

Spiritual Art = 霊術, ergo Spirit Charmers = Masters of the Spiritual Arts. I hate localization everywhere.

疾風の霊使いウイン

Spirit Charmer of Gales, Wynn

Level 4 - WIND - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead.

(2) When this card is Normal Summoned: You can target 1 WIND monster you control or 1 "Charmer" or "Possessed" card in your hand; destroy 1 Spell or Trap card your opponent controls, and if you do, destroy that target.

狂嵐妃ーウイン

Consort of Tempests, Wynn

LV6 - WIND - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is WIND Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: Return 1 monster your opponent controls to its owner's hand.

(3) When this card destroys a monster your opponent controls by battle: You can add 1 "Charmer" or "Possessed" monster from your Deck to your hand, except ~.

震地の霊使いアウス

Spirit Charmer of Tremors, Aussa

Level 4 - EARTH - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead.

(2) If this card is sent to the Graveyard: You can add 1 level 4 or lower EARTH monster or 1 "Charmer" or "Possessed" card from your Graveyard to your hand, except ~.

崩岩妃ーアウス

Consort of Rockslides, Aussa

Level 6 - EARTH - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is EARTH Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: Destroy 1 Set card your opponent controls.

(3) When this card is destroyed by an opponent's attacking monster or card effect and sent to the Graveyard: You can Special Summon 1 "Charmer" or "Possessed" monster from your GY, except ~.

焦炎の霊使いヒータ

Spirit Charmer of Infernos, Hiita

Level 4 - FIRE - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead.

(2) If a card was sent to your opponent's GY this turn (Quick Effect): You can banish 1 card from your opponent's GY, then if it was a monster, inflict its level or Rank x 200 points of damage to your opponent. This effect can only be used once while this card is face-up on the field.

爆焰妃ーヒータ

Consort of Eruptions, Hiita

Level 6 - FIRE - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is FIRE Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: If your opponent took damage this turn, look at your opponent's hand, then choose and banish 1 monster from their hand.

(3) When this card inflicts Battle Damage to your opponent: You can discard 1 "Charmer" or "Familiar" monster; inflict damage to your opponent equal to half the ATK of the monster discarded.

汐水の霊使いエリア

Spirit Charmer of Tides, Eria

Level 4 - WATER - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead.

(2) If this card is Summoned or flipped face-up: Until the end of the turn, WATER or Spellcaster monsters you control cannot be destroyed by battle or by card effects, also they gain 500 ATK and DEF.

吹雪妃ーエリア

Consort of Blizzards, Eria

Level 6 - WATER - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is WATER Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: You can choose up to 2 other cards you control; draw that many cards, also destroy them.

(3) If this card is added to your hand: You can reveal it; banish it face-up until your next Standby Phase, and if you do, "Charmer" and "Possessed" monsters you control gain 1000 ATK.

極光の霊使いライナ

Spirit Charmer of Auroras, Lyna

Level 4 - LIGHT - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead, also the activation and effect of that card cannot be negated.

(2) You can banish a LIGHT monster or "Charmer" or "Possessed" card from your Graveyard; add it to your hand during your next Standby Phase, and if it's a monster, you can Special Summon it instead. This effect can only be used once while this card is face-up on the field.

皓耀妃ーライナ

Consort of Radiance, Lyna

Level 6 - LIGHT - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is LIGHT Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: You can Tribute this card; banish 1 monster your opponent controls.

(3) If this card is banished: Negate the effects of all monsters your opponent controls, also you can banish up to 2 cards from your opponent's Graveyard.

影闇の霊使いダルク

Spirit Charmer of Shadows, Dharc

Level 4 - DARK - Spellcaster/Effect - 1600 ATK/1500 DEF

You can only use each effect of ~ once per turn.

(1) If this card would be used as the cost of a "Spiritual Art" card: You can return it to your hand instead, also the activation and effect of that card cannot be negated.

(2) When this card is Normal Summoned: You can banish 1 DARK monster or "Charmer" or "Possessed" card from your hand; draw 1 card.

永夜爵ーダルク

Duke of Nocturnes, Dharc

Level 6 - DARK - Spellcaster/Effect - 2350 ATK/1500 DEF

(This card is always treated as a "Familiar-Possessed" card.)

You can only use each effect of ~ once per turn.

(1) You can Special Summon this card (from your hand) by Tributing a level 4 or lower Spellcaster-Type monster you control. If it is DARK-Attribute, return that monster to your hand instead.

(2) If this card is Special Summoned: You can choose up to 2 banished cards you own; return them to your Graveyard, then inflict 500 points of damage to your opponent for each card returned this way.

(3) Once per turn: You can destroy 1 monster your opponent controls with DEF less than or equal to the ATK of another monster you control.

憑依実質

Possessed Essence

Level 3 - LIGHT - Spellcaster/Tuner - 500 ATK/1500 DEF

If this card is used as a Synchro Material, it can be treated as any one other Attribute.

(1) Once per turn: You can increase or decrease this card's level by 1.

(2) When this card is Normal Summoned or flipped face-up: You can target 1 Level 3 or 4 "Charmer" or "Familiar-Possessed" monster in your Graveyard; Special Summon it in face-up Defense position, but its effects are negated.

アカシック・オラクル

Akashic Oracle

Level 6 - DARK - Spellcaster/Synchro - 2100 ATK/700 DEF

1 Spellcaster-Type Tuner monster + 1 or more non-Tuner Monsters

Cannot be destroyed by battle. Once per turn: You can Tribute 1 monster; take control of up to 2 monsters that your opponent controls with the same Attribute, until the End Phase.

精霊使いの四賢

Four Sages of the Spirit Charmers

Level 7 - WIND - Spellcaster/Synchro - 2000 ATK/1600 DEF

1 Tuner monster + 1 or more Spellcaster-Type non-Tuner Monsters

(This card is also WATER, FIRE, and EARTH-Attribute.)

When this card is Synchro Summoned: Draw a card for each monster with a different Attribute you control. This card gains 200 ATK for each face-up "Charmer" or "Familiar" monster you control.

精霊使いの大学者

Great Scholar of the Spirit Charmers

Level 8 - DARK - Spellcaster/Synchro - 2800 ATK/1500 DEF

1 Spellcaster-Type Tuner monster + 1 or more "Charmer" or "Familiar" non-Tuner Monsters

(This card is also LIGHT-Attribute.)

When this card is Synchro Summoned: Return up to 1 "Charmer" or "Familiar" card from your Graveyard to your hand and up to 1 "Spiritual Art" card from your Graveyard to your hand. When a "Spiritual Art" or "Familiar" Spell or Trap card is activated: You can apply one of the following effects:

- Draw 1 card, then discard 1 card.
- Banish 1 monster you control and 1 monster your opponent controls.
- Choose 1 Set Spell or Trap card your opponent controls. It cannot be activated as long as this card is face-up on the field.

儀靈術—「雪」

Pure Spiritual Art - Yuki

Quick-Play Spell

(This card is always treated as a "Spiritual Water Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 WATER monster to target 1 monster on the field; change that target to either face-up Attack Position or face-down Defense Position.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Water Art" card.

純靈術—「月」

Pure Spiritual Art - Tsuki

Quick-Play Spell

(This card is always treated as a "Spiritual Light Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 LIGHT monster to target 1 face-up monster your opponent controls; reduce the ATK and DEF of that target to 0 until the end of turn, also, negate its effects.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Light Art" card.

純靈術—「花」

Pure Spiritual Art - Hana

Quick-Play Spell

(This card is always treated as a "Spiritual Earth Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 EARTH monster to target 1 card on the field; this turn, it cannot be destroyed and is unaffected by other card effects.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Earth Art" card.

禁靈術—「燃」

Forbidden Spiritual Art - Nen

Quick-Play Spell

(This card is always treated as a "Spiritual Fire Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 FIRE monster to target 1 monster your opponent controls; destroy it, and if you do, inflict damage to your opponent equal to half the destroyed monster's ATK on the field.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Fire Art" card.

禁靈術—「貪」

Forbidden Spiritual Art - Ton

Quick-Play Spell

(This card is always treated as a "Spiritual Dark Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 DARK monster; draw 2 cards, then discard 1 card.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Dark Art" card.

禁靈術—「乱」

Forbidden Spiritual Art - Ran

Quick-Play Spell

(This card is always treated as a "Spiritual Wind Art" card.)

You can only use each effect of ~ once per turn.

(1) Tribute 1 WIND monster; shuffle 1 card your opponent controls into their Deck at random, then you can Special Summon 1 Level 4 or lower WIND monster from your hand.

(2) You can banish this card from your GY: Add 1 "Spiritual Art" card from your Deck to your hand, except a "Spiritual Wind Art" card.

二元靈術—「雪崩」

Dualistic Spiritual Art - Nadare

Normal Trap

(This card is always treated as a "Spiritual Water Art" and "Spiritual Earth Art" card.)

Tribute 1 WATER or EARTH monster that you control or in your hand; change 1 monster your opponent controls to face-down Defense Position at random, and until the end of your opponent's next turn, it cannot change its Battle Position.

二元靈術—「火風」

Dualistic Spiritual Art - Kafuu

Normal Spell

(This card is always treated as a "Spiritual Fire Art" and "Spiritual Wind Art" card.)

Tribute 1 FIRE or WIND monster that you control or in your hand; choose 1 card your opponent controls, then return it to its owner's hand if it was a monster, otherwise destroy it.

二元霊術一「砂嵐」

Dualistic Spiritual Art - Suna-arashi

Normal Trap

(This card is always treated as a "Spiritual Wind Art" and "Spiritual Earth Art" card.)

Tribute 1 WIND or EARTH monster that you control or in your hand; destroy 1 Spell or Trap Card your opponent controls. Your opponent reveals a card of the same Type as the destroyed card in their hand, and if they cannot, reveal their entire hand.

二元霊術一「霜焰」

Dualistic Spiritual Art - Souen

Normal Spell

(This card is always treated as a "Spiritual Water Art" and "Spiritual Fire Art" card.)

Tribute 1 WATER or FIRE monster that you control or in your hand; your opponent cannot conduct their next Battle Phase, also they cannot activate cards or effects during your next Battle Phase.

二元霊術一「黄昏」

Dualistic Spiritual Art - Tasogare

Normal Spell

(This card is always treated as a "Spiritual Light Art" and "Spiritual Dark Art" card.)

Tribute 1 LIGHT or DARK monster that you control or in your hand to target 1 face-up or face-down card; banish that target in that way, and if you do, you can banish 1 card in either player's Graveyard.

憑依儀礼

Possessed Rite

Normal Spell

Choose 1 monster you control or reveal 1 monster from your hand; add 1 "Charmer" monster from your Deck or your Graveyard to your hand that shares an Attribute with it.

精霊使いの故里

Haven of the Spirit Charmers

Field Spell

Once per turn, this card cannot be destroyed by card effects. You have no maximum hand size. Once per turn (Quick Effect): 1 monster you control becomes an Attribute of your choice, then apply the following effects based on the number of Attributes among monsters you control in sequence:

- 2+ Attributes: Target 1 card your opponent controls; negate its effects until the end of the turn.
- 4+ Attributes: Return 1 "Charmer" or "Possessed" card from your GY to your hand.
- 6 Attributes: You can send this card to the Graveyard, and if you do, destroy all cards your opponent controls.

精霊使いの集合

Gathering of the Spirit Charmers

Normal Trap

Special Summon any number of level 4 or lower "Charmer" or "Familiar-Possessed" monsters from your hand, but send them to the Graveyard during the End Phase.

憑依靈術—「復」

Possessed Spiritual Art - Mata

Normal Spell

Tribute 1 “Charmer” or “Familiar-Possessed” monster you control; return 1 “Charmer” or “Spiritual Art” card from your Graveyard to your hand, except “Familiar Spiritual Art - Mata”.

quick edits