Kagemaru



Duelist Special Ability - Epic Abbs , as long as at least one Sacred Beast is alive on your fieldyour abilities can not be Negated .If all 4 Sacred Beasts are in your Graveyard you loose the Duel automatically.

1. Raviel Lord of Phantasms - 40/40 Sacred Beast Flying can only be special summoned from the Hand by Sacrificing 3x Servants from your side of the field. Can not be summoned by other ways.

Once per Turn you may sacrifice one monster add its attack and hp to Raviel as a Stack permanently.

Whenever an enemy Servant is summoned you must special summon one 10/10 Fiend servant under your control. Summoning

2. Hamon Lord of Striking Thunder - 40/40 Sacred Beast Flying can only be special summoned from the Hand by Sacrificing 3x Spell cards from your hand,Can not be summoned by other ways.

All enemies must target Hamon before all other targets with all effects.

When Hamon the Lord of Striking Thunder destroys an enemy Servant deal an additional 15 damage to its master,this is not an attack. Summoning

3. Uriel Lord of Searing Flames - x/x Sacred Beast Flying can only be special summoned from the Hand by Sacrificing 3x Trap cards from your hand,Can not be summoned by other ways. Uriel has x 10 attack and HP per Trap card in your Graveyard.

Once per turn negate the effect of a Shield or Trap .

Uriels effect can not be negated.Uriels summoning can not be negated.Uriel can not be Sealed.

Joker : The Creator - 23/30 if this card is alive , discard one card from your hand reviwe a friendly dead Servant at full HP , once per Turn . Summoning

Spell

4. Abyssal Designator - Pay 15hp,then name one monster name and name one enemy player, that Player can no longer Summon that Servant (permanent for Game) . Shield

5. Lost Paradise - Continous Field spell card,your Sacred Beasts are immune to all effects that would specifically target them while this card is on the field but not to Servant regular attacks.Once per turn if you control at least 1 Sacred Beast activate Lost Paradise to draw 2 cards. Field

6. Monster Reincarnation - Discard 1 card from your hand,then add any 1 Monster from your Graveyard to your Hand. You may take another action this Turn . Shield

7. Phantasmal Martyrs - discard any 2 cards ,then summon 3x 10/10 Fiend Servants to your field , this is a Reaction . Summoning

8. Pot of Greed - Draw 2 cards. This is a Reaction . Shield

Trap

9. Ressurection Tribute - you can activate this card as a Reaction when one of your monsters dies(from your hand),special summon any one other monster from your Graveyard ignoring its summoning condition. Summoning

10. Cemetery Bomb - deal 5 damage to all your opponent per Card/Servant/Hero that died or is has been used currently during this game. This is not an attack. Shield

11. Chain Destruction - activate only when one of your Servants is destroyed,destroy one enemy Servant then deal 15 damage to its controller. Counter

12.Divine Wrath - discard one card , negate any one effect , if it was a Servants non passive ability destroy it instantly , this may not prevent Passives . Counter

13. Jar of Greed - Draw 1 card from your deck. Shield

14. Statue of the Wicked - summon a 10/10 Servant if this is Negated summon one anyway. You may have up to 3x of this in your deck . Summoning

Extra Deck

15. Joker - Armityle the Chaos Phantom ,0/1 Sacred Beast with Flying this card is a Fusion monster that starts the game separate in your Fusion Deck.It can only be special summoned by sending Uriel,Raviel and Hamon from your field to the Graveyard and can not be special summoned by other ways.

Armityle can never take damage from any source,but can be killed by non damage killing powers and abilities,also when Armityle attacks his attack is instantly set to 140 for the duration of the attack,this attack value can not be modified by positive or negative effects.