (Continuous)

Any cards that would be returned to the Deck from the Graveyard are removed from play instead.  
(PTDN-079)

**Trap Dustshoot**

Trap

Activate only when your opponent has 4 or more cards in their hand. Look at your opponent's hand, select 1 Monster Card in it, and return that card to its owner's Deck.  
(PGD-049 CP05-005 DB2-246)

**Trap Hole**

Trap

Activate only when your opponent Normal Summons or Flip Summons a monster with 1000 or more ATK. Destroy that monster.  
(LOB-058 5DS1-036 DB1-118 DLG1-008 HL03-003 RP01-007 SDJ-043 SDK-033 SDP-041 SDY-027 SKE-042 SYE-041 YSDJ-034 YSDS-033)

**Trap Jammer**

Trap (Counter)

Activate only when your opponent activates a Trap Card during the Battle Phase. Negate the activation of the Trap Card and destroy it.  
(IOC-110 DP04-026 DR2-111 SD1-027)

**Trap Master**, 3, EARTH

Warrior/Effect, 500/1100

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.  
(SDK-044 SDY-043 SKE-018)

**Trap of Board Eraser**

Trap (Counter)

You can only activate this card when an effect that inflicts damage to your Life Points is activated (except Battle Damage). Negate the Effect Damage you receive and your opponent then selects 1 card from his/her hand and discards it.  
(PGD-099 DR1-047 TP5-009)

### **Trap of Darkness**

Trap

Activate only by paying 1000 Life Points while you have 3000 Life Points or less. Select a Normal Trap Card in your Graveyard. This card's effect is the same as that Trap Card's. Remove from play that Normal Trap Card.  
(TDGS-092)

### **Trap of the Imperial Tomb**

Trap

Activate only when a Zombie-Type monster(s) is Special Summoned from your opponent's Graveyard to your side of the field. Destroy 2 cards on the field.  
(CSOC-077)

### **Trap Reclamation**

Trap

Discard 1 card and chain this card to a Trap Card you activated. Whenever that Trap Card is sent to the Graveyard, return it to its owner's hand.  
(TAEV-077)

### **Treacherous Trap Hole**

Trap

Destroy 2 monsters on the field. You cannot activate this card if you have any Trap Cards in your Graveyard.  
(CSOC-089)

### **Treasure Map**

Trap

You can only activate this card in response to the activation of an effect that would return this card from the field to the hand. Draw 2 cards from your Deck and discard 1 card from your hand.  
(DPK-SE2)

### **Treeborn Frog, 1, WATER**

Aqua/Effect, 100/100

If this card is in your Graveyard during your Standby Phase and you control no Spell or Trap Cards, you can Special Summon it. This effect cannot be activated if you control a face-up "Treeborn Frog".  
(SOI-025 CP04-015 DR04-145)

### **Tremendous Fire**

Spell

Inflict 1000 points of damage to your opponent's Life Points and 500 points of damage to your Life Points.  
(MRD-088 DB2-053)

### **Trent, 5, EARTH**

Plant, 1500/1800

A guardian of the woods, this massive tree is believed to be immortal.  
(MRD-052)

### **Tri-Blaze Accelerator**

Spell (Continuous)

Activate only by sending 1 face-up "Blaze Accelerator" on your side of the field to the Graveyard. You can send 1 Pyro-Type monster from your hand to the Graveyard to destroy 1 monster your opponent controls and inflict 500 damage to your opponent, but you cannot declare an attack during this turn if you do.  
(FOTB-041)

### **Tri-Horned Dragon, 8, DARK**

Dragon, 2850/2350

An unworthy dragon with three sharp horns sprouting from its head.  
(LOB-000)

### **Trial of Nightmare, 4, DARK**

Fiend, 1300/900

This fiend passes judgment on enemies that are locked in coffins.  
(LOB-012)

### **Trial of the Princesses**

Spell (Equip)

Equip only to "White Magician Pikeru" or "Ebon Magician Curran"; it gains 800 ATK. During a turn that the equipped monster destroyed a Level 5 or higher monster by battle, you can Tribute the equipped monster and this card to Special Summon from your hand or Deck: 1 "Princess Pikeru" if you Tributed "White Magician Pikeru", or 1 "Princess Curran" if you Tributed "Ebon Magician Curran".  
(SOI-044 DR04-164)

### **Triangle Ecstasy Spark**

Spell

Until the end of this turn, the ATK of all "Harpie Lady Sisters" becomes 2700, your opponent cannot activate any Trap Cards, and the effect of every Trap Card on your opponent's side of the field is negated.  
(RDS-039 DR3-099 SD8-025)

### **Triangle Power**

Spell

Increase the original ATK and DEF of all face-up Level 1 Normal Monsters (except Tokens) on your side of the field by 2000 points until the End Phase. Destroy all Level 1 Normal Monsters on your side of the field during the End Phase.  
(AST-098 DR2-211)

### **Tribe-Infecting Virus, 4, WATER**

Aqua/Effect, 1600/1000

Discard 1 card from your hand and declare 1 Type of monster. Destroy all face-up monsters of the declared Type on the field.  
(MFC-076 DR1-131 SD4-007)

### **Tribute Doll**

Spell

Tribute 1 monster on your side of the field to activate this card. Special Summon 1 Level 7 monster that can be Normal Summoned from your hand. That monster cannot attack this turn.  
(MFC-039 DR1-094)

### **Tribute to the Doomed**

Spell

Discard 1 card from your hand. Select 1 monster on the field and destroy it.  
(MRD-057 DB1-165 SD3-020 SKE-035 YSD-026)

### **Tricky Spell 4**

Spell (Quick-Play)

Send 1 face-up "The Tricky" you control to the Graveyard. For each monster your opponent controls, Special Summon a "Tricky Token" (Spellcaster-Type/WIND/Level 5/ATK 2000/DEF 1200) in Defense Position. "Tricky Tokens" cannot declare an attack.  
(TDGS-091)

### **Triggered Summon**

Trap

Activate only when a monster is Special Summoned to your opponent's side of the field. Each player can Special Summon 1 Level 4 or lower monster from their hand.  
(FOTB-046 DP07-021)

### **Tripwire Beast, 4, EARTH**

Thunder, 1200/1300

This creature attacks with electromagnetic waves.  
(LOB-104)

### **Trojan Blast**

Trap

Activate only when an opponent's card effect shifts control of a monster from your side of the field to theirs. Destroy that 1 monster and inflict damage to your opponent equal to its ATK.  
(CDIP-056)

### **Troop Dragon, 2, WIND**

Dragon/Effect, 700/800

If this card is destroyed and sent to the Graveyard as a result of battle, select and Special Summon 1 "Troop Dragon" from your Deck to your side of the field. Then shuffle your Deck.  
(LOD-042 DB2-157)

### **Truckroid, 4, EARTH**

Machine/Effect, 1000/2000

When this card destroys a monster your opponent controls by battle and sends it to the Graveyard, equip it to this card. This card gains ATK equal to the combined ATK of the equipped card(s).  
(GLAS-014)

### **Tsukuyomi, 4, DARK**

Spellcaster/Spirit, 1100/1400

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that it is Normal Summoned or flipped face-up. When this card is Normal Summoned or flipped face-up, select 1 face-up monster on the field and flip it into face-down Defense Position.  
(DCR-075 DR1-237 SD6-011)

### **Tualatin, 8, LIGHT**

Fairy/Effect, 2800/2500

If you controlled 2 or more monsters at the start of your opponent's Battle Phase and all of them were destroyed by battle and sent to the Graveyard, you can Special Summon this card from your hand during that Battle Phase. If you do, choose an Attribute and destroy all face-up monsters with that Attribute. Your opponent cannot Normal or Special Summon monsters with that Attribute.  
(LODT-090)

### **Tune Warrior, 3, EARTH**

Warrior/Tuner, 1600/200

The warrior's antenna can attune it to any energy wave. It can monitor transmissions from miles away but always suffers from bad reception.  
(SDS1-001)

### **Turbo Booster, 1, EARTH**

Machine/Effect, 0/0

If you have Normal Summoned a monster this turn, you can Special Summon this card from your hand. You can Tribute this card to destroy 1 monster your opponent controls that battled one of your monsters this turn.  
(TDGS-001)

**Turbo Synchron, 1, WIND**

Machine/Tuner, 100/500

When this card declares an attack, you can change the attack target to Defense Position. When you take Battle Damage while this card is attacking, you can Special Summon 1 monster from your hand with ATK equal to or less than the Battle Damage you took.  
(CSOC-002)

**Turbo Warrior, 6, WIND**

Warrior/Synchro/Effect, 2500/1500

"Turbo Synchron" + 1 or more non-Tuner monsters  
<p> When this card attacks a Level 6 or higher Synchro Monster, halve that monster's ATK until the end of the Damage Step. This card cannot be targeted by the effects of Level 6 or lower monsters.  
(CSOC-038)

**Turtle Bird, 6, WATER**

Aqua, 1900/1700

An unusual turtle that not only swims at tremendous speeds, but can also sail across the skies.  
(MP1-014)

**Turtle Oath**

Spell (Ritual)

This card is used to Ritual Summon "Crab Turtle". You must also Tribute monsters whose total Level Stars equal 8 or more from the field or your hand.  
(SRL-066)

**Turtle Tiger, 4, WATER**

Aqua, 1000/1500

A tiger encased in a protective shell that attacks with razor-sharp fangs.  
(LOB-023)

**Turu-Purun, 2, WATER**

Aqua, 450/500

A strange, one-eyed monster that can fell an enemy with a single stab of its spear.  
(TP2-017)

**Tutan Mask**

Trap (Counter)

Negate the activation and the effect of a Spell or Trap Card that targets 1 face-up Zombie-Type monster and destroy it.  
(PGD-041 DB2-238 SDZW-035)

**Twin-Barrel Dragon, 4, DARK**

Machine/Effect, 1700/200

When this card is Summoned, select 1 card your opponent controls. Toss a coin twice, and if the result is 2 heads destroy the selected card.  
(TDGS-029)

**Twin-Headed Behemoth, 3, WIND**

Dragon/Effect, 1500/1200

If this card is destroyed and sent from the field to the Graveyard, Special Summon it during the End Phase of this turn with 1000 ATK and 1000 DEF. You can only use this effect once per Duel.  
(LOD-063 CP02-016 DB2-174 SD1-004 SDRL-010)

**Twin-Headed Fire Dragon, 6, FIRE**

Pyro, 2200/1700

Two dragons fused as one from the effects of the Big Bang.  
(PSV-042)

**Twin-Headed Thunder Dragon, 7, LIGHT**

Thunder/Fusion, 2800/2100

"Thunder Dragon" + "Thunder Dragon"  
(MRD-120 DB2-069 DLG1-043 RP01-042)

**Twin-Headed Wolf, 4, DARK**

Fiend/Effect, 1500/1000

When there is another face-up Fiend-Type monster on your side of the field, negate the effect of Flip Effect Monsters destroyed by this card as a result of battle.  
(LOD-008 DB2-130)

**Twin Long Rods #2, 3, WATER**

Aqua, 850/700

An amphibious creature with two whip-like tails.  
(SRL-057)

**Twin-Shield Defender, 4, EARTH**

Warrior/Effect, 700/1600

When this card you control is destroyed by battle and sent to your Graveyard, you can halve the current ATK of 1 face-up monster your opponent controls, until the End Phase.  
(TDGS-011)

**Twin Swords of Flashing Light-Tryce**

Spell (Equip)

Send 1 card from your hand to your Graveyard to equip this card. Decrease the ATK of a monster equipped with this card by 500 points. A monster equipped with this card can attack twice during the same Battle Phase.  
(DCR-037 DR1-199)

**Twinheaded Beast, 6, FIRE**

Beast/Effect, 1700/1900

This card can attack twice during the same Battle Phase.  
(DBT-003)

**Twister**

Spell (Quick-Play)

Pay 500 Life Points. Destroy 1 face-up Spell or Trap card.  
(STON-042 5DS1-028 DP07-012)

**Two-Headed King Rex, 4, EARTH**

Dinosaur, 1600/1200

A powerful monster whose two heads attack as one.  
(DB2-096 TP2-025)

**Two-Man Cell Battle**

Spell (Continuous)

During each player's End Phase, the turn player can Special Summon 1 Level 4 Normal Monster from his/her hand.  
(SOD-045 DR3-045)

**Two-Mouth Darkruler, 3, EARTH**

Dinosaur, 900/700

A dinosaur with two deadly jaws, it stores electricity in its horn and releases high voltage bolts from the mouth on its back.  
(LOB-030)

**Two-Pronged Attack**

Trap

Select and destroy 2 of your monsters and 1 of your opponent's monsters.  
(LOB-061 SDK-034 SDY-028)

**Two Thousand Needles, 5, EARTH**

Beast/Effect, 2000/1800

When this Defense Position card is attacked and the ATK of the attacking monster is lower than the DEF of this card, destroy the attacking monster at the end of the Damage Step.  
(AST-027 DR2-139)

**Tyhone, 4, WIND**

Winged Beast, 1200/1400

Capable of firing cannonballs from its mouth for long-range attacks, this creature is particularly effective in mountain battles.  
(LOB-063)

**Tyhone #2, 6, FIRE**

Dragon, 1700/1900

A crimson dragon that spits fireballs to create a blazing sea of fire.  
(SRL-017)

**Type Zero Magic Crusher**

Trap (Continuous)

Discard 1 Spell Card from your hand to inflict 500 points of damage to your opponent's Life Points.  
(PSV-074 DB1-188)

**Tyranno Infinity, 4, EARTH**

Dinosaur/Effect, ?/0

The original ATK of this card becomes the number of your Dinosaur-Type monsters that are removed from play x 1000.  
(CRV-029 DR04-029 SD09-009)

**Tyrant Dragon, 8, FIRE**

Dragon/Effect, 2900/2500

During your Battle Phase, if your opponent controls a monster after this card's first attack, this card can attack once again. Negate the effect of any Trap Card that targets this card, and destroy that Trap Card. If this card is Special Summoned from the Graveyard by another card's effect, you must Tribute 1 Dragon-Type monster.  
(LOD-034 DB2-151 SDRL-009)

**Tytannial, Princess of Camellias, 8, WIND**

Plant/Effect, 2800/2600

You can Tribute 1 face-up Plant-Type monster you control to negate the activation of a Spell, Trap, or Effect Monster's effect that targets a card(s) on the field and destroy it.  
(CSOC-029)

**UFO Turtle, 4, FIRE**

Machine/Effect, 1400/1200

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 FIRE monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(SRL-081 5DS1-016 DB1-047 DLG1-070 RP01-069 SD3-004)

**UFOroid, 6, LIGHT**

Machine/Effect, 1200/1200

When this card is destroyed by battle and sent to the Graveyard, you can Special Summon 1 Machine-Type monster with 1500 or less ATK from your Deck in face-up Attack Position.  
(CRV-010 DR04-010)

**UFOroid Fighter**, 10, LIGHT

Machine/Fusion/Effect, 2/?

"UFOroid" + 1 Warrior-Type monster <p> A Fusion Summon of this card can only be conducted with the above Fusion Material Monsters. The original ATK and DEF of this card become equal to the combined original ATK of the 2 Fusion Material Monsters you used for the Fusion Summon of this card.  
(*CRV-034 DR04-034*)

**Ultimate Ancient Gear Golem**, 10, EARTH

Machine/Fusion/Effect, 4400/3400

"Ancient Gear Golem" + 2 "Ancient Gear" monsters <p> This monster cannot be Special Summoned except by Fusion Summon. During battle between this attacking card and a Defense Position monster whose DEF is lower than the ATK of this card, inflict the difference as Battle Damage to your opponent. If this card attacks, your opponent cannot activate Spell or Trap Cards until the end of the Damage Step. If this card is destroyed, you can Special Summon 1 "Ancient Gear Golem" from your Graveyard, ignoring the Summoning conditions.  
(*LODT-043*)

**Ultimate Baseball Kid**, 3, FIRE

Warrior/Effect, 500/1000

This card gains 1000 ATK for each other FIRE monster on the field. By sending a FIRE monster other than this card to the Graveyard, inflict 500 damage to your opponent.  
(*SOD-021 DR3-021 SD3-009*)

**Ultimate Insect LV1**, 1, WIND

Insect/Effect, 0/0

While this card is on the field, it is unaffected by the effects of Spell Cards. During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Ultimate Insect LV3" from your hand or Deck. (You cannot activate this effect the turn this card is Normal Summoned, Special Summoned, or flipped face-up.)  
(*SOD-005 DR3-005*)

**Ultimate Insect LV3**, 3, WIND

Insect/Effect, 1400/900

If this card was Special Summoned by the effect of "Ultimate Insect LV1", while it remains on the field all of your opponent's monsters lose 300 ATK. During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Ultimate Insect LV5" from your hand or Deck. (You cannot activate this effect the turn this card is Normal Summoned, Special Summoned, or flipped face-up.)  
(*RDS-007 DR3-067*)

**Ultimate Insect LV5**, 5, WIND

Insect/Effect, 2300/900

If this card was Special Summoned by the effect of "Ultimate Insect LV3", while it remains on the field all of your opponent's monsters lose 500 ATK. During your Standby Phase, by sending this face-up card to the Graveyard, Special Summon 1 "Ultimate Insect LV7" from your hand or Deck. (You cannot activate this effect the turn this card is Normal Summoned, Special Summoned, or flipped face-up.)  
(*FET-007 DR3-127*)

**Ultimate Insect LV7**, 7, WIND

Insect/Effect, 2600/1200

If this card was Special Summoned by the effect of "Ultimate Insect LV5", while it remains on the field all of your opponent's monsters lose 700 ATK and DEF.  
(*TLM-010 DR3-190*)

**Ultimate Obedient Fiend**, 10, FIRE

Fiend/Effect, 3500/3000

This card can only attack if this card is the only card on your side of the field and if you also have no cards in your hand. The effects of Effect Monsters that this card destroys are negated.  
(*MFC-082 DR1-137*)

**Ultimate Offering**

Trap (Continuous)

You can pay 500 Life Points to Normal Summon or Set 1 extra monster. You can only activate this effect during your Main Phase or your opponent's Battle Phase.  
(*SDK-050 CP04-004 SD10-032 SD7-027 SDJ-047 SDP-046 SDY-050 TP8-012*)

**Ultimate Tyranno**, 8, EARTH

Dinosaur/Effect, 3000/2200

If this card is in Attack Position at the beginning of your Battle Phase, first, you can and must attack all monsters on your opponent's side of the field once each with this card.  
(*POTD-020 SD09-014*)

**Ultra Evolution Pill**

Spell

Tribute 1 Reptile-Type monster on your side of the field. Special Summon 1 Dinosaur-Type Monster from your hand.  
(*IOC-097 DR2-098*)

**Umbral Soul**, 7, DARK

Reptile/Effect, 2000/1500

When this card is destroyed by battle and sent to the Graveyard, destroy all face-down and non-DARK monsters.  
(*STON-030*)

**Umi**

Spell (Field)

Increase the ATK and DEF of all Fish, Sea Serpent, Thunder, and Aqua-Type monsters by 200 points. Decrease the ATK and DEF of all Machine and Pyro-Type monsters by 200 points.  
(*LOB-050 DB1-112*)

**Umiiruka**

Spell (Field)

All WATER monsters gain 500 ATK and lose 400 DEF.  
(*SRL-097 DB1-060 DLG1-079 RP01-078*)

**Unifrog**, 2, WATER

Aqua/Effect, 400/400

This card can attack your opponent directly. When this card successfully attacks directly, if you control a "Frog" monster other than "Frog the Jam" or "Unifrog", you can destroy 1 Spell or Trap your opponent controls.  
(*LODT-029*)

**Union Attack**

Spell

Select 1 face-up monster you control. During the Battle Phase this turn, that monster gains ATK equal to the total ATK of all other face-up Attack Position monsters you control. This turn, that monster inflicts no Battle Damage to your opponent, and other face-up Attack Position monsters cannot attack.  
(*LODT-093*)

**Union Rider**, 2, WIND

Machine/Effect, 1000/1000

You can take control of up to 1 Union Monster that is currently a monster on your opponent's side of the field, and equip it to this card. The Union Monster that is equipped to this card cannot be changed back to a monster using its own effect.  
(*MFC-018 DR1-073*)

**United Resistance**, 3, WIND

Thunder, 1000/400

The people that gather to swear to fight their oppressors. A revolution is coming.  
(*MFC-003 DR1-058*)

**United We Stand**

Spell (Equip)

Increase the ATK and DEF of the equipped monster by 800 points for each face-up monster you control.  
(*LON-049 DB1-244*)

**Unity**

Spell (Quick-Play)

Select 1 monster on your side of the field. The DEF of the selected monster becomes equal to the combined original DEF of all face-up monsters on your side of the field, until the end of this turn.  
(*JUMP-006*)

**Unknown Warrior of Fiend**, 3, DARK

Warrior, 1000/500

The speed of this warrior creates an intense vacuum that can slice through a monster's hide.  
(*SDK-017*)

**Unleash Your Power!**

Spell (Quick-Play)

All Gemini Monsters that were on your side of the field when this card was activated are treated as Effect Monsters, and gain their effect(s). During the End Phase of this turn, Set all monsters affected by this card's effect.  
(*PTDN-056*)

**Unshaven Angler**, 4, WATER

Fish/Effect, 1500/1600

When Tribute Summoning a WATER monster, you can treat this 1 monster as 2 Tributes.  
(*SOD-028 DR3-028 SD4-013*)

**Unstable Evolution**

Spell (Equip)

While your Life Points are lower than your opponent's, the equipped monster's original ATK becomes 2400. While your Life Points are higher than your opponent's, its original ATK becomes 1000.  
(*TDGS-060*)

### **Updraft**

#### Trap

Remove all Fog Counters from the field. Inflict 300 damage to your opponent for each Fog Counter you removed.  
(GLAS-067)

### **Upstart Goblin**

#### Spell

Draw 1 card from your Deck. Your opponent gains 1000 Life Points.  
(SRL-033 DB1-018 DLG1-057 RP01-056)

### **Uraby, 4, EARTH**

#### Dinosaur, 1500/800

Fast on its feet, this dinosaur rips enemies to shreds with its sharp claws.  
(LOB-069 DB1-125 SDK-010 SDP-006 SKE-006)

### **Urgent Tuning**

#### Trap

Activate only during the Battle Phase. Synchro Summon 1 Synchro Monster. (Send the appropriate Synchro Material Monsters to the Graveyard.)  
(CSOC-065)

### **Uria, Lord of Searing Flames, 10, FIRE**

#### Pyro/Effect, 0/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by sending 3 face-up Trap Cards you control to the Graveyard. This card gains 1000 ATK for each Continuous Trap Card in your Graveyard. Once per turn, you can destroy 1 Set Spell or Trap Card your opponent controls. Spell and Trap Cards cannot be activated in response to this effect's activation.  
(SOI-001 CT03-005 DR04-121)

### **Ushi Oni, 6, DARK**

#### Fiend, 2150/1950

A bull fiend restored by the dark arts, this monster appears out of a jar.  
(MP1-013)

### **V-Tiger Jet, 4, LIGHT**

#### Machine, 1600/1800

This ace fighter is unbeatable in a dogfight. It combines with other monsters to launch an array of encircling attacks.  
(EEN-002 DP2-001 DR04-062)

### **Valhalla, Hall of the Fallen**

#### Spell (Continuous)

Once per turn, if you control no monsters you can Special Summon 1 Fairy-Type monster from your hand.  
(PP02-020)

### **Valkyryon the Magna Warrior, 8, EARTH**

#### Rock/Effect, 3500/3850

This card can only be Special Summoned by offering "Alpha the Magnet Warrior", "Beta the Magnet Warrior", and "Gamma the Magnet Warrior" from your hand or the field as a Tribute. If "Alpha the Magnet Warrior", "Beta the Magnet Warrior", and "Gamma the Magnet Warrior" exist in the Graveyard, you can offer this card as a Tribute to Special Summon these 3 cards to the field.  
(SDD-001)

### **Vampire Genesis, 8, DARK**

#### Zombie/Effect, 3000/2100

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing 1 "Vampire Lord" on your side of the field from play. Discard 1 Zombie-Type monster from your hand to the Graveyard to select and Special Summon 1 Zombie-Type monster from your Graveyard with a Level less than the discarded Zombie-Type monster. You can only use this effect once per turn.  
(SD2-001)

### **Vampire Lady, 4, DARK**

#### Zombie/Effect, 1550/1550

Each time this card inflicts Battle Damage to your opponent's Life Points, declare 1 card type (Monster, Spell, or Trap). Your opponent selects 1 card of that type from their Deck and sends it to the Graveyard.  
(AST-013 DR2-125 SD2-010)

### **Vampire Lord, 5, DARK**

#### Zombie/Effect, 2000/1500

Each time this card inflicts Battle Damage to your opponent's Life Points, declare 1 card type (Monster, Spell, or Trap). Your opponent selects 1 card of that type from their Deck and sends it to the Graveyard. Also, if this card is destroyed and sent to your Graveyard by your opponent's card effect, it is Special Summoned to the field during your next Standby Phase.  
(DCR-000 DB2-116 RDS-SE4 SD2-003)

### **Vampire Orchis, 4, EARTH**

#### Plant/Effect, 1700/1000

When this monster is Normal Summoned successfully, you can Special Summon 1 "Des Dendle" from your hand.  
(MFC-014 DR1-069)

### **Vampire's Curse, 6, DARK**

#### Zombie/Effect, 2000/800

When this card is destroyed by battle and sent to the Graveyard, you can pay 500 Life Points. If you do, Special Summon it during the next turn's Standby Phase. When this card is Special Summoned this way, it gains 500 ATK.  
(PTDN-090)

### **Van'Dalgyon the Dark Dragon Lord, 8, DARK**

#### Dragon/Effect, 2800/2500

After a Counter Trap Card you control negates the activation of an opponent's card(s) or effect(s), you can Special Summon this card from your hand. Then activate the appropriate effects, based on the type of cards negated: <p>[\*] Spell: Inflict 1500 damage to your opponent. <p>[\*] Trap: Select and destroy 1 card your opponent controls. <p>[\*] Effect Monster: Select 1 monster in your Graveyard and Special Summon it.  
(JUMP-023)

### **Vanity's Call**

#### Trap (Counter)

Activate only as Chain Link 4 or higher. Pay half your Life Points. Negate the activation and effects of all other cards in the same Chain, and destroy them.  
(CDIP-059)

### **Vanity's Fiend, 6, DARK**

#### Fiend/Effect, 2400/1200

This card cannot be Special Summoned. While this card is on the field, neither player can Special Summon monsters.  
(CDIP-017 CP07-009)

### **Vanity's Ruler, 8, LIGHT**

#### Fairy/Effect, 2500/1600

This card cannot be Special Summoned. While this card is on the field, your opponent cannot Special Summon monsters.  
(CDIP-024)

### **Vanquishing Light**

#### Trap (Counter)

Tribute 1 "Lightsworn" monster. Negate the Summon of a monster and destroy it.  
(LODT-089)

### **Vehicroid Connection Zone**

#### Spell

Send to the Graveyard, from your side of the field or your hand, Fusion Material Monsters that are listed on a "Vehicroid" Fusion Monster Card, and Special Summon that Fusion Monster from your Fusion Deck. (This Special Summon is treated as a Fusion Summon.) The Fusion Monster Special Summoned by this card cannot be destroyed by the effects of Spells, Traps, and Effect Monsters, and its effects cannot be negated.  
(POTD-040)

### **Veil of Darkness**

#### Spell (Continuous)

During your Draw Phase, if you draw a DARK monster, you can reveal it and send it to the Graveyard to draw 1 more card.  
(GLAS-088)

### **Vengeful Bog Spirit**

#### Spell (Continuous)

No monsters on the field can attack during the same turn that they are Normal Summoned, Flip Summoned or Special Summoned.  
(LON-103 DB2-033)

### **Vengeful Shinobi, 2, DARK**

#### Warrior/Effect, 400/800

When this face-up Attack Position card is selected as an attack target, draw 1 card.  
(PTDN-028)

### **Vennominaga the Deity of Poisonous Snakes, 10, DARK**

#### Reptile/Effect, 0/0

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with its own effect or with "Rise of the Snake Deity". This card gains 500 ATK for each Reptile-Type monster in your Graveyard. This card cannot be targeted and is unaffected by the effects of other Monsters, Spells, and Traps. When this card is destroyed by battle and sent to the Graveyard, you can remove from play 1 other Reptile-Type monster from your Graveyard to Special Summon this card. When this card inflicts Battle Damage to your opponent, place 1 Hyper-Venom Counter on it. When 3 Hyper-Venom Counters are on this card, you win the Duel.  
(TAEV-013)

**Vennominon the King of Poisonous Snakes**, 8, DARK  
Reptile/Effect, 0/0  
This card cannot be Special Summoned by another Effect Monster's effect. This card is unaffected by "Venom Swamp". This card gains 500 ATK for each Reptile-Type monster in your Graveyard. When this card is destroyed by battle and sent to the Graveyard, you can remove from play 1 other Reptile-Type monster from your Graveyard to Special Summon this card.  
(TAEV-014)

**Venom Boa**, 5, EARTH  
Reptile/Effect, 1600/1200  
Once per turn, you can place 2 Venom Counters on 1 monster your opponent controls. If you activate this effect, this card cannot attack during this turn.  
(TAEV-016)

**Venom Burn**  
Trap  
Select 1 monster with a Venom Counter(s). Remove all Venom Counters from that card, and inflict 700 damage to your opponent for each Venom Counter removed.  
(TAEV-071)

**Venom Cobra**, 4, EARTH  
Reptile, 100/2000  
Hard scales cover all parts of this gigantic cobra. It hunts by shooting out massive amounts of venom, but because of its large size, its attack pattern is easily predicted.  
(TAEV-005)

**Venom Serpent**, 4, DARK  
Reptile/Effect, 1000/800  
Once per turn, you can place 1 Venom Counter on 1 monster your opponent controls.  
(TAEV-017)

**Venom Shot**  
Spell  
Activate only while you control a face-up "Venom" monster, "Vennominaga the Deity of Poisonous Snakes", or "Vennominon the King of Poisonous Snakes". Send 1 Reptile-Type monster from your Deck to the Graveyard and place 2 Venom Counters on 1 face-up monster your opponent controls.  
(TAEV-053)

**Venom Snake**, 3, EARTH  
Reptile/Effect, 1200/600  
Once per turn, you can place 1 Venom Counter on 1 monster your opponent controls. If you activate this effect, this card cannot attack during this turn.  
(TAEV-015)

**Venom Swamp**  
Spell (Field)  
Monsters lose 500 ATK for each Venom Counter on them. Destroy a monster if its ATK becomes 0 by this effect. During each player's End Phase, place 1 Venom Counter on each face-up monster, except "Venom" monsters.  
(TAEV-051)

**Versago the Destroyer**, 3, DARK  
Fiend/Effect, 1100/900  
You can substitute this card for any 1 Fusion-Material Monster. When you do this, the other Fusion-Material Monster(s) must be the correct one(s).  
(TP1-015 TP5-015)

**Vicious Claw**  
Spell (Equip)  
The equipped monster gains 300 ATK. If the equipped monster would be destroyed by battle, return this card to its owner's hand instead. Then, destroy 1 monster, except the one that battled the equipped monster, and inflict 600 damage to your opponent. After that, Special Summon 1 "Evil Token" (Fiend-Type/DARK/Level 7/ATK 2500/DEF 2500) on your opponent's side of the field. During the turn this card is returned to your hand, you cannot use "Vicious Claw" from your hand.  
(PTDN-047)

**Victory Dragon**, 8, DARK  
Dragon/Effect, 2400/3000  
This card cannot be Special Summoned. To Tribute Summon this card, you must Tribute 3 Dragon-Type monsters. If this card attacks your opponent directly and reduces their Life Points to 0, you win the Match.  
(JUMP-011)

**Victory Viper XX03**, 4, LIGHT  
Machine/Effect, 1200/1000  
When this card destroys an opponent's monster by battle, select and activate 1 of the following effects:  
<p>[\*] This card gains 400 ATK. <p>[\*] Destroy 1 face-up Spell or Trap Card. <p>[\*] Special Summon 1 "Option Token". It always has the same Type, Attribute, Level, ATK and DEF as this card.  
(EOJ-011 DR04-191)

**Vile Germs**  
Spell (Equip)  
Increase the ATK and DEF of a Plant-Type monster equipped with this card by 300 points.  
(LOB-090)

**Vilepaw Archfiend**, 2, EARTH  
Fiend/Effect, 1200/200  
The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is targeted by the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. As long as this card remains on the field, your opponent cannot attack any Archfiend Monster Card on your side of the field except "Vilepaw Archfiend".  
(DCR-067 DR1-229)

**Violent Rain**, 4, WATER  
Aqua, 1550/800  
This monster can call forth sudden torrents of battering rain.  
(TP8-015)

**Violet Crystal**  
Spell (Equip)  
Increase the ATK and DEF of a Zombie-Type monster equipped with this card by 300 points.  
(LOB-042)

**Virus Cannon**  
Trap  
Tribute any number of non-Token monsters you control. For each Tributed monster, your opponent selects 1 Spell Card from their Deck and sends it to the Graveyard.  
(CSOC-092)

**Volcanic Blaster**, 3, FIRE  
Pyro/Effect, 1200/600  
When this card is destroyed and sent to the Graveyard by battle, you can place 1 "Volcanic" monster in your Deck on top of your Deck.  
(FOTB-011)

**Volcanic Counter**, 3, FIRE  
Pyro/Effect, 300/1300  
When you take Battle Damage while this card is in your Graveyard, remove it from play. Then, if there is a FIRE monster other than "Volcanic Counter" in your Graveyard, inflict damage to your opponent equal to the amount of Battle Damage you took.  
(PTDN-012)

**Volcanic Doomfire**, 8, FIRE  
Pyro/Effect, 3000/1800  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned by sending a face-up "Tri-Blaze Accelerator" you control to the Graveyard. During your opponent's Battle Phase, your opponent must attack this monster with any Attack Position monsters they control. When this card destroys a monster and sends it to the Graveyard, destroy all monsters your opponent controls and inflict 500 damage to your opponent for each monster destroyed by this effect.  
(FOTB-008 CT04-004)

**Volcanic Eruption**  
Trap  
Activate only during your End Phase while "Jurassic World" is on your side of the field. Destroy all cards on the field.  
(SD09-030)

**Volcanic Hammerer**, 5, FIRE  
Pyro/Effect, 2400/1500  
Once per turn, you can inflict damage to your opponent equal to the number of "Volcanic" monsters in your Graveyard x 200. If you activate this effect, this card cannot attack during this turn.  
(FOTB-013)

**Volcanic Queen**, 6, FIRE  
Pyro/Effect, 2500/1200  
This card cannot be Normal Summoned or Set. This card can only be Special Summoned from your hand to your opponent's side of the field by Tributing 1 monster your opponent controls. If you Special Summon this card, you cannot Normal Summon or Set this turn. Once per turn, you can send 1 other card you control to the Graveyard to inflict 1000 damage to your opponent. During your End Phase, either Tribute 1 other monster or take 1000 damage.  
(LODT-005)

**Volcanic Rat**, 1, FIRE  
Pyro, 500/500  
This mutated mouse dwells in the core of active volcanoes. No amount of heat is too much for it to bear.  
(TAEV-002)

**Volcanic Recharge**  
Trap  
Return up to 3 "Volcanic" Monster Cards from your Graveyard to your Deck.  
(FOTB-049)

**Volcanic Rocket, 4, FIRE**

Pyro/Effect, 1900/1400

When this card is Normal Summoned, Flip Summoned, or Special Summoned, you can add 1 "Blaze Accelerator" card from your Deck or your Graveyard to your hand.  
(*FOTB-000 FOTB-SP1*)

**Volcanic Scattershot, 2, FIRE**

Pyro/Effect, 500/0

When this card is sent to the Graveyard, inflict 500 damage to your opponent. If this card is sent to the Graveyard for the effect of a "Blaze Accelerator" card, you can send 2 "Volcanic Scattershots" from your hand / Deck to the Graveyard to destroy all monsters your opponent controls.  
(*FOTB-010*)

**Volcanic Shell, 1, FIRE**

Pyro/Effect, 100/0

Once per turn, while this card is in the Graveyard, you can pay 500 Life Points to add 1 "Volcanic Shell" from your Deck to your hand.  
(*FOTB-009*)

**Volcanic Slicer, 4, FIRE**

Pyro/Effect, 1800/1200

Once per turn, you can inflict 500 damage to your opponent. If you activate this effect, this card cannot attack during this turn.  
(*FOTB-012*)

**Voltanis the Adjudicator, 8, LIGHT**

Fairy/Effect, 2800/1400

After 1 of your Counter Trap Cards has been activated and has resolved, you can Tribute all monsters you control to Special Summon this card. If this card is Special Summoned in this way, you can destroy cards your opponent controls up to the number of Fairy-Type monsters you Tributed.  
(*EOJ-023 DR04-203*)

**Voltic Kong, 4, LIGHT**

Beast/Effect, 1800/1000

When this card inflicts Battle Damage to your opponent, send 1 card from the top of your opponent's Deck to the Graveyard for each face-up LIGHT monster you control.  
(*CP07-001*)

**Vorse Raider, 4, DARK**

Beast-Warrior, 1900/1200

This wicked Beast-Warrior does every horrid thing imaginable, and loves it! His axe bears the marks of his countless victims.  
(*CT2-003*)

**Vortex Trooper, 3, WIND**

Aqua/Effect, 0/600

When this card is Normal Summoned, you can shuffle 2 cards from your hand into your Deck, then draw 2 cards. After this card is destroyed, draw 1 card.  
(*GLAS-SE2*)

**VW-Tiger Catapult, 6, LIGHT**

Machine/Fusion/Effect, 2000/2100

"V-Tiger Jet" + "W-Wing Catapult" <p> This card can only be Special Summoned from your Fusion Deck by removing from play the above cards you control. (You do not use "Polymerization"). You can discard 1 card to change the battle position of 1 monster your opponent controls. (Flip Effects are not activated at this time.)  
(*EEN-030 DP2-016 DR04-090*)

**VWXYZ-Dragon Catapult Cannon, 8, LIGHT**

Machine/Fusion/Effect, 3000/2800

"VW-Tiger Catapult" + "XYZ-Dragon Cannon"

<p> This card can only be Special Summoned from your Fusion Deck by removing from play the above cards you control. (You do not use "Polymerization"). Once per turn, remove from play 1 card your opponent controls. When this card attacks, you can change the battle position of the attack target. (Flip Effects are not activated at this time.)  
(*EEN-031 DP2-017 DR04-091*)

**W-Wing Catapult, 4, LIGHT**

Machine/Union, 1300/1500

Once per turn, you can equip this card to a "V-Tiger Jet" you control, OR unequip it to Special Summon this card in face-up Attack Position. When equipped to a monster by this card's effect, the equipped monster gains 400 ATK and DEF. (A monster can only be equipped with 1 Union Monster at a time. If the equipped monster would be destroyed by battle, destroy this card instead.)  
(*EEN-011 DP2-008 DR04-071*)

**Waboku**

Trap

You take no Battle Damage this turn. Your monsters cannot be destroyed as a result of battle this turn.  
(*SDY-040 SD7-026 SDJ-046 SDP-044 SYE-042 SDZW-036*)

**Wall of Illusion, 4, DARK**

Fiend/Effect, 1000/1850

A monster that attacks this card is returned to its owner's hand after damage calculation. Damage calculation is applied normally.  
(*SDY-034 DLG1-084 RP01-083 SYE-016 TP7-014*)

**Wall of Ivy, 2, EARTH**

Plant/Effect, 300/1200

FLIP: Special Summon 1 "Ivy Token" (Plant-Type/EARTH/Level 1/ATK 0/DEF 0) to your opponent's side of the field. When this Token is destroyed, its controller takes 300 damage.  
(*CSOC-004*)

**Wall of Revealing Light**

Trap (Continuous)

When you activate this card, pay any multiple of 1000 Life Points. None of your opponent's monsters with ATK equal to or less than the Life Points you paid can attack.  
(*AST-050 DR2-162*)

**Wall Shadow, 7, DARK**

Warrior/Effect, 1600/3000

This card cannot be Normal Summoned or Set. This card can only be Special Summoned by Tributing "Labyrinth Wall" equipped with "Magical Labyrinth".  
(*SRL-056*)

**Wandering Mummy, 4, EARTH**

Zombie/Effect, 1500/1500

You can flip this card into face-down Defense Position once per turn during your Main Phase. After you use this effect, rearrange the face-down Defense Position monsters on your side of the field, then return them in face-down Defense Position.  
(*PGD-019 DB2-219*)

**War-Lion Ritual**

Spell (Ritual)

This card is used to Ritual Summon "Super War-Lion". You must also Tribute monsters from the field or your hand whose total Levels equal 7 or more.  
(*PP02-002*)

**Warrior Dai Grepher, 4, EARTH**

Warrior, 1700/1600

The warrior who can manipulate dragons. Nobody knows his mysterious past.  
(*LOD-020 DB2-140 SYE-014 YSD-002*)

**Warrior Elimination**

Spell

Destroy all face-up Warrior-Type monsters on the field.  
(*TP7-002*)

**Warrior Lady of the Wasteland, 4, EARTH**

Warrior/Effect, 1100/1200

When this card is destroyed and sent to the Graveyard as a result of battle, you can Special Summon 1 EARTH Warrior-Type monster with an ATK of 1500 or less in face-up Attack Position from your Deck. Then shuffle your Deck.  
(*SD5-002*)

**Warrior of Atlantis, 4, WATER**

Aqua/Effect, 1900/1200

You can discard this card to the Graveyard to add 1 "A Legendary Ocean" from your Deck to your hand.  
(*FOTB-016*)

**Warrior of Tradition, 6, EARTH**

Warrior/Fusion, 1900/1700

"Sonic Maid" + "Beautiful Headhuntress"  
(*TP2-014*)

**Warrior of Zera, 4, EARTH**

Warrior, 1600/1600

A wandering warrior who seeks the sanctuary where he can gain the power of the Archlords. To escape the temptation of evil fiends, he fights solo day by day.  
(*AST-002 DR2-114 YSD-006*)

**Wasteland**

Spell (Field)

Increase the ATK and DEF of all Dinosaur, Zombie, and Rock-Type monsters by 200 points.  
(*LOB-047*)

**Watapon, 1, LIGHT**

Fairy/Effect, 200/300

If this card is added to your hand from your Deck by the effect of a Spell, Trap, or Monster Card, you can Special Summon this card on your side of the field.  
(*MOV-003*)

**Water Dragon, 8, WATER**

Sea Serpent/Effect, 2800/2600

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Bonding - H2O". The ATK of FIRE monsters and Pyro-Type monsters becomes 0. When this card is destroyed and sent to the Graveyard, you can Special Summon 2 "Hydrogeddons" and 1 "Oxygeddon" from your Graveyard.  
(*EEN-015 DR04-075 MF02-004*)

**Water Magician, 4, WATER**

Aqua, 1400/1000

This monster swamps an opponent with an almost endless supply of water.  
(*TP2-030*)

**Water Omotics, 4, WATER**

Aqua, 1400/1200

Transforms the water overflowing from a jar into attacking dragons.  
(*MRD-021*)

**Water Spirit, 1, WATER**

Aqua/Tuner, 400/1200

This ancient water spirit haunts the glacial monoliths of Antarctica. It has the power to seep into the pores of any substance and chill it to the bone.  
(*SDS1-002*)

**Wave-Motion Cannon**

Spell (Continuous)

During your Main Phase, you can send this card to the Graveyard to inflict 1000 damage to your opponent for each of your Standby Phases that have passed since this card was activated.  
(*MFC-040 CP05-004 DR1-095*)

**Weapon Change**

Spell (Continuous)

Once during each of your Standby Phases, you can pay 700 Life Points to activate this card's effect. Switch the ATK and DEF of 1 Warrior-Type or Machine-Type monster on your side of the field until the end of your opponent's next turn. When this card is destroyed, the effect is negated.  
(*AST-041 DR2-153 SD10-028*)

**Weather Report, 4, WATER**

Aqua/Effect, 950/1500

FLIP: Destroy all of your opponent's face-up "Swords of Revealing Light" cards on the field. If "Swords of Revealing Light" is destroyed, you can perform your Battle Phase twice this turn (or your next turn, if activated during your opponent's turn).  
(*SRL-020*)

**Weed Out**

Trap

Pay 500 Life Points. Destroy all face-up Attack Position Level 3 monsters.  
(*EEN-054 DR04-114*)

**Wetlands**

Spell (Field)

All Aqua-Type/WATER/Level 2 or lower monsters gain 1200 ATK.  
(*LODT-054*)

**Whiptail Crow, 4, DARK**

Fiend, 1650/1600

Attacks from the skies with a whip-like tail.  
(*SRL-027*)

**Whirlwind Prodigy, 4, WIND**

Fairy/Effect, 1500/1600

When Tribute Summoning a WIND monster, you can treat this 1 monster as 2 Tributes.  
(*FET-030 DR3-150*)

**Whirlwind Weasel, 3, WIND**

Beast/Effect, 500/1500

FLIP: Your opponent cannot activate any Spell or Trap Cards for the rest of this turn.  
(*EOJ-025 DR04-205*)

**White Dragon Ritual**

Spell (Ritual)

This card is used to Ritual Summon "Paladin of White Dragon". You must also Tribute monsters whose total Levels equal 4 or more from the field or your hand.  
(*MFC-027 DR1-082 SKE-025*)

**White Hole**

Trap

When your opponent plays "Dark Hole", the monsters on your side of the field are not destroyed.  
(*TP1-005 TP3-009*)

**White-Horned Dragon, 6, DARK**

Dragon/Effect, 2200/1400

When this card is Normal Summoned or Special Summoned, select up to 5 Spell Cards from your opponent's Graveyard and remove them from play. Increase the ATK of this card by 300 points for each card removed from play by this card's effect.  
(*MDP2-006 GXNG-001*)

**White Magical Hat, 3, LIGHT**

Spellcaster/Effect, 1000/700

When this card inflicts Battle Damage to your opponent's Life Points, your opponent discards 1 card randomly from his/her hand.  
(*MRD-016 DB1-151 SDJ-021*)

**White Magician Pikeru, 2, LIGHT**

Spellcaster/Effect, 1200/0

During your Standby Phase, increase your Life Points by 400 points for each monster on your side of the field.  
(*AST-033 DR2-145 SD6-013*)

**White Ninja, 4, LIGHT**

Warrior/Effect, 1500/800

FLIP: Destroy 1 Defense Position monster.  
(*TLM-025 DR3-205*)

**Wicked-Breaking Flamberge-Baou**

Spell (Equip)

Send 1 card from your hand to the Graveyard to equip this card. Increase the ATK of the equipped monster by 500 points. If a monster equipped with this card destroys a monster as a result of battle, the effect of that monster is negated.  
(*DCR-035 DR1-197 SD5-027*)

**Widespread Ruin**

Trap

Activate only when your opponent's monster declares an attack. Destroy 1 Attack Position monster your opponent controls with the highest ATK. (If it's a tie, you get to choose.)  
(*CP03-011 DOD-003*)

**Wild Fire**

Spell (Quick-Play)

Pay 500 Life Points. Destroy a face-up "Blaze Accelerator" card you control and destroy all monsters on the field. Then, Special Summon 1 "Wild Fire Token" (Pyro-Type/FIRE/LEVEL 3/ATK 1000/DEF 1000) in Attack Position. Also, you cannot declare an attack this turn.  
(*FOTB-039*)

**Wild Nature's Release**

Spell

Select 1 Beast-Type or Beast-Warrior-Type monster; it gains ATK equal to its DEF until the end of this turn. Destroy the monster during the End Phase.  
(*IOC-033 CP03-017 DR2-033*)

**Wind Effigy, 4, WIND**

Winged Beast/Effect, 1800/200

This card can be treated as 2 Tributes for the Tribute Summon of a WIND Normal Monster.  
(*PTDN-041*)

**Windstorm of Etaqua**

Trap

Change the battle positions of all face-up monsters on your opponent's side of the field.  
(*SOI-SE3 PCY-001*)

**Winged Dragon, Guardian of the Fortress #1, 4, WIND**

Dragon, 1400/1200

A dragon commonly found guarding mountain fortresses. Its signature attack is a sweeping dive from out of the blue.  
(*MRD-002 DB1-141 SDY-003 SYE-004*)

**Winged Dragon, Guardian of the Fortress #2, 4, WIND**

Winged Beast, 1200/1000

This monster's wings are capable of generating tornadoes.  
(*TP1-022*)

**Winged Kuriboh, 1, LIGHT**

Fairy/Effect, 300/200

After this card on the field is destroyed and sent to the Graveyard, any Battle Damage the controller of this card takes this turn becomes 0.  
(*TLM-005 DP1-005 DR3-185 GX1-002*)

**Winged Kuriboh LV10, 10, LIGHT**

Fairy/Effect, 300/200

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except with "Transcendent Wings". During your opponent's Battle Phase, you can Tribute this face-up monster to destroy all face-up Attack Position monsters your opponent controls and inflict damage to your opponent equal to the combined original ATK of those destroyed monster(s).  
(*CRV-005 DP1-006 DR04-005 MF03-001*)

**Winged Minion, 2, DARK**

Fiend/Effect, 700/700

Tribute this face-up card. Select 1 face-up Fiend-Type monster on the field. Increase the ATK and DEF of the monster by 700 points as long as it remains face-up on the field.  
(*LOD-005 DB2-128*)

**Winged Rhynos, 4, WIND**

Beast-Warrior/Effect, 1800/500

When a Trap Card is activated, you can return this face-up card from the field to its owner's hand.  
(*FOTB-SE2*)

**Winged Sage Falcos, 4, WIND**

Winged Beast/Effect, 1700/1200

You can return your opponent's face-up Attack Position monster, that this card destroyed and sent to the Graveyard as a result of battle, to the top of your opponent's Deck.  
(*PGD-072 DR1-020 TP5-019*)



**Wingweaver, 7, LIGHT**

Fairy, 2750/2400

A six-winged fairy who prays for peace and hope.  
(PSV-096)

**Witch Doctor of Chaos, 2, DARK**

Spellcaster/Effect, 500/500

FLIP: Select 1 Monster Card from you or your opponent's Graveyard. Remove it from play.  
(IOC-016 DR2-016)

**Witch Doctor of Sparta, 4, EARTH**

Spellcaster/Effect, 400/2000

Inflict 500 damage to your opponent each time a monster(s) is Special Summoned from either player's Deck.  
(GLAS-026)

**Witch of the Black Forest, 4, DARK**

Spellcaster/Effect, 1100/1200

When this card is sent from the field to the Graveyard, select 1 monster with a DEF of 1500 or less from your Deck, show it to your opponent, and add it to your hand. Then shuffle your Deck.  
(MRD-116 DB2-066 SDP-014 SKE-020)

**Witch's Apprentice, 2, DARK**

Spellcaster/Effect, 550/500

As long as this card remains face-up on the field, increase the ATK of all DARK monsters by 500 points and decrease the ATK of all LIGHT monsters by 400 points.  
(MRD-121 DB2-070)

**Witty Phantom, 4, DARK**

Fiend, 1400/1300

Dressed in a night-black tuxedo, this creature presides over the darkness.  
(LOB-072 SDY-017)

**Wodan the Resident of the Forest, 3, EARTH**

Warrior/Effect, 900/1200

Increase this card's ATK by 100 points for every Plant-Type monster that is face-up on the field.  
(TP1-027)

**Wolf Axwielder, 4, EARTH**

Beast-Warrior, 1650/1000

Once it has started battle, this monster attacks fiercely and cannot stop.  
(LOD-052)

**Wonder Garage**

Trap

When this face-down card is destroyed and sent to the Graveyard, you can Special Summon 1 Level 4 or lower Machine-Type "roid" monster from your hand.  
(POTD-055)

**Woodborg Inpachi, 5, FIRE**

Machine, 500/2500

The new form of the enigmatic Inpachi, remodeled by cutting-edge Dark World technology. Maneuverability has been sacrificed for strong armor, which was considered more important.  
(RDS-001 SDS1-006 DR3-061)

**Woodland Sprite, 3, EARTH**

Plant/Effect, 900/400

Send 1 Equip Card equipped to this card to the Graveyard. Inflict 500 points of damage to your opponent's Life Points.  
(LOD-061 DB2-172)

**World Suppresion**

Trap

You can only activate this card when a Field Spell Card is activated. Negate the Field Spell Card during the turn this card is activated.  
(PSV-020)

**Worm Drake, 4, EARTH**

Reptile, 1400/1500

Once this monster wraps itself around a victim, there is no escape.  
(LON-004 DB1-208)

**Wow Warrior, 4, WATER**

Fish, 1250/900

A fish with arms, legs, and some very sharp teeth.  
(TP1-021)

**Wretched Ghost of the Attic, 2, DARK**

Fiend, 550/400

A harmless monster found lurking in just about any attic.  
(TP8-018)

**Wroughtweiler, 3, EARTH**

Machine/Effect, 800/1200

When this card is destroyed by battle and sent to the Graveyard, add 1 "Elemental Hero" card and 1 "Polymerization" from your Graveyard to your hand.  
(CRV-012 DP1-007 DR04-012)

**Wulf, Lightsworn Beast, 4, LIGHT**

Beast-Warrior/Effect, 2100/300

This card cannot be Normal Summoned or Set. When this card is sent from your Deck to the Graveyard, Special Summon it.  
(LODT-023)

**Wynn the Wind Charmer, 3, WIND**

Spellcaster/Effect, 500/1500

FLIP: Take control of 1 WIND monster on your opponent's side of the field, for as long as this card remains face-up on the field.  
(TLM-029 DR3-209)

**X-Head Cannon, 4, LIGHT**

Machine, 1800/1500

A monster with a mighty cannon barrel, it is able to integrate its attacks. It attacks in many ways by combining and separating with other monsters.  
(MFC-004 DP2-005 DR1-059)

**Xing Zhen Hu**

Trap (Continuous)

Activate by selecting 2 Set Spell or Trap Cards on the field. The selected Spell or Trap Cards cannot be activated.  
(RDS-051 DR3-111 SD4-032)

**XY-Dragon Cannon, 6, LIGHT**

Machine/Fusion/Effect, 2200/1900

"X-Head Cannon" + "Y-Dragon Head" <p> This card cannot be Special Summoned except by removing from play the above cards on your side of the field; then you can Special Summon this card from your Fusion Deck (You do not use "Polymerization"). Discard 1 card from your hand to destroy 1 face-up Spell or Trap Card on your opponent's side of the field.  
(MFC-051 DR1-106)

**XYZ-Dragon Cannon, 8, LIGHT**

Machine/Fusion/Effect, 2800/2600

"X-Head Cannon" + "Y-Dragon Head" + "Z-Metal Tank" <p> This card can only be Special Summoned from your Fusion Deck by removing from play the above cards on your side of the field. (You do not use "Polymerization"). This card cannot be Special Summoned from the Graveyard. By discarding 1 card from your hand, destroy 1 card on your opponent's side of the field.  
(MFC-052 BPT-010 DP2-014 DR1-107)

**XZ-Tank Cannon, 6, LIGHT**

Machine/Fusion/Effect, 2400/2100

"X-Head Cannon" + "Z-Metal Tank" <p> This card cannot be Special Summoned except by removing from play the above cards on your side of the field; then you can Special Summon this card from your Fusion Deck (You do not use "Polymerization"). Discard 1 card from your hand to destroy 1 face-down Spell or Trap Card on your opponent's side of the field.  
(MFC-053 DR1-108)

**Y-Dragon Head, 4, LIGHT**

Machine/Union, 1500/1600

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "X-Head Cannon" as an Equip Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK and DEF of the equipped monster by 400 points. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)  
(MFC-005 DP2-006 DR1-060)

**Yado Karu, 4, WATER**

Aqua/Effect, 900/1700

When this card is changed from Attack Position to Defense Position, you can place any number of cards from your hand at the bottom of your Deck in any order you desire.  
(MRD-104)

**Yamadron, 5, FIRE**

Dragon, 1600/1800

This monster has three fire-breathing heads and can form a sea of blazing flames.  
(MPI-009)

**Yamata Dragon, 7, FIRE**

Dragon/Spirit, 2600/3100

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. When this card inflicts Battle Damage to your opponent's Life Points, draw cards from your Deck until you have 5 cards in your hand.  
(LOD-067 DB2-179 TP6-009)

**Yamato-no-Kami, 6, DARK**

Warrior/Spirit, 2200/1200

This card cannot be Normal Summoned or Set. This card cannot be Special Summoned except by removing from play 1 Spirit monster from your Graveyard. This card returns to its owner's hand during the End Phase of the turn it is Special Summoned. If this card destroys an opponent's monster by battle, you can destroy 1 Spell or Trap Card your opponent controls.  
(TDGS-035)

**Yami**

Spell (Field)

Increase the ATK and DEF of all Fiend and Spellcaster-Type monsters by 200 points. Decrease the ATK and DEF of all Fairy-Type monsters by 200 points.

(LOB-051 SDP-037 SDY-045)

**Yaranzo**, 4, DARK

Zombie, 1300/1500

A treasure box containing a monster that attacks any unwary bandit.

(MP1-005)

**Yata-Garasu**, 2, WIND

Fiend/Spirit, 200/100

This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that this card is Normal Summoned or flipped face-up. When this card inflicts Battle Damage to your opponent's Life Points, your opponent skips their next Draw Phase.

(LOD-000 DB2-177)

**Yellow Gadget**, 4, EARTH

Machine/Effect, 1200/1200

When you Normal Summon or Special Summon this card, you can add 1 "Green Gadget" from your Deck to your hand.

(SD10-008)

**Yellow Luster Shield**

Spell (Continuous)

Increase the DEF of all monsters on your side of the field by 300 points.

(IOC-037 DR2-037)

**Yomi Ship**, 3, WATER

Aqua/Effect, 800/1400

When this card is destroyed and sent to the Graveyard as a result of battle, destroy the monster that destroyed this card.

(PGD-071 DR1-019)

**Yu-Jo Friendship**

Spell

Offer your opponent a handshake. If they accept your handshake, each player's Life Points become half the combined Life Points of both players. If you have "Unity" in your hand and show it to your opponent, they must accept the handshake.

(JUMP-007)

**Yubel**, 10, DARK

Fiend/Effect, 0/0

This card cannot be destroyed by battle. You take no Battle Damage from battles involving this card. When this face-up Attack Position card is attacked by an opponent's monster, before damage calculation inflict damage to your opponent equal to that monster's ATK. During your End Phase, Tribute 1 monster or destroy this card. When this card is destroyed, except by its own effect, you can Special Summon 1 "Yubel - Terror Incarnate" from your hand, Deck, or Graveyard.

(PTDN-006)

**Yubel-Terror Incarnate**, 11, DARK

Fiend/Effect, 0/0

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except with the effect of "Yubel". This card cannot be destroyed by battle. You take no Battle Damage from battles involving this card. When this face-up Attack Position card is attacked by an opponent's monster, before damage calculation inflict damage to your opponent equal to that monster's ATK. During your End Phase, destroy all other monsters on the field. When this face-up card is removed from the field, you can Special Summon 1 "Yubel - The Ultimate Nightmare" from your hand, Deck, or Graveyard.

(PTDN-007)

**Yubel-The Ultimate Nightmare**, 12, DARK

Fiend/Effect, 0/0

This card cannot be Normal Summoned or Set.

This card cannot be Special Summoned except with the effect of "Yubel - Terror Incarnate". This card cannot be destroyed by battle. You take no Battle Damage from battles involving this card. If this face-up Attack Position card battles an opponent's monster, inflict damage equal to its ATK to your opponent and destroy that monster at the end of the Damage Step.

(PTDN-008)

**YZ-Tank Dragon**, 6, LIGHT

Machine/Fusion/Effect, 2100/2200

"Y-Dragon Head" + "Z-Metal Tank" <p> This card cannot be Special Summoned except by removing from play the above cards on your side of the field; then you can Special Summon this card from your Fusion Deck (You do not use "Polymerization"). Discard 1 card from your hand to destroy 1 face-down Monster Card on your opponent's side of the field.

(MFC-054 DR1-109)

**Z-Metal Tank**, 4, LIGHT

Machine/Union, 1500/1300

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "X-Head Cannon" or "Y-Dragon Head" as an Equip Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK and DEF of the equipped monster by 600 points. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)

(MFC-006 DP2-007 DR1-061)

**Zaborg the Thunder Monarch**, 5, LIGHT

Thunder/Effect, 2400/1000

When this card is Tribute Summoned, destroy 1 monster on the field.

(AST-023 DR2-135 TP8-006)

**Zera Ritual**

Spell (Ritual)

This card is used to Ritual Summon "Zera the Mant". You must also Tribute monsters from the field or your hand whose total Levels equal 8 or more.

(PP01-010)

**Zera the Mant**, 8, DARK

Fiend/Ritual, 2800/2300

This card can only be Ritual Summoned with the Ritual Spell Card, "Zera Ritual".

(PP01-011)

**Zeradias, Herald of Heaven**, 4, LIGHT

Fairy/Effect, 2100/800

You can discard this card to the Graveyard to add 1 "The Sanctuary in the Sky" from your Deck to your hand. If this card is on the field but "The Sanctuary in the Sky" is not on the field, destroy this card.

(FOTB-018)

**Zero Gravity**

Trap

Change the battle positions of all face-up monsters on the field.

(IOC-053 DR2-053)

**Zoa**, 7, DARK

Fiend, 2600/1900

A monster whose full potential can be achieved when outfitted with "Metalmorph".

(TFK-001 PT1-001)

**Zolga**, 4, EARTH

Fairy/Effect, 1700/1200

When you Tribute Summon a monster by Tributing this card, increase the Life Points of the player who controlled this card on the field by 2000 points.

(DCR-079 DR1-241)

**Zoma the Spirit**

Trap (Continuous)

After activation, Special Summon this card in Defense Position; it is treated as an Effect Monster Card (Zombie-Type/DARK/Level 4/ATK 1800/DEF 500). If this card is destroyed by battle, inflict damage to your opponent equal to the ATK of the monster that destroyed it. (This card is still treated as a Trap Card.)

(PTDN-095)

**Zombie Mammoth**, 4, EARTH

Zombie/Effect, 1900/0

Destroy this card if you do not have a Zombie-Type monster in your Graveyard. When this face-up card is destroyed, inflict damage to its controller equal to its original ATK.

(CSOC-030)

**Zombie Master**, 4, DARK

Zombie/Effect, 1800/0

Once per turn, you can send 1 Monster Card from your hand to the Graveyard to Special Summon 1 Level 4 or lower Zombie-Type Monster from either player's Graveyard.

(TAEV-039 SDZW-016)

**Zombie Tiger**, 3, EARTH

Zombie/Union, 1400/1600

Once per turn, during your Main Phase, if you control this card on the field, you can equip it to your "Decayed Commander" as an Equip Spell Card, OR unequip the Union equipment and Special Summon this card in face-up Attack Position. While equipped to a monster by this card's effect, increase the ATK/DEF of the equipped monster by 500 points, and each time it destroys 1 of your opponent's monsters, your opponent discards 1 card randomly from his/her hand. (1 monster can only be equipped with 1 Union Monster at a time. If the equipped monster is destroyed as a result of battle, destroy this card instead.)

(MFC-011 DR1-066)

**Zombie World**

Spell (Field)

All monsters on the field and in any Graveyard become Zombie-Type monsters. Neither player can Tribute Summon monsters, except Zombie-Type monsters.

*(SDZW-017)*

**Zombyra the Dark**, 4, DARK

Warrior/Effect, 2100/500

This card cannot attack a player directly. Each time this card destroys 1 monster as a result of battle, decrease the ATK of this card by 200 points.

*(LON-074 DB2-010 SYE-022)*

**Zone Eater**, 1, WATER

Aqua/Effect, 250/200

A monster attacked by this card will be destroyed during the End Phase of the 5th turn after the attack.

*(MDP2-015)*

**Zure, Knight of Dark World**, 4, DARK

Fiend, 1800/1500

The name of this illustrious knight is known by all residents of Dark World. He never oppresses the commoners.

*(EEN-001 DR04-061 YSDS-008)*