

## Dracotail Rulings

These are not official rulings, I wrote them, always double-check with your Head Judge if you see anything strange. If you need a source, notice a mistake or have a suggestion, please notify me.

### Quick Note

*If Rahu or Mululu on field resolve without being negated, they lock the Extra into Fusions for the rest of the turn (no Spheres, S:P, Selene, Accesscode, TY-PHON nor K9 Xyzs).*

### **Main Deck Monsters**

All the Main Deck monsters share some form of this effect:

"If this card is sent to the GY as material for a Fusion Summon: You can Set 1 "Dracotail" Spell/Trap from your Deck, [then you can do something else]."

The Spellcasters (Lukias, Faimena and Phrixi) just set, but the Dragons (Mululu, Pan and Urgula) can then do something else.

Mululu can negate a face-up monster the opponent controls, Pan can destroy a monster and Urgula can destroy a Spell/Trap. For all 3 of them, whether to negate/destroy or not, and which card would be affected, is chosen at resolution, these effects do NOT target.

Since it's unknown whether you would destroy or not until resolution, Stardust Dragon cannot be chained to Pan nor Urgula.

Also, they can only negate/destroy if they managed to Set from the Deck successfully. If all of your Spell/Trap Zones are occupied or you don't have a Dracotail Spell/Trap in Deck, these effects cannot be activated.

## Dracotail Faimena



"During the Main Phase (Quick Effect): You can discard this card; Fusion Summon 1 Dragon or Spellcaster Fusion Monster from your Extra Deck, using monsters from your hand or field."

Discarding itself is a cost.

Even if Dimension Shifter is applying, this effect can be activated, this card is just discarded and banished.

The turn player has priority at the start of his own phases. This means that when your opponent goes from Standby Phase to Main Phase 1, he can Normal Summon, activate a Normal Spell or perform any legal action before you can activate Faimena in hand. You cannot activate Faimena as soon as he begins his Main Phase unless he chooses to pass priority to you.

## Dracotail Phrixi (OCG only)



"If this card is Normal or Special Summoned: You can target 1 "Dracotail" monster in your GY, except "Dracotail Phrixi"; Special Summon it, then return 1 monster you control to the hand."

This effect targets the Dracotail in GY, it does not target the monster that would be returned to hand.

You can Special Summon and return to hand the same monster.

You can attempt to return a Fusion, Synchro, Xyz or Link Monster to hand, it would just go to the Extra Deck instead.

If an effect like D.D. Crow is chained targeting the same monster, you do not Special Summon, so you do not return 1 monster to hand either.

## Dracotail Mululu



"During the Main Phase (Quick Effect): You can Fusion Summon 1 "Dracotail" Fusion Monster from your Extra Deck, using monsters from your hand or field, also you cannot Special Summon from the Extra Deck for the rest of this turn, except Fusion Monsters."

The restriction of only being able to Summon Fusion Monsters is part of the effect.

If this effect or its activation is negated with cards like Dominus Impulse or Solemn Strike, you are not restricted.

If an effect like Dimensional Barrier (declaring Fusion) is chained, you do not move materials nor Summon, but the restriction is still applied.

The turn player has priority at the start of his own phases. This means that when your opponent goes from Standby Phase to Main Phase 1, he can Normal Summon, activate a Normal Spell or perform any legal action before you can activate Mululu on field. You cannot activate Mululu as soon as he begins his Main Phase unless he chooses to pass priority to you.

## Dracotail Pan



"If a face-up Fusion Monster(s) you control is destroyed by an opponent's card effect, while this card is in your GY (except during the Damage Step): You can place this card on the bottom of your Deck, and if you do, Special Summon 1 non-Fusion "Dracotail" monster from your GY."

This effect does not target, at resolution you choose which monster is Summoned.

If an effect like D.D. Crow is chained targeting this card, it cannot be returned to the Deck, so you do not Special Summon either.

If an effect like D.D. Crow is chained targeting another Dracotail, and you no longer have another non-Fusion Dracotail in GY that could be Summoned, this card is still placed on the bottom of your Deck.

## Dracotail Urgula



"If this card is in your GY: You can target 1 Spellcaster "Dracotail" monster in your GY; place this card on the bottom of your Deck, and if you do, add that monster to your hand."

This effect targets.

This is an Ignition Effect, not a Trigger Effect. It can only be activated in your Main Phase in an Open Game State, it does not activate immediately after being sent.

If an effect like D.D. Crow is chained targeting this card, it cannot be returned to the Deck, so you do not add to hand either.

If an effect like D.D. Crow is chained targeting the same Spellcaster monster, you do not add but this card is still placed on the bottom of your Deck.

## Ketu Dracotail



"Add 1 "Dracotail" monster from your Deck to your hand, then if your opponent controls a monster, you can Fusion Summon 1 Dragon or Spellcaster monster from your Extra Deck, using monsters from your hand or field."

You choose whether to Fusion Summon or not at resolution.

Dominus Impulse can be chained to this card even if your opponent does not control a monster, even if Dimensional Barrier (declaring Fusion) is applying and even if you don't want to Fusion Summon.

If your opponent controlled a monster when this card was activated, but another effect is chained and your opponent does not control a monster when this card resolves, you cannot Fusion Summon.

If your opponent didn't control a monster when this card was activated, but another effect is chained and your opponent controls a monster when this card resolves, you can Fusion Summon.

If Mistake is chained, you cannot add, so you do not Fusion Summon either.

"You can only activate 1 "Ketu Dracotail" per turn."

If this card's effect was negated by Ash Blossom, Dominus Purge or Dominus Impulse, you are still considered to have activated Ketu, so you cannot activate another copy of Ketu this turn.

If this card's activation was negated by D/D/D Wave High King Caesar or Solemn Judgment, you can try to activate another copy of Ketu this turn.

## Rahu Dracotail



"Fusion Summon 1 "Dracotail" monster from your Extra Deck, using monsters from your hand, Deck, or field, also for the rest of this turn after this card resolves, you cannot Special Summon from the Extra Deck, except Fusion Monsters."

The Dracotail Fusion Monsters require 1 Dracotail (which can be in hand, Deck or field) and 1 (or more) monster in hand, this means that Rahu can only use up to 1 material from the Deck, and said material must be a Dracotail. *With the current card pool, Rahu cannot send a non-Dracotail monster from the Deck.*

You choose where to use materials from at resolution.

The restriction of only being able to Summon Fusion Monsters is part of the effect.

If this effect or its activation is negated with cards like Dominus Impulse or Solemn Judgment, you are not restricted.

If an effect like Dimensional Barrier (declaring Fusion) is chained, you do not move materials nor Summon, but the restriction is still applied.

"You can only activate 1 "Rahu Dracotail" per turn."

If this card's effect was negated by Dominus Impulse, you are still considered to have activated Rahu, so you cannot activate another copy of Rahu this turn.

If this card's activation was negated by D/D/D Wave High King Caesar or Solemn Judgment, you can try to activate another copy of Rahu this turn.

## **Dracotail Traps**

All the Traps are written this way:

"Target [X]; [do something to X], then you can place 1 "Dracotail" card from your GY or banishment on the bottom of the Deck, except [another copy of this card], then draw 1 card."

This card only targets [X], it does not target the Dracotail in GY/banishment that you want to return.

You choose whether to return a Dracotail to the Deck and draw or not at resolution.

You cannot return a Dracotail card that is banished face-down.

You can return a Fusion Dracotail to the Extra Deck and draw.

Ash Blossom, Dominus Purge and Ghost Belle can be chained to this card even if you do not have a Dracotail in GY/banishment, even if Droll & Lock Bird is applying and even if you don't want to return and draw.

If Droll & Lock Bird is applying, this card can be activated, but you can only affect the target, you cannot return a Dracotail to Deck nor draw.

## Dracotail Flame



"Target 1 face-up Spell on the field; negate its effects (until the end of this turn), then you can place 1 "Dracotail" card from your GY or banishment on the bottom of the Deck, except "Dracotail Flame", then draw 1 card."

If a card like Forbidden Droplet is chained and the target is no longer face-up on the field, Flame resolves without effect: the target's effects are not negated, so you cannot return a Dracotail to the Deck nor draw a card either.

## Dracotail Horn



"Target 1 Attack Position monster on the field; return it to the hand/Extra Deck, then you can place 1 "Dracotail" card from your GY or banishment on the bottom of the Deck, except "Dracotail Horn", then draw 1 card."

If an effect like Book of Moon is chained and the target is face-down in the Monster Zone, it still returns to the hand/Extra Deck and you can return a Dracotail and draw.

If a card like Forbidden Droplet is chained and the target is no longer in the Monster Zone, Horn resolves without effect: the target is not returned, so you cannot return a Dracotail to the Deck nor draw a card either.

If Horn tries to return a K9-ØØ Lupis that was Summoned by its own effect to the hand, it is banished instead, so you cannot return a Dracotail to the Deck nor draw a card.

## **Dracotail Fusion Monsters**

Arthalion requires these materials:

1 "Dracotail" monster + 1+ monsters in the hand

Gulamel requires these materials:

## 1 "Dracotail" monster + 1 monster in the hand

The only difference is that Arthalion can use any positive number of materials from the hand.

Arthalion and Gulamel share this effect:

"If 2 or more monsters are sent to the GY at the same time, while this card is in your GY (except during the Damage Step): You can Special Summon this card, but banish it when it leaves the field."

This Fusion Monster must already be in the GY and THEN 2 or more other monsters need to be sent to the GY at the same time in order to activate.

If Fiendsmith Engraver equipped with Fiendsmith Requiem is destroyed by Raigeki, both Engraver and Requiem are sent to the GY at the same time, and they are monsters in the GY, so this effect can be activated.

If K9-17 "Ripper" attached with K9-ØØ Lupis is destroyed by Raigeki, both "Ripper" and Lupis are sent to the GY at the same time, and they are monsters in the GY, so this effect can be activated.

If Mulcharmy Fuwaloss is activated and Ash Blossom is chained, they are sent to the GY in different chain links, not at the same time, so this effect cannot be activated.

If Arthalion and other monsters are sent to the GY at the same time by Raigeki, that Arthalion cannot be activated, it needs to be in the GY before other monsters are sent.

If this card Summoned by its effect tries to be moved to the hand or Deck, or tries to be temporarily banished by S:P Little Knight, it is banished permanently instead.

If this card Summoned by its effect is flipped face-down by an effect like Book of Moon, it won't be banished anymore.

If this card Summoned by its effect is used as Xyz Material (via Xyz Summon or attached by N.As.H. Knight's effect), it won't be banished anymore (even if it's later detached from the Xyz Monster, it would go to GY and you can use its effect again later).

If this card is Summoned by its effect, it cannot be sent to the GY to activate effects like Forbidden Droplet, since Droplet's cost needs to send to the GY and it is not being paid properly.

While Artifact Lancea is applying, this effect can be activated, and if this card would leave the field, it is not banished instead (if destroyed, it would go to GY; if bounced to hand, it will go to the Extra Deck; etc.).

## Dracotail Arthalion



"If this card is Fusion Summoned: You can target monsters on the field and/or GYs, up to the number of monsters used as material from the hand; return them to the hand."

If an effect like D.D. Crow is chained and some of the target(s) are moved to another location, the remaining target(s) still return to the hand.

You can target Fusion, Synchro, Xyz or Link Monsters, they would return to the Extra Deck instead.

Ghost Belle can only be chained to this effect if Arthalion targeted at least 1 monster in the GY. If it only targeted monster(s) on the field, Ghost Belle cannot be chained.

## Dracotail Gulamel



"When you activate a "Dracotail" card or effect (Quick Effect): You can target 1 card your opponent controls; destroy it."

This effect can only be activated in the immediate next Chain Link of another of your Dracotail effects.

If you activate Rahu Dracotail as Chain Link 1, your opponent has priority to activate Dominus Impulse or D.D. Crow as Chain Link 2 and you cannot activate Gulamel's effect.

## Secreterion Dragon



"You can target 1 Dragon and 1 Spellcaster monster in your GY; Special Summon 1, and if you do, place the other on the bottom of the Deck."

You choose which target is Summoned and which one returns to the Deck at resolution.

You can choose to return a Fusion, Synchro, Xyz or Link Monster to the Extra Deck.

If an effect like D.D. Crow is chained and 1 of the targets is moved out of the GY, the remaining target is Summoned, nothing returns to the Deck.

You can target up to 1 Dragon/Spellcaster that cannot be Special Summoned by this effect (like The Bystial Lubellion), and in such case, at resolution you are forced to Summon the other target.