

# Silver Spell Frenzy

## Master Card List

Josiah Lebowitz

### Tamer Monster Cards

#### Flamer

Name: Flaming Hair Lady

Picture: Lady with a large hairdo that's on fire.

HP: 90

Facets: 150

Type: Flamer

ATK: 80

SPD: 70

Special Ability: Flaming Hair Lady deals 30 damage to itself each time it is involved in battle.

Attacks: Burning Dash

Description: This woman is a living testament to the fact that hairspray and fire don't mix.

Name: Constantly Arguing Bandits

Picture: Two groups of arguing bandits.

HP: 200

Facets: 90

Type: Flamer

ATK: 70

SPD: 20

Special Ability: All of CAB's attacks are unavoidable. Whenever CAB is involved in battle flip a coin. If it's tails, CAB does nothing.

Attacks: Amazing Ambush Attack;

Description: Two rival bandit groups that have teamed up to defeat a common foe.

Although formidable, they have trouble agreeing on anything.

#### Green Party

Name: Barracuda Plant

Picture: Kinda like Piranha Plants from Mario

HP: 80

Facets: 80

Type: Green Party

ATK: 80

SPD: 0

Special Ability: No opponent can attack Barracuda Plant's controller as long as this card remains on the field. This card cannot initiate battles. When this card is attacked, the opponent's speed is ignored.

Attacks: Big Chomp

Description: Although immobile, this carnivorous plant has a very nasty bite.

Name: Reviver of Magic

Picture: Some sort of cute spirit thing.

HP: 30

Facets: 50

Type: Green Party

ATK: 20

SPD: 30

Special Ability: When this monster is destroyed return one destroyed magic card from your garbage bin to your deck.

Attacks: Forgotten Magic;

Description: A gentle creature who seeks to bring back the forgotten powers of old.

Name: Really Annoying Activist

Picture: The name says it all.

HP: 80

Facets: 110

Type: Green Party

ATK: 60

SPD: 50

Special Ability: As long as this monster is on the field, you opponent cannot select anything else as the target for an attack.

Attacks: Shut up and Listen; Talk Your Ear Off: Choose any one monster or player not controlling any monsters, it must immediately attack RAA.

Description: One of those people who will not leave you alone. Normally mild mannered, he can become quite violent if ignored.

## **Dirt**

Name: Living Trap Hole

Picture: A hole in the ground with teeth.

HP: 10

Facets: 110

Type: Dirt

ATK: 110

SPD: 0

Special Ability: Living Trap Hole cannot be targeted except by magic and cannot initiate attacks. It can be hit with counter attacks.

Attacks: Pitfall: This attack can only be used to intercept an opposing monster or Fighter. It is unavoidable. Flip a coin and call it, if you're correct LTH strikes first, if not the opponent does.

Description: Always hungry, this beast waits below the ground to trap its prey.

Name: Little Guy, Big Shield

Picture: A really tiny monster with a gigantic shield.

HP: 30

Facets: Cabochon

Type: Dirt

ATK: 0

SPD: 0

Special Ability: Send this card directly from your deck to the garbage bin to cancel all damage done by one attack.

Attacks: Right Guard: Negate the damage done by any monster or player attacking this monster unless its speed is at least 70.

Description: This miniscule monster is a complete wimp that spends its days hiding behind its shield. In fact, few people even know there is a monster behind that shield.

Name: Generic Rock Monster

Picture: Like the rock monster in Galaxy Quest.

HP: 110

Facets: 120

Type: Dirt

ATK: 90

SPD: 30

Special Ability: None

Attacks: Stone Punch; Curl and Roll: +30 SPD during use, if this attack misses GRM does 50 damage to itself.

Description: Just another rock monster. After all, what collection of monsters is complete without one?

## **Live Wire**

Name: Lightning Swordsman

Picture: Cool looking warrior with an electrically charged sword.

HP: 60

Facets: 120

Type: Live Wire

ATK: 30

SPD: 90

Special Ability: None

Attacks: Speed Slash; Electric Wave: This attack targets all opposing monsters and players. -20 ATK during use.

Description: This warrior moves so fast that all his opponents can see is blur before he strikes.

Name: Electriblast

Picture: A bit of a mix between Jolteon and a tiger

HP: 100

Facets: 120

Type: Live Wire

ATK: 50

SPD: 70

Special Ability: None

Attacks: Electrocuter; Electric Heaven: -40 SPD when using this attack. This attack can target up to two monsters at once.

Description: A majestic beast with the power of lightning. It's said that it once helped a young hero defeat great evil.

## **Wind Bag**

Name: Azure Eyes Puce Dragon

Picture: Blues Eyes White Dragon with a new color scheme.

HP: 160

Facets: 120

Type: Wind Bag

ATK: 70

SPD: 50

Special Ability: None

Attacks: Azure Blast; Suicidal Dash: + 50 SPD when using this attack. AEPD does 40 damage to itself.

Description: A powerful flying dragon. It comes dangerously close to copyright infringement.

Name: Dash the Ultimate Sneak Thief

Picture: Speedy looking guy with a dark cloak and swordbreaker.

HP: 50

Facets: 110

Type: Wind Bag

ATK: 10

SPD: 100

Special Ability: When this monster strikes an opposing player that player must discard one random card from his deck.

Attacks: Slash and Grab;

Description: This master thief is known far and wide for his skills. Many tried to trap him but all failed.

Name: Midnight Wing

Picture: Very large black bird surrounded by a shadowy aura.

HP: 80

Facets: 70

Type: Wind Bag

ATK: 30

SPD: 40

Special Ability: When this monster successfully strikes an opposing monster or player reduce that monster or player's ATK and SPD by half during its next battle.

Attacks: Dark Radiance; Drill Dash: -20 ATK and + 20 SPD during use.

Description: A massive bird which fights with the power of darkness, Midnight Wing once fought along side a young hero.

### **Freezer Burn**

Name: Ice Celestial

Picture: A regal looking woman made of ice. Maybe like Shiva but with more clothes.

HP: 100

Facets: 80

Type: Freezer Burn

ATK: 60

SPD: 20

Special Ability: When initiating a battle, Ice Celestial always strikes first.

Attacks: Sub-Zero Strike; Chill Wind: -20 ATK during use. You can attack two targets at a time.

Description: Queen of the frozen lands, she's as cold as she is beautiful.

Name: Majorly Cold Orb

Picture: A floating orb of icy liquid.

HP: 20

Facets: 80

Type: Freezer Burn

ATK: 30

SPD: 50

Special Ability: When this monster is destroyed in battle permanently reduce the SPD the monster or player it was fighting by 20.

Attacks: Exploding Smash: If this attack successfully strikes a monster or player immediately destroy this monster.

Description: Barely sentient, these orbs explode on contact, encasing their opponent in ice.

Name: Joejigajejojijog

Picture: Some reptile looking thing. A parody of a Yu-Gi-Oh monster.

HP: 110

Facets: 110

Type: Freezer Burn

ATK: 40

SPD: 70

Special Ability: None

Attacks: Claw Time;

Description: A young monster whose heart was tainted by evil, its skills are as formidable as its name is unpronounceable.

## **Liquid**

Name: Aquatica Twin Blue

Picture: A mermaid with blue hair and scales.

HP: 50

Facets: 100

Type: Liquid

ATK: 50

SPD: 50

Special Ability: If Aquatica Twin Blue and Aquatica Twin Red are on the field at the same time, they only use one of their controller's card slots and their HP is combined.

Attacks: Tail strike; Gemini Power: Can only be used when Aquatica Twins Blue and Red are both on the field. They attack as one, adding their ATK together.

Description: Although weak, this aquatic beauty can join with her twin for a powerful attack.

Name: Aquatica Twin Red

Picture: A mermaid with red hair and scales.

HP: 50

Facets: 100

Type: Liquid

ATK: 50

SPD: 50

Special Ability: If Aquatica Twin Blue and Aquatica Twin Red are on the field at the same time, they only use one of their controller's card slots and their HP is combined.

Attacks: Tail strike; Gemini Power: Can only be used when Aquatica Twins Blue and Red are both on the field. They attack as one, adding their ATK together.

Description: Although weak, this aquatic beauty can join with her twin for a powerful attack.

Name: Squishy Jellyfish

Picture: A big jellyfish.

HP: 70

Facets: 80

Type: Liquid

ATK: 60

SPD: 20

Special Ability: All damage taken by this monster is reduced by half. This monster's counter attacks never miss.

Attacks: Grabby Tentacles; Whirly Spin: +30 SPD and -30 ATK when using this attack, this attack can not be used as a counter.

Description: This slimy sea dweller is rather lacking in the brains department. Fortunately, it's blubbery body and speedy tentacles help make up for it.

## **Hocus Pocus**

Name: Pathetically Weak Cute Thing

Picture: Some super cute little fuzz ball.

HP: 30

Facets: 20

Type: Hocus Pocus

ATK: 10

SPD: 10

Special Ability: None

Attacks: Fuzz Ball Roll

Description: Although incredible cute and cuddly, this little guy is totally useless in battle. Although be careful not to get it angry...

Name: Really Big Powerful Thing

Picture: Huge hulking monster.

HP: 200

Facets: 150

Type: Hocus Pocus

ATK: 120

SPD: 30

Special Ability: This monster can only be summed by the effect of Insanely Overpowered Reversal.

Attacks: Smusher Punch; Fry 'em All: Always strikes all opponents and monsters with SPD < 70. When the attack is complete, RBPT's ATK is reduced by 60. Can only be used once.

Description: A demon whose powers have been enhanced by magic, it was sealed away long ago. All fear its legendary power.

Name: Paisley Magician

Picture: Think Yu-Gi-Oh's Dark Magician with a paisley pattern.

HP: 150

Facets: 120

Type: Hocus Pocus

ATK: 50

SPD: 70

Special Ability: None

Attacks: Paisley Magic; Staff Strike: + 30 SPD and -20 ATK when using this attack

Description: The ultimate magician. His powers are incredible but his fashion sense is horrendous.

Name: Slizer the Magic Swordsman

Picture: A teenager wielding the Sorcerer's Sword.

HP: 80

Facets: 90

Type: Hocus Pocus

ATK: 50

SPD: 40

Special Ability: Each time this card attacks or counters, its type can be changed to anything except Neutral, Hocus Pocus, and Cheese.

Attacks: Magic Blade;

Description: A heroic young swordsman, he fights by infusing his sword with various spells. He's a member of the Frequent World Savers club.

Name: Raystar

Picture: A shining angel with a katana.

HP: 70

Facets: 90

Type: Hocus Pocus

ATK: 40

SPD: 50

Special Ability: After this card successfully destroys an opposing monster or player, destroy it to summon Raydion from your deck.

Attacks: Ultra Nova; Shine: This attack can only be used as a counter. Flip a coin, if the result is heads negate the opponent's attack.

Description: This heavenly visitor wields a mighty power. He once joined together with a young hero to fight evil.

Name: Raydion

Picture: A ROM monster. A shining angel with six wings and two katana.

HP: 120

Facets: 150

Type: Hocus Pocus

ATK: 80

SPD: 70

Special Ability: This card can only be summoned by the effect of Raystar.

Attacks: Wrath of God; Shine: This attack can only be used as a counter. Flip a coin, if the result is heads negate the opponent's attack.

Description: Once a simple angel, Raystar received divine power and a new name. Together with a fearless hero, he stood against a relentless evil.

Name: Bounder

Picture: Like a tiger but made of translucent liquid.

HP: 30

Facets: 140

Type: Hocus Pocus

ATK: 70

SPD: 70

Special Ability: This monster is not affected by any magic cards.

Attacks: Speedy Slashfest;

Description: This mysterious monster's origins are so mysterious that they can't be revealed on this card.

## **Cheese**

Name: Evil Pizza of Doom

Picture: An evil looking pizza.

HP: 10

Facets: 10

Type: Cheese

ATK: 10

SPD: 0

Special Ability: The next attack your opponent declares must target Evil Pizza. The ATK and SPD of the monster or Fighter that destroys Evil Pizza are reduced by half for its next three battles and it loses 20 HP.

Attacks: Cheese Slap

Description: A delicious pizza corrupted by the forces of darkness. Eat it at your own risk.

Name: Giant Runaway Cheese Wheel

Picture: Just what the name says.

HP: 150

Facets: 150

Type: Cheese

ATK: 90

SPD: 60

Special Ability: None

Attacks: Rampaging Roll: When this attack is successfully evaded, GRCW strikes its own controller.; Ker-plop: +50 ATK during use. Regardless of the outcome of the attack, destroy GRCW.

Description: Workers at the cheese factory failed to properly secure this cheese wheel before going up a hill. Now it rolls free, destroying everything in its path.

Name: String Cheese Ninja

Picture: Ninja with string cheese nunchukuu

HP: 50

Facets: 100

Type: Cheese

ATK: 20

SPD: 80

Special Ability: When this monster takes a fatal blow flip a coin, if the result is heads this monster survives with 10 HP. This effect can't be used more than twice.

Attacks: String Cheese Strike; Brace and Bash: This attack can only be used as a counter. +20 ATK during use.

Description: This master ninja grew tired of ordinary battles and decided to adopt an unconventional weapon to make things more interesting.

Name: Really Bad Smelling Cheese

Picture: Think of something funny.

HP: 10

Facets: 80

Type: Cheese

ATK: 70

SPD: 10

Special Ability: This monster cannot be attacked if there are any other monsters on its controller's field.

Attacks: Horrible Stench: This attack can't be countered and always strikes its target regardless of SPD.

Description: Limburger cheese gone bad. Only a brave few dare approach this creature without gas masks.

## Morpher Base Monsters Cards

Name: Amorphous Blob

Picture: A basic slime. Perhaps like the ones in Dragon Warrior?

HP: 1000

Facets: Cabochon

Type: Neutral

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards.

Attacks: Be Useless: does nothing

Description: The most basic Morpher monster, it's virtually useless without transforming.

Name: Flaming Blob

Picture: A basic slime on fire.

HP: 1000

Facets: Cabochon

Type: Flamer

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Flamer type in addition to the type of its current form.

Attacks: Burn Up: Deals 10 damage to self

Description: A basic Morpher monster that got too close to a fire. Now it's melting.

Name: Flowering Blob

Picture: A basic slime with flowers.

HP: 1000

Facets: Cabochon

Type: Green Party

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Green Party type in addition to the type of its current form.

Attacks: Bouquet: Negates an attack. Can only be used once.

Description: A basic Morpher monster that loves flowers. Isn't it cute?

Name: Dirty Blob

Picture: A basic slime covered with mud.

HP: 1000

Facets: Cabochon

Type: Dirt

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Dirt type in addition to the type of its current form.

Attacks: Mud Pie: Reduces the SPD of its target by 10.

Description: A basic Morpher monster that fell in a mud puddle. Anyone have soap?

Name: Electrocuted Blob

Picture: A basic slime that got electrocuted.

HP: 1000

Facets: Cabochon

Type: Live Wire

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Live Wire type in addition to the type of its current form.

Attacks: Static E: Deals 10 damage, completely unavoidable.

Description: A basic Morpher monster that ran into a downed power line. Shocking!

Name: Airy Blob

Picture: A basic slime with a fan.

HP: 1000

Facets: Cabochon

Type: Wind Bag

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Wind Bag type in addition to the type of its current form.

Attacks: Blowhard: Negates the attack of fighters and monsters with SPD < 30.

Description: A basic Morpher monster that loves wind. It'll blow you away.

Name: Ice Cube Blob

Picture: A basic slime that's frozen.

HP: 1000

Facets: Cabochon

Type: Freezer Burn

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Freezer Burn type in addition to the type of its current form.

Attacks: Frozen Solid: All damage < 30 is negated.

Description: A basic Morpher monster stayed out in the cold too long. Now it's little more than an ice cube.

Name: Watery Blob

Picture: A basic slime that looks more watery.

HP: 1000

Facets: Cabochon

Type: Liquid

ATK: 0

SPD: 0

Special Ability: Can be used to activate Morpher Form cards. Retains its Liquid type in addition to the type of its current form.

Attacks: Liquefy: Redirects attacks aimed at Water Blob towards the player.

Description: A basic Morpher monster that stayed in the pool too long. It's kinda runny...

## **Morpher Form Magic Cards**

Name:

Picture:

Facets:

Type:

ATK:

SPD:

Special Ability:

Attacks:

Description:

## **Magic Cards**

Name: Insanely Overpowered Reversal

Picture: Pathetically Weak Cute Thing transforming.

Type: Instant Use

Effect: This card can only be activated when a Pathetically Weak Cute Thing on your side of the field is destroyed by an opponent. Summon one Really Big Powerful Thing from your deck.

Name: Magic Vacuum Cleaner

Picture: A magical vacuum cleaner.

Type: Instant Use

Effect: Negate the activation of and destroy a single magic card.

Name: Super Zappy Thing

Picture: Some weird looking weapon.

Type: Instant Use

Effect: Destroy any one monster on the field.

Name: The Pause Button

Picture: A remote with a giant pause button.

Type: Instant Use

Effect: Opposing monsters cannot act during their next battle. Players are unaffected.

Name: Fast Forward

Picture: A remote with a giant FF button.

Type: Instant Use

Effect: Pick one monster or player, its speed doubles during its next battle.

Name: Stop

Picture: A remote with a giant stop button.

Type: Instant Use

Effect: Negate the attack of one opposing monster or player.

Name: Frankenstein's Machine

Picture: A monster on one of those electric Frankenstein tables.

Type: Instant Use

Effect: Summon one destroyed monster to your side of the field.

Name: Weird Reversal Portal

Picture: A monster running into a flashy portal.

Type: Instant Use

Effect: Change the attack target of an opposing monster to its own controller. Only works on single target attacks. Unavoidable.

Name: Uncertain Gambit

Picture: Some sort of gambling thing perhaps?

Type: Instant Use

Effect: Shuffle your deck and destroy three random cards. Next destroy any two cards on the field.

Name: Gambler's Second Chance

Picture: Something with a coin flip.

Type: Continuous Magic

Effect: As long as this card remains on the field, its user gets one optional redo for every coin flip he or she makes.

Name: Life or Death Flip

Picture: Something with a coin flip.

Type: Instant Use

Effect: This card can only be activated during battle. Choose one participant then flip a coin. If the result is heads the chosen monster or player's ATK is doubled for the remainder of the battle. If the result is tails its ATK is halved.

Name: Principle of Equivalent Exchange

Picture: Two monsters nailing each other.

Type: Instant Use

Effect: Destroy one monster of your side of the field to destroy another monster with the same number of facets or less.

Name: Mega Elixir

Picture: A magic potion.

Type: Instant Use

Effect: Restore 500 HP to one monster or player. The target's HP cannot exceed its maximum amount.

Name: Dr. Feelgood's Snake Oil

Picture: A sleazy guy hawking what looks like a Mega Elixir

Type: Instant Use

Effect: Choose one monster or player then flip a coin. If the result is heads the target regains 200 HP. If it's tails the target loses 50 HP.

Name: Shiny Pot of Redirection

Picture: A shiny pot reflecting magic.

Type: Instant Use

Effect: This card can only be activated when your opponent activates an Instant Use magic card. Redirect the effects of the card to the target of your choice.

Name: Spontaneous Combustion

Picture: An exploding monster.

Type: Instant Use

Effect: Destroy one monster on the field and inflict damage equal to the destroyed monster's attack to all players.

Name: Nifty Keen Mind Control Helmet

Picture: A high tech helmet.

Type: Continuous Magic

Effect: Choose one monster on your opponent's side of the field and place it under your control. When the selected monster is destroyed this card is also destroyed. If this card is destroyed control reverts to your opponent. The selected monster still uses one of your opponent's card slots.

Name: Loyalty Purchased

Picture: Someone bribing someone else.

Type: Instant Use

Effect: Discard a random card from you deck to activate this card. Take control of any monster on your opponent's side of the field for a single battle.

Name: Unpopular Law #63

Picture: Um, an official document or something?

Type: Continuous Magic

Effect: As long as this card remains on the field no one can declare a counter attack.

Name: Play Nice

Picture: Guys shaking hands.

Type: Continuous Magic

Effect: As long as this card remains on the field no player or monster can intercept an opposing attack.

Name: "I am invincible!"

Picture: Some guys striking a heroic pose type thing.

Type: Instant Use

Effect: This card can only be activated during battle. Choose yourself or one monster on your side of the field, during the current battle the chosen one can not be destroyed. When the battle ends that monster or player is instantly destroyed. This card cannot be negated or redirected.

Name: Attack of the Zombies

Picture: Should be easy enough

Type: Instant Use

Effect: All players may choose one destroyed monster from their respective Trash Cans and summon it back onto the field.

Name: More power!

Picture: Cliché power up pic.

Type: Continuous Magic

Effect: The player using this card and all monsters under his or her control gains +10 ATK but take 10 extra damage from every attack.

Name: Light Speed Boosters

Picture: Um, something that looks fast...

Type: Continuous

Effect: The player using this card and all monsters under his or her control gain +30 SPD. Every time one of them attacks or intercepts an attack roll a die, if the result is 1 or 2 their attack misses.

## **Fighter Exclusive Magic Cards**

Name: Super Strong Hair Gel of The Nameless Hero

Picture: A silhouette of The Nameless Hero holding out a container of hair gel.

Type: Continuous Fighter Equipment

Effect: All damage done to the Fighter equipped with this card is reduced by 20. A fighter equipped with three Nameless Hero cards can equip a fourth despite the three card limit.

Name: Minty White Toothpaste of The Nameless Hero

Picture: A silhouette of The Nameless Hero flashing a white toothed grin.

Type: Continuous Fighter Equipment

Effect: The SPD of enemy Fighters and monsters is halved when battling a Fighter equipped with this card. A fighter equipped with three Nameless Hero cards can equip a fourth despite the three card limit.

Name: Really Cool Looking Sword of The Nameless Hero

Picture: A silhouette of The Nameless Hero holding out a big cool magical looking sword.

Type: Continuous Fighter Equipment

Effect: A Fighter equipped with this card gains +50 ATK and -30 SPD. A fighter equipped with three Nameless Hero cards can equip a fourth despite the three card limit.

Name: Mega Magic Shield of The Nameless Hero

Picture: A silhouette of The Nameless Hero holding out a snazzy magical shield.

Type: Continuous Fighter Equipment

Effect: A Fighter equipped with this card can negate the activation of and destroy any magic cards. This card can only be equipped if the user already has three other Nameless Hero cards equipped.

Name: Spirit of the Forgotten Mage

Picture: Guy with a cape with magic energy in his hands hovering above the ground.

Type: Continuous Fighter Equipment

Effect: A Fighter equipped with this card gets its type changed to Hocus Pocus, gains 20 ATK, 30 SPD, and gains the following attacks. Blaster Fury: -40 ATK when using this attack. It is unavoidable.; Strike Supreme: +40 ATK and -60 SPD when using this attack.

Name: Dash's Swordbreaker

Picture: Have Dash (from the Dash card) but emphasize the sword breaker.

Type: Continuous Fighter Equipment

Effect: When an opposing monster or Fighter takes damage from someone equipped with this card, permanently reduce their ATK by 20.

Name: \$800 Sneakers

Picture: Someone with fancy shoes running fast.

Type: Continuous Fighter Equipment

Effect: Discard one random card from your deck to activate this card. A Fighter equipped with this card gains +30 SPD.

Name: Overly Large Sword

Picture: One of those super big Cloud style swords.

Type: Continuous Fighter Equipment

Effect: -50 SPD. A Fighter equipped with this card can now strike two targets at once. Both targets must be controlled by the same player.

Name: Strip Show

Picture: Think of something funny here.

Type: Special Fighter Instant Use

Effect: This card can be only be used by a Fighter. It can be activated even if the user has no free card slots. Choose one Fighter on the field and destroy all of his or her equipped cards.

Name: Sorcerer's Sword

Picture: Big fancy sword surrounded with magical energy.

Type: Continuous Fighter Equipment

Effect: Each time a Fighter equipped with this card declares an attack or counter he can change his type to anything except for Neutral, Hocus Pocus, and Cheese.

Name: Last Ditch Attack

Picture: Someone powering up (DBZ style perhaps)

Type: Special Fighter Instant Use

Effect: This card can be only be used by a Fighter with 100 HP or less. It cannot be used in battle. Destroy all remaining cards on your side of the field and in your deck. Increase your ATK by 10x the number of cards destroyed.