Supreme King Judai



Duelist Special Ability - Aura of the Supreme King , non-Yugioh Servants may never attack the Supreme King also he may skip a turn to deal 20 damage to all non-Yugioh Servants. This is not an attack.The Supreme King summons fusion monsters from the list below,he is considered to have 1 of each in his extra deck,treat them all as an Joker monster.Passive ,Trigger

1. Evil Hero : Infernal Prodigy 3/6 , can be Special Summoned from hand if you control no monsters , if he is tributed for a Summoning of a monster draw 1 card.

2. Evil Hero : Infernal Gainer 16/1 , remove this monster from the field from the game and select one Evil Hero you control or one target fused with an Evil Hero .When it attacks during this Round it attacks 2x times . If you use this effect return Infernal Gainer to your field at the start of the next Round after the one in which his effect was used.

3. Evil Hero Malicious Edge : 26/20 , can be Special Summoned from hand by tributing 1 Servant you control , this Servants attacks ignore all damage absorbtion.

4. Elemental Hero Wildheart : 15 /10 , is immune to all Shield and Counter type abilities

5. Elemental Hero Clayman : 8 /20

6. Elemental Hero Avian : 10/10

7. Elemental Hero Bustinatrix : 12/8

8. Elemental Hero Sparkman : 16/12

9. Vicious Claw : Select any 1 Monster it gains +5 damage to its attacks as long as this card is on the field and Equiped to it. Then if the monster would be destroyed for any reason return this card to your hand instead,then deal 10 damage to the destroyer or if it was a Servant to its master,then if able destroy any 1 Servant on the field and if you do summon a 25/20 Evil Hero token for the master of the destroyed Servant(it is under his control).When the Claw returns to your hand you can not use it untill the end of the Round.Spell

Only 1x per Deck

10. Dark Fusion : Using Servants as materials from your Hand and under your control summon any 1 Evil Hero Fusion monster from your Extra deck. If it was Summoned with Dark Fusion it is completly immune to all other effects except this one the turn it is summoned(but can not attack). Spell

11. Dark Calling : Can only be used if you used Dark Fusion during this game , you may using Servants as materials from your Hand and in your Graveyard and/or using any Friendly or Enemy Servant currently on the field summon any 1 Evil Hero Fusion monster from your Extra deck ( all Servants must match the Fusion monsters summoning require ments , but they always die if this ability is succesfull). Spell

\*Removes fused monsters from Game.

12. Oversoul : Special summon from your Graveyard any 1 dead Elemental Hero monster except El.Hero Wildheart with full HP. Spell

13.Super Polymerization : Discard one other card from your hand to activate this , then select one Fusion Monster you currently control on the Field or Yourself or any one friendly Hero and any 1 other Charachter(friendly or otherwise) apply the following effects. Spell

Servant + Servant : Add their Attacks and HP together and form a new Servant under your control , he also has all of their abilities. The Servants used to summon this dies.

Servant + Hero : Add the Servants HP to the Heroes (considered Gaining HP), if the Servant had a passive ability such as constant Flying or Ladas cant damage player ability the Hero gains it .The hero may skip his turn and make a copy of the Servants original attack but only once Per Round applying any effect the original attack might have had.The Servant used to summon this dies instantly.

\*You do not control the new Hero unless it is you yourself.

Hero + Hero : Add The Heroes HPs together the roll a 1d6 die for both heroes involved , keep rolling untill one rolls higher.The Hero who loses is considered dead.The wining character survives , the loosing character instantly dies forever.Then the surviving character may replace any of his Basic Abilities with any of the fused characters basic or alternate basic abilities. He may also do this with his ultimate. This is also True for Duelist Abilities.

\*\*If a Yugioh Character and a non-Yugioh character fuse the fused entity must choose wheter to take the Yugioh characters abilities or the other characters abilities, he can not have both.

Additional Info : 1. Character killed for using the Super Polymerization are considered permanently dead and can not be returned by any means.

2. Super Polymerization can not be ignored,negated,immuned or otherwise skipped unless the target goes into another dimension.

3. Once two characters fuse separation is impossible by any means. All the Stacks on their previous bodies are transported together into the new entity.

4.If either one of the Fused character was targeted by an effect during the turn it fuses via superpoly the new entity is always effected by it even if not targeted.

Only 1x per Deck

14. Evil Blast : Select any 1 enemy Servant , it gains +5 to the damage it deals , but at the start of each new Turn deal 5 passive damage to its controler if that servant is alive.This is not a Stack, the effect remains in play untill the Servant dies or Evil Blast is negated. Trap

15. Jokers : All monsters below are Jokers you have one of each.



Fusion Monsters

I )Evil Hero Dark Gaia : X/1 Any 1 Evil Servant + Elemental Hero Clayman .His attack is equal to the combined attack of the two Servants used to summon him. When Dark Gaia attacks negate all non-Yugioh Shield abilities .Constantly Flying.

II)Evil Hero Infernal Sniper : 20/25 Elemental Hero Clayman + Elemental Hero Bursitnatrix. If this Servant is on the field and does not attack during a Turn inflict 10 damage to your opponent,this is not an attack. This Servant is immune to shield abilities.Has a Ranged Attack.

III)Evil Hero Infernal Wing : 21 /12 Elemental Hero Avian + Elemental Hero Burstinatrix. If this Servant destroys an enemy servant via attack , choose the killed Servants Attack or maximum HP and deal that much damage to your opponents(this is not an attack).Constantly Flying.

IV) Evil Hero Lightning Golem : 24/12 Elemental Hero Clayman + Elemental Hero Sparkman. Once per Round target any one enemy Servant and instantly destroy it.Has a Ranged attack.

V) Evil Hero Wild Cyclone : 20/23 Elemental Hero Avian + Elemental Hero Wildheart. If this Servant attacks enemies can not activate Spells or Traps as a response.Then destroy the Spells and Traps of all enemies if they are on the field.Is constantly Flying and has a Ranged attack.

VI ) Evil Hero Malicious Fiend : 35 / 21 Evil Hero Malicious Edge + 1 any one Evil Servant. If an opponent has Servants they must all attack Malicious Edge when they attack , he also attacks all of them hitting first.They must attack if Malicious Fiend is present at least once per Round. Constantly Flying.