DARKNESS



Duelist Ability : Nightshroud has this constant effect play from your hand all trap cards whenever you are able to.You may only activate one set trap card per turn,but it may trigger other trap cards,but you may not look at your Set cards.You must set all activated face up trap cards each turn then shuffle them on the field. Darkness has no Ace card.

At the Start of the game Darkness may choose to start with the following hand instead of drawing normally - Darkness 1,Darkness 2,Darkness 3,Zero and Infinity.

1. Darkness Bramble - 20/20 you may look at your Set cards,also at the end of each Round if you are at less than 50hp your HP becomes 50 this is not healing. Servants may not destroy Darkness Bramble by either attack or effect.

2. Darkness Slime - x/1 when this card is summoned choose one Servant of your opponent Darkness Slimes attack becomes that targets attack,and the targets health becomes 0.It instantly dies.

3. Darkness Seed - 10/10 if this card is destroyed by an opponents attack or ability on the field,ressurect it at the start of the 2nd turn after its death.Then if you are at less than 50hp your HP becomes 50 this is not healing.

Servants may not destroy Darkness Seed by either attack or effect if it is ressurected by its own ability.

4. Darkness Outsider - 0/0 when this monster should be summoned shuffle it into your opponents deck and take any 1 monster from your opponents deck and Special Summon it under your control instead. If your opponent draws it he may use it normally.

If your opponent is not a Yugioh character,you may force him to use 1 Summoning ability,he summons the monster under your control if able to,but this does not count as his action for that turn.Also he then gets the 0/1 Outsider Servant,it must be targeted before your opponent.

5. Darkness Necroslime - 0/0 when this card is summoned it is instantly destroyed,then you may Special Summon any one of your Darkness Servants from your Graveyard.

6. Darkness Eye - 0/10 you may look at your Set cards,also you can normall summon without the need to Tribute as long as Darkness Eye is under your control.

7. Darkness Destroyer - 23/18 requires 1 tribute to be normal summoned from the hand,this card may attack 2x times when it attacks and ignores damage absorbtion.

8. Darkness Raincrow - 0/0 can not be summoned.You may discard this card when a Darkness Bramble you control on the field is targeted for an attack.Sacrifice it and discard this card then special summon 1 darkness Neosphere from your hand.

9. Darkness Neosphere -40/40 can only be speciall summoned from the Hand via the effect of Darkness Raincrow and can not be summoned by other ways.It has the following effects.

a)you may look at your Set cards,also at the end of each Round if you are at less than 50hp your HP becomes 50 this is not healing.

b) You may rearange the position of all your trap cards once per turn

Only 1x per Deck

10. Zero - this is a permanent trap,once activated you may choose another trap card to activate.If both Infinity and Zero are revealed activate all other Trap card you control that are between them if any.Trap

Only 1x per Deck

11. Infinity - this is a permanent trap,once activated you may choose another trap card to activate.If both Infinity and Zero are revealed activate all other Trap card you control that are between them if any.Trap

Only 1x per Deck

12. Darkness 1 -continous Trap Card, if this card is selected on its own its effects are not activated although it is revealed.Can only be activated via the effect of Zero and Infinity when they are both selected:

Destroy any 1x Servant on the field or Hero summoned by a Special ability, per Darkness Continous Trap card currently revealed on the field.

Only 1x per Deck

13. Darkness 2-continous Trap Card, if this card is selected on its own its effects are not activated although it is revealed.Can only be activated via the effect of Zero and Infinity when they are both selected:

Deal 20 damage x times,where x is the number of Darkness Continous Trap cards currently revealed on the field.This damage can not be prevented or absorbed,this is not an attack,but the ability can still be negated or ignored.

Only 1x per Deck

14. Darkness 3-continous Trap Card, if this card is selected on its own its effects are not activated although it is revealed.Can only be activated via the effect of Zero and Infinity when they are both selected:

Chose any 1 Servant it gains +20 to the damage it deals untill the end of this Round per Continous Darkness Trap card currently revealed on the field

Only 1x per Deck