Kagemaru



Duelist Special Ability - Epic Abbs , as long as at least one Sacred Beast is alive on your field,you can not take damage from attacks.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 fiend 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.

1x per Deck

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.

1x per Deck

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 target one set spell or trap card and destroy it.

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

1x per Deck

4. Abyssal Designator - Pay 15hp,then name one monster name and name one enemy player,that player must send one of the designated named cards from their deck to their Graveyard. Does not effect non-Yugioh characters.Spell

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.Spell

1x per Deck

6. Monster Reincarnation - Discard 1 card from your hand,then add any 1 Monster from your Graveyard to your Hand.Spell

7. Phantasmal Martyrs - discard your entire hand(at least 2 cards),then speciall summon 3x 10/10 Fiend Servants to your field.Spell

8. Pot of Greed - Draw 2 cards.Spell

1x per Deck

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.Spell

10. Cemetery Bomb - deal 5 damage to all your opponent per Card/Servant/Hero that died or is in the graveyard currently during this game. This is not an attack. Trap

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

12.Divine Wrath -

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

14. Statue of the Wicked - if this card is sent from the field to the graveyard for any reason special summon 1x 10/10 Fiend monster under your control.This card can not be otherwise activated. Trap

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.

1x per Deck