DARTZ



Dartz Plays using a deck of 15 cards,he draws 5 at the start of every game,and draws 1 card at the start of each turn if he can draw no more cards he instantly falls to 0hp.He can summon only 1 Servant per turn without effects,but may use any number of spells.He must set traps and wait 1 turn before they are activated.(He may have up to 3 of the same of any card in his deck unless otherwise states). If a monster is destroyed dartz takes its attack as damage but opponents must always target Dartzes minions before Dartz.

Dartz must declare when he will attack with his monsters.At that turn he may not Normall summon or cast Spells,however he may use Set trap cards that have already been there 1 turn at least.Also he may use monster effects.

Unique Duelist Ability : Dartz starts the game with an Orichalchos Seal on the field(place it from his deck then draw 5 cards).

Monsters:

1. Orichalchos Gigas - a 4/15 servant,whenever Gigas is killed he rises again and gains a permanent +10 damage bonus to his attacks,these bonuses stack indefinetly.



2. Orichalchos Kyutora - a 5/5 Servant You may pay 5hp to Special summon this card from your hand,Dartz can not take damage while this card is alive or the turn it is destroyed.When Orichalchos Kyutora is destroyed summon Shunoros from your hand or deck.



3. Orichalchos Shunoros - x/x+1 Servant, this card can ONLY BE SUMMONED WITH THE EFFECT OF ORICHALCHOS KYUTORA AND CAN NOT BE SUMMONED ANY OTHER WAY. This card has x attack and defence equal to the total damage all Kyutoras prevented with their effect. Also when this card is summoned you may special summon Aristeros and Dexia from your hand and or Deck. If Shunoros battles a Servant he looses attack equal to the servants attack after the battle.If Shunoros is destroyed destroy Aristeros and Dexia , but if Shunoros had 0 attack when he was destroyed you may discard your entire hand and pay 125hp ( if you have it) and Special Summon Divine Serpent Geth from your Hand or Deck.

Only 1 Shunoros per Deck.



4.Orichalchos Aristeros - x/x May only be summoned by the effect of Shunoros. If Orichalchos Aristeros battles a Servant its attack is always equal to the servants attack +5 if it battles a hero it deals damage equal to the heroes last attack +5(just 5 damage if the hero didnt attack this game). Aristeros may not be destroyed while Shunoros is on the field.

Only 1 per Deck



5.Orichalchos Dexia- x/x May only be summoned by the effect of Shunoros. If Orichalchos Aristeros battles a Servant its attack is always equal to the servants attack +5 if it battles a hero it deals damage equal to the heroes last attack +5(just 5 damage if the hero didnt attack this game). Aristeros may not be destroyed while Shunoros is on the field.

Only 1 per Deck



6. Orichalchos Malevolence - 15/10 when this card is summoned select an enemy target it can not absorb damage during this or the next turn.

7. Time Eater - 20 / 15 when this card destroys an opponents Servant its master can not use attacks during his next turn.

8. Mirror Knight Calling - 0/1 can only be summoned with the spell Moon Mirror , fill your field with more 1/1 servants untill you have 5 monsters in total.Put a Mirror Stack on each of them but not the 0/1 servant. If a monster with a Mirror stack is attack remove the mirror stack but also deal damage to the attacker equal to his own attack(the attack is not negated).The Mirror stack is destroyed instead of the monster.

Only one of these cards per deck.

9. Divine Serpent Geh - infinite attack / infinite hp can only be special summoned by the effect of Orichalchos Shunoros and can not be summoned in any other way. When this card attacks you must send 4 card from your deck to the graveyard,if you have less than that it can not attack. Dartz can not die by any ability or by having 0hp while the Divine Serpent is alive.If the Divine Serpent dies Dartz instantly dies and can never be reviwed.

Only 1 per deck.



10. Orichalchos Servant - 5/5 you may special summon this card from your hand. Also when this card is summoned in any way special summon as many duplicates of it you have in your deck and hand.

11. Ace - Seal of Orichalchos , depending on the number of times this was activated change its effect,it is constant.Spell

1st Time - all your Servants gain +5 to the damage they deal.This card can not be negated or ignored or immuned.Shield

2nd Time - the same as 1st time but,whenever you kill a target you may gain HP equal to the targets original HP maximum at the start of the game.

3rd Time -the same as 2nd and 1st in addition once per every turn if an opponent would effect one your Servants or Dartz negate his ability even if it can not be negated.

12. Jack - Moon Mirror , discard any 1 Monster Servant from your hand or Sacrifice one servant on your field to special summon Mirror Knight Calling from your hand. Spell

Only 1 per deck.

13. Queen - Orichalchos sword of Sealing , discard the card you draw at the start of this turn,then choose one enemy Servant negate its effect. Spell

14. King - Martyrs Curse , when activated this card forces two chosen servants to fight,one of them must be Dartzes and another one from one of the opponents.This does not count as attacking for this Round. Hits First.Trap

15. Ace - The Great Leviathan - can only be special summoned Divine Serpent Geh is destroyed and Dartzes servants dealt at least 140 damage in total during this game . Dartz still dies but he is replaced by a new 100HP Hero the Great Leviathan with a a moveset listed below,the Leviathan is under control of Dartzes player,but does not use yugioh cards.All remaining Dartzes servants die with Dartz.The Leviathan can only act the turn after it has entered the game.

Only 1 per Deck



Leviathans Abilities

1. Complete Dominance - Choose any Servant it becomes permanently yours.Shield

2. Invulnerability - the Leviathan absorbs 50 damage from all sources passivelly.

3. Raging Skies - the Great Leviathan deals 50 damage to all enemies.Ranged

4.Soul Capture - the great Leviathan chooses a target if it could be hit with a melee attack it dies instantly,heal the great leviathan for its total hp. Melee

5. Skylord - The Great Leviathan is always Flying and can not lose Flying,passive.

6. Vaneing Evil - The great Leviathan takes 10 unabsorbable damage and a -10 to all damage he deals stacks per Good character left alive in the game at the start of each turn.Passive

