

CREATE YOUR OWN  
Poptropica Tribe!

---

TRIBAL NAME

TRIBAL DESCRIPTION

↻ Design your  
Tribal Banner!



SERAPHIM'S WINGS 


TRAP CARD



Target 1 LIGHT or FIRE monster; Its ATK and DEF are doubled until the end phase.

NIGHTCRAWLER'S MOON 

SPELL CARD



All DARK monsters gain 700 ATK and DEF, but all LIGHT monsters are unaffected by card effects.

WILDFIRE WAVE 

TRAP CARD



If 3 or more FIRE monsters are on the field, pay half your LP and destroy every card on the playing field.

BLACK FLAG PLUNDER 

SPELL CARD



If you normal or flip summon a monster, play this card to steal 1000 LP from your opponent.


FLYING SQUID WATER  
水



AQUA / EFFECT


Once per turn, this card can attack your opponent directly but loses 500 ATK directly afterwards. Send to graveyard when ATK hits 0. ATK 1500 DEF 500

QUEEN YELLOWJACKET EARTH  
地

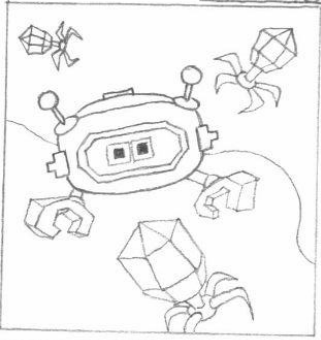


INSECT / EFFECT

If this card attacks a defense-position monster, inflict piercing damage. Once per turn while this card is on the field, special summon 1 insect monster from hand, deck, or graveyard. ATK 2250 DEF 1150

NANOBOT VIRUS 

TRAP CARD



All Machine-type monsters your opponent controls lose 1500 ATK. If any monsters ATK become 0 because of this, destroy them.

PATHFINDER'S TRAIL 

SPELL CARD



Every turn when a monster(s) is destroyed, draw 1 card. If you draw a monster card, you can pay 1000 LP to special summon that monster.

