Rafael



\* Almost all guardians have an Equipement and a Monster version,they may be cast as either,the Equipmenet are treated like spells that last permanently untill their holder is destroyed,they must be able to target the would be holder to equip themselves. In the grave the same card counts as both a monster and a Spell Equip card.

Rafael is always the controler of the Equipement he originally cast even if it is currently equipped to an enemy.

Unique Duelist Ability : Rafael may choose to start the game with only 2 cards in hand instead of 5,but untill the end of the game he draws 2 cards at the start of each turn instead of 1.

1. Guardian Eatos - 25/20 permanently Flying this card can only be special summoned from the hand using its own effect. You may special summon this card if none of your servants corpses remain in play. With Eatos in play you may remove up to 3 corpses each turn ,each one removed increases Eatoses attack by +5 permanently.

Equipement : Celestial Sword of Eatos , the target equipedd with this card gains +10 damage and for each corpse removed by Eatoses effect during this game another permanent +5.

2. Guardian Grarl -25/20 can only be summoned if Gravity Axe Grarl is on the field.If this is the only 1 card in your hand you may Special summon it.

Equipement : Gravity Axe Grarl , the target equipedd with this card gains +10 damage and enemy characters may not fly while this card is in play.

3.Guardian Ceal - 17/15 can only be summoned if Shooting Star Bow Ceal is on the field.You may sacrifice any equipement spell you control then either destroy 1 Servant or deal this cards current attack as damage to a single target.This is not an attack.

Equipement : Shooting Star Bow Ceal , the target equipedd with this card looses -10 from all the damage it deals but its attacks completly ignore all shield,absorb and counter abilities and effects also you may ignore enemy servants when targeting the opponent if he is a Yugioh character.

4.Guardian Elma -13/12 can only be summoned if Butterfly Dagger Elma is on the field.When Guardian Elma is summoned equip any Equip spell from any Graveyard to her.

Equipement : Butterfly Dagger Elma , the target equipedd with this card gains +5 to the damage he deals,if this card is ever sent to the graveyard(in either Dagger or Guardian form) return it to your hand at the end f the turn it was sent to the graveyard.

5. Guardian Thryce - 19/12 can only be summoned if Sword of Flashing thunder thryce is on the field.Can only be special summoned from the hand by tributing one monster you control.If this card is destroyed special summon one Guardian from your Graveyard other then one named Guardian Thryce and Guardian Dreadsythe,ignoring its summoning conditions.

Equipement : if Sword of Flashing thunder thryce , the target equipedd with this card looses -10 to the damage he deals,but whenever he makes an attack,he may use a copy of that attack at the same time.

6.Guardian Baou- 8/4 can only be summoned if Wicked Flamberge Baou is on the field.Any creature killed in the same turn it took damage from Baou can not return to life by any means,also negate any of its abilities triggered by death.Baou then gains a permanent +10 attack Stack.

Equipement Wicked Flamberge Baou , the target equipedd with this card gains +5 to the damage he deals,also if it kills an enemy all of its effects,stacks and abilities are Sealed forever(it can not regenerate for example...)

7. Guardian Kay est -10/18 can only be summoned if Rod of Silence Kay Est is on the field.While on the field this Servant can not die and ignores all ablities,including your own abilities.

Equipement : Rod of Silence Kay Est , a character equipped to this card ignores all other friendly and hostile effects other than pure damage from attacks and its own effects.

8.Arsenal Summoner -16/16 when Arsenal summoner is summoned you may add any 1 card from your deck to your hand with the name Guardian in it.

9.Backup Gardna - 5/22 when this card is summoned choose any one Equipement spell in play,equip it to any other target it is able to be equiped to.When this card would be hit by an attack(even AoE) you may discard one card from your hand,negate that attack.

10. Crystal Seal - choose a single target,it can not attack,if it would force enemies to target it over all others it can not.This effect persists untill the target recieves any 1 damage buff.This effect is considered to be a Stack.Only effects Heroes for 3 turns including the one it was cast in.Trap

11. Guardian Force- If you do not have a single dead Guardian servant,negate one of your opponents abilities he just used.Trap

12. Aid to the Doomed - when one of your servants is destroyed send 2 cards from your hand to the graveyard,all enemies must skip their next turn this is not considered a stun.Spell

13. My Body as a Shield - Rafael recieves 15 direct damage but he negates the destruction of one of his Servants.It is considered alive with full hp.Spell

14. Guardian formation - you may only use this if one of your Guardian servants is specifically targeted for an attack,negate that attack,then instantly use any 1 spell from your Deck,you may still attack this turn.Trap

15. ACE - Guardian Dreadscythe - 25/20 servant this card can only be special summoned by its own effect.This card can be Special Summoned from the hand if a Guardian Eatos you control on the field is destroyed.This card has the ammount of corpses on the battlefield = +5 to the damage it deals,if this card would be destroyed in any way you may just discard 1 card of your choice from your hand to negate its destruction.

Only 1x per deck