

STRUCTURE DECK

LORD OF THE STORM

DUELING GUIDE

This Lord of the Storm Structure Deck has been designed so that you can Duel instantly. Study the Deck List below and read this Dueling Guide to learn how to maximize this Deck's power when you Duel!

DECK LIST

MONSTER CARDS

Simorgh, Bird of Divinity
Sonic Shooter
Sonic Duck
Harpie Girl
Slate Warrior
Flying Kamakiri #1
Flying Kamakiri #1
Harpie Lady Sisters
Harpie Lady Sisters
Bladefly
Birdface
Silpheed
Lady Ninja Yae
Roc from the Valley of Haze
Harpie Lady 1
Harpie Lady 2
Harpie Lady 3
Swift Birdman Joe
Harpie's Pet Baby Dragon

SPELL CARDS

Card Destruction

Mystical Space Typhoon
Nobleman of Crossout
Elegant Egotist
Elegant Egotist
Heavy Storm
Reload
Harpies' Hunting Ground
Harpies' Hunting Ground
Triangle Ecstasy Spark
Lightning Vortex

TRAP CARDS

Hysteric Party
Aqua Chorus
Dust Tornado
Call of the Haunted
Magic Jammer
Dark Coffin
Reckless Greed
Sakuretsu Armor
Ninjitsu Art of Transformation
Icarus Attack

HOW TO USE THIS DECK

This Deck has plenty of ways to foil your opponent's strategy, by destroying their Spell and Trap Cards and Special Summoning various kinds of monsters to influence battles. Your main monsters will be ones like "Harpie



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SEARCH & SPECIAL SUMMON

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SPECIAL SUMMON



TOTALLY DESTROY YOUR OPPONENT'S SPELL & TRAP CARDS!

With "Heavy Storm", "Icarus Attack", "Mystical Space Typhoon", "Dust Tornado"

MUST-WIN COMBO!



DIRECT ATTACK

If your opponent's Spell & Trap Card Zones are empty you can attack directly!



ACE CARD

Get rid of your opponent's Spell & Trap Cards and do damage every turn.

WITH BOOSTER PACKS

LET'S POWER UP THIS DECK!

Make your Structure Deck more powerful by adding cards from Booster Packs (sold separately). Here are some examples of cards to add to your Lord of the Storm Structure Deck (you may need to buy multiple Booster Packs to pull these cards).

SHADOW OF INFINITY

"Chain Thrasher" is a WIND monster that can attack more times when there are other "Chain Thrashers" in the Graveyard. With some WIND-strengthening cards, he can be great attacker. And even if you're wiped out, if you have "Symbol of Heritage" you can easily re-use him.



THE LOST MILLENNIUM

"Elemental Hero Avian" is great in any WIND Deck. Elemental Heroes are usually played with Fusions, but this card itself can play a big role with all of the specialized supporting cards he has. "Brain Control" is an all-purpose Spell Card that takes over your opponent's monster.



ENEMY OF JUSTICE

If "Storming Wynn" is on the field, she can Special Summon various kinds of WIND monsters with just 1 Tribute. With "Whirlwind Weasel's" Flip Effect, you can shut down the activation of your opponent's Spell and Trap Cards for that turn. "Icarus Attack", included in this Deck, is an incredible card that destroys 2 cards for just 1 Tribute of a Winged Beast-Type. So it's smart to include this card in your Deck.



DARK BEGINNING 1

The key to this Deck is Summoning "Harpie Lady" or "Harpie Lady Sisters" at just the right time. You can strengthen this Deck's potential further if you add searching cards like "Flying Kamakiri #1".



ELEMENTAL ENERGY

"B.E.S. Tetran" is very compatible with a Deck using its Spell & Trap Card destroying ability. "Oxygeddon" boasts a high ATK among the Level 4 WIND monsters. "Feather Wind" is a specialized Trap Card for "Elemental Hero Avian". If "Avian" is on the field, it can negate the activation of Spell & Trap Cards without any activation cost. What a great card!



DARK BEGINNING 2

Combine "Tornado Bird's" Flip Effect to return Spell & Trap Cards to the hand with "Simorgh, Bird of Divinity" to do more damage.

"Bladefly" is a card that strengthens the WIND Attribute and can power up your "Harpie Ladies" and other monsters.

