

“FAIR PLAY, FAIR DUEL.”

CRAB-4 ROUND 1: ADEL R. GREISHA VS. TOABYAK

THEME: D-D-D-DUEL

Featuring...

- = Adel R. Greisha
- = Toabyak
- = Zehya Kovelan
- = Mysterious Voice

Sand . . . coarse, rough, and irritating to the common man. To many, this ocean of sand comes off as a nightmarish irritation, but to one certain witch, it beats the cold and industrial greys, silvers, and purples her eyes were subject to in the “Crabstar”. Adelheid Rosenkruez Greisha, member of the Sacred Coven, the **Great King of Terror**, carefully walks across an endless desert, the sandy ground molding to the soft steps of the black dress shoes she has chosen for her more culturally appropriate outfit.

After all, Adel and the rest of the competitors of CRAB-4 have been dropped off in Egypt during the year 985 BCE, over 3000 years in the past. The boiling sun atop a cloudless sky cannot hope to break through the pale witch’s focus, relentless in her objective. She was very used to how the ancient civilization looked, for Adel had travelled to see Egypt in her world many times before, with pyramids, deserts, and whatnot, just like it had in the distant past!

(“. . . That so-called ‘gamemaster’ told me that the venue should be close by, close to the Great Pyramid of Giza . . . ”)

Adel thought to herself as she made her brisk advance, the towering manmade (slavemade) structure casting a much-needed cool shade on the witch and her surroundings.



As she looked around for the location that **DOOMVA**, Adel recalled a conversation she had with one of her fellow magickal maidens the other day.

“ . . . And that’s why you must bring us victory tomorrow, as should everyone else on this team. ”

Yesterday, Adel was in a serious discussion with the leader of the Sacred Coven over a cup of tea. Her black and golden colors as sharp as the stern look on her face, Zehya Kovelan’s tone was calm and composed, yet was driven by a hint of demand.

“ Still miffed by that woman’s words, are you, Lady Zehya? ”

Adel asked in a mischievous mood, taking a long sip of her tea, to which the proud warrior princess let out a huff of disdain.

“ Of course, I am, the NERVE of her! To insult my team even before the competition began....! ”

In contrast to Adel, Zehya hasn’t laid a finger on her teacup, absorbed in her meticulous thoughts of perfection. She took a deep breath to recompose herself.

“ . . . That is why I wanted to speak to you about the matter, Miss Greisha. You, too, appear to be a meticulous person, so I’m glad to have someone like you to be open about these sorts of things. ”



“ Fufufu, indeed. To recap, our Sacred Coven must place among the Top 3 if you wish to achieve this personal victory of yours, yes...? ”

Now a tad more composed, Zehya finally took a sip from her tea. Figures . . . it's already cold. She puts the cup down, giving Adel a firm nod.

“ Well, it’s always a breath of fresh air to share space with someone who hates losing so fervently! Lady Zehya . . . our merry band of maidens

will indeed be victorious this first round, but I’m not aiming for the Top 3 . . . I aim for complete and utter victory.

Fufufufufu, do keep in mind that wishes are at stake here. ”

And so, that is why on this day, Adel plans to mercilessly crush her opponent with the all-powerful magick of Cain’s Sin, whoever they may be! The Wicked Witch of the Dark and her almighty black grimoire shall plunge this monumental pyramid into the depths of HELL before the cold night breaks! Ancient Egypt . . . the theme of “Duels” . . . Adel already has an idea of the challenge this Round entails, but her thoughts were cut short as she found what she was looking for before!! Before the pale witch was a massive door, one leading straight into the Great Pyramid of Giza.

Making her way through the sandstone halls painted with drawings and paragraphs in “Hieratic Text”, Adel sees a bright light in the distance. She took a deep breath in awe!

“ It’s just like the founding city...”





The pale witch muttered to herself, impressed at what looked to be her battlefield: A vast shrine filled with ancient(?) artifacts, massive pillars, and massive stone tablets, thousands of which were etched with the carvings of monsters in many different shapes and forms! Some of the stone tablets even contain carvings of various deities in the Egyptian Pantheon . . . **Osiris**, **Geb**, **Ra** , among others. In the middle of the shrine, the main attraction stood tall . . . a smaller pyramid adorned with jewels and hieroglyphics. It emitted a faint golden light . . . An excited Adel could confirm that this light was indeed pure Magick . . . near identical to the same kind the Gods blessed her world with all those millennia ago!

“ Fufufufufu—This HAS to be it! The Ka’s Holy Shrine of Wedju... the origin of Egyptian Magick! Who knew that this place was hidden within the Great Pyramid of Giza!?” Adel’s cackles echoed throughout the shrine, as if she knew of this place!

Too busy taking in the beautiful magickal shrine around her, Adel jolts back into reality and realizes something: if this Holy Shrine of Wedju was where her match would take place, then where is her opponent? As soon as she thought about it, Adel would immediately get her answer.

“ OI, YOU! Adel R. Greisha , right ? That magical lass? ”

A loud, brash voice makes itself known to Adel, coming from the hulking figure standing atop the pyramid. His fiery red hair and eyepatch certainly make this man stand out. However, the elephant in the room was the man's anatomically impossible 12 ARMS,



all of them now crossed to make this one-eyed stranger look more “imposing”, but in actuality, all Adel could happen to muster for a reaction was a deep sigh.

“Are you kidding me...? You must be joking.”

Adel pinches the bridge of her nose, as if she could barely even believe the sudden realization she was given. This 12-armed monster certainly brings with him distasteful memories.

“I have to do battle with another one of you muscle-bound OAFS again ? ! Ugh, and to think that brainless buffoon in the helmet would be the last time I have to deal with this sort of nonsense! -Tch . . . I certainly hope this doesn't become a trend . . . ”

Adel takes a deep breath, trying to return to her more composed and less-annoyed self.

“ . . . But, I digress. You must be - ”

“ TOABYAK ! ! FEARLESS PRIVATEER N' PROUD MEMBER OF THE MANUMULTS ! IT'S A PLEASURE, LASS ! ”

A hearty laugh from the multi-armed pirate echoed throughout the ancient shrine. He leaps from the small pyramid's spire and into the air with great force, but lands gracefully onto the ground and a couple of feet from Adel. Upon closer inspection, Toabyak can be seen holding two black sacks in two of his arms. The wicked witch gets a better look at the determined Manumult; he may remind her of that giant man from the sunken (in her world) state of Florida, but she can tell he'd be much more of a respectable opponent . . . oh, she just can't wait to see his face contorted in fear and agony after this!

“ Now that introductions are outta' the way, let's get down to business. Before I made my way over to this place, the Gamemaster told me to take these bags with me. I was told these things are important for the competition . . . Here, catch Lass ! ! ”

Toabyak tosses one of the bags towards Adel, who catches it with ease. As she opens the sack, the young witch's crimson eyes brighten with glee, almost as much as they did when she stepped into the Shrine of Wedju! She holds the object and inspects; a bright golden object shaped like a wing. On its edges were 10 narrow rectangular slots, and a wide

square-shaped holder of sorts. As she fastened it to her arm, Adel was positively certain . . . she knew exactly what this golden object is!

“ A . . . Is this real ? Ah it’s real, my eyes don’t deceive me!

FWAHAHAHAHA-an actual Diaha Disk, and in such pristine condition ! ! ”

“ Diaha . . . wha- ? Know anything about these contraptions, Lass ? ”

Toabyak arches a brow at the excited young woman. Call him crazy, but he swears he’s seen something like this before. Looking closely at the golden artifact that he fastened around one of his right arms, the pirate gets a strange sense of déjà vu.

“ In my world, 3000 years ago, the Egyptians played magnificent games of great and terrible power ! These ‘Shadow Games’ were deathmatches played for money, power, and social status among other things. They all used the power of magick in its darkest form . . . and it all originated HERE, in the Holy Shrine of Wedju, the birthplace of Egyptian Magick ! ”

Adel brandishes her Diaha Disk towards Toabyak as she continues grandstanding!

“ The most popular Shadow Game was ‘Diaha’ . The Egyptians used their magick to call forth the monsters sealed within these stone tablets and called them forth as cards to use in this game! The monsters around us are known as ‘Ka’ . . . they are summoned by these cards and are accompanied by powerful spells and traps to annihilate all opposition! If that tin can expects us to play this game, then Mister Toabyak, I challenge you to a Shadow Game ! If you want to come out of this place with a gold medal, then you must ACCEPT ! ”

“ Eh ? A battle to death with real monsters and real magic ? ? It sounds like something out of a fantasy novel . . . What the hell, sounds like a worthy challenge to me! I accept , but how do ya’ plan to bring out these shadow-whatzits? Aren’t they super ancient and all that ? ”

“ Come now . . . after all, we’ve been sent 3000 years into the past, the age where these games have originated from! Now etch this astonishing sight into your mind, for I shall now beckon the Shadow Games forth ! ! ! ”

With a dramatic flip of her violet cape, Adel’s all-powerful grimoire, Cain’s Sin, appears from the mysterious hammerspace within her cape. Clicking off the lock that keeps the grimoire closed, it SPRINGS INTO THE AIR, erratically flipping back and forth through countless pages as it starts floating beside the wicked witch! To cast this particular spell, Cain’s Sin must lend some of its mana to Adel, through a faint purple trail of magickal energy that wraps around her body before it all converges into her right arm. After all, she will need all the mana she can get when casting a FORBIDDEN MAGICK. Adel’s right arm pulsates a malicious shade of violet and black, which is akin to a balloon, rising up the witch’s arm before becoming a sizable ball of intense magickal energy. It was as if all the “Shadow Games” Adel was parading on about previously had converged onto the palm of her hand . . . truly the work of one who believes they are the **Great King Of Terror.**

Now with enough energy, Adel grinned towards Toabyak and called out the name of
.....

*WHEN DARKNESS OVERLAPS WITH DARKNESS, THE GATES
OF HELL SHALL OPEN . . . AND A WORLD WITHOUT LIGHT IS
REVEALED !!*

- FORBIDDEN MAGICK - “NECROPHADES” !!!



In an instant, all the dark, malicious magick stored up by Adel spewed forth from her land like a mighty geyser! As the spell collides with the shrine’s ceiling, it begins to spread around said ceiling like a gas, slowly descending as it covers the walls and the air above them. Soon enough, the Holy Shrine of Wedju was shrouded in a blanket of purple

and black mist . . . no, *shadows* . . . pure unmitigated darkness fermented and contained for 3 millenia!

Toabyak's frantically moves his neck and torso about, trying his damndest to maintain a collected composure as he tries to wrap his head around the situation.

" ? ! ! D-Damn . . . that's some powerful magic you've got there, Lass . . . You said it was forbidden, no ? What, did you plague this tomb with some sorta Pharaoh's curse or something ? "

Adel, however, doesn't seem to be looking so hot. Even with a higher surplus of mana thanks to Cain's Sin, the Wicked Witch of the Dark put a lot of effort into casting such a spell. Within the Nations of Magick, Forbidden Magick has gotten its name because the spells that fall into such a category are both dangerous towards magick society and are dangerous towards the caster, dealing bodily harm to them in exchange for mana. Through her little maneuver, Adel was able to get away with a shaky hand and a bloody nose.

" heh hah . . . hah . . . hah . . . hah No, this is darkness in its purest form. The Shadow Games ! ! "

" What ? ! "

" Fufufufufu, indeed ! In Ancient Egypt, the Egyptians called upon the god of darkness **NECROPHADES** to bless their Shadow Game! To do so, the wicked god uses its darkness to temporarily fuse our world with the World of Darkness, bringing the monsters we call forth to life ! ! Observe . . . "

Adel's chuckling was relentless; the euphoria of this mysterious death game courses through her veins, leaving Toabyak a tad unsettled by her behavior. Why'd he have to compete against one of the more unhinged competitors, the red-haired pirate thought. Though Toabyak was taken out of his thoughts as the dark mist enveloping the shrine began to intensify, the shadows so thick, seeing and even breathing became a struggle!

*" MORTALS . . . ART THOU THE ONES WHO HAVE MERGED THE
WORLDS OF LIGHT AND DARKNESS ? ? ! "*

As the mist grew, a loud booming voice fitting that of a demon would make its presence known. But Toabyak can't find where the voice is coming from, as the shadowy mist was too thick ! !

*" HMM—INTERESTING . . . A DIAHA DISK ? ? YOU, THE ONE WHO
DEVOTES THYSELF TO THE FORBIDDEN ARTS, WHAT IS THY
REQUEST? "*

*" NECROPHADES! I, Adelheid Rosenkruez Greisha, have declared a Shadow Game against that 12-armed fellow over there, so I ask of you to bless our game with your darkness !
Manifest the Ka within the stone tablets into the sacred cards ! "*

Toabyak rubbed his eye, hearing himself being mentioned by the witch, yet he couldn't see her through all this thick mist! And that voice, this **NECROPHADES** deity . . . whoever it is, it sounds both near and far at the same time, yet is practically invisible! Could **NECROPHADES** be the most covering the shrine, they thought? Blast, what the hell is going on, they thought ? ! !

“ JUDGING BY THE DISK ATTACHED TO YOUR WRIST, IT APPEARS YOU HAVE CHOSEN ‘DIAHA’ AS YOUR SHADOW GAME OF CHOICE. VERY WELL, THE KA SEALED WITHIN THESE TABLETS SHALL NOW MANIFEST INTO YOUR DECKS!! ”

A gleam shone from the festering shadows manifesting in the Shrine of Wedju. Drove of demonic spheres of darkness shifted and flung themselves at select stone tablets' locations. Making contact with the dark spheres, the tablets chosen by NECROPHADES glowed a dark violet, shrinking down to the size of cards and floating into the Diaha Disks of the two CRABS, a perfect fit for the square holder on the golden object. 80 tablets were changed into cards, giving both Adel and Toabyak a total of 40 cards each.

“ Well then, Mister Toabyak ? Are you prepared for a TRUE Shadow Game ? ! ”

Now, as the darkness start to thin and make visibility practical again, Toabyak looked over to his arm and saw the deck of cards fastened onto the Diaha Disk. It's all coming back to him now . . . the familiar feeling he felt before! It's-

“ Lass . . . I'm just gonna say it flat out. This is literally just Yugioh. ”

Toabyak simply stated to Adel, crossing his 12 arms.

“ . . . I beg your pardon ? ”

“ I mean, c'mon ! Shadow Games? Card games in Egypt? ZORC Necrophades? This is all just stuff from the Yugioh manga! ”

“ . . . What is this ‘manga’ you speak of ? You mean a graphic novel ? I've never heard of such a thing! ”

Toabyak runs his fingers across his chin. Seems Adel doesn't know what he's talking about, but could it mean that Adel's world had something similar to Yugioh ?

“ Eh, I'll worry 'bout that later ! I already know 'bout this Diaha stuff, so don't expect me to be some sorta rookie, Lass ! ”

“ Prepare yourself, for I shall be the one to leave victorious! NOW . . . LET THE SHADOW GAME BEGIN !!! ”

D I A H A !

ADEL AND TOABYAK LP: 4000

ADEL AND TOABYAK HAND: 0 -> 5

“ As the one who declared the Shadow Game, I’ll allow YOU to make the first move ! ”

LP: 4000

Hand: 5

" Fine with me . . . let's get this show started then! "

Taking a look at his starting hand, Toabyak had at least one play he could do to get a decent board out.

" First, I activate the Spell Card Emergency Teleport! This allows me to Special Summon one Level 3 or lower Psychic monster from my hand or deck! And I'm going to Special Summon Noh-P.U.N.K Ze Amin from my deck! "

Hand: 4

A Tuner Monster...? Adel’s expected as much from someone who possesses such...gusto. So, NECROPHADES gave Toabyak that Deck !!

[NO RESPONSE].

" I'll activate Ze Amin's effect!

I take 600 points of damage and I can add any P.U.N.K. monster from my deck to my hand! "

LP : 4000- 3400

Suddenly, a sharp jolt of pain spread throughout Toabyak’s body. He let out a pained grunt before kneeling to the stone floor of the shrine.

“ G-GHAAAH ! Th-This pain . . . I actually felt that damage ? ! It’s like . . . ”

“ FWAHAHAHA - INDEED ! This is a Shadow Game, you fool ! The darkness beckoned by NECROPHADES made this Diaha all real ! INCLUDING the pain you feel when losing Life Points ! ”

“ I-It . . . It’s exactly like Yugioh ! ”

“ THIS IS NOTHING LIKE THIS ‘YUGIOH’ YOU SPEAK OF! THIS IS A DIAHA! ”

" Whatever, lass, th-this pain is nothing to me ! The monster I'll add is Noh-P.U.N.K. Foxy Tune! "

Hand: 4 - 5

Toabyak is certainly not new to this game, that's for sure!

“ Then I'll Normal Summon Ukiyoe-P.U.N.K. Sharakusai! Then I'll activate his effect! Allowing me to Fusion Summon a 'P.U.N.K.' monster using monsters from my hand or field as material! So I'll send him and Ze Amin to the Graveyard! ”

FUSION SUMMON!

“ Ukiyoe-P.U.N.K. - Rising Carp in Defense Position! ”

A Fusion Summon? Using Tuners, the keys to Synchro Summoning ? Just what was this Deck?

“ I'll set one card and end my turn ! Your move, Lass ! ”

Hand: 4

LP: 3400

**MZ: Rising Carp [2600
DEF]**

S/T: 1 Set

**“This is gettin’
interesting...time we
start things off with a
sharp sword.”**

“It’s my turn. Draw ! !”

Hand: 5-6

*“My, the goddess of luck
has dealt me an
exquisite hand! Mister
Toabyak, prepare
yourself, for this Diaha
will NOT last for very
long! Fufufufufu!”*



“—First, I shall summon Eidos the Underworld Squire in Attack Position! ”

ATK: 800

“Eidos’ effect activates. When summoned, I’m allowed to make an additional Normal Summon this turn. Which means...I’ll release Eidos and Tribute Summon THIS power Ka of darkness. Come forth, Caius the Shadow Monarch!”

Out went the squire and in came another “Ka” , as Adel puts it. In its place stood a towering being clad in armor as black as night.

ATK: 2400

“Caius’ effect activates. When it’s been Tribute Summoned, I can banish one of your cards!”

Between the Monarch’s hands form a small ball of darkness that grew bigger and bigger, sucking Rising Carp into its black hole-esque pull. If this succeeds, Toabyak will be defenseless!

“ Hold it riiiight there, Lass! I activate my Trap Card Infinite Impermanence! It allows me to negate the effect of your Monarch! It keeps my monster safe for now! ”

This . . was not something he expected. The pirate didn't want to have to use that Trap so early, but he couldn't take such a big hit right off the bat and lose his combo pieces. Does Adel truly intend for this Duel to end in only a few turns?! Toabyak didn't like the way this duel was going, not at all.

“Hm, seems I can’t get a direct attack in . . . Well then, I’ll shall set two cards facedown and activate the Continuous Spell, March of The Monarchs! As long as this card’s on the field, none of my Tribute Summoned Ka can be touched by card effects.”

“ Monsters, not Ka. ”

“ THIS IS NOTHING LIKE THE YUGIOH YOU SPEAK OF, OAF!! ”

“ H . . . However, as long as March of the Monarchs is on the field, I can’t make any Extra Deck summons. Turn End. ”

LP: 4000

Hand: 3

S/T: March of the Monarchs, Set x2

Monsters: Caius, The Shadow Monarch [ATK: 2400]

“ My turn! I draw! ”

Hand: 5 - 6

“ I'm going to activate Rising Carp's ability! I can tribute it to Special Summon up to two P.U.N.K. Monsters from my hand or deck! I think I'll choose Gagaku P.U.N.K Was Gon and Noh-P.U.N.K. Ogre Dance! C'mon out! ”

Toabyak's playing a risky game, especially since he doesn't know what the witch's game plan is. She seems awfully too calm . . .

“ . . . Quite a poker face ya' got there, Lass! Still stickin' true to this duel-ending strategy of yours, eh ?! The monster I'm about to summon'll have ya' quaking in your boots ! ”

“ Fufufu, I am a devil of my word. In fact, my strategy might be coming sooner rather than later . . . ”

Toabyak couldn't help but shudder at Adel's proclamation. Sooner rather than later? What the hell does THAT mean? Nonetheless, he must press on!

“That's so? Then I summon the Level 3 Tuner, Gagaku P.U.N.K Was Gon! ”

Hand: 6-5

“ Level 8 Rising Carp tunes with Level 3 Was Gon! ”

SYNCHRO SUMMON!

“ C'mon out, the Level 11 Synchro Monster Ukiyoe-P.U.N.K. Amazing Dragon !! ”

Toabyak grins to himself. Adel may think she has the winning formula here, but it'll be HIM who leaves this Duel with a Gold Model around the multi-armed privateer's neck!

“ Amazing Dragon's effect activates! I can send cards equal to the Level 3 Psychics I got in my grave back to your hand! Last time I counted, that was 3! ”

In an instant, most of Adel's field has been wiped clean! Caius, March of The Monarchs, and one of her Set cards, all back in the witch's hand . . . leaving her with only a single facedown, yet she still remains completely calm. Toabyak is suspicious.

(“ How the hell is she not sweatin' bullets right now ? Eh, but it doesn't matter . . . In my hand, I got Monster Reborn. This card'll let me bring back Rising Carp from the

graveyard, n' I can attack the Lass directly with both him and Amazing Dragon ! Last time I checked, 3000 ATK + 1000 ATK equals a clean 4000 ! Heh, she won't know what hi- ")

Did . . . Did it just get hotter, Toabyak then thought, before he noticed the ground shaking under his feet! Looking down at his hand was the biggest mistake the Manumult ever made, as he looks forward to see Adel . . . HOLDING CAIN'S SIN ?

“O-OI, Lass! Whatcha' doin' with that spellbook of yours? Usin' your witch magic to cheat , are ya' ? !”

Adel couldn't help but chuckle at such an accusation!!

“ Oh, nothing like that! Come now, who said I was using magick to CHEAT? I was just biding my time until MY winning formula was prepared! Looks like its right on time, as well . . . ”

“ W H A ? ! ! ! ”

DESCEND FORTH FROM THE STARS, FORBIDDEN MAGICK - METEOR-X ! !