Rex Godwin



,, The rising of the Sun and the Moon can not be prevented,it is an endless cycle.From destruction comes creation.,,

Duelist Special Ability - Double destiny, Rex Godwin starts with both one Oracle of the Sun and one Dark Godess Witaka in his hand in addition to his 3 randomly drawn cards,add them from your deck to your hand then shuffle.

1. Oracle of the Sun - 10/20 if your opponent controls a Servant and you have none you can special summon this card from your hand .

2. Weeping Idol - 0/5 you can remove from play 1 corpse of one of your Tuner monsters to Special summon this card from your hand.

3. Fire ant Ascator - 7/13 if you ever have 2 or more Ascators in your graveyard you may shuffle them into your deck.Tuner

4. Dark Godess Witaka - 0/1 you can special summon this card from your hand by paying 15hp.Tuner

5. Moon Dragon Quila - 25/30 this card is a Synchro monster and it can only be special summoned from the extra deck by tributing from your control a Dark Godess Witaka and an Oracle of the Sun. When Quila is destroyed Special Summon Inti from your extra Deck or Graveyard,if Inti is destroyed while Quila is in your Graveyard special summon Quilla.

(Tributing Moon Dragon Quila will not trigger its ressurection effect)

Only 1x per Deck

6. Sun Dragon Inti - 30/25 this card is a Synchro monster and it can only be special summoned from the extra deck by tributing from your control a Fire and Ascator and an Oracle of the Sun .Any creature that attacks Inti also deals damage to itself equal to its attack(but does not apply any non-direct damage effects from the attack) but the attack goes of as normall.

Only 1x per Deck

7. Meteor Flare - Discard two cards from your Hand deal 25 damage to any single target,you can even target those who can not be targeted.This is not an attack.Trap

8. Divine Wrath - when an enemy uses an ability that is not an attack discard 1 card from your hand and negate it.If it was a monster ability also destroy the monster.Trap

9. Offering to the Immortals - you can only use this trap if Rex Goodwin if specifically targeted for an attack while you control no Servants.Negate that attack,then summon 2x 0/1 Ceremonial servants,and add one Earthbound Immortal Wirachoqcha rasca from your deck to your hand if able. Trap

Only 1x per Deck

10. Solemn Judgement - pay 1/2 your current HP,negate any 1 ability,spell,trap or destroy a Servant or Hero that was just summoned with an ability.Trap

Only 1x per Deck

11. Destruction Potion - Destroy one of you own monsters,heal HP equal to his current attack.Trap

12. Passion of Baimase - destroy any 1 Servant that has a Special Ability and negate it if he uses it,this card may only be activated if Wirachocha is on the field.Trap

13. Speed World - each player starts with one Stack on speed world,at the start of each turn they add another,whenever they take damage they subtract one.If a Hero uses an action or casts a spell while he has 0 Stacks on Speed world he takes 20 unstopable damage this is not an attack.Spell

14. Divine Barrier: Mirror Force -all enemies that attack this turn hit themselves with their own attack.If aoe they hit their team,if several targets Atem chooses the new targets.Trap

Only 1 per Deck

15. Earthbound Immortal Wiraqocha Rasca - 1/1 requires 2 sacrifices of monster from your side of the field to be Normal summoned from the hand,also you must control Speed World to summon this monster,if speed world is destroyed destroy this monster on the field. It has the following effects:

a) Wirachocha rasca is completly immune to all attacks,spells and trap cards(but not to monster effects and other non-attack hero abilities). Opponents must still target Rasca whenever possible since he is a monster before Godwin.

b) Wirachqocha Rasca ignore all effects that prevent it from targeting opponents such as Stealth or Flying or Yugioh Servants.

c) If Wiraqocha Rasca attacks an opponent you may choose to deal damage normally or reduce the targets HP to 1 exactly without dealing any direct damage.The second effect can not be prevented by any means via absorbtion or damage negation,but the ability itself can be negated and ignored just like any attack.

Only 1x per Deck