

Card No.	Card Name	Card Category	Effect	Question	Answer
1	OP06-002 Inazuma	Character	If this Character has 7000 power or more, this Character gains [Banish]. [When this card deals damage, the target card is trashed without activating its Trigger.]	If I use this Character with 7000 power to attack, and this Character's power is reduced to 6000 or less by the [Counter] effect of my opponent's Event, what happens to this Character's [Banish]?	The battle is processed without your Character having [Banish].
2	OP06-006 Saga	Character	[DON!! x1] [When Attacking] This Character gains +1000 power until the start of your next turn. Then, trash 1 of your {FILM} type Characters at the end of this turn.	If, after activating this [When Attacking] effect, this Character leaves the field during that turn, do I still trash 1 of my {FILM} type Characters at the end of that turn?	Yes. If you have other {FILM} type Characters on your field, you must trash 1 of them.
3	OP06-009 Shuraiya	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [When Attacking]/[On Block] [Once Per Turn] This Character's base power becomes the same as your opponent's Leader until the start of your next turn.	If this Character has 1 DON!! card given to it and attacks my opponent's Leader with 5000 power, does this Character's power become 6000 according to this [When Attacking] effect?	Yes, it does. (Please see the official website for this card's updated text.)
4	OP06-009 Shuraiya	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [When Attacking]/[On Block] [Once Per Turn] This Character's base power becomes the same as your opponent's Leader until the start of your next turn.	My opponent's Leader attacked with DON!! cards given to it and 8000 power. I activated this Character's [Blocker] and this Character's power became 8000 according to its [On Block] effect. Can I then use a Counter to further increase this Character's power?	Yes, you can. (Please see the official website for this card's updated text.)
5	OP06-009 Shuraiya	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [When Attacking]/[On Block] [Once Per Turn] This Character's base power becomes the same as your opponent's Leader until the start of your next turn.	I activated this card's [When Attacking] effect on attacking with this Character. My opponent's Leader had 5000 power at the time, but my opponent then used a Counter to raise their Leader's power to 6000. In this case, does this Character's power become 6000?	No, it does not. This Character's [When Attacking] effect makes its base power the same as your opponent's Leader at the time of activation (Please see the official website for this card's updated text.)
6	OP06-013 Monkey.D.Luffy	Character	[On Play] Look at 3 cards from the top of your deck; reveal up to 1 {FILM} type card and add it to your hand. Then, place the rest at the bottom of your deck in any order. [Trigger] Activate this card's [On Play] effect.	Do I play this card onto my field when I activate its [Trigger] effect?	No, you do not.
7	OP06-014 Ratchet	Character	[On Your Opponent's Attack] You may trash any number of {FILM} type cards from your hand. Your Leader or 1 of your Characters gains +1000 power during this battle for every card trashed.	Can I use this [On Your Opponent's Attack] effect to trash 2 cards from my hand, and give 2 of my Characters +1000 power each?	No, you cannot.
8	OP06-018 Gum-Gum King Kong Gatling	Event	[Main] Up to 1 of your Leader or Character cards gains +3000 power during this turn. Then, if your opponent has a Character with 7000 power or more, up to 1 of your Leader or Character cards gains +1000 power during this turn. [Trigger] K.O. up to 1 of your opponent's Characters with 5000 power or less.	Can I choose to give +3000 power and +1000 power to different Characters according to this [Main] effect?	Yes, you can.
9	OP06-023 Arlong	Character	[On Play] You may trash 1 card from your hand: Up to 1 of your opponent's rested Leader cannot attack until the end of your opponent's next turn. [Trigger] Rest up to 1 of your opponent's Characters with a cost of 4 or less.	Does my opponent's rested Leader chosen according to this [On Play] effect become active during my opponent's next Refresh Phase?	Yes, it becomes active, but that Leader cannot attack during that turn.
10	OP06-024 Ikaros Much	Character	[On Play] If your Leader has the {New Fish-Man Pirates} type, play up to 1 {Fish-Man} type Character card with a cost of 4 or less from your hand. Then, add 1 card from the top of your Life cards to your hand.	Can I use this [On Play] effect to play "OP06-034 Hyouzou" from my hand?	No, you cannot. (Please see the official website for the updated text of "OP06-034 Hyouzou".)
11	OP06-024 Ikaros Much	Character	[On Play] If your Leader has the {New Fish-Man Pirates} type, play up to 1 {Fish-Man} type Character card with a cost of 4 or less from your hand. Then, add 1 card from the top of your Life cards to your hand.	If I play this Character when my Leader has the {New Fish-Man Pirates} type, do I still need to add 1 of my Life cards to my hand if I don't play a Character from my hand according to this [On Play] effect?	Yes, you still need to add 1 Life card to your hand.
12	OP06-026 Koushirou	Character	[On Play] Set up to 1 of your <Slash> attribute Characters with a cost of 4 or less as active. Then, you cannot attack a Leader during this turn.	Can my Leader or Characters other than the Character set as active by this effect attack my opponent's Leader during the turn in which I activate this [On Play] effect?	No, they cannot.
13	OP06-026 Koushirou	Character	[On Play] Set up to 1 of your <Slash> attribute Characters with a cost of 4 or less as active. Then, you cannot attack a Leader during this turn.	Can I activate this Character's [On Play] effect if I have already attacked my opponent's Leader during this turn?	Yes, you can.
14	OP06-028 Zeo	Character	[DON!! x1] [When Attacking] If your Leader has the {New Fish-Man Pirates} type, set up to 1 of your DON!! cards as active and this Character gains +1000 power during this turn. Then, add 1 card from the top of your Life cards to your hand.	I attacked with this Character with a DON!! card given to it. If I do not set 1 of my DON!! cards as active, do I still need to add 1 of my Life cards to my hand according to this [When Attacking] effect?	Yes, you still need to add 1 Life card to your hand.
15	OP06-035 Hody Jones	Character	[Rush] (This card can attack on the turn in which it is played.) [On Play] Rest up to a total of 2 of your opponent's Characters or DON!! cards. Then, add 1 card from the top of your Life cards to your hand.	If I play this Character but do not rest any Characters or DON!! cards, do I still need to add 1 of my Life cards to my hand according to this [On Play] effect?	Yes, you still need to add 1 Life card to your hand.

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16	OP06-038 The Billion-fold World Trichiliocosm	Event	[Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, if you have 8 or more rested cards, that card gains an additional +2000 power during this battle. [Trigger] K.O. up to 1 of your opponent's rested Characters with a cost of 3 or less.	I had 7 rested cards on my field when I rested 1 DON!! card and activated this card's [Counter] effect. Can I give my Leader or a Character card a total +4000 power?	Yes, you can.
17	OP06-038 The Billion-fold World Trichiliocosm	Event	[Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, if you have 8 or more rested cards, that card gains an additional +2000 power during this battle. [Trigger] K.O. up to 1 of your opponent's rested Characters with a cost of 3 or less.	I activated this Event when I had 3 rested DON!! cards on my field, 1 rested Leader, and 1 rested Character, and my Leader had 3 DON!! cards given to it. Can I give my Leader or a Character card a total +4000 power?	No, you cannot.
18	OP06-042 Vinsmoke Reiju	Leader	[Your Turn] [Once Per Turn] When a DON!! card on your field is returned to your DON!! deck, draw 1 card.	Can I activate this [Your Turn] effect when one of my DON!! cards is returned to my DON!! deck by my opponent's card effect during my turn?	Yes, you can.
19	OP06-043 Aramaki	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [Activate: Main] [Once Per Turn] You may trash 1 card from your hand and place 1 Character with a cost of 2 or less at the bottom of the owner's deck: This Character gains +3000 power during this turn.	Can I still activate this [Activate: Main] effect if there is neither my nor my opponent's field has a Character with a cost of 2 or less?	No, you cannot.
20	OP06-044 Gion	Character	[Your Turn] [Once Per Turn] When your opponent activates an Event, your opponent must place 1 card from their hand at the bottom of their deck.	Having played this Character, I targeted my opponent's Leader for an attack. At this time, my opponent had only 1 card in their hand, and they activated "ST03-017 Love-Love Mellow" from their hand. What happens to this Character's effect?	A card is drawn according to the effect of "ST03-017 Love-Love Mellow" and, after all processing is completed, this Character's [Your Turn] effect is activated.
21	OP06-048 Zeff	Character	[Your Turn] When your opponent activates [Blocker] or an Event, if your Leader has the (East Blue) type, you may trash 4 cards from the top of your deck.	If my opponent activates an Event card's [Trigger] effect during my turn, can I activate this Character's [Your Turn] effect?	No, you cannot.
22	OP06-048 Zeff	Character	[Your Turn] When your opponent activates [Blocker] or an Event, if your Leader has the (East Blue) type, you may trash 4 cards from the top of your deck.	My opponent activated the [Blocker] of their "ST03-003 Crocodile" during my turn when this Character's cost was 2 or less. At this time, if I place this Character at the bottom of my deck according to the effect of "ST03-003 Crocodile" ("[DON!! x1] [On Block] Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck."), what happens to this Character's [Your Turn] effect?	After your opponent activates the [Blocker] of "ST03-003 Crocodile" and changes the attack target, you can choose to trash 4 cards from the top of your deck according to this Character's [Your Turn] effect, and then you will place this Character at the bottom of your deck according to the [On Block] effect of "ST03-003 Crocodile".
23	OP06-051 Tsuru	Character	[On Play] You may trash 2 cards from your hand: Your opponent returns 1 of their Characters to the owner's hand.	Does my opponent choose which Character to return to their hand according to this [On Play] effect?	Yes. Your opponent chooses 1 Character on their field and returns it to their hand.
24	OP06-054 Borsalino	Character	If you have 5 or less cards in your hand, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	After activating this Character's [Blocker], the number of cards in my hand became 6 or more during that battle. What happens to the attack target?	In this case, attack processing proceeds with this Character as the attack target.
25	OP06-056 Ama no Murakumo Sword	Event	[Main] Place up to 1 of your opponent's Characters with a cost of 2 or less and up to 1 of your opponent's Characters with a cost of 1 or less at the bottom of the owner's deck in any order. [Trigger] Activate this card's [Main] effect.	When my opponent is to place 2 Characters at the bottom of their deck according to this [Main] effect, which player decides the order in which they are placed?	The owner of the cards to be placed at the bottom of the deck according to this effect.
26	OP06-056 Ama no Murakumo Sword	Event	[Main] Place up to 1 of your opponent's Characters with a cost of 2 or less and up to 1 of your opponent's Characters with a cost of 1 or less at the bottom of the owner's deck in any order. [Trigger] Activate this card's [Main] effect.	When my opponent is to place 2 Characters at the bottom of their deck according to this [Main] effect, am I allowed to know the order in which they are placed?	No, you are not.
27	OP06-058 Gravity Blade Raging Tiger	Event	[Main] Place up to 2 Characters with a cost of 6 or less at the bottom of the owner's deck in any order. [Trigger] Place up to 1 Character with a cost of 5 or less at the bottom of the owner's deck.	When my opponent is to place 2 Characters at the bottom of their deck according to this [Main] effect, which player decides the order in which they are placed?	The owner of the cards to be placed at the bottom of the deck according to this effect.
28	OP06-058 Gravity Blade Raging Tiger	Event	[Main] Place up to 2 Characters with a cost of 6 or less at the bottom of the owner's deck in any order. [Trigger] Place up to 1 Character with a cost of 5 or less at the bottom of the owner's deck.	When my opponent is to place 2 Characters at the bottom of their deck according to this [Main] effect, am I allowed to know the order in which they are placed?	No, you are not.

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29	OP06-061 Vinsmoke Ichiji	Character	[On Play] If the number of DON!! cards on your field is equal to or less than the number on your opponent's field, give up to 1 of your opponent's Characters -2000 power during this turn and this Character gains [Rush]. (This card can attack on the turn in which it is played.)	I activated this [On Play] effect, gave 1 of my opponent's Characters -2000 power, and this Character gained [Rush]. Then, during that turn, the number of DON!! cards on my field became greater than the number on my opponent's field. What happens to this [On Play] effect?	Your opponent's Character will continue to be given -2000 power during that turn, and this Character will continue to have [Rush].
30	OP06-065 Vinsmoke Niji	Character	[On Play] If the number of DON!! cards on your field is equal to or less than the number on your opponent's field, choose one: • K.O. up to 1 of your opponent's Characters with a cost of 2 or less. • Return up to 1 of your opponent's Characters with a cost of 4 or less to the owner's hand.	Can I use this [On Play] effect to return my opponent's Character with a cost of 2 or less to their hand?	Yes, you can.
31	OP06-072 Cosette	Character	If your Leader has the {GERMA 66} type and the number of DON!! cards on your field is at least 2 less than the number on your opponent's field, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	My Leader has the {GERMA 66} type and the number of DON!! cards on my field was 2 less than the number on my opponent's field when my opponent's Character attacked. My opponent's [When Attacking] effect reduced the number of my opponent's DON!! cards, meaning I no longer have at least 2 fewer DON!! cards on my field than my opponent. Can I activate this Character's [Blocker] in response to this attack?	No, you cannot.
32	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	If the Character I choose according to this [On Play] effect is subject to effects such as "gains +1000 power during this turn.", does this [On Play] effect reset the Character's power to its base power?	No, it does not.
33	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	If I use this Character's [On Play] effect to negate the effect of and K.O. my opponent's Character with an [On K.O.] effect, will the [On K.O.] effect of my opponent's Character be activated?	No, it will not.
34	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	I used the [On Play] effect of "OP01-006 Otama" to give -2000 power to my opponent's Character with a base power of 7000. Can I use this Character's [On Play] effect to K.O. my opponent's Character?	Yes, you can.
35	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	Can I use this Character's [On Play] effect to K.O. a Character with 5000 power or less that is subject to the [On Play] effect of my opponent's "OP04-083 Sabo" ("[On Play] None of your Characters can be K.O.'d by effects until the start of your next turn.")?	No, you cannot.
36	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	My opponent played "OP02-004 Edward.Newgate" in their previous turn and used its [On Play] effect to give their Leader +2000 power. I then used this [On Play] effect to negate its effect. Does my opponent's Leader still have +2000 power according to [Edward.Newgate]?	Yes, it will still have +2000 power.
37	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	Can a Character that has had its effect negated according to this [On Play] effect be subsequently chosen as the target of an effect by another card during that turn?	Yes, it can.
38	OP06-074 Zephyr (Navy)	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Negate the effect of up to 1 of your opponent's Characters during this turn. Then, if that Character has 5000 power or less, K.O. it.	Is a Character that has had its effect negated according to this [On Play] effect treated as a "Character with no base effect"?	No, it is not.
39	OP06-080 Gecko Moria	Leader	[DON!! x1] [When Attacking] © (You may rest the specified number of DON!! cards in your cost area.) You may trash 1 card from your hand: Trash 2 cards from the top of your deck and play up to 1 [Thriller Bark Pirates] type Character card with a cost of 4 or less from your trash.	If I trash "OP06-094 Lola" from my hand according to this [When Attacking] effect, can I then play that trashed card?	Yes, you can.
40	OP06-083 Oars	Character	This Character cannot attack. [Activate: Main] You may K.O. 1 of your [Thriller Bark Pirates] type Characters: This Character's effect is negated during this turn.	If this Character is subject to a "gains +1000 power during this turn" effect due to another card or DON!! card, does this [Activate: Main] effect reset this Character's power to its base power?	No, it does not.

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41	OP06-083 Oars	Character	This Character cannot attack. [Activate: Main] You may K.O. 1 of your {Thriller Bark Pirates} type Characters: This Character's effect is negated during this turn.	I activated this [Activate: Main] effect after this Character gained [Banish] according to the [On Play] effect of "OP06-101 O-Nami". What happens if I then attack with this Character and deal damage to my opponent's Leader?	No Trigger is activated according to this damage and your opponent trashes a Life card.
42	OP06-083 Oars	Character	This Character cannot attack. [Activate: Main] You may K.O. 1 of your {Thriller Bark Pirates} type Characters: This Character's effect is negated during this turn.	Can a Character that has had its effect negated according to this [On Play] effect be subsequently chosen as the target of an effect by another card during that turn?	Yes, it can.
43	OP06-083 Oars	Character	This Character cannot attack. [Activate: Main] You may K.O. 1 of your {Thriller Bark Pirates} type Characters: This Character's effect is negated during this turn.	Is a Character that has had its effect negated according to this [On Play] effect treated as a "Character with no base effect"?	No, it is not.
44	OP06-086 Gecko Moria	Character	[On Play] Choose up to 1 Character card with a cost of 4 or less and up to 1 Character card with a cost of 2 or less from your trash. Play 1 card and play the other card rested.	If I only play 1 Character card according to this [On Play] effect, do I play that Character rested?	No, it is played as active.
45	OP06-092 Brook	Character	[On Play] Choose one: • Trash up to 1 of your opponent's Characters with a cost of 4 or less. • Your opponent places 3 cards from their trash at the bottom of their deck in any order.	If my opponent's Character with a cost of 4 or less and an [On K.O.] effect is trashed according to this [On Play] effect, is that [On K.O.] effect activated?	No, it is not.
46	OP06-092 Brook	Character	[On Play] Choose one: • Trash up to 1 of your opponent's Characters with a cost of 4 or less. • Your opponent places 3 cards from their trash at the bottom of their deck in any order.	Can I use this [On Play] effect to trash my opponent's "OP02-114 Borsalino"?	Yes, you can.
47	OP06-092 Brook	Character	[On Play] Choose one: • Trash up to 1 of your opponent's Characters with a cost of 4 or less. • Your opponent places 3 cards from their trash at the bottom of their deck in any order.	Can I choose "• Your opponent places 3 cards from their trash at the bottom of their deck in any order." according to this [On Play] effect if my opponent has 2 or less cards in their trash?	Yes, you can. In that case, your opponent will place all the cards in their trash at the bottom of their deck.
48	OP06-102 Kamakiri	Character	[Activate: Main] [Once Per Turn] You may place 1 Stage with a cost of 1 at the bottom of the owner's deck: K.O. up to 1 of your opponent's Characters with a cost of 2 or less. [Trigger] If you have 2 or less Life cards, play this card.	Can I use this effect to place my opponent's Stage with a cost of 1 at the bottom of their deck?	Yes, you can.
49	OP06-103 Kawamatsu	Character	[When Attacking] You may trash 2 cards from your hand: Add up to 1 of your Characters with 0 power to the top or bottom of the owner's Life cards face-up. [Trigger] If your opponent has 3 or less Life cards, play this card.	Can I use this [When Attacking] effect to place a Character that has had its power reduced to below 0 by other effects at the top or bottom of my Life cards?	No, you cannot.
50	OP06-106 Kouzuki Hiyori	Character	[On Play] You may add 1 card from the top or bottom of your Life cards to your hand: Add up to 1 card from your hand to the top of your Life cards.	Do I need to reveal the card added from my hand to my Life cards to my opponent according to this [On Play] effect?	No. Place the card on the top of your Life cards face-down without showing it to your opponent.
51	OP06-107 Kouzuki Momonosuke	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Play] Add up to 1 of your {Land of Wano} type Characters other than [Kouzuki Momonosuke] to the top or bottom of the owner's Life cards face-up.	Can I use this card's [On Play] effect to add "OP01-041 Kouzuki Momonosuke" to my Life cards?	No, you cannot.
52	OP06-111 Braham	Character	[Activate: Main] [Once Per Turn] You may place 1 Stage with a cost of 1 at the bottom of the owner's deck: Rest up to 1 of your opponent's Characters with a cost of 4 or less. [Trigger] If you have 2 or less Life cards, play this card.	Can I use this effect to place my opponent's Stage with a cost of 1 at the bottom of their deck?	Yes, you can.
53	OP06-114 Wyper	Character	[On Play] You may place 1 Stage with a cost of 1 at the bottom of the owner's deck: Look at 5 cards from the top of your deck; reveal up to 1 {Upper Yard} or {Shandian Warrior} type card and add it to your hand. Then, place the rest at the bottom of your deck in any order.	Can I use this effect to place my opponent's Stage with a cost of 1 at the bottom of their deck?	Yes, you can.
54	OP06-115 You're the One Who Should Disappear.	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader or Character cards gains +3000 power during this battle. [Trigger] If you have 0 Life cards, you may add up to 1 card from the top of your deck to the top of your Life cards. Then, trash 1 card from your hand.	I had 0 Life cards and 0 cards in my hand when I activated this [Trigger] effect. Can I add up to 1 card from the top of my deck to the top of my Life cards?	Yes, you can.

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55	OP06-118	Roronoa Zoro	Character	[When Attacking] [Once Per Turn] ☉ (You may rest the specified number of DON!! cards in your cost area.): Set this Character as active. [Activate: Main] [Once Per Turn] ☉ (You may rest the specified number of DON!! cards in your cost area.): Set this Character as active.	I attacked with this Character and did not activate its [When Attacking] effect. If I then use its [Activate: Main] effect to set it as active and attack again, can I activate this [When Attacking] effect?	Yes, you can.
56	OP06-083	Oars	Character	This Character cannot attack. [Activate: Main] You may K.O. 1 of your {Thriller Bark Pirates} type Characters: This Character's effect is negated during this turn.	If I activate this [Activate: Main] effect on the turn this Character is played, can this Character attack?	No, it cannot attack. This Character cannot attack on the turn it is played unless it gains [Rush] according to another card's effect.
57	OP06-086	Gecko Moria	Character	[On Play] Choose up to 1 Character card with a cost of 4 or less and up to 1 Character card with a cost of 2 or less from your trash. Play 1 card and play the other card rested.	I used this [On Play] effect to play Character A as active and Character B rested. Can I choose the order in which I activate the [On Play] effects of Character A and Character B?	Yes, the player who played these Characters can activate their effects in the order of their choosing.
58	OP06-086	Gecko Moria	Character	[On Play] Choose up to 1 Character card with a cost of 4 or less and up to 1 Character card with a cost of 2 or less from your trash. Play 1 card and play the other card rested.	I had 4 Characters including this Character when I played this Character. I used this [On Play] effect to play Character A as active, and then trashed Character A while playing Character B rested. Can I activate Character A's [On Play] effect at this time?	No, you cannot.
59	OP06-091	Victoria Cindry	Character	[On Play] If your Leader has the {Thriller Bark Pirates} type, trash 5 cards from the top of your deck.	Can I use this [On Play] effect to trash 5 cards from the top of my opponent's deck?	No, you cannot.
60	OP06-042	Vinsmoke Reiju	Leader	[Your Turn] [Once Per Turn] When a DON!! card on your field is returned to your DON!! deck, draw 1 card.	I had 5 cards in my hand when I activated the [Activate: Main] effect of "OP06-068 Vinsmoke Reiju" on my field, and returned 1 DON!! card from my field to my DON!! deck and played "OP06-069 Vinsmoke Reiju" from my trash. In this case, after drawing 2 cards according to the [On Play] effect of "OP06-069 Vinsmoke Reiju", can I draw 1 card according to this Leader's [Your Turn] effect to bring the number of cards in my hand to 8?	Yes, you can.