



#114

ABADDON

COMMON

ANGEL

WARRIOR

SKILL

- Any Soul that does Combat with this Soul is destroyed at the end of the Damage Step.

#41

ADRIEL

COMMON

ANGEL

WARRIOR

SKILL

- Once per either turn, when your opponent controls more Souls on the Field than you, (Quick Skill), you may Summon this Soul to your Field from your Hand.



#84

ANKO

COMMON

ANGEL

WARRIOR

#100

ANZELO

COMMON

ANGEL

MAGE





#50

ARARIEL

COMMON

ANGEL

MAGE

SKILL

- Once per either turn,(Quick Skill), you may reduce the ATK of an opponent's Soul that does Combat with a Soul you control by 500..

#5

AZRIEL

RARE

ANGEL

REAPER

SKILL

- Once per either turn, when an Angel Class Soul is sent to Purgatory, you may discard one card from your Hand, then draw one card from your Deck.
- Once per Combat, when your opponent declares an attack against a Ranger-Soul or Mage-Soul you control,(Quick Skill), you may choose "Azriel" as the target instead.



#2

BAHRAM

COMMON

ANGEL

WARRIOR

#64

CASSIEL

COMMON

ANGEL

MAGE





#37

GABRIEL

COMMON

ANGEL

WARRIOR



#47

GOTZON

COMMON

ANGEL

RANGER



#120

HAMUEL

COMMON

ANGEL

WARRIOR



#121

HAMUEL - HOLY FLAME UNCOMMON

ANGEL

WARRIOR





#160

LUCIFER

UNCOMMON

ANGEL

WARRIOR

SKILL

- Once per your turn, if this Soul is in your Graveyard, send one other Soul from your Graveyard to Purgatory, then Summon this Soul to your Field.

#96

MARUT

COMMON

ANGEL

MAGE

SKILL

- When a Cast or Skill is activated that would destroy Soul(s) you control, (Quick Skill), you may discard one card from your Hand and offer this Soul as a Sacrifice to negate the activation and destroy it.



#69

MICHAEL

COMMON

ANGEL

WARRIOR

#136

NAHIR

COMMON

ANGEL

WARRIOR





#137

NAHIR - DEATHS APOTHECARY UNCOMMON

ANGEL

WARRIOR

#104

ORFIEL

COMMON

ANGEL

RANGER



#9

RAGUEL

COMMON

ANGEL

MAGE

#57

RAPHAEL

RARE

ANGEL

REAPER





#79

RAZIEL

COMMON

ANGEL

WARRIOR

#138

SAMAEL

COMMON

ANGEL

WARRIOR



#139

SAMAEL - THE ARCHANGEL UNCOMMON

ANGEL

WARRIOR

SKILL

- If you control a Demon Class Soul this Soul gains 2000 ATK.
- If you control another Angel Class Soul this Soul gains 2000 GRD.

#118

URIEL

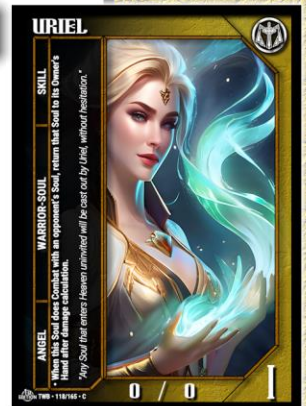
COMMON

ANGEL

WARRIOR

SKILL

- When this Soul does Combat with an opponent's Soul, return that Soul to its Owner's Hand after damage calculation.





#61

ZEPHRON

RARE

ANGEL

WARRIOR

SKILL

- When this Soul is Summoned to your Field you may send one Soul from your Deck to your Graveyard.



#10

AMON

COMMON

DEMON

WARRIOR

SKILL

- You may Sacrifice a Token your opponent controls to Summon this Soul to your opponent's Field.

#142

BAAL

COMMON

DEMON

WARRIOR

SKILL

- If you control a Token this Soul cannot be selected for an attack.



#143

BAAL - DEMON COMMANDER

UNCOMMON

DEMON

WARRIOR

SKILL

- Once per your turn, you may give control of one Token you control to your opponent. They must have an available Front-Line position to activate this skill.

#144 BAAL - INFERNAL LORD

RARE

DEMON

WARRIOR

SKILL

- Retain Rank 2 Skill.
- This Soul gains 1000 ATK for every Token on the Field. When this Soul destroys a Token in Combat you may take control of it, then this Soul may declare another attack.





#99

BELIAL

COMMON

DEMON

WARRIOR

SKILL

- When this Soul is destroyed by an opponent's Soul in Combat, Destroy any Casts equipped to that Soul, then equip this Soul to that Soul as a Constant Cast and apply the following;
- (Constant Cast) The Soul equipped with this Soul cannot Rank Up. Belial is treated as a Cast while equipped to another Soul.

#30

CRESIL

COMMON

DEMON

WARRIOR



#103

GULAR

COMMON

DEMON

MAGE

SKILL

- Once per your turn, when a Demon Class Soul is Summoned, you may Summon one Token (Demon / Token 1000ATK, 1000GRD) to your Field.

#130

IBWA

COMMON

DEMON

WARRIOR

SKILL

- Once per your turn, you may Sacrifice one Token you control, inflict 2000 damage to an opponent's Front-Line Soul.





#131

IBWA - THE DEVOURER UNCOMMON

DEMON

WARRIOR

SKILL

- Once per your turn, you may Sacrifice one Token you control, inflict 3000 damage to an opponent's Front-Line or Rear-Line Soul.

#52

INMAI

COMMON

DEMON

RANGER

SKILL

- When this Soul does Combat with an opponent's Soul, reduce that Soul's ATK by 1000 until the end of your opponent's next turn.



#22

KARAU

COMMON

DEMON

WARRIOR

WARRIOR-SOUL
 Skill
 When this Soul does Combat with an opponent's Soul, reduce that Soul's ATK by 1000 until the end of your opponent's next turn.

#18

KOSDUHN

COMMON

DEMON

WARRIOR

SKILL

- When this Soul is destroyed on your Field, Summon one Token (Demon / Token 1000ATK, 1000GRD) to your Field.





#111

LILITH

SECRET

DEMON

REAPER

SKILL

- Once per either turn, when a Soul you control is destroyed by Combat, you may Summon one Token to your Field. (Demon / Token 1000ATK, 1000GRD).

#161

LUCIFER - THE CONSPIRATOR

RARE

DEMON

WARRIOR

SKILL

- During your turn, if this Soul has not declared an attack, sacrifice one other Soul you control, Summon "Lucifer - The Fallen" from your Hand or Deck ignoring your Rank Up limit. This Soul may not declare an attack the turn you use this Skill.



#162

LUCIFER - THE FALLEN

SECRET

DEMON

WARRIOR

SKILL

- When this Soul destroys an opponent's Soul in Combat, (Quick Skill), you may take control of that Soul until the end of the turn. (Return that Soul to Rank 1)
- Once per your turn, you may Sacrifice one Soul you control, then Summon one Angel or Demon Class Soul from your Graveyard to your Field. Ranks 2 or 3 must have their corresponding Rank 1 or 2 currently on your Field.

#78

MASTEMA

COMMON

DEMON

WARRIOR

SKILL

- During your turn only, this Soul gains 500 ATK for each Token on the Field.





#98

NICKAR

COMMON

DEMON

WARRIOR

#34

ORIAS

COMMON

DEMON

WARRIOR



#80

OSE

COMMON

DEMON

MAGE

#44

SALLOS

COMMON

DEMON

WARRIOR





#38

SEMLAZAS

COMMON

DEMON

WARRIOR

SKILL

- During either turn, (Quick Skill), when doing Combat with an Angel Class Soul, this Soul gains 500 ATK until the end of the turn.

#62

SETH

RARE

DEMON

REAPER



#116

UVALL

COMMON

DEMON

WARRIOR

#85

VERIN

COMMON

DEMON

MAGE

- Once per your turn, Sacrifice 1 Token you control, search your Deck for a Demon Class Soul and add it to your Hand.





#107

VOLAC

COMMON

DEMON

RANGER





#81

AGYRT VAEROS

RARE

DRAGON

REAPER

SKILL

- During your turn only, all Dragon Class Souls you control gain 100 ATK for each Dragon Class Soul on your Field.
- Once per your turn, a Soul you control may declare an attack on a Ranger-Soul or Mage-Soul your opponent controls, regardless of any Front-Line Souls they control.

#70

APALALA

COMMON

DRAGON

MAGE

SKILL

- Once per your turn, target one card in your Graveyard, send one card from your Hand to the Graveyard and Sacrifice this Soul, add the targeted card to your Hand.



#140

AUTHA

COMMON

DRAGON

WARRIOR

#141

AUTHA - THE BLACK UNCOMMON

DRAGON

WARRIOR

SKILL

- Once per either turn,(Quick Skill), you may lower the GRD of an opponent's Soul by 1000 until the end of the turn.





#88

CHUA

COMMON

DRAGON

WARRIOR

#158

CHUSI

COMMON

DRAGON

WARRIOR



#159

CHUSI - SERPENTS FLOWER UNCOMMON

DRAGON

WARRIOR

#46

DALLARTH

COMMON

DRAGON

RANGER





#15

DRACUL

COMMON

DRAGON

MAGE

#163

DROGON

UNCOMMON

DRAGON

WARRIOR

SKILL

- During your opponent's turn,(Quick Skill), when this Soul is selected as an attack target, this Soul gains 500 GRD until the end of the turn.



#164

DRAGON - THE RED

RARE

DRAGON

WARRIOR

SKILL

- Once per your turn, if this Soul has not declared an attack, you may destroy one Soul your opponent controls (Front-Line) that has less GRD than this Soul's ATK. This Soul may not declare an attack the turn you use this Skill.

#165

DROGON - LORD OF FLAMES

SECRET

DRAGON

WARRIOR

SKILL

- Once per your turn, if this Soul has not declared an attack, you may destroy one Soul your opponent controls (Front-Line or Rear-Line) that has less GRD than this Soul's ATK. This Soul may not declare an attack the turn you use this Skill.





#12

FIRROTH

COMMON

DRAGON

RANGER

#59

LADON

COMMON

DRAGON

WARRIOR



#67

ORMARR

RARE

DRAGON

REAPER

#95

PYTHIOS

COMMON

DRAGON

WARRIOR

SKILL

- The Soul that destroys this Soul by Combat has its GRD reduced by 500 until it is removed from the Field.





#134

ROGOTH

COMMON

DRAGON

WARRIOR

#135

ROGOTH - THE BLESSED UNCOMMON

DRAGON

WARRIOR

SKILL

- Once per either turn,(Quick Skill), target one Soul you control and increase its ATK or GRD by 1000.



#77

RYUU

COMMON

DRAGON

WARRIOR

#119

SORUENTH

COMMON

DRAGON

MAGE

SKILL

- When this Soul is Summoned to your Field, you may equip it with one "Dragon Egg" from your Graveyard.





#29

TANIS

COMMON

DRAGON

WARRIOR

#101

VASUHI

COMMON

DRAGON

MAGE



#132

VOLOS

COMMON

DRAGON

WARRIOR

#133

VOLOS - THE OX UNCOMMON

DRAGON

WARRIOR





#73

ZINNATH

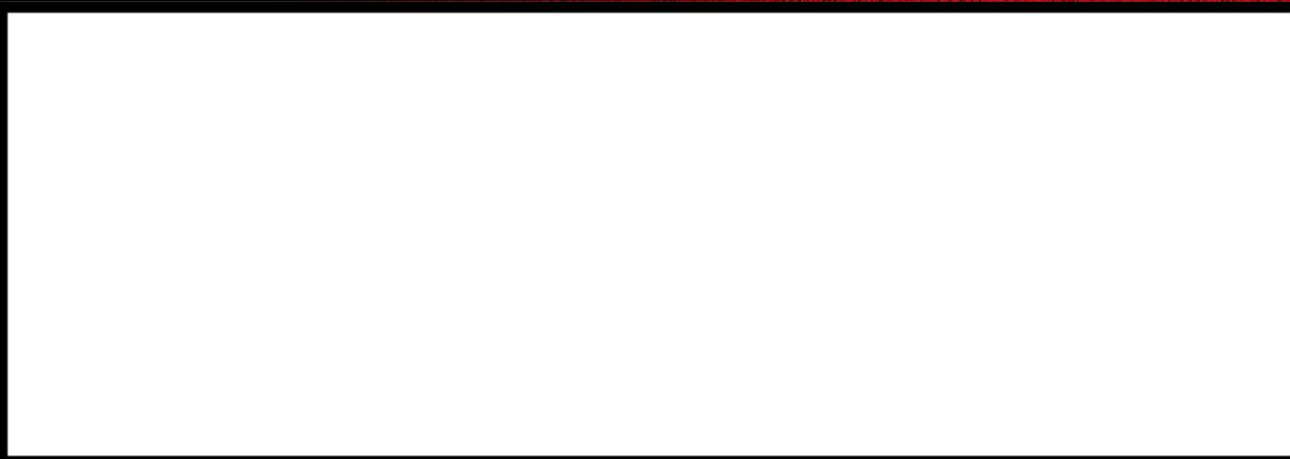
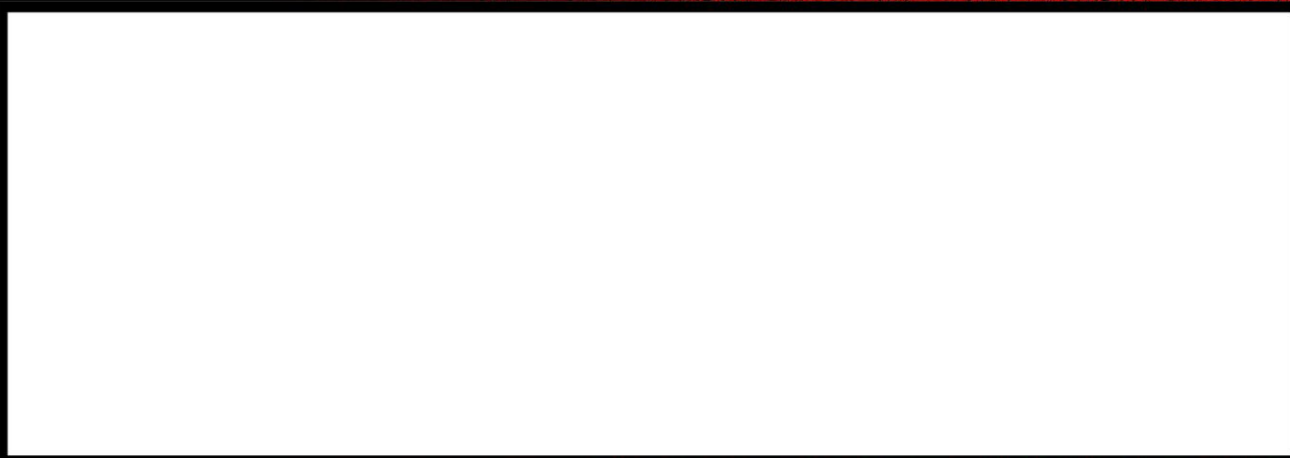
COMMON

DRAGON

RANGER

SKILL

- Once per your turn, discard one card from your Hand, this Soul may make an additional attack this turn.





#53

AJAH

COMMON

HUMAN

WARRIOR

SKILL

- If you control another Soul, this Soul is unaffected by all Casts while on your Field.

#21

ANDOR

COMMON

HUMAN

WARRIOR

SKILL

- This Soul takes zero damage during its first Combat of either turn.



#20

ANDRIS

COMMON

HUMAN

WARRIOR

#45

ARMEN

COMMON

HUMAN

WARRIOR

SKILL

- Once per your turn, you may increase this Soul's ATK by 1000 until the end of the turn.

**please note printed cards with "During your turn only" can still only be activated once per your turn.





#16

BAATAR

COMMON

HUMAN

WARRIOR

SKILL

- When another Soul you control is selected for an attack, (Quick Skill), you may move this Soul's GRD to that Soul until the end of the turn.

#154

BOYRA

COMMON

HUMAN

WARRIOR



#155

BOYRA - THE BRAWLER

UNCOMMON

HUMAN

WARRIOR

#127

CADOC

COMMON

HUMAN

WARRIOR





#128

CADOC - THE GREAT UNCOMMON

HUMAN

WARRIOR

SKILL

- When this Soul destroys an opponent's Soul by Combat, you may deal 2000 damage to another Front-Line Soul your opponent controls.

#129

CADOC - THE WHIRLWIND

RARE

HUMAN

WARRIOR

SKILL

- When this Soul destroys an opponent's Soul by Combat, you may deal 2000 damage to another 2 Front-Line Souls your opponent controls.



#115

CATHAL

COMMON

HUMAN

WARRIOR

#13

CIBOR

COMMON

HUMAN

WARRIOR





#108

CRYSTAL

COMMON

HUMAN

RANGER

#8

DIN

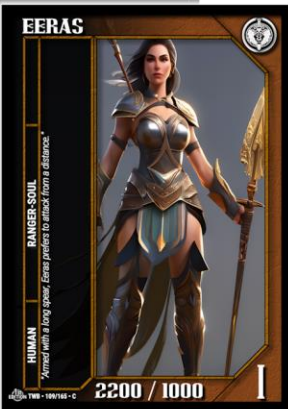
RARE

HUMAN

REAPER

SKILL

- Once per your turn, when a Warrior Class Soul you control is destroyed by Combat, you may Summon one Rank 1 Warrior Class Soul from your Hand.
- Once per your turn, you may swap two Souls' ATK that you control until the end of the turn.



#109

EERAS

COMMON

HUMAN

RANGER

#97

ENAR

COMMON

HUMAN

WARRIOR





#122

ERNO

COMMON

HUMAN

WARRIOR

SKILL

- Once per Combat, when this Soul does Combat with an opponent's Soul that has GRD equal to or less than this Soul's ATK, this Soul takes no damage.

#123

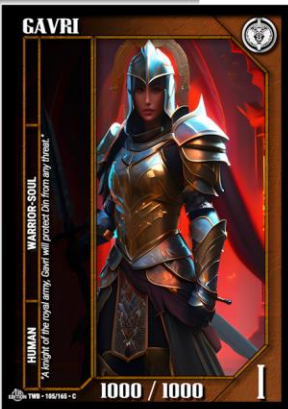
ERNO - THE STURDY UNCOMMON

HUMAN

WARRIOR

SKILL

- Retain Rank 1 Skill.



#105

GAVRI

COMMON

HUMAN

WARRIOR

#106

HANIA

COMMON

HUMAN

WARRIOR





#89

IVAR

RARE

HUMAN

REAPER

#91

HADEN

COMMON

HUMAN

WARRIOR



#26

MARTHAN

COMMON

HUMAN

MAGE

SKILL

- This Soul cannot be selected for an attack if you control another Human Class Soul other than "Marthan".

#93

NIHARS

COMMON

HUMAN

MAGE





#71

TYREN

SECRET

HUMAN

MAGE

SKILL

- During your turn only, discard one card from your Hand, search your Deck for one Rank 1 Soul and Summon it to your Field.



#83

AEDLWULF

COMMON

UNDEAD

MAGE

SKILL

- When this Soul is sent to Purgatory, you may add a Cast from your Graveyard or Purgatory, that requires an Undead Class Soul, to your Hand.

#56

BONEBEARER

COMMON

UNDEAD

WARRIOR

SKILL

- Once per either turn, when an Undead Class Soul is sent to Purgatory, (Quick Skill), you may Summon this Soul from your Hand or Graveyard to your Field.



#117

CAPSER

COMMON

UNDEAD

MAGE

SKILL

- If your opponent controls only Human Class Souls, each Soul you control gains 100 GRD per Human Class Soul on the Field.

#156

FRANK

COMMON

UNDEAD

WARRIOR





#157

FRANK - CURSED FLESH UNCOMMON

UNDEAD

WARRIOR

SKILL

- Once per either turn, while this Soul is in your Purgatory, if this Soul's corresponding Rank 1 is on your Field, you may Summon this Soul to your Field.

#90

GRIMFORD

COMMON

UNDEAD

WARRIOR



#35

HORRORBLOOD

COMMON

UNDEAD

WARRIOR

#145

ILYA

COMMON

UNDEAD

MAGE





#146

ILYA - VOID FURY

UNCOMMON

UNDEAD

MAGE

SKILL

- During your turn only, target a Soul you control in Purgatory, send cards from the top of your Deck to the Graveyard equal to the targeted Soul's Rank, then add the targeted Soul to your Hand.

#124

ISABELLE

COMMON

UNDEAD

WARRIOR

SKILL

- Once per either turn, (Quick Skill), you may send the top card from your Deck to the Graveyard, increase this Soul's ATK and GRD by 500.



#125

ISABELLE - THE GEIST

UNCOMMON

UNDEAD

WARRIOR

SKILL

- Retain Rank 1 Skill.

#126 ISABELLE - THE PLAGUE BINDER

RARE

UNDEAD

WARRIOR

SKILL

- Twice per your turn, you may send one card from your Graveyard to Purgatory to increase this Soul's ATK and GRD by 500.





#43

NORIA

UNCOMMON

UNDEAD

WARRIOR

SKILL

- Human Class Souls destroyed by this Soul in Combat are sent to Purgatory.

#147

OSTHER

UNCOMMON

UNDEAD

WARRIOR

SKILL

- When an Undead Class Soul is sent to Purgatory, you may search your Deck for this Soul's corresponding Rank 2 Soul and place it on top of your Deck.



#148

OSTHER - LIFE PEST

RARE

UNDEAD

WARRIOR

SKILL

- During either turn, this Soul gains 500 ATK and 500 GRD for every Soul sent to Purgatory. Reset this Soul's ATK and GRD at the end of each turn.

#149

OSTHER - VOID WALKER

SECRET

UNDEAD

WARRIOR

SKILL

- Once per your turn, if this Soul has not declared an attack, you may shuffle 5 cards you control in Purgatory back into your Deck to destroy one Front-Line Soul your opponent controls. This Soul may not declare an attack the turn you use this Skill.





#150

RAVEN

COMMON

UNDEAD

RANGER

SKILL

- Once per your turn, target one Undead Class Soul in your Purgatory, place it on top of your Deck, then send to Purgatory one card from your Graveyard.

#151

RAVEN - SLEEP GLOOM UNCOMMON

UNDEAD

RANGER

SKILL

- Retain Rank 1 Skill.



#1

SHACKLEWRENCHER

RARE

UNDEAD

REAPER

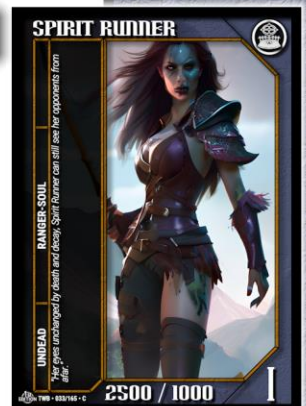
#33

SPIRIT RUNNER

COMMON

UNDEAD

RANGER





#112

TAWNY

COMMON

UNDEAD

WARRIOR

#54

THANATOS

RARE

UNDEAD

REAPER

SKILL

- Once per either turn, when an Undead Class Soul you control is sent to Purgatory, (Quick Skill), you may Summon a Rank 1 Undead Class Soul from your Hand to your Field.
- Once per your turn, send the top card of your Deck to the Graveyard, then add one Rank 1 Soul you control in Purgatory to your Hand.



#28

UMONA

COMMON

UNDEAD

RANGER

#152

ZOG

COMMON

UNDEAD

WARRIOR

SKILL

- When this Soul is sent directly from your Deck to Purgatory, (Quick Skill), you may Summon this Soul to your Field.





#153

ZOG - BONESNEW UNCOMMON

UNDEAD

WARRIOR

SKILL

- When this Soul destroys a Soul your opponent controls in Combat, you may place one card you control in Purgatory to the bottom of your Deck.



#4

2 FOR 1 SPECIAL

COMMON

STANDARD

REQUIREMENTS

SOUL

- Sacrifice a Soul you control, Summon 2 Tokens (Demon / Token 1000ATK, 1000GRD).

#65

ATONEMENT

RARE

STANDARD

REQUIREMENTS

ANGEL-SOUL

- This card may only be activated during your Fortify Phase. Sacrifice 3 other Angel Class Souls you control, each player then shuffles all cards they control into their Decks and draws 5 cards. Skip your Combat Phase the turn this card is activated.



#63

CALL OF THE RED

UNCOMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Discard 1 card, target a Soul you control and search your Deck for that Soul's corresponding Rank 2 or 3 Soul and add it to your Hand. You may not Rank Up that Soul this turn.

#82

DRAGON'S BREATH

UNCOMMON

STANDARD

REQUIREMENTS

RANK 2 OR 3 DRAGON-SOUL

- Sacrifice a Rank 2 or 3 Dragon Class Soul you control for one of the following effects;
 - Rank 2 - Destroy one Soul your opponent controls.
 - Rank 3 - Destroy all Front-Line Souls your opponent controls.





#86

DRAGON'S CALL UNCOMMON

STANDARD

REQUIREMENTS

DRAGON-MAGE-SOUL

- Search your Deck for a Rank 2 or 3 Dragon Class Soul and place it on top of your Deck.

**Please note; Cards marked as Constant Casts are an error. All Dragon's Call cards are Standard Casts.

#58

EXECUTION

UNCOMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Discard one card from your Hand, Target a Rank 1 Soul on your opponent's Field and destroy it.



#74

FAITH

UNCOMMON

STANDARD

REQUIREMENTS

ANGEL-SOUL

- Reveal the top card of your Deck. If it is an Angel Class Soul, Summon it to your Field, if not send it to the Graveyard. Ranks 2 or 3 must have their corresponding Rank 1 or 2 currently on your Field. Ranking a Soul this way does not count towards your normal Rank Up for the turn.

#32

GAMBLE

UNCOMMON

STANDARD

REQUIREMENTS

UNDEAD-REAPER

- Pick up the top 3 cards from your Deck and reveal them. Your opponent then chooses one Rank 1 Undead Soul (if picked up) and Summons it to your Field. Send the rest of the cards to your Graveyard.





#51

OCCUPY THE FIELD UNCOMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Discard 1 card from your Hand, Summon Tokens (Demon / Token 1000ATK, 1000GRD) to each available Front-Line position you control. Destroy all Tokens Summoned this way at the end of your next turn.

#27

PURGE CAST

UNCOMMON

STANDARD

REQUIREMENTS

SOUL

- Destroy one Cast currently on the Field.



#42

RAISE THE DAMNED

RARE

STANDARD

REQUIREMENTS

MAGE-SOUL

- Target up to 3 Demon Class Souls in your Graveyard and Summon them to your Field, then discard the same number of cards from your Hand. Send to Purgatory the Souls Summoned this way at the end of your turn.

#110

RANK UP

RARE

STANDARD

REQUIREMENTS

MAGE-SOUL

- Target one Soul you control, Summon the corresponding Rank 2 or 3 Soul from your Hand ignoring your Rank Up limit.





#6

REAPER'S CALL

UNCOMMON

STANDARD

REQUIREMENTS

REAPER

- Search your Deck for one Rank 1 Soul and add it to your Hand.

#25

REDEMPTION

RARE

STANDARD

REQUIREMENTS

REAPER

- Target one Soul in your Graveyard, Summon that Soul to your Field. Rank 2 or 3 Souls must have their corresponding Rank 1 or 2 Soul currently on your Field.



#66

RETURN FROM THE BEYOND

COMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Target one Rank 1 Soul you control, send the top 2 cards from your Deck to the Graveyard to add the corresponding Rank 2 or 3 from Purgatory to your Hand.



#75

REVITALIZE

UNCOMMON

STANDARD

REQUIREMENTS

SOUL

- Send one card to Purgatory from your Graveyard, then draw one card from your Deck. You may only activate the effect "Revitalize" once per turn.





#68

RING THE BELL

COMMON

STANDARD

REQUIREMENTS

SOUL

- Until the end of the turn, all Souls you control may declare attacks against Ranger-Souls or Mage-Souls your opponent controls, regardless of any Front-Line Souls they control.

#87

TEND THE NEST UNCOMMON

STANDARD

REQUIREMENTS

DRAGON-MAGE-SOUL

- Search your Deck for one "Dragon Egg" and add it to your Hand.



#94

TOKEN BARRAGE UNCOMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Sacrifice Tokens you control for one of the following effects;
 - 1 Token - Destroy one Rank 1 Soul your opponent controls
 - 2 Tokens - Destroy one Rank 2 Soul your opponent controls
 - 3 Tokens - Destroy one Rank 3 Soul your opponent controls.



#40

TRADING SOULS UNCOMMON

STANDARD

REQUIREMENTS

MAGE-SOUL

- Target one Rank 1 Soul you control in Purgatory, Summon it to your Field, then send one Soul from your Graveyard to Purgatory.





#17

COUNTER CAST UNCOMMON

QUICK

REQUIREMENTS

SOUL

- Discard one card from your Hand, negate the activation of a Cast and destroy it.

#31

DEMORALIZE

COMMON

QUICK

REQUIREMENTS

SOUL

- When an opponent's Soul declares an attack, send to Purgatory one Soul in your Graveyard to reduce its ATK by half.



#24

DE-RANK

RARE

QUICK

REQUIREMENTS

MAGE-SOUL

- Target one Rank 2 or 3 Soul on the Field and reduce its Rank by one.

#76

FORGIVENESS

UNCOMMON

QUICK

REQUIREMENTS

MAGE-SOUL

- Activate only when a Soul you control is destroyed by Combat. All players draw one card.





#7

TRANQUILITY

COMMON

QUICK

REQUIREMENTS

SOUL

- Your opponent may not declare an attack this turn.

#39

TWIST OF FATE

UNCOMMON

QUICK

REQUIREMENTS

MAGE-SOUL

- Sacrifice one Soul you control, negate the Rank Up of a Soul. Send the Rank 2 or 3 Soul negated by this Cast to the Graveyard.





#48 DEFENSIVE TACTICS COMMON

CONSTANT REQUIREMENTS SOUL

- The Soul equipped with this Cast gains 200 GRD for every Soul you control.

#102 DIVINE SHIELD UNCOMMON

CONSTANT REQUIREMENTS SOUL

- This Cast is destroyed at the end of the second turn after activation. The Soul equipped with this Cast cannot be destroyed by Combat.



#23 DRAGON EGG UNCOMMON

CONSTANT REQUIREMENTS DRAGON-SOUL

- This Cast is destroyed at the end of the second turn after activation. When this Cast is destroyed by its own effect, add one Dragon Class Soul from your Deck or Graveyard to your Hand.

#11 DRAGON WINGS UNCOMMON

CONSTANT REQUIREMENTS SOUL

- This card may only be equipped to a Rank 1 Soul. The equipped Soul becomes a Ranger-Soul and is moved to the Rear-Line. If this Cast is destroyed or the Soul equipped is Ranked Up, destroy the equipped Soul.





#72

LONG SPEAR

COMMON

CONSTANT

REQUIREMENTS

SOUL

- The Soul equipped with this Cast may attack Ranger-Souls or Mage-Souls your opponent controls, regardless of any Front-Line Souls they control.

#92

STAY OF COMBAT UNCOMMON

CONSTANT

REQUIREMENTS

MAGE-SOUL

- This card is destroyed at the beginning of your next Fortify Phase. No players may declare an attack.



#113

THE BELL TOLLS UNCOMMON

CONSTANT

REQUIREMENTS

SOUL

- Target a Soul on the Field and equip this Cast to it. The Soul equipped with this Cast is destroyed at the end of its Owner's next turn.

#36

THE GATES OF HEAVEN UNCOMMON

CONSTANT

REQUIREMENTS

MAGE-SOUL

- This card is destroyed at the beginning of your next Fortify Phase. All cards you control that would be sent to the Graveyard are instead placed onto the bottom of your Deck.





#49

THE GATES OF HELL UNCOMMON

CONSTANT

REQUIREMENTS

MAGE-SOUL

- All cards you control that are sent to the Graveyard are instead sent to Purgatory.

#14

WARRIOR'S BANNER COMMON

CONSTANT

REQUIREMENTS

SOUL

- The Soul equipped with this Cast gains 200 ATK for each Soul you control.



