

Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel Yu-Gi-Oh! Worldwide Edition Card List

by Solomaxwell

Updated to v0.6 on May 12, 2003

Yu-Gi-Oh! Worldwide Edition Card List

Version 0.5

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VERSION HISTORY

Ver 0.5 5/4/03

-500 cards recorded.

Ver 0.6 5/12/03

-629 or so cards recorded.

-Several corrections made.

CONTACT INFORMATION

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NOTE: You can talk to me about pretty much anything. Flames, comments, questions, etc. If you spot a mistake in stats, numbering, or a typo in the flavor text or name, please tell me so that I can fix it in a future version. Most of the things that you e-mail me about will probably be fixed in a future version, and I may not fix those mistakes until version 1.00 or version 0.75.

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SPECIAL THANKS

-Runic Hunter for 9 typos

NORMAL/EFFECT MONSTERS

Number: 0001

Name: 30,000-Year White Turtle

Type: Water

Sub-Type: Aqua

Level: 5

Stats: 1250/2100

Flavor Text: A huge turtle that has existed for over 30,000 years.

Number: 0002

Name: 4-Starred Ladybug of Doom

Type: Wind

Sub-Type: Insect/Effect

Level: 3

Stats: 800/1200

Effect: Flip: Destroys all face-up Level 4 monsters on your opponent's side of the field.

Number: 0003

Name: 7 Colored Fish

Type: Water

Sub-Type: Fish

Level: 4

Stats: 1800/800

Flavor Text: A rare rainbow fish that has never been seen by mortal man.

Number: 0004

Name: Abyss Flower

Type: Earth

Sub-Type: Plant

Level: 2

Stats: 750/400

Flavor Text: A rarely seen flower that blossoms quietly on the edge of darkness.

Number: 0005

Name: Acid Crawler

Type: Earth

Sub-Type: Insect

Level: 3

Stats: 900/700

Flavor Text: A giant caterpillar that secretes an acid mist that melts anything.

Number: 0006

Name: Air Eater

Type: Wind

Sub-Type: Fiend

Level: 6

Stats: 2100/1600

Flavor Text: A monster that feeds on oxygen, suffocating any who stand near.

Number: 0007

Name: Air Marmot of Nefariousness

Type: Earth

Sub-Type: Beast

Level: 2

Stats: 400/600

Flavor Text: A horned beaver that dive=bombs enemies with acorns.

Number: 0008

Name: Akakieisu

Type: Dark

Sub-Type: Spellcaster

Level: 3

Stats: 1000/800

Flavor Text: A sorcerer who utters spells that can render monsters unconscious.

Number: 0009

Name: Akihiron

Type: Water

Sub-Type: Aqua

Level: 5

Stats: 1700/1400

Flavor Text: This strange creature hides in the deep, dark corners of the seven seas.

Number: 0010

Name: Alinsection

Type: Earth

Sub-Type: Insect

Level: 3

Stats: 950/700

Flavor Text: A stag beetle with saw-like head and arms.

Number: 0011

Name: Alligator's Sword

Type: Earth

Sub-Type: Beast

Level: 4

Stats: 1500/1200

Flavor Text: This lizard man can swing a sword at velocities that exceed the speed of sound.

Number: 0012

Name: Alpha The Magnet Warrior

Type: Earth

Sub-Type: Rock

Level: 4

Stats: 1400/1700

Flavor Text: Alpha, Beta, and Gamma meld as one to form a powerful monsters.

Number: 0013

Name: Amazon Archer

Type: Earth

Sub-Type: Warrior/Effect

Level: 4

Stats: 1400/1000

Effect: You can inflict 1200 points of Direct Damage to your opponent's Life Points by offering 2 of your monsters on the field as a Tribute.

Number: 0014

Name: Amazon of the Seas

Type: Water

Sub-Type: Fish

Level: 4

Stats: 1300/1400

Flavor Text: A mermaid who serves as herald of the Sea King and guards the sanctuary.

Number: 0015

Name: Ameba

Type: Water

Sub-Type: Aqua/Effect

Level: 1

Stats: 300/350

Effect: When this card is face-up on the field and control shifts to your opponent, inflict 2000 points of Direct 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.

Number: 0016

Name: Amphibian Beast

Type: Water

Sub-Type: Fish

Level: 6

Stats: 2400/2000

Flavor Text: On land or in the sea, the speed of this monster is unmatched.

Number: 0017

Name: Ancient Brain

Type: Dark

Sub-Type: Fiend

Level: 3

Stats: 1000/700

Flavor Text: A fallen fairy that is powerful in the dark.

Number: 0018

Name: Ancient Elf

Type: Light

Sub-Type: Spellcaster

Level: 4

Stats: 1450/1200

Flavor Text: This elf is rumored to have lived for thousands of years. He leads an army of spirits against his enemies.

Number: 0019

Name: Ancient Jar

Type: Earth

Sub-Type: Rock

Level: 1

Stats: 400/200

Flavor Text: A very fragile jar that contains something ancient and dangerous.

Number: 0020

Name: Ancient Lizard Warrior

Type: Earth

Sub-Type: Reptile

Level: 4

Stats: 1400/1100

Flavor Text: Before the dawn of man, this lizard warrior ruled supreme.

Number: 0021

Name: Ancient One of the Deep Forest

Type: Earth

Sub-Type: Beast

Level: 6

Stats: 1800/1900

Flavor Text: This creature adopts the form of a white goat living in the forest, but is actually a forest elder.

Number: 0022

Name: Ancient Sorcerer

Type: Dark

Sub-Type: Spellcaster

Level: 4

Stats: 1000/1300

Flavor Text: Armed with an array of magic wands, this creature is capable of multiple attacks.

Number: 0023

Name: Ancient Tool

Type: Dark

Sub-Type: Machine

Level: 5
Stats: 1700/1400
Flavor Text: A destructive machine discovered in the Ruins of the Ancients.

Number: 0024
Name: Ancient Tree of Enlightenment
Type: Earth
Sub-Type: Plant
Level: 3
Stats: 600/1500
Flavor Text: This ancient arbor uses its extensive knowledge to avoid the damage of enemy attacks.

Number: 0025
Name: Ansatsu
Type: Earth
Sub-Type: Warrior
Level: 5
Stats: 1700/1200
Flavor Text: A silent and deadly warrior specializing in assassinations.

Number: 0026
Name: Anthrosaurus
Type: Earth
Sub-Type: Dinosuar
Level: 3
Stats: 1000/850
Flavor Text: Man-like dinosaur with a high I.Q. that is lacking in strength.

Number: 0027
Name: Aqua Madoor
Type: Water
Sub-Type: Spellcaster
Level: 4
Stats: 1200/2000
Flavor Text: A wizard of the waters that conjures a liquid wall to crush any enemies that oppose him.

Number: 0028
Name: Aqua Snake
Type: Water
Sub-Type: Aqua
Level: 3
Stats: 1050/900
Flavor Text: This monster hypnotizes an opponent with the ball on its tail and drags them to a watery doom.

Number: 0029
Name: Aqua Spirit
Type: Water
Sub-Type: Aqua/Effect
Level: 4
Stats: 1600/1200
Effect: Special Summon this card by removing 1 WATER monster from your Graveyard. During each of your opponent's Standby Phases, you can change the Attack or Defense 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.

Number: 0030
Name: Arlownay

Type: Earth
Sub-Type: Plant
Level: 3
Stats: 800/1000
Flavor Text: A lady monster dwelling in a flower, she sprinkles the air with poisonous pollen.

Number: 0031
Name: Arma Knight
Type: Water
Sub-Type: Aqua
Level: 4
Stats: 1000/1200
Flavor Text: An ammonite warrior that has protected the seas throughout history.

Number: 0032
Name: Armaill
Type: Earth
Sub-Type: Warrior
Level: 3
Stats: 700/1300
Flavor Text: A strange warrior who manipulates three deadly blades with both hands and his tail.

Number: 0033
Name: Armed Ninja
Type: Earth
Sub-Type: Warrior/Effect
Level: 1
Stats: 300/300
Effect: Flip: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Number: 0034
Name: Armored Lizard
Type: Earth
Sub-Type: Lizard
Level: 4
Stats: 1500/1200
Flavor Text: A lizard with a tough hide and a viscious bite.

Number: 0035
Name: Armored Rat
Type: Earth
Sub-Type: Beast
Level: 3
Stats: 950/1100
Flavor Text: The fur on this monster rat is tough enough to repel swords.

Number: 0036
Name: Armored Starfish
Type: Water
Sub-Type: Aqua
Level: 4
Stats: 850/1400
Flavor Text: A bluish starfish with a very tough hide for repelling attacks.

Number: 0037
Name: Armored Zombie
Type: Dark
Sub-Type: Zombie
Level: 3
Stats: 1500/0
Flavor Text: This warrior blindly swings a deadly blade with devastating force.

Number: 0038
Name: Axe Raider
Type: Earth
Sub-Type: Warrior
Level: 4
Stats: 1700/1150
Flavor Text: An axe-wielding monster of tremendous strength and agility.

Number: 0039
Name: B. Dragon Jungle King
Type: Earth
Sub-Type: Dragon
Level: 6
Stats: 2100/1800
Flavor Text: A jet-black dragon found in the deepest jungles who normally devours trees.

Number: 0040
Name: Baby Dragon
Type: Wind
Sub-Type: Dragon
Level: 3
Stats: 1200/700
Flavor Text: Much more than just a child, this dragon is gifted with untapped power.

Number: 0041
Name: Banisher of the Light
Type: Light
Sub-Type: Fairy/Effect
Level: 3
Stats: 100/2000
Effect: As long as this card remains face-up on the field, any card sent to the Graveyard is removed from play.

Number: 0042
Name: Baron of the Fiend Sword
Type: Dark
Sub-Type: Fiend
Level: 4
Stats: 1550/800
Flavor Text: An aristocrat who wields a sword possessed by a malicious spirit that preys on the weak.

Number: 0043
Name: Barrel Dragon
Type: Dark
Sub-Type: Machine/Effect
Level: 7
Stats: 2600/2200
Effect: Toss a coin 3 times. If 2 out of 3 results are Heads, destroy 1 monster on your opponent's side of the field. This cards effect can only be used during

your turn, once per turn.

Number: 0044

Name: Barrel Lily

Type: Earth

Sub-Type: Plant

Level: 3

Stats: 1100/600

Flavor Text: This wicked flower attacks enemies with pollen projectiles.

Number: 0045

Name: Barrel Rock

Type: Earth

Sub-Type: Rock

Level: 4

Stats: 1000/1300

Flavor Text: Shouldering a pair of machine guns, this monster is unstoppable.

Number: 0046

Name: Basic Insect

Type: Earth

Sub-Type: Insect

Level: 2

Stats: 500/700

Flavor Text: Usually found travelling in swarms, this creature's ideal environment in the forest.

Number: 0047

Name: Bat

Type: Dark

Sub-Type: Machine

Level: 1

Stats: 300/350

Flavor Text: A mechanical bat that drops blasts from its wings.

Number: 0048

Name: Battle Ox

Type: Earth

Sub-Type: Beast-Warrior

Level: 4

Stats: 1700/1000

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

Number: 0049

Name: Battle Warrior

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 700/1000

Flavor Text: A warrior that fights with its bare hands.

Number: 0050

Name: Bazoo the Soul-Eater

Type: Earth

Sub-Type: Beast/Warrior

Level: 4

Stats: 1600/900

Effect: You can remove up to 3 cards from your Graveyard. Your ATK increases until the end of your opponent's turn by 300 points for each card removed. This

effect can only be used once during your turn.

Number: 0051

Name: Beaked Snake

Type: Earth

Sub-Type: Reptile

Level: 3

Stats: 800/900

Flavor Text: This monster wraps itself around an opponent and pecks away with its huge beak.

Number: 0052

Name: Bean Soldier

Type: Earth

Sub-Type: Plant

Level: 4

Stats: 1400/1300

Flavor Text: A plant-warrior that attacks with seeds and sword.

Number: 0053

Name: Beastking of the Swamps

Type: Water

Sub-Type: Aqua/Effect

Level: 4

Stats: 1000/1100

Effect: You can substitute this card for any 1 Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

Number: 0054

Name: Beast of Glifer

Type: Dark

Sub-Type: Fiend

Level: 6

Stats: 2200/2500

Effect: When this card is sent to the graveyard, it can be treated as an EQUIP Magic Card and can be used to equip 1 monster on the field. The ATK of a monster equipped with this card decreases by 500 points.

Number: 0055

Name: Beautiful Beast Trainer

Type: Earth

Sub-Type: Warrior

Level: 5

Stats: 1750/1500

Flavor Text: A rare female beast-master with a dangerous whip.

Number: 0056

Name: Beautiful Headhuntress

Type: Earth

Sub-Type: Warrior

Level: 4

Stats: 1600/800

Flavor Text: A vicious creature that has decapitated numerous enemy monsters.

Number: 0057

Name: Beaver Warrior

Type: Earth

Sub-Type: Beast-Warrior

Level: 4

Stats: 1200/1500

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

Number: 0058

Name: Behegon

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1350/1000

Flavor Text: With a large mouth and massive teeth, this is one dangerous and strange sea snake.

Number: 0059

Name: Berfomet

Type: Dark

Sub-Type: Fiend/Effect

Level: 5

Stats: 1400/1800

Effect: When this card is summoned (excluding Special Summon), you can add 1 "Gazelle the King of Mythical Beasts" from your deck to your hand.

Number: 0060

Name: Beta the Magnet Warrior

Type: Earth

Sub-Type: Rock

Level: 4

Stats: 1700/1600

Flavor Text: Alpha, Beta, and Gamma meld as one to form a powerful monster.

Number: 0061

Name: Big Eye

Type: Dark

Sub-Type: Fiend/Effect

Level: 4

Stats: 1200/1000

Effect: 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.

Number: 0062

Name: Big Insect

Type: Earth

Sub-Type: Insect

Level: 4

Stats: 1200/1500

Flavor Text: A giant ant that dwells in the jungle, it is powerful whether attacking or defending.

Number: 0063

Name: Big Shield Gardna

Type: Earth

Sub-Type: Warrior/Effect

Level: 4

Stats: 100/2600

Effect: When this card is face-down and targeted by a Magic whose effect targets only 1 monster the Magic Card is negated and this card is turned face-up in Defense Position. When this card is attackd, it is shifted to Attack Position following the Damage step.

Number: 0064

Name: Binding Chain

Type: Light
Sub-Type: Fairy
Level: 3
Stats: 1000/1100

Flavor Text: The mystic links of this chain can rob enemies of their power.

Number: 0065
Name: Bio-Plant
Type: Dark
Sub-Type: Fiend
Level: 3
Stats: 600/1300

Flavor Text: A monster created from a major accident in an underground lab.

Number: 0066
Name: Bio-Mage
Type: Light
Sub-Type: Fairy
Level: 3
Stats: 1150/1000

Flavor Text: A mysterious priest created as a result of the latest advances in biotechnology.

Number: 0067
Name: Bite Shoes
Type: Dark
Sub-Type: Fiend/Effect
Level: 2
Stats: 500/300

Effect: Flip: Change the Attack or Defense Position of 1 face-up monster on the field. The card must remain face-up.

Number: 0068
Name: Blackland Fire Dragon
Type: Dark
Sub-Type: Dragon
Level: 4
Stats: 1500/800

Flavor Text: A dragon that dwells in the depths of darkness, its vulnerability lies in its poor eyesight.

Number: 0069
Name: Bladefly
Type: Wind
Sub-Type: Insect/Effect
Level: 2
Stats: 600/700

Effect: As long as this card remains face-up on the field, increase the ATK of all WIND monsters by 500 and decrease the ATK of all EARTH monsters by 400 points.

Number: 0070
Name: Blast Juggler
Type: Fire
Sub-Type: Machine/Effect
Level: 3
Stats: 800/900

Effect: Offer this card as a Tribute during your Standby Phase if face-up to destroy 2 face-up monsters with an ATK of 1000 or less.

Number: 0071

Name: Blocker

Type: Dark

Sub-Type: Machine

Level: 4

Stats: 850/1800

Flavor Text: This monster has several components that can be launched for formation attacks.

Number: 0072

Name: Blue-Eyed Silver Zombie

Type: Dark

Sub-Type: Zombie

Level: 3

Stats: 900/700

Flavor Text: The beams from the eyes of this creature are said to turn enemies into zombies.

Number: 0073

Name: Blue-Eyes Toon Dragon

Type: Light

Sub-Type: Dragon/Toon

Level: 8

Stats: 3000/2500

Effect: This card cannot be summoned unless "Toon World" is on the field. This card cannot attack on the same turn that it was summoned. Pay 500 Life Points each time this monster attacks. When "Toon World" is destroyed, this card is also destroyed. If your opponent doesn't control a Toon monster on the field, this card may inflict Direct Damage to your opponent's Life Points. If a Toon monster is on your opponent's side of the field, your attacks must target the Toon monster.

Number: 0074

Name: Blue-Eyes White Dragon

Type: Light

Sub-Type: Dragon

Level: 8

Stats: 3000/2500

Flavor Text: This legendary dragon is a powerful engine of destruction. Virtually invincible, very few have faced this awesome creature and lived to tell the tale.

Number: 0075

Name: Blue-Winged Crown

Type: Wind

Sub-Type: Winged-Beast

Level: 4

Stats: 1600/1200

Flavor Text: With hair shaped like a crown and a body encased in bluish white flames, this bird is a formidable sight.

Number: 0076

Name: Boar Soldier

Type: Earth

Sub-Type: Beast-Warrior/Effect

Level: 4

Stats: 2000/500

Effect: This card can only be summoned by a Flip Summon. If summoned by a Normal Summon, the card is destroyed. If your opponent has 1 or more monsters under his/her control, the ATK of this card is decreased by 1000 points.

Number: 0077
Name: Bolt Escargot
Type: Water
Sub-Type: Thunder
Level: 5
Stats: 1400/1500
Flavor Text: After rendering an opponent immobile by spitting a sticky goo, this monster closes in for the attack.

Number: 0078
Name: Bolt Penguin
Type: Water
Sub-Type: Thunder
Level: 3
Stats: 1100/800
Flavor Text: With both arms forming an electric whip, this monster paralyzes its enemies with electric shocks.

Number: 0079
Name: Bombardment Beetle
Type: Wind
Sub-Type: Insect/Effect
Level: 2
Stats: 400/900
Effect: Flip: Flip 1 face-down Defense Position monster on your opponent's side of the field face-up. If the flipped card is an Effect Monster Card, immediately destroy it without activating its effect. If the card is not an Effect Monster Card, return it to its original position.

Number: 0080
Name: Bone Mouse
Type: Dark
Sub-Type: Zombie
Level: 1
Stats: 400/300
Flavor Text: A mouse that has returned as a zombie to seek revenge on cats.

Number: 0081
Name: Boneheimer
Type: Water
Sub-Type: Aqua
Level: 3
Stats: 850/400
Flavor Text: This monster wanders the seas, sucking dry any creatures it may encounter.

Number: 0082
Name: Boo Koo
Type: Dark
Sub-Type: Spellcaster
Level: 2
Stats: 650/500
Flavor Text: A book-like wizard with a wealth of magic written inside.

Number: 0083
Name: Bottom Dweller
Type: Water
Sub-Type: Fish
Level: 5

Stats: 1650/1700

Flavor Text: This is one creature whose wrath is something monsters fear to face.

Number: 0084

Name: Boulder Tortoise

Type: Water

Sub-Type: Aqua

Level: 6

Stats: 1450/2200

Flavor Text: A stone turtle that is nearly indestructible.

Number: 0085

Name: Brave Scizzar

Type: Dark

Sub-Type: Machine

Level: 4

Stats: 1300/1000

Flavor Text: Armed with a mass of scissors, this monster can clip an enemy into any desired shape and size.

Number: 0086

Name: Bubonic Vermin

Type: Earth

Sub-Type: Beast/Effect

Level: 3

Stats: 900/600

Effect: Flip: You can take 1 "Bubonic Vermin" card from your Deck and Special Summon it on the field in face-down Defense Postition. The Deck is then shuffled.

Number: 0087

Name: Burglar

Type: Earth

Sub-Type: Beast

Level: 3

Stats: 850/800

Flavor Text: A wily rat armed with a huge left claw.

Number: 0088

Name: Buster Blader

Type: Earth

Sub-Type: Warrior/Effect

Level: 7

Stats: 2600/2300

Effect: The ATK of this card increases by 500 points for every Dragon-Type monster on your opponent's side of the field and Graveyard.

Number: 0089

Name: Candle of Fate

Type: Dark

Sub-Type: Fiend

Level: 2

Stats: 600/600

Flavor Text: Decides the fate of an opponent when the candle on its fingertip burns out.

Number: 0090

Name: Cannon Soldier

Type: Dark

Sub-Type: Machine/Effect

Level: 4

Stats: 1400/1300

Effect: Offer 1 monster on your side of the field as a Tribute to inflict 500 points of Direct Damage to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributes due to other cards' effects are excluded.

Number: 0091

Name: Castle of Dark Illusions

Type: Dark

Sub-Type: Fiend/Effect

Level: 4

Stats: 920/1930

Effect: Flip: Increases 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.

Number: 0092

Name: Catapult Turtle

Type: Water

Sub-Type: Aqua/Effect

Level: 5

Stats: 1000/2000

Effect: Offer 1 monster on your side of the field as a Tribute to inflict Direct Damage equal to half of the Tribute monsters ATK to your opponent's Life Points. Monsters used for a Tribute Summon or that are offered as Tributed due to other cards' effects are excluded

Number: 0093

Name: Celtic Guardian

Type: Earth

Sub-Type: Warrior

Level: 4

Stats: 1400/1200

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

Number: 0094

Name: Ceremonial Bell

Type: Light

Sub-Type: Spellcaster/Effect

Level: 3

Stats: 0/1850

Effect: As long as this card remains face-up on the field, you and your opponent must show your respective hands to each other.

Number: 0095

Name: Change Slime

Type: Water

Sub-Type: Aqua

Level: 1

Stats: 400/300

Flavor Text: A slime that can morph and adopt the shape and size of any monster it chooses.

Number: 0096

Name: Claw Reacher

Type: Dark
Sub-Type: Fiend
Level: 3
Stats: 1000/800
Flavor Text: Stretching arms and razor-sharp claws make this monster a formidable opponent.

Number: 0097
Name: Clown Zombie
Type: Dark
Sub-Type: Zombie
Level: 2
Stats: 1350/0
Flavor Text: A clown revived by the powers of darkness, its deadly dance has sent many monsters to their grave.

Number: 0098
Name: Cockroach Knight
Type: Earth
Sub-Type: Insect/Effect
Level: 3
Stats: 800/900
Effect: When this card has been sent to the Graveyard, it is returned to the top of the Deck.

Number: 0099
Name: Cocoon of Evolution
Type: Earth
Sub-Type: Insect/Effect
Level: 3
Stats: 0/2000
Effect: You may treat this as an equip magic card on a face-up "Petit Moth" on the field. When equipped the ATK and DEF of "Petit Moth" becomes the same as "Cocoon of Evolution".

Number: 0100
Name: Copycat
Type: Light
Sub-Type: Spellcaster/Effect
Level: 1
Stats: 0/0
Effect: When this card is Summoned (including Special Summon) it adopts the original ATK and DEF of 1 opponent's monster.

Number: 0101
Name: Corroding Shark
Type: Dark
Sub-Type: Zombie
Level: 3
Stats: 1100/700
Flavor Text: A zombie shark that can deliver its lethal curse with a spell.

Number: 0102
Name: Cosmo Queen
Type: Dark
Sub-Type: Spellcaster
Level: 8
Stats: 2900/2450
Flavor Text: Queen of the galaxies and mistress of the stars.

Number: 0103
Name: Crass Clown
Type: Dark
Sub-Type: Fiend/Effect
Level: 4
Stats: 1350/1400
Effect: 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.

Number: 0104
Name: Crawling Dragon
Type: Earth
Sub-Type: Dragon
Level: 5
Stats: 1600/1400
Flavor Text: This weakened dragon can no longer fly, but is still a deadly force to be reckoned with.

Number: 0105
Name: Crawling Dragon #2
Type: Earth
Sub-Type: Dinosaur
Level: 4
Stats: 1600/1200
Flavor Text: A powerful dragon with teeth that can grind almost anything to dust.

Number: 0106
Name: Crazy Fish
Type: Water
Sub-Type: Fish
Level: 4
Stats: 1600/1200
Flavor Text: A flying fish that attacks with its pointed head.

Number: 0107
Name: Crimson Sentry
Type: Fire
Sub-Type: Warrior/Effect
Level: 4
Stats: 1500/1200
Effect: If this card is face-up, offer it as a Tribute to return 1 of your monsters destroyed in battle this turn to the bottom of your deck.

Number: 0108
Name: Crow Goblin
Type: Wind
Sub-Type: Winged Beast
Level: 5
Stats: 1850/1600
Flavor Text: A clever long-nosed goblin, he is a force to be reckoned with.

Number: 0109
Name: Cure Mermaid
Type: Water
Sub-Type: Fish/Effect
Level: 4
Stats: 1500/800
Effect: As long as this card remains face-up on the field, you can recover 800

Life Points at each of your Standby Phases.

Number: 0110

Name: Curse of Dragon

Type: Dark

Sub-Type: Dragon

Level: 5

Stats: 2000/1500

Flavor Text: A wicked dragon that taps into dark forces to execute a powerful attack.

Number: 0111

Name: Curtain of the Dark Ones

Type: Dark

Sub-Type: Spellcaster

Level: 2

Stats: 600/500

Flavor Text: A curtain that a spellcaster made, it is said to raise a dark power.

Number: 0112

Name: Cyber Commando

Type: Dark

Sub-Type: Machine

Level: 2

Stats: 750/700

Flavor Text: A strike force equipped with rocket launchers and bazookas.

Number: 0113

Name: Cyber Falcon

Type: Wind

Sub-Type: Machine

Level: 4

Stats: 1400/1200

Flavor Text: A jet-powered hawk that travels at the speed of sound.

Number: 0114

Name: Cyber Harpie

Type: Wind

Sub-Type: Winged Beast/Effect

Level: 4

Stats: 1800/1300

Effect: This card is treated as "Harpie Lady".

Number: 0115

Name: Cyber Jar

Type: Dark

Sub-Type: Rock/Effect

Level: 3

Stats: 900/900

Effect: Flip: Destroy all monsters on the field (including this monster). Both players then pick up (not Draw) 5 cards from the top of their respective Decks and show the cards to each other. Immediately Special Summon any Monster Cards of Level 4 or lower among them on the field in face-up Attack Position. The rest of the cards picked up are placed in the player's hands.

Number: 0116

Name: Cyber Soldier

Type: Dark

Sub-Type: Machine

Level: 5

Stats: 1500/1700

Flavor Text: Guardian of the Machine Master, it crushes opposition by rolling over them.

Number: 0117

Name: Cyber Soldier of Darkworld

Type: Dark

Sub-Type: Machine

Level: 4

Stats: 1400/1200

Flavor Text: A mechanical soldier that won't stop attacking until all life readings have been extinguished from its sensors.

Number: 0118

Name: Cyber-Stein

Type: Dark

Sub-Type: Machine/Effect

Level: 2

Stats: 700/500

Effect: At the cost of 5000 of your own Life Points, you can Special Summon 1 Fusion Monster from your Fusion Monster from your Fusion Deck in face-up Attack Position

Number: 0119

Name: Cyber-Tech Alligator

Type: Wind

Sub-Type: Machine

Level: 5

Stats: 2500/1600

Flavor Text: A winged dragon brought back to life by means of modern technology.

Number: 0120

Name: D. Human

Type: Earth

Sub-Type: Warrior

Level: 4

Stats: 1300/1100

Flavor Text: Gifted with the power of dragons, this warrior wields a sword created from a dragon's fang.

Number: 0121

Name: Dancing Elf

Type: Wind

Sub-Type: Fairy

Level: 1

Stats: 300/200

Flavor Text: An elf that dances across the sky with wings of razor-sharp blades.

Number: 0122

Name: Dancing Fairy

Type: Wind

Sub-Type: Fairy/Effect

Level: 4

Stats: 1700/1000

Effect: As long as this card remains on the field in face-up Defense Position, you gain 1000 Life Points at each of your Standby Phases.

Number: 0123
Name: Dark Artist
Type: Dark
Sub-Type: Fiend/Effect
Level: 3
Stats: 600/1400
Effect: The DEF of this monster is decreased by half when attacked by LIGHT monsters.

Number: 0124
Name: Dark Assailant
Type: Dark
Sub-Type: Zombie
Level: 4
Stats: 1200/1200
Flavor Text: Armed with the Psycho Sword, this sinister assassin rules the bad land.

Number: 0125
Name: Dark Bat
Type: Wind
Sub-Type: Winged Beast
Level: 3
Stats: 1000/1000
Flavor Text: Bats from the netherworld that use their hyper senses to detect their enemies.

Number: 0126
Name: Dark Chimera
Type: Dark
Sub-Type: Fiend
Level: 5
Stats: 1610/1460
Flavor Text: A fire-breathing monster that dwells in the netherworld.

Number: 0127
Name: Dark Elf
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 4
Stats: 2000/800
Effect: This card requires a cost of 1000 of your own Life Points to attack.

Number: 0128
Name: Dark Gray
Type: Earth
Sub-Type: Beast
Level: 3
Stats: 800/900
Flavor Text: Entirely gray, this beast has rarely been seen by mortal eyes.

Number: 0129
Name: Dark King of the Abyss
Type: Dark
Sub-Type: Fiend
Level: 3
Stats: 1200/800
Flavor Text: It's said that his King of the Netherworld once had the power to rule over the dark.

Number: 0130
Name: Dark Magician
Type: Dark
Sub-Type: Spellcaster
Level: 7
Stats: 2500/2100
Flavor Text: The ultimate wizard in terms of attack and defense.

Number: 0131
Name: Dark Magician Girl
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 6
Stats: 2000/1700
Effect: This card's ATK increases by 300 points for every "Dark Magician" or "Magician of Black Chaos" in either player's Graveyard.

Number: 0132
Name: Dark Necrofear
Type: Dark
Sub-Type: Fiend/Effect
Level: 8
Stats: 2200/2800
Effect: Special Summon this card by removing 3 Fiend-Type monsters from your Graveyard. When this card is destroyed by an opponent, it is treated as an Equip card. Equip 1 of your opponent's monsters with this card. You control the monster as long as its equipped with this card.

Number: 0133
Name: Dark Plant
Type: Dark
Sub-Type: Plant
Level: 1
Stats: 300/400
Flavor Text: This mutant flower draws its power from pollutants and the dark forces.

Number: 0134
Name: Dark Prisoner
Type: Dark
Sub-Type: Fiend
Level: 3
Stats: 600/1000
Flavor Text: This monster bends light to hide its image from the eyes of opponents.

Number: 0135
Name: Dark Rabbit
Type: Dark
Sub-Type: Beast
Level: 4
Stats: 1100/1500
Flavor Text: A cartoon rabbit that quickly leaps all over the place, making it a difficult target.

Number: 0136
Name: Dark Sage
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 9

Stats: 2800/3200

Effect: When you activate the effect of "Time Wizard" and call it right, you can summon this card from either your hand or your Deck by offering 1 "Dark Magician" as a Tribute. Then move 1 Magic Card from your Deck to your hand and shuffle your Deck.

Number: 0137

Name: Dark Shade

Type: Wind

Sub-Type: Fiend

Level: 3

Stats: 1000/1000

Flavor Text: A crystal monster that unleashes a brilliant light to blind enemies.

Number: 0138

Name: Dark Titan of Terror

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 1300/1100

Flavor Text: A fiend said to dwell in the world of dreams, it attacks enemies in their sleep.

Number: 0139

Name: Dark Witch

Type: Light

Sub-Type: Fairy

Level: 5

Stats: 1800/1700

Flavor Text: A popular creature in mythology that delivers fatal attacks with a sharp spear.

Number: 0140

Name: Dark Zebra

Type: Earth

Sub-Type: Beast/Effect

Level: 4

Stats: 1800/400

Effect: If this is the only card in your control during your Standby Phase, it is automatically placed in Defense Position. You cannot change the position of this card during the same turn.

Number: 0141

Name: Dark-Eyes Illusionist

Type: Dark

Sub-Type: Spellcaster/Effect

Level: 2

Stats: 0/1400

Effect: Flip: As long as this card remains on the field, 1 designated monster cannot attack.

Number: 0142

Name: Darkfire Soldier #1

Type: Fire

Sub-Type: Pyro

Level: 4

Stats: 1700/1150

Flavor Text: An explosive expert from a special elite force.

Number: 0143
Name: Darkfire Soldier #2
Type: Fire
Sub-Type: Pyro
Level: 4
Stats: 1700/1100
Flavor Text: A warrior who gained immeasurable power from the heart of a volcano.

Number: 0144
Name: Darkworld Thorns
Type: Earth
Sub-Type: Plant
Level: 3
Stats: 1200/900
Flavor Text: A thorny plant found in the darklands that wraps itself around any unwary traveler.

Number: 0145
Name: Deepsea Warrior
Type: Water
Sub-Type: Warrior/Effect
Level: 5
Stats: 1600/1800
Effect: When "Umi" is face-up on the field, this card is unaffected by any Magic Cards.

Number: 0146
Name: Destroyer Golem
Type: Earth
Sub-Type: Rock
Level: 4
Stats: 1500/1000
Flavor Text: A golem with a massive right hand for crushing its victims.

Number: 0147
Name: Dharma Cannon
Type: Dark
Sub-Type: Machine
Level: 2
Stats: 900/500
Flavor Text: A monstrous creature whose body is lined with cannons that never miss their targets.

Number: 0148
Name: Dice Armadillo
Type: Earth
Sub-Type: Machine
Level: 5
Stats: 1650/1800
Flavor Text: An armadillo monster that rolls up to form a dice-like shape.

Number: 0149
Name: Dig Beak
Type: Earth
Sub-Type: Beast
Level: 2
Stats: 500/800
Flavor Text: This creature rolls up its long, snake-like body and uses its beak to attack.

Number: 0150
Name: Dimensional Warrior
Type: Earth
Sub-Type: Warrior/Effect
Level: 4
Stats: 1200/1000
Effect: When this card Attacks or is attacked, both this card and the opposing monster are removed from play and cannot return during the current Duel.

Number: 0151
Name: Disk Magician
Type: Dark
Sub-Type: Machine
Level: 4
Stats: 1350/1000
Flavor Text: This monster hides in a saucer and only appears when executing an attack.

Number: 0152
Name: Dissolverock
Type: Earth
Sub-Type: Rock
Level: 3
Stats: 900/1000
Flavor Text: A monster born in the lava pits, it generates intense heat that can melt away its enemies.

Number: 0153
Name: Djinn the Watcher of the Wind
Type: Wind
Sub-Type: Spellcaster
Level: 3
Stats: 700/900
Flavor Text: This creature generates gale-force winds and tornadoes to blow its enemies away.

Number: 0154
Name: Dokuroizo the Grim Reaper
Type: Dark
Sub-Type: Zombie
Level: 3
Stats: 900/1200
Flavor Text: A messenger of doom that steals a soul with a single blow.

Number: 0155
Name: Dokuroyaiba
Type: Fire
Sub-Type: Fiend
Level: 3
Stats: 1000/400
Flavor Text: A boomerang with brains that will pursue a target to the ends of the earth.

Number: 0156
Name: Doma the Angel of Silence
Type: Dark
Sub-Type: Fairy
Level: 5
Stats: 1600/1400

Flavor Text: This fairy rules over the end of existence.

Number: 0157

Name: Doron

Type: Earth

Sub-Type: Warrior

Level: 2

Stats: 900/500

Flavor Text: This monster splits in two and attacks from opposite sides.

Number: 0158

Name: Dorover

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 900/800

Flavor Text: This ugly monster emits a highly poisonous gas.

Number: 0159

Name: Dragon Piper

Type: Fire

Sub-Type: Pyro/Effect

Level: 3

Stats: 200/1800

Effect: Flip: Destroys "Dragon Capture Jar", and turns all face-up Dragon-Type monsters to Attack Position.

Number: 0160

Name: Dragon Seeker

Type: Dark

Sub-Type: Fiend/Effect

Level: 6

Stats: 2000/2100

Effect: When this card is summoned to the field (excluding Special Summon), one Dragon-Type monster can be automatically destroyed.

Number: 0161

Name: Dragon Statue

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 1100/900

Flavor Text: A stone warrior with the heart of a dragon.

Number: 0162

Name: Dragon Zombie

Type: Dark

Sub-Type: Zombie

Level: 3

Stats: 1600/0

Flavor Text: A dragon revived by sorcery, its breath is highly corrosive.

Number: 0163

Name: Dream Clown

Type: Earth

Sub-Type: Warrior/Effect

Level: 3

Stats: 1200/900

Effect: When this card is changed from Attack Position to Defense Position, select and destroy 1 monster on your opponent's side of the field.

Number: 0164
Name: Drill Bug
Type: Earth
Sub-Type: Insect/Effect
Level: 2
Stats: 1100/200
Effect: When this card inflicts damage to your opponent's Life Points, you may take 1 "Parasite Paracide" card from the Deck, and place "Parasite Paracide" face-down on top of the Deck.

Number: 0165
Name: Droll Bird
Type: Wind
Sub-Type: Winged Beast
Level: 2
Stats: 600/500
Flavor Text: A monster that shocks its enemies with its massive beak and ear-piercing wails.

Number: 0166
Name: Drooling Lizard
Type: Earth
Sub-Type: Reptile
Level: 3
Stats: 900/800
Flavor Text: A blood-sucking snake in human form that attacks any living being that passes nearby.

Number: 0167
Name: Dryad
Type: Earth
Sub-Type: Spellcaster
Level: 4
Stats: 1200/1400
Flavor Text: A spirit of the forest powered by the surrounding trees and wildlife.

Number: 0168
Name: Dunames Dark Witch
Type: Light
Sub-Type: Fairy
Level: 4
Stats: 1800/1050
Flavor Text: Even when the odds are against this brave fairy, this monster will engage in battle and never run away.

Number: 0169
Name: Dungeon Worm
Type: Earth
Sub-Type: Insect
Level: 5
Stats: 1800/1500
Flavor Text: Hidden under the floors of a labyrinth, it swallows any who pass above.

Number: 0170
Name: Earthbound Spirit
Type: Earth
Sub-Type: Fiend

Level: 4

Stats: 500/2000

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

Number: 0171

Name: Eldeen

Type: Light

Sub-Type: Spellcaster

Level: 3

Stats: 950/1000

Flavor Text: The cane of this monster is the source of many powerful spells.

Number: 0172

Name: Electric Lizard

Type: Earth

Sub-Type: Thunder/Effect

Level: 3

Stats: 850/800

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

Number: 0173

Name: Electric Snake

Type: Light

Sub-Type: Thunder

Level: Effect

Stats: 800/900

Effect: When this card is sent directly from your hand to the Graveyard by your opponent's card effect, you can draw 2 cards from your Deck.

Number: 0174

Name: Embryonic Beast

Type: Dark

Sub-Type: Fiend

Level: 2

Stats: 500/750

Flavor Text: An imperfect monster with a belly vortex that sucks in opponents of any size.

Number: 0175

Name: Emperor of the Land and Sea

Type: Water

Sub-Type: Reptile

Level: 5

Stats: 1800/1500

Flavor Text: A reptilian monster that sprays fire in every direction.

Number: 0176

Name: Empress Mantis

Type: Wind

Sub-Type: Insect

Level: 6

Stats: 2200/1400

Flavor Text: Queen of an army of giant mantises whose command moves legions.

Number: 0177

Name: Enchanting Mermaid

Type: Water

Sub-Type: Fish

Level: 3
Stats: 1200/900
Flavor Text: A beautiful mermaid that lures voyagers to a watery grave.

Number: 0178
Name: Exodia the Forbidden One
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 3
Stats: 1000/1000
Effect: An automatic victory can be declared by the player whose hand contains this card together with the Left Leg/Right Leg/Left Arm/Right Arm of the Forbidden One.

Number: 0179
Name: Eyearmor
Type: Earth
Sub-Type: Warrior
Level: 2
Stats: 600/500
Flavor Text: This warrior transforms into various creatures to confuse enemies in battle.

Number: 0180
Name: Fairy Dragon
Type: Earth
Sub-Type: Dragon
Level: 4
Stats: 1100/1200
Flavor Text: A beautiful and powerful dragon fairy.

Number: 0181
Name: Fairy Guardian
Type: Wind
Sub-Type: Fairy/Effect
Level: 3
Stats: 1000/1000
Effect: If this card is face-up, offer it as a Tribute to move 1 Magic Card destroyed by your opponent in this turn to the bottom of your deck.

Number: 0182
Name: Fairy of the Fountain
Type: Water
Sub-Type: Aqua
Level: 4
Stats: 1600/1100
Flavor Text: This fairy protects a fountain from any who seek to muddy its waters.

Number: 0183
Name: Fairy's Gift
Type: Light
Sub-Type: Spellcaster
Level: 4
Stats: 1400/1000
Flavor Text: This flying monster is known for delivering happiness to all.

Number: 0184
Name: Fairywitch
Type: Dark

Sub-Type: Spellcaster

Level: 3

Stats: 800/1000

Flavor Text: Though destined to be a fairy, this creature chose the way of the witch instead.

Number: 0185

Name: Faith Bird

Type: Wind

Sub-Type: Winged Beast

Level: 4

Stats: 1500/1100

Flavor Text: This long-tailed bird blinds its enemies with mystical light.

Number: 0186

Name: Feral Imp

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 1300/1400

Flavor Text: A playful little fiend that lurks in the dark, waiting to attack an unwary enemy.

Number: 0187

Name: Fiend Kraken

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1200/1400

Flavor Text: A giant squid that drags its enemies to a watery grave.

Number: 0188

Name: Fiend Reflection #1

Type: Wind

Sub-Type: Winged Beast

Level: 4

Stats: 1300/1400

Flavor Text: This monster can draw its enemies into mirror world that renders them helpless.

Number: 0189

Name: Fiend Reflection #2

Type: Light

Sub-Type: Winged Beast

Level: 4

Stats: 1100/1400

Flavor Text: A bird-beast that summons reinforcements with a hand mirror.

Number: 0190

Name: Fiend's Hand

Type: Dark

Sub-Type: Zombie

Level: 2

Stats: 600/600

Flavor Text: Arms that reach out from the Swamp of Chaos to drag down the unwary.

Number: 0191

Name: Fiend Sword

Type: Dark

Sub-Type: Warrior

Level: 4

Stats: 1400/800

Flavor Text: Whoever resists the curse of this blade will gain untold power.

Number: 0192

Name: Fire Eye

Type: Fire

Sub-Type: Pyro

Level: 2

Stats: 800/600

Flavor Text: An eye engulfed in flames that flaps its wings to create hot blasts of air.

Number: 0193

Name: Firegrass

Type: Earth

Sub-Type: Plant

Level: 2

Stats: 700/600

Flavor Text: A fire-breathing plant found growing near volcanoes.

Number: 0194

Name: Fire Kraken

Type: Fire

Sub-Type: Aqua

Level: 4

Stats: 1600/1500

Flavor Text: A squid that thrives on fire and heat.

Number: 0195

Name: Fire Princess

Type: Fire

Sub-Type: Pyro/Effect

Level: 4

Stats: 1300/1500

Flavor Text: You can inflict 500 points of Direct Damage to your opponent's Life Points each time you recover your own Life Points.

Number: 0196

Name: Fire Reaper

Type: Dark

Sub-Type: Zombie

Level: 2

Stats: 700/500

Flavor Text: A reaper with a flaming arrow that burns an enemy to a crisp.

Number: 0197

Name: Fire Sorcerer

Type: Fire

Sub-Type: Spellcaster/Effect

Level: 4

Stats: 1000/1500

Effect: Flip: Randomly select 2 cards from your hand and remove them from play. Decrease your opponent's Life Points by 800 points.

Number: 0198

Name: Firewing Pegasus

Type: Fire

Sub-Type: Beast

Level: 6
Stats: 2250/1800
Flavor Text: A heavenly stallion soaring through the skies on crimson wings.

Number: 0199
Name: Fireyarou
Type: Fire
Sub-Type: Pyro
Level: 4
Stats: 1300/1000
Flavor Text: A malevolent creature wrapped in flames that attacks enemies with intense fire.

Number: 0200
Name: Flame Cerberus
Type: Fire
Sub-Type: Pyro
Level: 6
Stats: 2100/1800
Flavor Text: Known to many as the "Burning Executioner", this monster is capable of burning enemies to cinders.

Number: 0201
Name: Flame Champion
Type: Fire
Sub-Type: Pyro
Level: 5
Stats: 1900/1300
Flavor Text: A warrior protected by a flaming shield that nullifies any attack.

Number: 0202
Name: Flame Dancer
Type: Fire
Sub-Type: Pyro
Level: 2
Stats: 550/450
Flavor Text: This monster moves while swinging its burning rope.

Number: 0203
Name: Flame Manipulator
Type: Fire
Sub-Type: Spellcaster
Level: 3
Stats: 900/1000
Flavor Text: This Spellcaster attacks enemies with fire-related spells such as "Sea of Flames" and "Wall of Fire".

Number: 0204
Name: Flame Viper
Type: Earth
Sub-Type: Pyro
Level: 2
Stats: 400/450
Flavor Text: A fire-breathing snake whose speed makes it a difficult target.

Number: 0205
Name: Flash Assailant
Type: Dark
Sub-Type: Fiend/Effect
Level: 4

Stats: 2000/2000

Effect: Decrease the ATK and DEF of this card by 400 points for every card in your hand.

Number: 0206

Name: Flying Fish

Type: Wind

Sub-Type: Fish

Level: 4

Stats: 800/500

Flavor Text: Three wishes are granted to those fortunate enough to see this monster in flight.

Number: 0207

Name: Flying Kamakiri #1

Type: Wind

Sub-Type: Insect/Effect

Level: 4

Stats: 1400/900

Effect: When this card is sent to the Graveyard as a result of battle, you may select 1 WIND monster with an ATK of 1500 or less from your Deck and Special Summon it to the field in face-up Attack Position (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

Number: 0208

Name: Flying Kamakiri #2

Type: Wind

Sub-Type: Insect

Level: 4

Stats: 1500/800

Flavor Text: A flying mantis that feeds primarily on insects.

Number: 0209

Name: Flying Penguin

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1200/1000

Flavor Text: A very rare penguin that takes to the air with ears shaped like wings.

Number: 0210

Name: Frenzied Panda

Type: Earth

Sub-Type: Beast

Level: 4

Stats: 1200/1000

Flavor Text: A savage beast that carries a big bamboo stick for beating down its enemies.

Number: 0211

Name: Frog the Jam

Type: Water

Sub-Type: Aqua

Level: 2

Stats: 700/500

Flavor Text: A slime with the head of a frog, it attacks by croaking horribly.

Number: 0212

Name: Fungi of the Musk

Type: Dark
Sub-Type: Fiend
Level: 1
Stats: 400/300
Flavor Text: Melts away anything that dares to stand before it.

Number: 0213
Name: Gadget Soldier
Type: Fire
Sub-Type: Machine
Level: 6
Stats: 1800/2000
Flavor Text: A rust-free machine warrior born to battle.

Number: 0214
Name: Gaia the Fierce Knight
Type: Earth
Sub-Type: Warrior
Level: 7
Stats: 2300/2100
Flavor Text: A knight whose horse travels faster than the wind. His battle-charge is a force to be reckoned with.

Number: 0215
Name: Gale Dogra
Type: Earth
Sub-Type: Insect/Effect
Level: 2
Stats: 650/600
Effect: At the cost of 3000 Life Points, you can discard 1 monster from your Fusion Deck to the Graveyard.

Number: 0216
Name: Gamma The Magner Warrior
Type: Earth
Sub-Type: Rock
Level: 4
Stats: 1500/1800
Flavor Text: Alpha, Beta, and Gamma meld as one to form a powerful monster.

Number: 0217
Name: Ganigumo
Type: Earth
Sub-Type: Insect
Level: 2
Stats: 600/800
Flavor Text: A crab that binds its enemies with a sticky web and attacks them with its sharp claws.

Number: 0218
Name: Garnecia Elefantis
Type: Earth
Sub-Type: Beast-Warrior
Level: 7
Stats: 2400/2000
Flavor Text: A monster so heavy that each step rocks the earth.

Number: 0219
Name: Garoozis
Type: Fire

Sub-Type: Beast-Warrior

Level: 5

Stats: 1800/1500

Flavor Text: An axe-wielding beast-warrior with the head of a dragon.

Number: 0220

Name: Garuda the Wind Spirit

Type: Wind

Sub-Type: Winged Beast/Effect

Level: 4

Stats: 1600/1200

Flavor Text: Special Summon this card by removing 1 WIND monster from your Graveyard. You may change the Attack or Defense Position of 1 of your opponent's face-up Monster Cards at the end of your opponent's turn.

Number: 0221

Name: Garvas

Type: Earth

Sub-Type: Beast

Level: 6

Stats: 2000/1700

Flavor Text: A wicked beast that resembles a winged lion.

Number: 0222

Name: Gate Deeg

Type: Dark

Sub-Type: Beast

Level: 3

Stats: 700/800

Flavor Text: This monster has a portal in its belly that brings reinforcements from the farthest reaches of the netherworld.

Number: 0223

Name: Gate Guardian

Type: Dark

Sub-Type: Warrior/Effect

Level: 10

Stats: 3750/3400

Effect: This card can only be Special Summoned by offering "Sanga of the Thunder", "Kazejin", and "Suijin" on your side of the field as a Tribute.

Number: 0224

Name: Gatekeeper

Type: Fiend

Sub-Type: Machine

Level: 5

Stats: 1500/1800

Flavor Text: An indestructible machine created for the sole purpose of protecting entrances.

Number: 0225

Name: Gazelle the King of Mythical Beasts

Type: Earth

Sub-Type: Beast

Level: 4

Stats: 1500/1200

Flavor Text: This monster moves so fast that it looks like an illusion to mortal eyes.

Number: 0226

Name: Gearfried the Iron Knight

Type: Earth

Sub-Type: Warrior/Effect

Level: 4

Stats: 1800/1600

Effect: Any Equip Card this card is equipped with is automatically destroyed.

Number: 0227

Name: Gemini Elf

Type: Earth

Sub-Type: Spellcaster

Level: 4

Stats: 1900/900

Flavor Text: Elf twins that alternate their attacks.

Number: 0228

Name: Genin

Type: Light

Sub-Type: Spellcaster

Level: 3

Stats: 600/900

Flavor Text: A creature that defeats its enemies using sleight-of-hand.

Number: 0229

Name: Ghoul with an Appetite

Type: Dark

Sub-Type: Zombie

Level: 4

Stats: 1600/1200

Flavor Text: A monster with a very big appetite that has never been satisfied.

Number: 0230

Name: Giant Flea

Type: Earth

Sub-Type: Insect

Level: 4

Stats: 1500/1200

Flavor Text: A massive flea that feeds on the blood of its enemies.

Number: 0231

Name: Giant Germ

Type: Dark

Sub-Type: Fiend/Effect

Level: 2

Stats: 1000/100

Effect: When this card is sent to the Graveyard as a result of battle, inflict 500 points of Direct Damage to your opponent's Life Points. You can also take cards of the same name from the Deck and Special Summon them to the field in face-up Attack Position. The Deck is then shuffled.

Number: 0232

Name: Giant Mech-Soldier

Type: Earth

Sub-Type: Machine

Level: 6

Stats: 1750/1900

Flavor Text: This monster swings an earth-shaking axe that cannot be blocked by a common sword.

Number: 0233

Name: Giant Rat

Type: Earth

Sub-Type: Beast/Effect

Level: 4

Stats: 1400/1450

Effect: When this card is sent to the Graveyard as a result of battle, you may select 1 EARTH monster with an ATK of 1500 or less from your Deck and Special Summon it to the field in face-up Attack Position (no Tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

Number: 0234

Name: Giant Red Seasnake

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1800/800

Flavor Text: A sea-dwelling snake that attacks passing enemies with its sharp teeth.

Number: 0235

Name: Giant Scorpion of the Tundra

Type: Earth

Sub-Type: Insect

Level: 4

Stats: 1100/1000

Flavor Text: An extraordinary blue scorpion found in the tundra, not the desert.

Number: 0236

Name: Giant Soldier of Stone

Type: Earth

Sub-Type: Rock

Level: 3

Stats: 1300/2000

Flavor Text: A giant warrior made of stone. A punch from the creature has earth-shaking results.

Number: 0237

Name: Giant Turtle Who Feeds on Flames

Type: Water

Sub-Type: Aqua

Level: 5

Stats: 1400/1800

Flavor Text: A crimson-shelled tortoise that feeds on flames.

Number: 0238

Name: Giganto

Type: Dark

Sub-Type: Machine

Level: 5

Stats: 1700/1800

Flavor Text: A massive monster that swings a huge steel ball to destroy anything in its path.

Number: 0239

Name: Giga-tech Wolf

Type: Fire

Sub-Type: Machine

Level: 4

Stats: 1200/1400

Flavor Text: An iron wolf with razor-sharp fangs that can penetrats any armor.

Number: 0240

Name: Gilasaurus

Type: Earth

Sub-Type: Dinosaur/Effect

Level: 3

Stats: 1400/400

Effect: You may treat the Normal Summon of this card as a Special Summon. If you select Special Summon, your opponent may select a Monster Card from his/her Graveyard and Special Summon the monster to the field.

Number: 0241

Name: Girochin Kuwagata

Type: Wind

Sub-Type: Insect

Level: 4

Stats: 1700/1000

Flavor Text: Despite its small size, this monster has powerful jaws that can rip metal to shreds.

Number: 0242

Name: Goblin Attack Force

Type: Earth

Sub-Type: Warrior/Effect

Level: 4

Stats: 2300/0

Effect: When this card attacks, it is changed to Defense Position at the end of the Battle Phase. This position cannot be changed during your next turn.

Number: 0243

Name: Goddess of Whim

Type: Light

Sub-Type: Fairy/Effect

Level: 3

Stats: 950/700

Effect: 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 the ATK will be halved during this turn.

Number: 0244

Name: Goddess with the Third Eye

Type: Light

Sub-Type: Fairy/Effect

Level: 4

Stats: 1200/1000

Effect: You can substitute this card for any 1 Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

Number: 0245

Name: Gokibore

Type: Earth

Sub-Type: Insect

Level: 4

Stats: 1200/1400

Flavor Text: A large, spherical roach that attacks its enemies by rolling over them.

Number: 0246

Name: Golgoil

Type: Earth
Sub-Type: Machine
Level: 4
Stats: 900/1600
Flavor Text: An iron giant that appears from a dimensional rift.

Number: 0247
Name: Gorgon Egg
Type: Dark
Sub-Type: Fiend
Level: 3
Stats: 300/1300
Flavor Text: The gorgon egg's massive eyes are said to reflect the fate of its enemies.

Number: 0248
Name: Gradius
Type: Light
Sub-Type: Machine
Level: 4
Stats: 1200/800
Flavor Text: A high-performance jet fighter with power capsules for variable attack capabilities.

Number: 0249
Name: Grand Tiki Elder
Type: Dark
Sub-Type: Fiend
Level: 4
Stats: 1500/800
Flavor Text: A masked monster that wields the most deadly of curses.

Number: 0250
Name: Grappler
Type: Water
Sub-Type: Reptile
Level: 4
Stats: 1300/1200
Flavor Text: A devious snake with a thick body that wraps around an enemy monster and squeezes the life out of it.

Number: 0251
Name: Graveyard and the Hand of Invitation
Type: Dark
Sub-Type: Zombie
Level: 3
Stats: 700/900
Flavor Text: A graveyard that serves as a power source for zombies.

Number: 0252
Name: Great Bill
Type: Earth
Sub-Type: Beast
Level: 4
Stats: 1250/1300
Flavor Text: This beast has a mouth that will swallow anything.

Number: 0253
Name: Great Moth
Type: Earth

Sub-Type: Insect/Effect

Level: 8

Stats: 2600/2500

Effect: This monster can only be Special Summoned by offering "Petit Moth" as a Tribute on the 4th of your turns after "Petit Moth" has been equipped with "Cocoon of Evolution".

Number: 0254

Name: Great White

Type: Water

Sub-Type: Fish

Level: 4

Stats: 1600/800

Flavor Text: A giant white shark with razor-sharp teeth.

Number: 0255

Name: Greenkappa

Type: Dark

Sub-Type: Warrior/Effect

Level: 3

Stats: 650/900

Effect: Flip: Select 2 face-down Magic or Trap Cards on the field and destroy them.

Number: 0256

Name: Green Phantom King

Type: Earth

Sub-Type: Plant

Level: 3

Stats: 500/1600

Flavor Text: This youthful king of the forests lives in a green world, abundant with trees and wildlife.

Number: 0257

Name: Griffore

Type: Earth

Sub-Type: Beast

Level: 4

Stats: 1200/1500

Flavor Text: This monster's tough hide deflects almost any attack.

Number: 0258

Name: Griggle

Type: Earth

Sub-Type: Plant/Effect

Level: 1

Stats: 350/300

Effect: When this card is face-up on the field and control shifts to your opponent, you gain 3000 Life Points. This effect can only be used once as long as this card remains face-up on the field.

Number: 0259

Name: Ground Attacker Bugroth

Type: Earth

Sub-Type: Machine

Level: 4

Stats: 1500/1000

Flavor Text: A surface battle robot that was once used for sea warfare.

Number: 0260

Name: Gruesome Goo

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 1300/700

Flavor Text: A slime boss that is definitely tougher than it looks.

Number: 0261

Name: Guardian of the Labyrinth

Type: Earth

Sub-Type: Warrior

Level: 4

Stats: 1000/1200

Flavor Text: A monster that guards the entrance to the Netherworld.

Number: 0262

Name: Guardian of the Sea

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1300/1000

Flavor Text: A merman warrior that relentlessly attacks those who pollute the seas with their presence.

Number: 0263

Name: Gyakutenno Megami

Type: Light

Sub-Type: Fairy

Level: 6

Stats: 1800/2000

Flavor Text: This fairy uses her mystical power to protect the weak and provide spritual support.

Number:

Name: Hane-Hane

Type: Earth

Sub-Type: Beast/Effect

Level: 2

Stats: 450/500

Effect: Flip: Select 1 Monster Card on the field (regardless of position) and return it to its owner's hand.

Number:

Name: Haniwa

Type: Earth

Sub-Type: Rock

Level: 2

Stats: 500/500

Flavor Text: An earthen figure that protects the tomb of an ancient ruler.

Number:

Name: Hard Armor

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 300/1200

Flavor Text: A living suit of armor that attacks enemies with a bone-jarring tackle.

Number:

Name: Harpie Lady

Type: Wind

Sub-Type: Winged-Beast

Level: 4

Stats: 1300/1400

Flavor Text: This human-shaped animal with wings is beautiful to watch but deadly in battle.

Number:

Name: Harpie Lady Sisters

Type: Wind

Sub-Type: Winged Beast/Effect

Level: 6

Stats: 1950/2100

Effect: This monster can only be Special Summoned with the Magic Card "Elegant Egotist".

Number:

Name: Harpie's Brother

Type: Wind

Sub-Type: Winged Beast

Level: 4

Stats: 1800/600

Flavor Text: With eyes like a hawk and a flying speed exceeding Mach 5, this monster is a master of the sky.

Number:

Name: Harpie's Pet Dragon

Type: Wind

Sub-Type: Dragon/Effect

Level: 7

Stats: 2000/2500

Effect: Increases the ATK and DEF of this card by 300 points for each face-up "Harpie Lady" on the field.

Number:

Name: Happy Lover

Type: Light

Sub-Type: Fairy

Level: 2

Stats: 800/500

Flavor Text: A little fairy that fires beams of happiness from the heart-shaped jewel on its forehead.

Number:

Name: Hayabusa Knight

Type: Earth

Sub-Type: Warrior/Effect

Level: Earth

Stats: 3

Effect: This monster can attack twice during the same Battle Phase.

Number:

Name: Headless Knight

Type: Earth

Sub-Type: Fiend

Level: 4

Stats: 1450/1700

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

Number:
Name: Hercules Beetle
Type: Earth
Sub-Type: Insect
Level: 5
Stats: 1500/2000
Flavor Text: A massive beetle with a tough carapce and a dangerous horn.

Number:
Name: Hero of the East
Type: Earth
Sub-Type: Warrior
Level: 3
Stats: 1100/1000
Flavor Text: A sword-swinging samurai from the Far East.

Number:
Name: Hibikime
Type: Earth
Sub-Type: Warrior
Level: 4
Stats: 1450/1000
Flavor Text: Confuses enemy monsters with a noise that is harsh to the ears.

Number:
Name: High Tide Gyojin
Type: Water
Sub-Type: Aqua
Level: 4
Stats: 1650/1300
Flavor Text: A very agile half-fish warrior known for its relentless attacks.

Number:
Name: Hinotama Soul
Type: Fire
Sub-Type: Pyro
Level: 2
Stats: 600/500
Flavor Text: An intensely hot flame creature that rams anything standing in its way.

Number:
Name: Hiro's Shadow Scout
Type: Dark
Sub-Type: Fiend/Effect
Level: 2
Stats: 650/500
Effect: Flip: Your opponent draws 3 cards. Both players check the cards and any Magic Cards among them must be immediately discarded to the Graveyard.

Number:
Name: Hitodenchak
Type: Water
Sub-Type: Aqua
Level: 2
Stats: 600/700
Flavor Text: A rabid starfish that spits a lethal acid that can melt almost anything.

Number:

Name: Hitotsu-Me Giant

Type: Earth

Sub-Type: Beast-Warrior

Level: 4

Stats: 1200/1000

Flavor Text: A one-eyed behemoth with thick, powerful arms made for delivering punishing blows.

Number:

Name: Holograh

Type: Earth

Sub-Type: Machine

Level: 3

Stats: 1100/700

Flavor Text: This machine generates illusions that leave an enemy wide open to attacks.

Number:

Name: Horn Imp

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 1300/1000

Flavor Text: A small fiend that dwells in the dark, its single horn makes it a formidable opponent.

Number:

Name: Hoshiningen

Type: Light

Sub-Type: Fairy/Effect

Level: 2

Stats: 500/700

Effect: 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.

Number:

Name: Hourglass of Courage

Type: Light

Sub-Type: Fairy/Effect

Level: 4

Stats: 1100/1200

Effect: For 3 turns (including your opponent's) following the Summon of this card (including Flip Summon), the ATK and DEF of this monster is halved. After that, both ATK and DEF are doubled for the remainder of the duel.

Number:

Name: Hourglass of Life

Type: Light

Sub-Type: Fairy

Level: 2

Stats: 700/600

Flavor Text: This creature grants power instead of shortening life.

Number:

Name: Humanoid Slime

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 800/2000

Flavor Text: This slime apparently has some human genes in its genetic makeup.

Number:

Name: Hunter Spider

Type: Earth

Sub-Type: Insect

Level: 5

Stats: 1600/1400

Flavor Text: This monster feeds on whatever it catches in its web.

Number:

Name: Hurricail

Type: Wind

Sub-Type: Spellcaster

Level: 2

Stats: 900/200

Flavor Text: A tornado that ravages the wastelands with sharp winds that can cut to the bone.

Number:

Name: Hyo

Type: Water

Sub-Type: Warrior

Level: 3

Stats: 800/1200

Flavor Text: None can survive the cold touch of this sub-zero warrior.

Number:

Name: Hyosube

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1500/900

Flavor Text: This amphibian is strong on the attack, but leaves much to desired when attacking.

Number:

Name: Hyozanryu

Type: Light

Sub-Type: Dragon

Level: 7

Stats: 2100/2800

Flavor Text: A dragon created from a massive diamond that sparkles with blinding light.

Number:

Name: Hysteric Fairy

Type: Light

Sub-Type: Fairy/Effect

Level: 4

Stats: 1800/500

Effect: Offer 2 monsters from your side of the field as a Tribute to recover 1000 Life Points.

Number:

Name: Ice Water

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 1150/900

Flavor Text: A very aggressive mermaid that attacks enemies with the spikes growing from its body.

Number:

Name: Illusionist Faceless Mage

Type: Dark

Sub-Type: Spellcaster

Level: 5

Stats: 1200/2200

Effect: Manipulates enemy attacks with the power of illusion.

Number:

Name: Ill Witch

Type: Light

Sub-Type: Spellcaster

Level: 5

Stats: 1600/1500

Flavor Text: This monster blasts enemies with unexpected bursts of wind.

Number:

Name: Insect Soldiers of the Sky

Type: Wind

Sub-Type: Insect/Effect

Level: 3

Stats: 1000/800

Effect: The ATK of this card increases by 1000 points whenever it attacks a Wind monster.

Number:

Name: Insect Queen

Type: Earth

Sub-Type: Insect/Effect

Level: 7

Stats: 2200/2400

Effect: This card cannot attack unless you offer 1 of your monsters on the field as a tribute. The ATK of this card increases by 200 points for each Insect-Type monster on the field. When this card destroys an enemy monster, you can place an "Insect Monster Token" (face-up Attack Position/Insect-Type/Earth/1 Star/ATK 100/DEF 100) on the field at the end of your turn

Number:

Name: Invader from Another Dimension

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 950/1400

Flavor Text: An extraterrestrial monster that came from a distant galaxy.

Number:

Name: Invader of the Throne

Type: Earth

Sub-Type: Warrior/Effect

Level: 4

Stats: 1350/1700

Effect: Flip: Select 1 opponent's monster and switch control of it with this card. This effect cannot be activated during the Battle Phase.

Number:

Name: Invitation to a Dark Sleep

Type: Dark

Sub-Type: Spellcaster/Effect

Level: 5

Stats: 1500/1800

Effect: 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.

Number:

Name: Island Turtle

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1100/2000

Flavor Text: A huge turtle that is often mistaken for an island.

Number:

Name: Jellyfish

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1200/1500

Flavor Text: An almost invisible, semi-transparent jellyfish that drifts in the sea.

Number:

Name: Jigen Bakudan

Type: Fire

Sub-Type: Pyro/Effect

Level: 2

Stats: 200/1000

Effect: Flip: After this card is flipped, offer it as a Tribute during your Standby Phase to destroy all monsters on your side of the field and inflict Direct Damage equal to half to the total ATK of the destroyed cards (excluding this monster) to your opponent's Life Points.

Number:

Name: Jinzo

Type: Dark

Sub-Type: Machine/Effect

Level: 6

Stats: 2400/1500

Effect: As long as this card remains face-up on the field, all Trap Cards cannot be activated. The effects of all face-up Trap Cards are also negated.

Number:

Name: Jinzo #7

Type: Dark

Sub-Type: Machine/Effect

Level: 2

Stats: 500/400

Effect: This monster may attack your opponent's Life Points directly.

Number:

Name: Jirai Gumo

Type: Earth

Sub-Type: Insect/Effect

Level: 4

Stats: 2200/100

Effect: When you attack with this card, toss a coin and call it. If you call it right, attack normally. If you call it wrong, reduce your Life Points by half before attacking.

Number:

Name: Job-Change Mirror

Type: Dark

Sub-Type: Fiend

Level: 3

Stats: 800/1300

Flavor Text: A wicked mirror that blocks off the damaging effects of an attack.

Number:

Name: Jowgen the Spiritualist

Type: Light

Sub-Type: Spellcaster/Effect

Level: 3

Stats: 200/1300

Effect: If you randomly discard 1 card from your hand to the Graveyard, you can destroy all Special Summoned monsters on the field. No monsters can be Special Summoned as long as this card remains on the field.

Number:

Name: Judge Man

Type: Earth

Sub-Type: Warrior

Level: 6

Stats: 2200/1500

Flavor Text: This club-wielding warrior battles to the end and will never surrender.

Number:

Name: Kagemusha of the Blue Flame

Type: Earth

Sub-Type: Warrior

Level: 2

Stats: 800/400

Flavor Text: Serving as a double for the Ruler of the Blue Flame, he's a master swordsman that weilds a fine blade.

Number:

Name: Kageningen

Type: Dark

Sub-Type: Warrior

Level: 2

Stats: 800/600

Flavor Text: Uses both physical and shadow forms to attack, making it a difficult monster to overcome.

Number:

Name: Kairyu-Shin

Type: Water

Sub-Type: Sea Serpent

Level: 5

Stats: 1800/1500

Flavor Text: A sea dragon known as the King of the Ocean, it attacks its enemies with huge tidal waves.

Number:

Name: Kamikiriman

Type: Earth
Sub-Type: Insect
Level: 4
Stats: 1150/1400
Flavor Text: A man-shaped mantis with two razor-sharp scythes.

Number:
Name: Kaminarikozou
Type: Wind
Sub-Type: Thunder
Level: 2
Stats: 700/600
Flavor Text: This monster stores electricity within its body, unleashing it with lethal effect.

Number:
Name: Kanan the Swordmistress
Type: Warrior
Sub-Type: Earth
Level: 4
Stats: 1400/1400
Flavor Text: UNKNOWN

Number:
Name: Kanikabuto
Type: Water
Sub-Type: Aqua
Level: 3
Stats: 650/900
Flavor Text: A monster crab with huge claws for clipping enemies to little pieces.

Number:
Name: Key Mace
Type: Light
Sub-Type: Fairy
Level: 1
Stats: 400/300
Flavor Text: A small fairy whose cute appearance melts the heart of its enemies.

Number:
Name: Koumori Dragon
Type: Dark
Sub-Type: Dragon
Level: 4
Stats: 1500/1200
Flavor Text: A vicious, fire-breathing dragon whose wicked flame corrupts the souls of its victims.

Number:
Name: Kurama
Type: Wind
Sub-Type: Winged Beast
Level: 3
Stats: 800/800
Flavor Text: A vicious bird that attacks from the skies with its whip-like tail.

Number:

Name: LaMoon
Type: Light
Sub-Type: Spellcaster
Level: 5
Stats: 1200/1700
Flavor Text: A sorcerer that draws its powers from the lunar landscape.

Number:
Name: Left Arm of the Forbidden One
Type: Dark
Sub-Type: Spellcaster
Level: 1
Stats: 200/300
Flavor Text: A forbidden left arm sealed by magic. Whoever breaks the seal will know infinite power.

Number:
Name: Left Leg of the Forbidden One
Type: Dark
Sub-Type: Spellcaster
Level: 1
Stats: 200/300
Flavor Text: A forbidden left leg sealed by magic. Whoever breaks the seal will know infinite power.

Number:
Name: Living Vase
Type: Earth
Sub-Type: Plant
Level: 3
Stats: 900/1100
Flavor Text: A living vase that bites enemies and blinds them with a blast of its flower.

Number:
Name: Lord of the Lamp
Type: Dark
Sub-Type: Fiend
Level: 4
Stats: 1400/1200
Flavor Text: A giant that appears from a mystic lamp and follows the orders of the lamp's owner.

Number:
Name: Madjinn Gunn
Type: Dark
Sub-Type: Fiend
Level: 2
Stats: 600/800
Flavor Text: A living weapon that spits projectiles.

Number:
Name: Magician of Faith
Type: Light
Sub-Type: Spellcaster/Effect
Level: 1
Stats: 300/400
Effect: Flip: Select 1 MAGIC Card from your Graveyard and return it to your hand.

Number:

Name: Maha Vailo

Type: Light

Sub-Type: Spellcaster/Effect

Level: 4

Stats: 1550/1400

Effect: In addition to the effects of Equip Cards, the ATK of this monster is increased by 500 points for each card equipped to this monster.

Number:

Name: Masaki the Legendary Swordsman

Type: Earth

Sub-Type: Warrior

Level: 4

Stats: 1100/1100

Flavor Text: Legendary swordsmaster Masaki is a veteran of over 100 battles.

Number:

Name: Masked Sorcerer

Type: Dark

Sub-Type: Spellcaster/Effect

Level: 4

Stats: 900/1400

Effect: When you inflict damage to your opponent's Life Points with this card, draw 1 card from your deck.

Number:

Name: Mech Mole Zombie

Type: Dark

Sub-Type: Zombie

Level: 2

Stats: 500/400

Flavor Text: This creature attacks by launching missile-like arms.

Number:

Name: Mega Thunderball

Type: Wind

Sub-Type: Thunder

Level: 2

Stats: 750/600

Flavor Text: Rolls along the ground releasing bolts of electricity to attack its enemies.

Number:

Name: Metal Guardian

Type: Dark

Sub-Type: Fiend

Level: 5

Stats: 1150/2150

Flavor Text: A fiend guarding the treasures of the netherworld, it's most at home in the dark.

Number:

Name: Minomushi Warrior

Type: Earth

Sub-Type: Rock

Level: 4

Stats: 1300/1200

Flavor Text: A rock warrior that wields a heavy blade carved from stone.

Number:

Name: Monster Egg

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 600/900

Flavor Text: A warrior hidden within an egg that attacks enemies by flinging eggshells.

Number:

Name: Monster Eye

Type: Dark

Sub-Type: Fiend/Effect

Level: 1

Stats: 250/350

Effect: At the cost of 1000 LP, you can return "Polymerization" from the graveyard to your hand.

Number:

Name: Morinphen

Type: Dark

Sub-Type: Fiend

Level: 5

Stats: 1550/1300

Flavor Text: A strange fiend with long arms and razor-sharp talons.

Number:

Name: Mystery Hand

Type: Dark

Sub-Type: Fiend

Level: 2

Stats: 500/500

Flavor Text: This monster twists reality and reaches between dimensions to attack its enemies.

Number:

Name: Mystical Capture Chain

Type: Light

Sub-Type: Fairy

Level: 2

Stats: 700/700

Flavor Text: A mystical chain that binds enemies, rendering them immobile.

Number:

Name: Mystical Sheep #1

Type: Earth

Sub-Type: Beast/Effect

Level: 3

Stats: 1150/900

Effect: You can substitute this card for any 1 Fusion-Material Monster. You cannot substitute for any other Fusion-Material Monsters in the current Fusion.

Number:

Name: Mystical Sheep #2

Type: Earth

Sub-Type: Beast

Level: 3

Stats: 800/1000

Flavor Text: A monstrous sheep with a long tail for hypnotizing enemies.

Number:

Name: Mystic Tomato

Type: Dark

Sub-Type: Plant/Effect

Level: 4

Stats: 1400/1100

Effect: When this card is sent to the Graveyard as a result of battle, you may select 1 DARK monster with an ATK of 1500 or less from your Deck and Special Summon it to the field in face-up Attack Position (no tribute is required for monsters of Level 5 or more). The Deck is then shuffled.

Number:

Name: Neck Hunter

Type: Dark

Sub-Type: Fiend

Level: 6

Stats: 1750/1900

Flavor Text: A fiend that wields a mean sickle and fires devastating beams from its eyes

Number:

Name: Ocubeam

Type: Light

Sub-Type: Fairy

Level: 5

Stats: 1550/1650

Flavor Text: Frightening in appearance, this creature uses its eyes and ears to keep track of any movement.

Number:

Name: One-Eyed Shield Dragon

Type: Wind

Sub-Type: Dragon

Level: 3

Stats: 700/1300

Flavor Text: This dragon wears a shield not only for its own protection, but also for ramming its enemies.

Number:

Name: Oni Tank T-34

Type: Earth

Sub-Type: Machine

Level: 4

Stats: 1400/1700

Flavor Text: An armored tank possessed by a fiend that will pursue enemies until they're crushed.

Number:

Name: Orion the Battle King

Type: Light

Sub-Type: Fairy

Level: 5

Stats: 1800/1500

Flavor Text: None have lived to tell tales of this powerful battle fairy.

Number:

Name: Petit Angel

Type: Light

Sub-Type: Fairy

Level: 3
Stats: 600/900
Flavor Text: A quick-moving fairy that's very difficult to hit.

Number:
Name: Petit Dragon
Type: Wind
Sub-Type: Dragon
Level: 2
Stats: 600/700
Flavor Text: A very small dragon known for its vicious attacks.

Number:
Name: Phantom Dewan
Type: Dark
Sub-Type: Spellcaster
Level: 2
Stats: 700/600
Flavor Text: A sorcerer that can paralyze an enemy with a single curse.

Number:
Name: Phantom Ghost
Type: Dark
Sub-Type: Zombie
Level: 2
Stats: 600/800
Flavor Text: A vengeful spirit made up of many restless souls.

Number:
Name: Prisman
Type: Light
Sub-Type: Rock
Level: 3
Stats: 800/1000
Flavor Text: This crystalline monster filters light to create a lethal laser.

Number:
Name: Protector of the Throne
Type: Earth
Sub-Type: Warrior
Level: 4
Stats: 800/1500
Flavor Text: While the king is away, this queen protects his throne with a mighty defense.

Number:
Name: Queen's Double
Type: Earth
Sub-Type: Warrior/Effect
Level: 1
Stats: 350/300
Effect: This monster may attack your opponent's Life Points directly.

Number:
Name: Right Arm of the Forbidden One
Type: Dark
Sub-Type: Spellcaster
Level: 1
Stats: 200/300
Flavor Text: A forbidden right arm sealed by magic. Whosoever breaks this seal

will know infinite power.

Number:

Name: Right Leg of the Forbidden One

Type: Dark

Sub-Type: Spellcaster

Level: 1

Stats: 200/300

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

Number:

Name: Rocket Warrior

Type: Light

Sub-Type: Warrior/Effect

Level: 4

Stats: 1500/1300

Effect: The effect of this card can only be applied during the Battle Phase of your own turn. Any damage this monster takes is reduced to 0. Any monster attacked by this card has its ATK decreased by 500 points until the end of that turn.

Number:

Name: Rock Spirit

Type: Earth

Sub-Type: Spirit

Level: 5

Stats: 1650/1900

Flavor Text: Although it looks weak, this monster is one of the more powerful boulder spirits.

Number:

Name: Rogue Doll

Type: Light

Sub-Type: Spellcaster

Level: 4

Stats: 1600/1000

Flavor Text: A deadly doll gifted with mystical power, it is particularly powerful when attacking against dark forces.

Number:

Name: Ryu-Kishin

Type: Dark

Sub-Type: Fiend

Level: 3

Stats: 1000/500

Flavor Text: A very elusive creature that looks like a harmless statue until it attacks.

Number:

Name: Sangan

Type: Dark

Sub-Type: Fiend/Effect

Level: 3

Stats: 1000/600

Effect: When this card is sent from the field to the Graveyard, move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Number:

Name: Sea Kamen

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1100/1300

Flavor Text: A merciless monster that tears opponents to shreds with razor-like claws.

Number:

Name: Sectarian of Secrets

Type: Dark

Sub-Type: Spellcaster

Level: 2

Stats: 700/500

Flavor Text: A spellcaster that worships the dark, it is served by a sinister hand that drags enemies into oblivion.

Number:

Name: Serpent Night Dragon

Type: Dark

Sub-Type: Dragon

Level: 7

Stats: 2350/2400

Flavor Text: A dragon created from the soul of a wicked knight.

Number:

Name: Shadow Specter

Type: Dark

Sub-Type: Zombie

Level: 1

Stats: 500/200

Flavor Text: Powerful in groups, this animal spirit can be found in the wastelands.

Number:

Name: Silver Fang

Type: Earth

Sub-Type: Beast

Level: 3

Stats: 1200/800

Flavor Text: A snow wolf that's beautiful to the eye, but absolutely vicious in battle.

Number:

Name: Skull Red Bird

Type: Wind

Sub-Type: Winged Beast

Level: 4

Stats: 1550/1200

Flavor Text: This monster swoops down and attacks with a rain of knives stored in its wings.

Number:

Name: Skull Servant

Type: Dark

Sub-Type: Zombie

Level: 1

Stats: 300/200

Flavor Text: A skeletal ghost that isn't strong but can mean trouble in large numbers.

Number:

Name: Snakeyashi

Type: Earth

Sub-Type: Plant

Level: 4

Stats: 1000/1200

Flavor Text: This monster is formed by several serpents that break off to individually attack nearby enemies.

Number:

Name: Sonic Maid

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 1200/900

Flavor Text: A maiden that uses sound to her advantage, she wields a scythe that's shaped like a musical note.

Number:

Name: Spiked Snail

Type: Dark

Sub-Type: Insect

Level: 3

Stats: 700/1300

Flavor Text: A very fast, bipedal snail with a pair of lethal arms.

Number:

Name: Temple of Skulls

Type: Dark

Sub-Type: Zombie

Level: 4

Stats: 900/1300

Flavor Text: A mysterious temple of skulls and bones that sucks in unwary enemies.

Number:

Name: Time Wizard

Type: Light

Sub-Type: Spellcaster/Effect

Level: 2

Stats: 500/400

Effect: Toss a coin and call Heads or Tails. If you call it right, your opponent's monsters on the field are destroyed. If you call it wrong, your own monsters on the field are destroyed and you lose LP equal to half the total ATK of the destroyed monsters. This card can only be used during your own turn, once per turn.

Number:

Name: That Which Feeds on Life

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 1200/1100

Flavor Text: A monster that feeds on the energy of other creatures.

Number:

Name: The Drdek

Type: Dark

Sub-Type: Fiend

Level: 3

Stats: 700/800

Flavor Text: A bipedal eyeball that seldom misses an enemy with its lethal talons.

Number:

Name: The Immortal of Thunder

Type: Light

Sub-Type: Thunder/Effect

Level: 4

Stats: 1500/1300

Effect: Flip: You gain 3000 Life Points. After this card is flipped, you lose 5000 Life Points when it is sent from the field to the Graveyard.

Number:

Name: The Shadow Who Controls the Dark

Type: Dark

Sub-Type: Fiend

Level: 3

Stats: 800/700

Flavor Text: A shadow that dwells in the dark, paralyzing its opponents and rendering them harmless.

Number:

Name: The Snake Hair

Type: Dark

Sub-Type: Zombie

Level: 4

Stats: 1500/1200

Flavor Text: A monster with a head of poison snakes. One look from this monster can turn an opponent to stone.

Number:

Name: The Statue of Easter Island

Type: Earth

Sub-Type: Rock

Level: 4

Stats: 1100/1400

Flavor Text: A stone monument from Easter Island that launches laser blasts from its rock-hewn lips.

Number:

Name: The Stern Mystic

Type: Light

Sub-Type: Spellcaster/Effect

Level: 4

Stats: 1500/1200

Effect: 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.

Number:

Name: The Unhappy Maiden

Type: Light

Sub-Type: Spellcaster/Effect

Level: 1

Stats: 0/100

Effect: When this card is sent to the Graveyard as a result of battle, the battle phase for that turn ends immediately.

Number:

Name: Thunder Dragon

Type: Light

Sub-Type: Thunder/Effect

Level: 5

Stats: 1600/1500

Effect: Discard this card from your hand to the graveyard to add up to 2 "Thunder Dragon" cards from your Deck to your hand. Your Deck is then shuffled. This effect is activated only during a Main Phase.

Number:

Name: Tongyo

Type: Water

Sub-Type: Fish

Level: 4

Stats: 1350/800

Flavor Text: This monster captures other fish with its long tongue and sucks the energy out of them.

Number:

Name: Tri-Horned Dragon

Type: Dark

Sub-Type: Dragon

Level: 8

Stats: 2850/2350

Flavor Text: An unworthy dragon with three sharp horns sprouting from its head.

Number:

Name: Twin-Headed King Rex

Type: Earth

Sub-Type: Dinosaur

Level: 4

Stats: 1600/1200

Flavor Text: A powerful monster whose two heads attack as one.

Number:

Name: Vishwar Randi

Type: Dark

Sub-Type: Warrior

Level: 3

Stats: 900/700

Flavor Text: This lady warrior with unquenchable bloodlust serves the forces of darkness.

Number:

Name: Vorse Raider

Type: Dark

Sub-Type: Beast-Warrior

Level: 4

Stats: 1900/1200

Flavor Text: The axe in the hand of this evil animal has tasted the blood of many monsters.

Number:

Name: Wall of Illusion

Type: Dark

Sub-Type: Fiend/Effect

Level: 4

Stats: 1000/1850

Effect: The monster attacking this card is returned to its owner's hand. Any damage resulting from the attack is calculated normally.

Number:

Name: Wall Shadow

Type: Dark

Sub-Type: Warrior/Effect

Level: 7

Stats: 1600/3000

Effect: You cannot Normal Summon this monster. This card can only be Summoned by offering "Labyrinth Wall" equipped with "Magical Labyrinth" as a Tribute. No other Tribute Monsters are necessary.

Number:

Name: Waterdragon Fairy

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 1100/700

Flavor Text: A water fairy that is said to be able to summon a giant sea serpent.

Number:

Name: Water Element

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 900/700

Flavor Text: A spirit that dwells in water, this creature generates a mist to cloud the vision of foes.

Number:

Name: Water Girl

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1250/1000

Flavor Text: A lovely lady who can launch water projectiles that turn into lethal ice spikes before they reach an opponent.

Number:

Name: Water Magician

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1400/1000

Flavor Text: This monster swamps an opponent with an almost endless supply of water.

Number:

Name: Water Omotics

Type: Water

Sub-Type: Aqua

Level: 4

Stats: 1400/1200

Flavor Text: Transforms the water overflowing from a jar into attacking dragons.

Number:

Name: Weather Control

Type: Light

Sub-Type: Fairy

Level: 2

Stats: 600/400

Flavor Text: This creature controls weather and is often the cause of mountain storms.

Number:

Name: Weather Report

Type: Water

Sub-Type: Aqua/Effect

Level: 4

Stats: 950/1500

Effect: Flip: Destroys all opponent's face-up "Swords of Revealing Light" 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 opponent's turn).

Number:

Name: Wetha

Type: Water

Sub-Type: Aqua

Level: 3

Stats: 1000/900

Flavor Text: A spirit that controls rain and is capable of summoning hurricanes to blow the enemy away.

Number:

Name: Whiptail Crow

Type: Dark

Sub-Type: Fiend

Level: 4

Stats: 1650/1600

Flavor Text: Attacks from the sky with a whip-like tail.

Number:

Name: White Dolphin

Type: Water

Sub-Type: Fish

Level: 2

Stats: 500/400

Flavor Text: A white dolphin with a horn that summons huge tidal waves.

Number:

Name: White Magical Hat

Type: Light

Sub-Type: Spellcaster/Effect

Level: 3

Stats: 1000/700

Effect: When this card inflicts damage to your opponent's Life Points, 1 card must be discarded randomly from your opponent's hand to the Graveyard.

Number:

Name: Wicked Dragon with the Ersatz Head

Type: Wind

Sub-Type: Dragon

Level: 3

Stats: 900/900

Flavor Text: A two-headed dragon with a pair of jaws that can tear an enemy to shreds.

Number:
Name: Wicked Mirror
Type: Dark
Sub-Type: Zombie
Level: 2
Stats: 700/600
Flavor Text: A wicked mirror that hypnotizes enemies, diverting attacks from their intended targets.

Number:
Name: Wilmee
Type: Earth
Sub-Type: Beast
Level: 4
Stats: 1000/1200
Flavor Text: A rabid rabbit that tears its way through opposition with its sharp claws.

Number:
Name: Wing Eagle
Type: Wind
Sub-Type: Winged-Beast
Level: 5
Stats: 1800/1500
Flavor Text: This flying creature never misses an intended target.

Number:
Name: Winged Cleaver
Type: Earth
Sub-Type: Insect
Level: 2
Stats: 700/700
Flavor Text: Few can withstand the scythe-like arms of this dangerous creature.

Number:
Name: Winged Dragon, Guardian of the Fortress #1
Type: Wind
Sub-Type: Dragon
Level: 4
Stats: 1400/1200
Flavor Text: A dragon commonly found guarding mountain fortresses. Its signature attack is a sweeping dive from out of the blue.

Number:
Name: Winged Dragon, Guardian of the Fortress #2
Type: Wind
Sub-Type: Winged Beast
Level: 4
Stats: 1200/1000
Flavor Text: This monster's wings are capable of generating tornadoes.

Number:
Name: Winged Egg of New Life
Type: Light
Sub-Type: Fairy
Level: 5
Stats: 1400/1700
Flavor Text: Legend has it that this creature can foretell the birth of children.

Number:
Name: Wing Egg Elf
Type: Light
Sub-Type: Fairy
Level: 3
Stats: 500/1300
Flavor Text: This fairy in an eggshell uses massive wings to blow back almost any projectile attack.

Number:
Name: Wings of Wicked Flame
Type: Fire
Sub-Type: Pyro
Level: 2
Stats: 700/600
Flavor Text: Crimson wings of fire make this a very lethal creature.

Number:
Name: Wingweaver
Type: Light
Sub-Type: Fairy
Level: 7
Stats: 2750/2400
Flavor Text: A six-winged fairy who prays for peace and hope.

Number:
Name: Witch of the Black Forest
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 4
Stats: 1100/1200
Effect: When this card is sent from the field to the Graveyard, move 1 monster with a DEF of 1500 or less from your Deck to your hand. Your Deck is then shuffled.

Number:
Name: Witch's Apprentice
Type: Dark
Sub-Type: Spellcaster/Effect
Level: 2
Stats: 550/500
Effect: 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.

Number:
Name: Witty Phantom
Type: Dark
Sub-Type: Fiend
Level: 4
Stats: 1400/1300
Flavor Text: Dressed in a night-black tuxedo, this creature presides over the darkness.

Number:
Name: Wodan the Resident of the Forest
Type: Earth
Sub-Type: Warrior/Effect
Level: 3

Stats: 900/1200

Effect: Increase this card's ATK by 100 points for every Plant-Type monster that is face-up on the field.

Number:

Name: Wolf

Type: Earth

Sub-Type: Beast

Level: 3

Stats: 1200/800

Flavor Text: A rare wolf that can follow the slightest scent of an enemy.

Number:

Name: Wood Clown

Type: Earth

Sub-Type: Warrior

Level: 3

Stats: 800/1200

Flavor Text: A creature with a wicked smile and a lethal sickle.

Number:

Name: Wood Remains

Type: Dark

Sub-Type: Zombie

Level: 3

Stats: 1000/900

Flavor Text: A living corpse of wood re-animated by the power of darkness.

Number:

Name: Worm Drake

Type: Earth

Sub-Type: Reptile

Level: 4

Stats: 1400/1500

Flavor Text: Once this monster wraps itself around a victim, there is no escape.

Number:

Name: Wow Warrior

Type: Water

Sub-Type: Fish

Level: 4

Stats: 1250/900

Flavor Text: A fish with arms, legs, and some very sharp teeth.

Number:

Name: Wretched Ghost of the Attic

Type: Dark

Sub-Type: Fiend

Level: 2

Stats: 550/400

Flavor Text: A harmless monster found in just about any attic.

Number:

Name: Yado Karu

Type: Water

Sub-Type: Aqua/Effect

Level: 4

Stats: 900/1700

Effect: When this card is changed from Defense Position to Attack Position, you

can place any number of cards from your hand at the bottom of your Deck in any order you desire.

Number:

Name: Yaiba Robo

Type: Dark

Sub-Type: Machine

Level: 4

Stats: 1000/1300

Flavor Text: A cubical machine equipped with cutting blades for shredding an opponent to mincemeat.

Number:

Name: Yamadron

Type: Fire

Sub-Type: Dragon

Level: 5

Stats: 1600/1800

Flavor Text: This monster has three fire-breathing heads and can form a sea of blazing flames.

Number:

Name: Yamatano Dragon Scroll

Type: Wind

Sub-Type: Dragon

Level: 2

Stats: 900/300

Flavor Text: A dragon conjured from the very scroll in which it was depicted.

Number:

Name: Yaranzo

Type: Dark

Sub-Type: Zombie

Level: 4

Stats: 1300/1500

Flavor Text: A treasure box containing a monster that attacks an unwary bandit.

Number:

Name: Yashinoki

Type: Earth

Sub-Type: Plant

Level: 2

Stats: 800/600

Flavor Text: An intelligent plam tree that drops a hail of rock-hard coconuts on its enemies.

Number:

Name: Yormungarde

Type: Earth

Sub-Type: Reptile

Level: 3

Stats: 1200/900

Flavor Text: An extremely long snake that dwells in the world of myth.

Number:

Name: Zanki

Type: Earth

Sub-Type: Warrior

Level: 5

Stats: 1500/1700

Flavor Text: His swiftly drawn blade delivers quick and fatal damage.

Number:

Name: Zarigun

Type: Water

Sub-Type: Aqua

Level: 2

Stats: 600/700

Flavor Text: A lethal crawfish with extremely dangerous claws.

Number:

Name: Zoa

Type: Dark

Sub-Type: Fiend

Level: 7

Stats: 2600/1900

Flavor Text: A monster whose full potential can be achieved when outfitted with Metalmorph

Number:

Name: Zombrya the Dark

Type: Dark

Sub-Type: Warrior/Effect

Level: 4

Stats: 2100/500

Effect: This card cannot attack a player directly. Each time it destroys a monster in battle, the card's ATK is decreased by 200 points.

Number:

Name: Zone Eater

Type: Water

Sub-Type: Aqua

Level: 1

Stats: 250/200

Effect: A monster attacked by this card will be destroyed at the End Phase of the fifth turn after the attack.

FUSION MONSTERS

Number:

Name: Alligator's Sword Dragon

Type: Wind

Sub-Type: Dragon/Fusion/Effect

Level: 5

Stats: 1700/1500

Fusion: Baby Dragon (1200/700)+Alligator's Sword (1500/1200)

Effect: You can inflict Direct Damage to your opponent's Life Points with this card if the only Attributes of Monster Cards on your opponent's side of the field are EARTH, WATER, or FIRE.

Number:

Name: Amphibious Beast

Type: Water

Sub-Type: Aqua/Fusion

Level: 5

Stats: 1850/1300

Fusion: Ground Attacker Bugroth (1500/1000)+ Guardian of the Sea (1300/1000)

Number:

Name: Aqua Dragon

Type: Water
Sub-Type: Sea Serpent/Fusion
Level: 6
Stats: 2250/1900
Fusion: Fairy Dragon (1100/1200)+Amazon of the Seas (1300/1400)+Zone Eater (250/200)

Number:
Name: B. Skull Dragon
Type: Dark
Sub-Type: Dragon/Fusion
Level: 9
Stats: 3200/2500
Fusion: Summoned Skull (2500/1200)+Red Eyes Black Dragon (2400/2000)

Number:
Name: Blue-Eyes Ultimate Dragon
Type: Light
Sub-Type: Dragon/Fusion
Level: 12
Stats: 4500/3800
Fusion: Blue Eyes White Dragon (3000/2500)+Blues Eyes White Dragon+Blue Eyes White Dragon

Number:
Name: Barox
Type: Dark
Sub-Type: Fiend/Fusion
Level: 5
Stats: 1380/1530
Fusion: Frenzied Panda (1200/1000)+Ryu-Kishin (1000/500)

Number:
Name: Bickuribox
Type: Dark
Sub-Type: Fiend/Fusion
Level: 7
Stats: 2300/2000
Fusion: Crass Clown (1350/1400)+Dream Clown (1200/900)

Number:
Name: Bracchio-raidus
Type: Dinosaur
Sub-Type: Dinosaur/Fusion
Level: 6
Stats: 2200/2000
Fusion: Two-Headed King Rex (1600/1200)+Crawling Dragon #2(1600/1200)

Number:
Name: Charubin the Fire Knight
Type: Fire
Sub-Type: Pyro/Fusion
Level: 3
Stats: 1100/800
Fusion: Monster Egg (600/900)+Hinotama Soul (600/500)

Number:
Name: Crimson Sunbird
Type: Fire
Sub-Type: Winged Beast/Fusion

Level: 6
Stats: 2300/1800
Fusion: Faith Bird (1500/1100)+Skull Red Bird (1550/1200)

Number:

Name: Cyber Saurus
Type: Earth
Sub-Type: Machine/Fusion
Level: 5
Stats: 1800/1400
Fusion: Blast Juggler (800/900)+Two-Headed King Rex (1600/1200)

Number:

Name: Darkfire Dragon
Type: Dark
Sub-Type: Dragon/Fusion
Level: 4
Stats: 1500/1250
Fusion: Firegrass (700/600)+Petit Dragon (600/700)

Number:

Name: Deepsea Shark
Type: Water
Sub-Type: Fish
Level: 5
Stats: 1900/1600
Fusion: Bottom Dweller (1650/1700)+Tongyo (1350/800)

Number:

Name: Dragoness the Wicked Knight
Type: Wind
Sub-Type: Warrior/Fusion
Level: 3
Stats: 1200/900
Fusion: Armail (700/1300)+One-Eyes Shield Dragon (700/1300)

Number:

Name: Empress Judge
Type: Earth
Sub-Type: Warrior/Fusion
Level: 6
Stats: 2100/1700
Fusion: Queen's Double (350/300)+ Hibikime (1450/1000)

Number:

Name: Flame Ghost
Type: Dark
Sub-Type: Zombie/Fusion
Level: 3
Stats: 1000/800
Fusion: Skull Servant (300/200)+ Dissolverock (900/1000)

Number:

Name: Flame Swordsman
Type: Fire
Sub-Type: Warrior/Fusion
Level: 5
Stats: 1800/1600
Fusion: Flame Manipulator (900/1000)+ Masaki the Legenday Swordsman (1100/1000)

Number:
Name: Flower Wolf
Type: Earth
Sub-Type: Beast/Fusion
Level: 5
Stats: 1800/1400
Fusion: Silver Fang (1200/800)+Darkworld Thorns (1200/900)

Number:
Name: Fusionist
Type: Earth
Sub-Type: Beast/Fusion
Level: 3
Stats: 900/700
Fusion: Petit Angel (600/900)+ Mystical Sheep #2 (800/1000)

Number:
Name: Gaia the Dragon Champion
Type: Wind
Sub-Type: Dragon/Fusion
Level: 7
Stats: 2600/2100
Fusion: Gaia the Fierce Knight (2300/2100)+Curse of Dragon (2000/1500)

Number:
Name: Giltia the D. Knight
Type: Light
Sub-Type: Warrior/Fusion
Level: 5
Stats: 1850/1500
Fusion: Guardian of the Labyrinth (1000/1200)+Protector of the Throne (800/1500)

Number:
Name: Great Mammoth of Goldfine
Type: Dark
Sub-Type: Zombie/Effect
Level: 6
Stats: 2200/1800
Fusion: The Snake Hair (1500/1200)+Dragon Zombie (1600/0)

Number:
Name: Humanoid Worm Drake
Type: Water
Sub-Type: Aqua/Fusion
Level: 7
Stats: 2200/2000
Fusion: Worm Drake (1400/1500)+Humanoid Slime (800/2000)

Number:
Name: Kaiser Dragon
Type: Light
Sub-Type: Dragon/Fusion
Level: 7
Stats: 2300/2000
Fusion: Winged Dragon, Guardian of the Fortress #1 (1400/1200)+Fairy Dragon (1100/1200)

Number:
Name: Kaminari Attack

Type: Wind
Sub-Type: Thunder/Fusion
Level: 5
Stats: 1900/1400
Fusion: Ocubeam (1550/1650)+Mega Thunderball (750/600)

Number:
Name: Kamionwizard
Type: Dark
Sub-Type: Spellcaster/Fusion
Level: 4
Stats: 1300/1100
Fusion: Mystical Elf (800/2000)+Curtain of the Dark Ones (600/500)

Number:
Name: Man-eating Black Shark
Type: Water
Sub-Type: Fish/Fusion
Level: 5
Stats: 2100/1300
Fusion: Sea Kamen (1100/1300)+ Gruesome Goo (1300/700)+ Amazon of the Seas (1300/1400)

Number:
Name: Rose Spectre
Type: Dark
Sub-Type: Plant/Fusion
Level: 6
Stats: 2000/1800
Fusion: Feral Imp (1300/1400)+Snakeyashi (1000/1200)

Number:
Name: Skelgon
Type: Dark
Sub-Type: Zombie/Fusion
Level: 6
Stats: 1700/1900
Fusion: The Snake Hair (1500/1200)+Blackland Fire Dragon (1500/800)

Number:
Name: Soul Hunter
Type: Dark
Sub-Type: Fiend/Fusion
Level: 6
Stats: 2200/1800
Fusion: Lord of the Lamp (1400/1200)+Invader from Another Dimension (950/1400)

Number:
Name: Warrior of Tradition
Type: Earth
Sub-Type: Warrior/Fusion
Level: 6
Stats: 1900/1700
Fusion: Sonic Maid (1200/900)+Beautiful Headhuntress (1600/800)

Number:
Name: Zombie Warrior
Type: Dark
Sub-Type: Zombie/Fusion

Level: 3
Stats: 1200/900
Fusion: Skull Servant (300/200)+ Battle Warrior (700/1000)

RITUAL MONSTERS

Number:

Name: Black Luster Soldier

Type: Earth

Sub-Type: Warrior/Ritual

Level: 8

Stats: 3000/2500

Ritual: This monster is summoned with the Ritual Magic Card, "Black Luster Ritual". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a tribute.

Number:

Name: Chakra

Type: Dark

Sub-Type: Fiend/Ritual

Level: 7

Stats: 2450/2000

Ritual: This monster is summoned with the Ritual Magic Card, "Resurrection of Chakra". you must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Crab Turtle

Type: Water

Sub-Type: Aqua/Ritual

Level: 8

Stats: 2550/2500

Ritual: This monster is summoned with the Ritual Magic Card, "Turtle Oath". you must also offer monsters whose total Level stars equal 8 or more as a Tribute from the field or your hand.

Number:

Name: Dokurorider

Type: Dark

Sub-Type: Zombie/Ritual

Level: 6

Stats: 1900/1850

Ritual: This monster is 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.

Number:

Name: Fiend's Mirror

Type: Dark

Sub-Type: Fiend/Ritual

Level: 6

Stats: 2100/1800

Ritual: This monster is summoned with the Ritual Magic Card, "Beastly Mirror Ritual". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand.

Number:

Name: Fortress Whale

Type: Water

Sub-Type: Fish/Ritual

Level: 7

Stats: 2350/2150

Ritual: This monster is summoned with the Ritual Magic Card, "Fortress Whale's Oath". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Garma Sword

Type: Dark

Sub-Type: Warrior/Ritual

Level: 7

Stats: 2550/2150

Ritual: This monster is summoned with the Ritual Magic Card, "Garma Sword". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Hungry Burger

Type: Dark

Sub-Type: Warrior/Ritual

Level: 6

Stats: 2000/1850

Ritual: This monster is summoned with the Ritual Magic Card, "Hamburger Recipe". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand.

Number:

Name: Javelin Beetle

Type: Earth

Sub-Type: Insect/Ritual

Level: 8

Stats: 2450/2550

Ritual: This monster is summoned with the Ritual Magic Card, "Javelin Beetle Pact". You must also offer monsters whose total level stars equal 8 or more from the field or your hand as a tribute.

Number:

Name: Magician of Black Chaos

Type: Dark

Sub-Type: Spellcaster/Ritual

Level: 8

Stats: 2800/2600

Ritual: This monster is summoned with the Ritual Magic Card, "Dark Magic Ritual". You must also offer monsters whose total Level Stats equal 8 or more from the field or your hand as a Tribute.

Number:

Name: Super War-Lion

Type: Earth

Sub-Type: Beast/Ritual

Level: 7

Stats: 2300/2100

Ritual: This monster is summoned with the Ritual Magic Card, "War-Lion Ritual". You must also offer monsters whose total Level Stats equal 7 or more from the field or your hand as a Tribute.

Number:

Name: Zera the Mant

Type: Dark

Sub-Type: Fiend/Ritual

Level: 7

Stats: 2800/2300

Ritual: This monster is summoned with the Ritual Magic Card, "Zera Ritual". You must also offer monsters whose total Level stars equal 7 or more from the field or your hand as a tribute.

MAGIC/RITUAL MAGIC CARDS

Number:

Name: 7 Completed

Type: Magic

Sub-Type: Equip

Effect: A Machine-Type monster equipped with this card increases its ATK or DEF by 700 points. You cannot change your choice as long as this card remains face-up on the field.

Number:

Name: Ancient Telescope

Type: Magic

Sub-Type: None

Effect: See the top 5 cards of your opponent's Deck. Return the cards to the Deck in the same order.

Number:

Name: Axe of Despair

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card increases its ATK by 1000 points. When this card is sent from the field to the Graveyard, you can offer 1 monster from the field as a Tribute to place it on top of your deck.

Number:

Name: Beastly Mirror Ritual

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "Fiend's Mirror". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand

Number:

Name: Beast Fangs

Type: Magic

Sub-Type: Equip

Effect: A Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:

Name: Black Luster Ritual

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "Black Luster Soldier". You must also offer monsters whose total Level Stars equal 8 or more from the field or your hand as a tribute.

Number:

Name: Black Pendant

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card increases its ATK by 500 points. When this card is sent from the field to the Graveyard, inflict 500 points of Direct

Damage to your opponent's Life Points.

Number:

Name: Block Attack

Type: Magic

Sub-Type: None

Effect: Select 1 of your opponent's monsters and shift it to Defense Position.

Number:

Name: Blue Medicine

Type: Magic

Sub-Type: None

Effect: Increase both your and your opponent's Life Points by 400 points.

Number:

Name: Book of Secret Arts

Type: Magic

Sub-Type: Equip

Effect: A Spellcaster-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:

Name: Breath of Light

Type: Magic

Sub-Type: None

Effect: Destroys all Rock-Type monsters on the field.

Number:

Name: Bright Castle

Type: Magic

Sub-Type: Equip

Effect: Increases the ATK of all LIGHT monsters by 700 points.

Number:

Name: Burning Land

Type: Magic

Sub-Type: Continuous

Effect: Destroys all Field Magic Cards on the field. In addition, both players take 500 points of Direct Damage during each of their respective Standby Phases.

Number:

Name: Burning Spear

Type: Magic

Sub-Type: Equip

Effect: A FIRE monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Number:

Name: Card Destruction

Type: Magic

Sub-Type: None

Effect: Both players must discard their entire hands and draw the same number of cards that they discarded from their respective decks.

Number:

Name: Card of Safe Return

Type: Magic

Sub-Type: Continuous

Effect: You can draw 1 card from your Deck when a monster is Special Summoned

to the field from your Graveyard.

Number:

Name: Chorus of Sanctuary

Type: Magic

Sub-Type: Field

Effect: Increases the DEF of all Defense Position monsters by 500 points.

Number:

Name: Chosen One

Type: Magic

Sub-Type: None

Effect: Select 2 cards including 1 Monster Card from your hand. Your opponent randomly selects 1 of the 2 cards. If the selected card is the Monster Card, place it on the field as a Special Summon and send the remaining card to the Graveyard. If the selected card is not the Monster Card, both cards are sent to the Graveyard.

Number:

Name: Chain Energy

Type: Magic

Sub-Type: Continuous

Effect: As long as this card remains face-up on the field, both you and your opponent must pay 500 Life Points per card to play or set cards from your respective hands.

Number:

Name: Change of Heart

Type: Magic

Sub-Type: None

Effect: Select and control 1 opposing monster (regardless of position) on the field until the end of your turn.

Number:

Name: Cold Wave

Type: Magic

Sub-Type: None

Effect: This card can only be activated at the start of Main Phase 1. Until your next turn, neither you nor your opponent can play or Set any Magic or Trap Cards.

Number:

Name: Commencement Dance

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "Performance of Sword". You must also offer monsters whose total Level stars equal 6 or more from the field or your hand as a tribute.

Number:

Name: Confiscation

Type: Magic

Sub-Type: None

Effect: Pay 1000 Life Points to look at your opponent's hand. Select 1 card and discard it to the Graveyard.

Number:

Name: Curse of Fiend

Type: Magic

Sub-Type: None

Effect: Changes 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 Magic, Trap, or Effect Monster Card. You can activate this card only during your Standby Phase.

Number:

Name: Curse of the Masked Beast

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "The Masked Beast". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a tribute.

Number:

Name: Cyber Shield

Type: Magic

Sub-Type: Equip

Effect: Increases the ATK of either "Harpie Lady" or Harpie Lady Sisters" by 500 points.

Number:

Name: Cyclon Laser

Type: Magic

Sub-Type: Equip

Effect: This card can only be used to equip "Gradius". Gradius' ATK increases by 300 points. If Gradius' ATK exceeds the DEF of the defending monster when attacking a monster in Defense Position, the difference is deducted from your opponent's Life Points.

Number:

Name: Dark Hole

Type: Magic

Sub-Type: None

Effect: Destroys all monsters on the field.

Number:

Name: Dark Magic Ritual

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "Magician of Black Chaos". You must also offer monsters whose total Level stars equal 8 or more from the field or your hand as a tribute.

Number:

Name: Darkness Approaches

Type: Magic

Sub-Type: None

Effect: Discard your 2 cards from hand. Select 1 face-up monster and flip it face-down, but do not change its battle position.

Number:

Name: Dark-Piercing Light

Type: Magic

Sub-Type: None

Effect: Flip all of your opponent's face-down Monster Cards on the field face-up. The effect of the monster will activate at this time.

Number:

Name: De-Spell

Type: Magic

Sub-Type: None

Effect: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Number:

Name: Dark Energy

Type: Magic

Sub-Type: Equip

Effect: A Fiend-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:

Name: Dark Magic Curtain

Type: Magic

Sub-Type: None

Effect: When this card is activated, you cannot summon any monster in the same turn (including Flip Summon and Special Summon). You can Special Summon 1 "Dark Magician" from your Deck at the cost of half your Life Points.

Number:

Name: De-Fusion

Type: Magic

Sub-Type: Quickplay

Effect: Return 1 Fusion Monster Card on the field to the Fusion Deck. If all the Fusion-Material monsters for the returned Fusion Monster are in the Graveyard, they can be Special Summoned to the field at this time.

Number:

Name: Delinquent Duo

Type: Magic

Sub-Type: None

Effect: Pay 1000 Life Points. Randomly select and discard 1 card from your opponent then selects and discards another card from his/her hand.

Number:

Name: De-Spell

Type: Magic

Sub-Type: None

Effect: Destroys 1 Magic Card on the field. If this card's target is face-down, flip it face-up. If the card is a Magic Card, it is destroyed. If not, it is returned to its face-down position. The flipped card is not activated.

Number:

Name: Dian Keto the Cure Master

Type: Magic

Sub-Type: None

Effect: Increases your Life Points by 1000 points.

Number:

Name: Dimensionhole

Type: Magic

Sub-Type: None

Effect: Remove 1 monster on your side of the field from play until your next Standby Phase. The card still counts towards the 5-card Monster Zone limit.

Number:

Name: Dragonic Attack

Type: Magic

Sub-Type: Equip

Effect: This card can only be used to equip Warrior-Type monsters. The equipped monster is treated as Dragon-Type and both ATK and DEF is increased by 500 points.

Number:

Name: Dragon Treasure

Type: Magic

Sub-Type: Equip

Effect: A Dragon-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:

Name: Earthshaker

Type: Trap

Sub-Type: None

Effect: 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.

Number:

Name: Ekibyō Drakmord

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card cannot attack. The monster is destroyed and this card is returned to the hand of its owner at the end of the second turn of the player controlling the monster.

Number:

Name: Electro-Whip

Type: Magic

Sub-Type: Equip

Effect: A Thunder-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:

Name: Elegant Egotist

Type: Magic

Sub-Type: None

Effect: When you have 1 or more "Harpie Lady" cards on the field, you can Special Summon 1 "Harpie Lady" or "Harpie Lady Sisters" card from your hand or your Deck.

Number:

Name: Elf's Light

Type: Magic

Sub-Type: Equip

Effect: A LIGHT monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Number:

Name: Eradicating Aerosol

Type: Magic

Sub-Type: None

Effect: Destroys all Insect-Type monsters on the field.

Number:

Name: Eternal Draught

Type: Magic

Sub-Type: None

Effect: Destroys all Fish-Type monsters on the field.

Number:
Name: Eternal Rest
Type: Magic
Sub-Type: None
Effect: Destroys all monsters equipped with Equip Cards.

Number:
Name: Exchange
Type: Magic
Sub-Type: None
Effect: Both players show their hands to each other. You both select 1 card from each other's hand and add it to your own. When sent to the Graveyard, the cards are placed in the Graveyard of the original owner.

Number:
Name: Exile of the Wicked
Type: Magic
Sub-Type: None
Effect: Destroys all face-up Fiend-Type monsters on the field.

Number:
Name: Fairy Meteor Crush
Type: Magic
Sub-Type: Equip
Effect: When your monster equipped with this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference in Battle Damage to your opponent's Life Points.

Number:
Name: Final Destiny
Type: Magic
Sub-Type: None
Effect: Discard 5 cards from your hand to destroy all the cards on the field.

Number:
Name: Final Flame
Type: Magic
Sub-Type: None
Effect: Decreases your opponent's Life Points by 600 points.

Number:
Name: Fissure
Type: Magic
Sub-Type: None
Effect: Destroys 1 opponent's face-up monster with the lowest ATK.

Number:
Name: Follow Wind
Type: Magic
Sub-Type: Equip
Effect: A Winged Beast-Type monster equipped with this card increases its ATK and DEF by 300 points.

Number:
Name: Forest
Type: Magic
Sub-Type: Field
Effect: Increases the ATK and DEF of all Insect, Beast, Plant, and Beast-Warrior-Type monsters by 200 points.

Number:

Name: Fortress Whale's Oath

Type: Magic

Sub-Type: Ritual

Effect: This card is used to Ritual Summon "Fortress Whale". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Fusion Gate

Type: Magic

Sub-Type: Field

Effect: As long as this card remains on the field, a Fusion Monster can be summoned without using "Polymerization". The Fusion-Material monsters used in the Fusion are not placed in the Graveyard, but removed from play.

Number:

Name: Fusion Sage

Type: Magic

Sub-Type: None

Effect: Take 1 "Polymerization" from your Deck and add it to your hand. The Deck is then shuffled.

Number:

Name: Gaia Power

Type: Magic

Sub-Type: Field

Effect: Increases the ATK of all EARTH monsters by 500 points and decreases their DEF by 400 points.

Number:

Name: Garma Sword Oath

Type: Magic

Sub-Type: Ritual

Effect: This card is used to Ritual Summon "Garma Sword". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Germ Infection

Type: Magic

Sub-Type: Equip

Effect: The ATK of a non Machine-Type monster equipped with this card is decreased by 300 points at each of its Standby Phases.

Number:

Name: Giant Trunade

Type: Magic

Sub-Type: None

Effect: Return all Magic and Trap Cards on the field to the respective owner's hands.

Number:

Name: Goblin's Secret Remedy

Type: Magic

Sub-Type: None

Effect: Increases your Life Points by 600 points.

Number:

Name: Graceful Charity

Type: Magic

Sub-Type: None

Effect: Draw 3 cards from your Deck, then discard any 2 cards from your hand.

Number:

Name: Graceful Dice

Type: Magic

Sub-Type: Quickplay

Effect: Roll a 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.

Number:

Name: Gravedigger Ghoul

Type: Magic

Sub-Type: None

Effect: Select 2 Monster Cards from your opponent's Graveyard. These Monster Cards are eliminated from play for the remainder of the Duel.

Number:

Name: Gravekeeper's Servant

Type: Magic

Sub-Type: Continuous

Effect: Each time your opponent attacks with a monster, the card must send 1 card from the top of his/her Deck to the Graveyard.

Number:

Name: Ground Collapse

Type: Magic

Sub-Type: Continuous

Effect: Select 2 Monster Card Zones on the field (you cannot select a zone occupied by a Monster Card). The selected zones cannot be used as long as this card remains face-up on the field.

Number:

Name: Gust Fan

Type: Magic

Sub-Type: Equip

Effect: A WIND monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Number:

Name: Hamburger Recipe

Type: Magic

Sub-Type: Ritual

Effect: This card is used to Ritual Summon "Hungry Burger". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand.

Number:

Name: Harpie's Feather Duster

Type: Magic

Sub-Type: None

Effect: Destroys all of your opponent's Magic and Trap Cards on the field.

Number:

Name: Heavy Storm

Type: Magic

Sub-Type: None

Effect: Destroys all Magic and Trap Cards on the field.

Number:

Name: Hinotama

Type: Magic

Sub-Type: None

Effect: Decreases your opponent's Life Points by 500 points.

Number:

Name: Horn of Light

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card increases its DEF by 800 points. When this card is sent from the field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

Number:

Name: Horn of the Unicorn

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card increases its ATK and DEF by 700 points. When this card is sent from the field to the Graveyard, it returns to the top of your Deck.

Number:

Name: Invigoration

Type: Magic

Sub-Type: Equip

Effect: An EARTH monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Number:

Name: Last Day of Witch

Type: Magic

Sub-Type: None

Effect: Destroys all face-up Spellcaster-Type monster on the Field.

Number:

Name: Makiu

Type: Magic

Sub-Type: None

Effect: Select either "Left Arm of the Forbidden One" or any Thunder-Type monster. All opponent's with DEF lower than the ATK of the selected card are destroyed. You must skip your Battle Phase during the turn this card is activated.

Number:

Name: Malevolent Nuzzler

Type: Magic

Sub-Type: Equip

Effect: A monster equipped with this card increases its ATK by 700 points. When this card is sent from the field to the Graveyard, you can pay 500 Life Points to place it on top of your Deck.

Number:

Name: Mooyan Curry

Type: Magic

Sub-Type: None

Effect: Increase your Life Points by 200 points.

Number:

Name: Mystical Space Typhoon
Type: Magic
Sub-Type: Quickplay
Effect: Destroy 1 Magic or Trap Card on the Field.

Number:

Name: Nightmare's Steelcage
Type: Magic
Sub-Type: None
Effect: For 2 of your opponent's turns, all monsters on the field cannot attack. Following the second, this card is destroyed.

Number:

Name: Novox's Prayer
Type: Magic
Sub-Type: Ritual
Effect: 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.

Number:

Name: Ookazi
Type: Magic
Sub-Type: None
Effect: Decreases your opponent's Life Points by 800 points.

Number:

Name: Painful Choice
Type: Magic
Sub-Type: None
Effect: Select 5 cards from your Deck and show them to your opponent. Your opponent must select 1 card that will be added to your hand. Discard the remaining cards to the graveyard.

Number:

Name: Polymerization
Type: Magic
Sub-Type: None
Effect: Fuses 2 or more Fusion-Material Monsters to form a new Fusion Monster.

Number:

Name: Pot of Greed
Type: Magic
Sub-Type: None
Effect: Draw 2 cards from your Deck

Number:

Name: Resurrection of Chakra
Type: Magic
Sub-Type: Ritual
Effect: This card is used to summon "Chakra". You must also offer monsters whose total Level stars equal 7 or more as a Tribute from the field or your hand.

Number:

Name: Riryoku
Type: Magic
Sub-Type: None
Effect: During your turn, you can reduce the ATK of 1 monster by half and add that amount to the ATK of another monster on the field.

Number:

Name: Rush Recklessly

Type: Magic

Sub-Type: Quick

Effect: During the turn this card is activated, increase 1 monster's ATK by 700 points.

Number:

Name: Sparks

Type: Magic

Sub-Type: None

Effect: Decreases your opponent's Life Points by 200 points.

Number:

Name: Sword of Dark Destruction

Type: Magic

Sub-Type: Equip

Effect: A DARK monster equipped with this card increases its ATK by 400 points and decreases its DEF by 200 points.

Number:

Name: Sword of Deep-Seated

Type: Magic

Sub-Type: Equip

Effect: A Monster Card equipped with this card increases its ATK and DEF by 500 points. When this card is sent to the Graveyard, place it on top of your Deck.

Number:

Name: Upstart Goblin

Type: Magic

Sub-Type: None

Effect: Draw 1 card from your deck. Your opponent gains 1000 Life Points.

Number:

Name: War-Lion Ritual

Type: Magic

Sub-Type: Ritual

Effect: This card is used "Super War-Lion". You must also offer monsters whose total Level stars equal 6 or more as a Tribute from the field or your hand.

Number:

Name: Warrior Elimination

Type: Magic

Sub-Type: None

Effect: Destroys all Warrior-Type monsters on the field.

Number:

Name: Yami

Type: Magic

Sub-Type: Field

Effect: Increases the ATK and DEF of all Fiend and Spellcaster-Type monsters by 200 points. Also decreases the ATK and DEF of all Fairy-Type monsters by 200 points.

Number:

Name: Zera Ritual

Type: Magic

Sub-Type: Ritual

Effect: This card is used to summon "Zera the Man". You must also offer

monsters whose total Level stars equal 8 or more from the field or your hand as a Tribute.

TRAP CARDS

Number:

Name: Acid Trap Hole

Type: Trap

Sub-Type: None

Effect: Flip 1 face-down Defense Position monster face-up. If the monster's DEF is 2000 or less, the monster is destroyed. If the DEF is more than 2000 points, return the monster to its face-down Defense Position.

Number:

Name: Anti Raigeki

Type: Trap

Sub-Type: None

Effect: When your opponent activates "Raigeki", all of your opponent's monsters are destroyed in place of your own.

Number:

Name: Anti-Magic Fragrance

Type: Trap

Sub-Type: Continuous

Effect: As long as this card remains on the field, Magic Cards must always be Set on the field and cannot be activated until a player's following turn.

Number:

Name: Appropriate

Type: Trap

Sub-Type: Continuous

Effect: You can activate this card when your opponent draws outside of his/her Draw Phase. Draw 2 cards from your deck.

Number:

Name: Aqua Chorus

Type: Trap

Sub-Type: Continuous

Effect: If there are Monster of the same name on the field, the ATK and DEF of those cards are increased by 500 points.

Number:

Name: Armored Glass

Type: Trap

Sub-Type: None

Effect: You can activate this card when a monster is equipped with an Equip Magic Card. Negate the effectss of all Equip Magic Cards on the field during the turn this card is activated.

Number:

Name: Attack and Recieve

Type: Trap

Sub-Type: None

Effect: You can activate this card when you take damage to your Life Points. In addition, inflict 300 points of Direct Damage to your opponent's Life Points per card if there are addition "Attack and Recieve" cards in your graveyard.

Number:

Name: Backup Soldier

Type: Trap

Sub-Type: None

Effect: You can activate this card when there are 5 or more Monster Cards in your Graveyard. Take up to 3 Monster Cards (except monsters with effects) with an ATK of 1500 points or less from your Graveyard and add them to your hand.

Number:

Name: Bell of Destruction

Type: Trap

Sub-Type: None

Effect: Destroy 1 face-up Monster Card and inflict Direct Damage equal to the destroyed card's ATK to the Life Points of both you and your opponent.

Number:

Name: Blind Destruction

Type: Trap

Sub-Type: Continuous

Effect: During your Standby Phase, roll 1 die. Destroy any monsters whose level is equal to the number rolled. If the number is "6", destroy all Level 6 or higher monsters.

Number:

Name: Call of the Dark

Type: Trap

Sub-Type: Continuous

Effect: All monsters restored with "Monster Reborn" are sent to the Graveyard. "monster Reborn" also cannot be played as long as this card remains on the field.

Number:

Name: Call of the Grave

Type: Trap

Sub-Type: None

Effect: Deactivate the effect of "Monster Reborn" when your opponent plays it.

Number:

Name: Call of the Haunted

Type: Trap

Sub-Type: Continuous

Effect: Select 1 monster from your Graveyard and Special Summon it to face-up Attack Position. When this card is destroyed or removed from the field, the summoned monster is destroyed. If the summoned monster is destroyed, this card is also destroyed.

Number:

Name: Castle Walls

Type: Trap

Sub-Type: None

Effect: Increase a selected monster's DEF by 500 points during the turn this card is activated.

Number:

Name: Ceasefire

Type: Trap

Sub-Type: None

Effect: Flip all face-down Monster Cards on the field face-up (Flip Effects are not activated). Inflict 500 points of Direct Damage to your opponent's Life Points for each Effect Monster Card on the field.

Number:

Name: Chain Destruction

Type: Trap

Sub-Type: None

Effect: You can activate this card when a monster with an ATK of 2000 points or less is summoned (including Special Summon). This monster is not destroyed, but all Monster Cards of the same name in the summoning player's hand and Deck are destroyed. The summoning player's Deck is then shuffled.

Number:

Name: Collected Power

Type: Trap

Sub-Type: None

Effect: You can take all Equip cards on the field and equip 1 selected monster with them. If an Equip card cannot be applied to the monster, destroy the card.

Number:

Name: Crush Card

Type: Trap

Sub-Type: None

Effect: Offer 1 DARK monster as a Tribute. Any opponent's monster with an ATK of 1500 or higher on the field, in your opponent's hand, or drawn in the next 3 turns is automatically destroyed.

NOTE: The offered monster must have 1000 or less ATK, although it is not said in the effect.

Number:

Name: Dark Spirit of the Silent

Type: Trap

Sub-Type: None

Effect: This card can only be activated during an opponent's Battle Step. You can negate the attack of 1 monster and select another 1 of your opponent's face-up monsters as the target. If the selected monster is in Defense Position, change it to Attack Position.

Number:

Name: Deal of Phantom

Type: Trap

Sub-Type: None

Effect: Until the end of your turn, the ATK of 1 monster increases by 100 points for each Monster Card in your Graveyard.

Number:

Name: Destiny Board

Type: Trap

Sub-Type: Continuous

Effect: At the end of each of your opponent's turns, play 1 "Spirit Message" card from your hand or your deck (then reshuffle your deck). If "Spirit Message" cards "I", "N", "A", and "L" are all on the field in their proper order, you are declared the winner. If any of the cards are removed from the field while constructing the message, they are all sent to your graveyard.

Number:

Name: Destruction Punch

Type: Trap

Sub-Type: None

Effect: When the ATK of your opponent's attacking monster is lower than the DEF of any Defense Position monster on your side of the field, the attacking monster is destroyed. Damage calculation is conducted normally.

Number:

Name: DNA Surgery

Type: Trap

Sub-Type: Continuous

Effect: Select 1 Type of monster. As long as this card remains on the field, all face-up Monster Cards will be treated as the Type you selected.

NOTE: The Monster Type that I use in this FAQ is considered the Attribute in the actual game. The actual Type I recorded as Sub-Type.

Number:

Name: Dragon Capture Jar

Type: Trap

Sub-Type: Continuous

Effect: All Dragon-Type monsters on the field are switched to Defense Position and remain in this position as long as this card is active.

Number:

Name: Driving Snow

Type: Trap

Sub-Type: None

Effect: You can activate this card when 1 or more of your Trap Cards are destroyed and sentt from the field to the Graveyard by a card effect your opponent controls. Destroy 1 Magic or Trap Card on the field.

Number:

Name: Dust Tornado

Type: Trap

Sub-Type: None

Effect: Destroy 1 Magic or Trap Card on your opponent's side of the field. You can then Set 2 Magic or Trap Card from your hand. This card can only be activated if it is a Quick-Play Magic Card.

Number:

Name: Eatgaboon

Type: Trap

Sub-Type: None

Effect: If the ATK of a monster summoned by your opponent (excluding Special Summon) is 500 points or less, the monster is destroyed.

Number:

Name: Enchanted Javelin

Type: Trap

Sub-Type: None

Effect: When your opponent's monster attacks, increase your Life Points by the attacking monster's ATK points.

Number:

Name: Fairy Box

Type: Trap

Sub-Type: Continuous

Effect: When an enemy monster attacks, toss a coin and call Heads or Tails. If you call it right, the attacking monster's ATK is reduced to 0. At each of your Standby Phases, pay 500 Life Points to keep this card in play. If you cannot do so, the card is destroyed.

Number:

Name: Forced Requisition

Type: Trap

Sub-Type: Continuous

Effect: You can activate this card when you discard from your hand. Every time you discard from your hand, your opponent must also discard the same number of cards from his/her hand.

Number:

Name: Gamble

Type: Trap

Sub-Type: None

Effect: You can activate this card when your opponent's hand has 6 or more cards and your hand contains 2 or less. Toss a coin and call it. If you call it right, draw until your hand has 6 cards. IF you call it wrong, skip your next turn.

Number:

Name: Gift of The Mystical Elf

Type: Trap

Sub-Type: None

Effect: Increase your Life Points by 300 for each monster on the field, regardless of position.

Number:

Name: Goblin Fan

Type: Trap

Sub-Type: Continuous

Effect: As long as this card remains face-up on the field, all Flip Summoned monsters of Level 2 or lower are immediately destroyed without their effects being activated.

Number:

Name: Graverobber

Type: Trap

Sub-Type: None

Effect: You can take 1 Magic Card from your opponent's Graveyard. If it is your turn and you activate it, you take 2000 points of Direct Damage. If it is your opponent's turn, you cannot activate it. The Magic Card is returned to your opponent's Graveyard at the end of this turn.

Number:

Name: Graverobber's Retribution

Type: Trap

Sub-Type: Continuous

Effect: During each of your Standby Phases, your opponent loses 100 Life Points for each Monster CARD that has been removed from play.

Number:

Name: Gravity Bind

Type: Trap

Sub-Type: Continuous

Effect: All monsters of level 4 or higher cannot attack. Their positions may still be changed.

Number:

Name: Gryphon Wing

Type: Trap

Sub-Type: None

Effect: When your opponent activates "Harpie's Feather Duster", all of your opponent's Magic and Trap Cards are destroyed in place of your own.

Number:

Name: Gust

Type: Trap

Sub-Type: None

Effect: You can activate this card when 1 or more of your Magic Cards are

destroyed and sent from the field to the Graveyard by a card effect your opponent controls. Destroy 1 Magic or Trap card on the field.

Number:

Name: Horn of Heaven

Type: Trap

Sub-Type: Counter

Effect: Offer 1 of your own monsters on the field as a Tribute to negate the summon (including Special Summon) of a monster and destroy it.

Number:

Name: House of Adhesive Tape

Type: Trap

Sub-Type: None

Effect: If the DEF of a monster summoned by your opponent (excluding Special Summon) is 500 or less, the monster is destroyed.

Number:

Name: Jam Defender

Type: Trap

Sub-Type: Continuous

Effect: When 1 of your opponent's monsters attacks your own and you have "Revival Jam" face-up on the field, you may designate "Revival Jam" as the new target of the attack.

Number:

Name: Lightforce Sword

Type: Trap

Sub-Type: None

Effect: Select 1 card at random from your opponent's hand. Keep it face-down and place it outside the field. During your opponent's 4th turn, the card is returned to his/her hand in the Standby Phase.

Number:

Name: Magic Jammer

Type: Trap

Sub-Type: Continuous

Effect: Discard 1 card from your hand to the Graveyard to negate that activation of a Magic Card and destroy it.

Number:

Name: Minor Goblin Official

Type: Trap

Sub-Type: Continuous

Effect: You can activate this card when your opponent's Life Points are 3000 or less. Inflict 500 points of Direct Damage to your opponent's Life Points during each of his/her Standby Phases.

Number:

Name: Mirror Force

Type: Trap

Sub-Type: None

Effect: When an opponent's monster attacks, negate the attack and destroy all opponent's monsters in Attack Position.

Number:

Name: Mystical Refpanel

Type: Trap

Sub-Type: None

Effect: Transfer the effects of a Magic Card that targets 1 player to another

player.

Number:

Name: Royal Decree

Type: Trap

Sub-Type: Continuous

Effect: As long as this card remains face-up on the field, the effects of all Trap Cards except this one are deactivated.

Number:

Name: Shadow Spell

Type: Trap

Sub-Type: Continuous

Effect: Select 1 of your opponent's face-up monsters. The ATK of the selected monster is decreased by 700 points and its battle position cannot be changed. When the monster is destroyed, this card is also destroyed.

Number:

Name: Skull Dice

Type: Trap

Sub-Type: None

Effect: Roll a 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 the turn.

Number:

Name: Trap Hole

Type: Trap

Sub-Type: None

Effect: If the ATK of a monster summoned by your opponent (excluding Special Summon) is 1000 points or more, the monster is destroyed.

Number:

Name: Waboku

Type: Trap

Sub-Type: None

Effect: Any damage inflicted by an opponent's monster is decreased to 0 during the turn this card is activated.

Number:

Name: World Suppression

Type: Trap

Sub-Type: None

Effect: You can activate this card when a Field Magic Card is activated. Negate the Field Magic Card during the turn this card is activated.