YAMI MARICK



Unique Duelist Ability : Psychological Torture , if an enemy is on below 30hp and Marick is alive roll a 1d6 at the start of each Round of combat on a ,6, the opponent instantly dies.

1. Bowganian - 12 /10 Servant. At the start of Every turn after its summoning,deal 10 damage to a single enemy target.This is not an attack.

2. Dark Jeroid - 10 / 18 Servant. Once summoned choose a single target it gains a permanent -8 to all damage it deals Stack,which stacks indefinetly.

3. Holding Arms -a 0/5 Servant , this Servant can not be destroyed 3 turns after its initial summoning .

4. Holding Legs - 8 / 5 Servant , once this card is summoned return all spells and traps and remove all stacks from every Character in the game currently.

5. Plasma Eel 5/12 Servant , can not be destroyed by damage .You may choose to sacrfice this monster at any time while on the field choose a single target it gains a -5 to all damage it deals stack,which stacks indefinetly.At the start of each Round this increases by another -5.

6. Juragedo- 17 /10 , when you attack or are attacked you may special summon this card from the hand and if you do heal for 17hp.

7. Revival Jam - 15/10 if this monster is destroyed by damage it revives instantly but you still take damage.

8. Makyura the Destructor - 16/10 if this monster is destroyed Marik may play Trap card directly from his hand untill the end of this Round without the need to first set them.

9. Masked Beast Des Gardius -35/30 can only be special summoned from your hand by tributing 3 monsters you control,if this monster is destoryed choose an enemy Servant take control of it permanently.

10. Lava Golem - 30/25 can be Special summoned but only to your opponents side of the field,you may also destroy 2 of his servants at this time.Your opponet gains control over Lava Golem if you do this.

The controler of Lava Golem takes 15 damage at the start of each of his turns.

11. Ace - Monster Reborn , revive any 1 dead servant under your control even enemy servants.Spell

Only 1 per Deck

12. Jack - Divine Barrier , Mirror Force all enemies that attacked this turn hit themselves with their attacks instead of their if any intended targets(aoe attacks strike all enemies,or Marick chooses if several individual targets).Trap

Only 1 per deck

13. Queen - Metal Reflect Slime , summons an exact copy of a target enemy Servant including all of its abilities and current stats at the moment of casting. This is both a Trap card and a Servant once summoned.Trap

14. King - Nightmare Wheel - choose a single target , if it is a Hero it takes 10 damage at the start of each of its turns . If it is a Servant it can not attack,and its controller takes 10 damage at the start of each of his turns.This effect is permanent,culmulative and is not a stack.Trap

15. Ace - Divine Dragon of Ra , 40/40 servant this card can only be normal summoned by tributing 3 monsters you control or 3 monsters your enemy controls if summoned any other way it dies at the end of the Round.During each of your turns You may choose to Fuse yourself or Defuse yourself from Ra at the moment he is summoned and at the start of every turn,while Fused Ra gains a bonus to his attack and hp equal to your HP total just before the fusion,but if Ra dies you die as well,also Ra is immune to any effects that would effects Servants while he is fused with you but is effect by effects that effect Heroes.If you defuse you gain all your HP you lost at the moment of Fusion,but Ra looses that much attack and hp(this can kill him).

2.You may sacrifice any other servant,Ra gains its attack and hp.At any time.

3.You may spend 15 hp at any time to destroy any 1 servant your opponent controls at any time.Hits First.

4. Ra is completly immune to Spells,Trap cards and effects of Servants while on the field.

\*Fusing with Ra and Defusing with Ra makes all Stacks dissapear from both of you every time.

\*\*Any effects that would cause you to gain HP while fused with Ra are added to him as bonus hp,but if you defuse you dont get them. Spending life points while fused with Ra causes him to loose that much hp.

Only 1 per Deck