# An Analytical Deep Dive into the Windwitch Archetype: Strategy, Combos, and Synergies

## The Core Coven - A Card-by-Card Archetypal Analysis

The Windwitch archetype is a compact and highly synergistic group of WIND Spellcaster monsters focused on rapid Synchro Summoning. Its core strategy revolves around a remarkably consistent one-card combo that establishes a formidable boss monster without consuming the turn's Normal Summon. Understanding the precise role of each member of this coven is critical to mastering its powerful, albeit linear, game plan.

### The Main Deck Monsters: Architects of the Storm

The Main Deck monsters form a tightly interconnected chain, where each member's effect is designed to summon or search the next, culminating in a field presence far greater than the initial investment would suggest.

#### Windwitch - Ice Bell (The Initiator)

Windwitch - Ice Bell is the undisputed heart of the archetype and the primary initiator of its most powerful plays. Its most crucial effect allows a player who controls no monsters to Special Summon it from their hand, and then, as part of the same effect, Special Summon another "Windwitch" monster directly from the Deck.1 This single activation generates two monsters on the field, establishing the foundation for a Synchro Summon. However, this potent ability comes with a significant restriction: for the remainder of the turn, the player cannot Special Summon monsters from the Extra Deck, except for Level 5 or higher WIND monsters.3 This clause is a critical balancing mechanism that funnels the archetype's power into a specific subset of boss monsters. Additionally, upon being Normal or Special Summoned, Ice Bell inflicts 500 damage to the opponent, a minor but relevant effect that contributes to the archetype's sub-theme of burn damage.1 Due to its ability to single-handedly start the entire engine, Ice Bell is considered the most important card to have in an opening hand.5

#### Windwitch - Glass Bell (The Searcher)

As the primary target for Ice Bell's deck-summoning effect, Windwitch - Glass Bell serves as the critical link in the combo chain. This Level 4 Tuner monster has an effect that triggers whenever it is Normal or Special Summoned: the player can add one "Windwitch" monster from their Deck to their hand, with the exception of another Glass Bell.1 This search effect is almost always used to add Windwitch - Snow Bell to the hand, securing the final piece needed for the main combo. Like Ice Bell, Glass Bell imposes a restriction; after its effect is used, the player can only Special Summon WIND monsters for the rest of the turn.6 This lock is less stringent than Ice Bell's but still reinforces the deck's focus on its own attribute. The interaction is a seamless sequence: Ice Bell summons Glass Bell, which in turn searches Snow Bell, creating a three-monster setup from a single card.

#### Windwitch - Snow Bell (The Protector & Tuner)

Windwitch - Snow Bell is the ultimate payoff for the initial setup. This Level 1 Tuner possesses a game-changing continuous effect: any WIND Synchro Monster that was Summoned using Snow Bell as a material cannot be destroyed by an opponent's card effects.1 This protection is what elevates the archetype's end board from a simple threat to a resilient fortress. An effect-destruction-immune Crystal Wing Synchro Dragon is an iconic board state that can be incredibly difficult for many strategies to overcome.5 Snow Bell also has an inherent Special Summoning condition that is perfectly enabled by the preceding combo pieces: if the player controls two or more WIND monsters and no non-WIND monsters, it can be Special Summoned from the hand.2

#### Windwitch - Freeze Bell (The Extender & Modifier)

Windwitch - Freeze Bell introduces flexibility and alternative combo lines to the archetype. Its primary effect allows it to be Special Summoned from the hand if all monsters the player controls are "Windwitch" monsters.1 This makes it a valuable extender when drawn alongside other members of the coven. Furthermore, once per turn, Freeze Bell can increase its own Level by 1, turning it from a Level 3 into a Level 4 monster.1 This level modulation is key to summoning the archetype's Level 8 Synchro monsters, such as Windwitch - Diamond Bell.9 As a bonus, any WIND Synchro Monster summoned using Freeze Bell as material cannot be destroyed by battle, offering a different, albeit usually less impactful, form of protection compared to Snow Bell.1

#### Windwitch - Blizzard Bell (The Burn & Interruption)

A more recent addition, Windwitch - Blizzard Bell functions less as a combo piece and more as a utility card. This Level 5 Tuner can be Normal Summoned without tributing if the player controls only "Windwitch" monsters (or no monsters), providing easier access to higher-level Synchro plays.1 Its main utility, however, lies in its Quick Effect: during the opponent's Main Phase, the player can send Blizzard Bell from their hand or field to the Graveyard to inflict 500 damage to the opponent.2 This effect serves two purposes: it provides a small amount of burn damage and, more importantly, it can trigger the destruction effect of Windwitch - Diamond Bell during the opponent's turn, turning it into a form of interruption.10

### The Spell & Trap Support: Reinforcing the Gale

While the archetype is monster-focused, its Spell and Trap cards provide crucial consistency and protection.

#### Windwitch Chimes (The Extender Spell)

Windwitch Chimes is a Normal Spell that acts as a powerful combo extender and recovery tool. It allows the player to target one "Windwitch" monster they control and Special Summon another "Windwitch" monster with a different name from the Deck.1 This effect essentially functions as additional copies of the deck's starters, increasing overall consistency. If a key monster's effect is negated, Chimes can be used to continue the combo by summoning another piece from the Deck. It also imposes a WIND-only Special Summon lock for the turn.2

#### Icy Breeze Refrain (The Recovery & Protection Trap)

This Normal Trap offers two distinct and valuable effects. The first allows the player to target and Special Summon a "Windwitch" monster from their Graveyard, providing recursion for follow-up plays.2 The second effect is a powerful piece of protection: when an opponent activates a card or effect in response to the activation of a "Windwitch" monster's effect, Icy Breeze Refrain can be chained to negate the opponent's effect.2 This is particularly useful for ensuring that the vital search effect of Windwitch - Glass Bell resolves successfully against common hand traps.

### The Extra Deck Monsters: Embodiments of Winter

The archetype's Extra Deck monsters serve as both stepping stones and powerful end-game bosses, embodying the culmination of the Main Deck monsters' efforts.

#### Windwitch - Winter Bell (The Stepping Stone)

This Level 7 Synchro Monster is the standard intermediate step in the main Windwitch combo.12 It is typically summoned using the Level 3 Ice Bell and the Level 4 Glass Bell. Its primary purpose on the field is to serve as the Level 7 non-tuner material that, when combined with the Level 1 Snow Bell, allows for the Synchro Summon of a Level 8 boss monster like Crystal Wing Synchro Dragon.8 Winter Bell does have its own effects, including inflicting burn damage based on the Level of a "Windwitch" monster in the Graveyard, but these are secondary to its role as a Synchro material bridge.7

#### Windwitch - Diamond Bell (The Alternative Boss)

Windwitch - Diamond Bell is the archetype's in-house Level 8 Synchro boss monster. Its power lies in its ability to generate card advantage through destruction. Its effect states that once per turn, if the opponent takes battle or effect damage, the player can target and destroy one card on the field.1 Critically, if Diamond Bell was Synchro Summoned using only "Windwitch" monsters as material, this effect can be used up to twice per turn.1 This creates a potent interaction with cards like Blizzard Bell, allowing for multiple interruptions during the opponent's turn.5

#### Windwitch - Crystal Bell (The Fusion Finisher)

The least common of the archetype's bosses, Windwitch - Crystal Bell is a Level 8 Fusion Monster requiring Windwitch - Winter Bell and another "Windwitch" monster as materials.2 Its main effect allows it to target a monster in either Graveyard and copy its name and original effects for the turn, offering a high ceiling for powerful and unexpected plays. Furthermore, if destroyed by an opponent's card, it "floats," Special Summoning both a Winter Bell and a Level 4 or lower "Windwitch" monster from the Graveyard, providing significant resource recovery.2 Despite this potential, its reliance on a Fusion Summon makes it less efficient and more situational than the Synchro monsters.16

The design of the Windwitch archetype demonstrates a clear philosophy of dedicating all initial resources to a single, linear combo that produces a formidable threat, which is then protected by a powerful defensive effect. The effects of Ice Bell and Glass Bell are not just powerful; their restrictions actively prevent deviation from this path, forcing the player down a narrow but highly effective strategic corridor.1 The payoff for this rigidity is the effect-destruction immunity granted by Snow Bell, the "shield" that protects the result of the combo.2 This creates a "glass cannon with a shield" dynamic, where the archetype's strength lies in its hyper-consistent ability to produce a singular, well-defended threat, at the cost of strategic flexibility and predictability.

| **Card Name** | **Card Type** | **Primary Role** | **Secondary Role** |
| --- | --- | --- | --- |
| Windwitch - Ice Bell | Main Deck Monster | Combo Starter / Engine Requirement | Burn Damage |
| Windwitch - Glass Bell | Main Deck Tuner | Combo Searcher / Synchro Material | - |
| Windwitch - Snow Bell | Main Deck Tuner | Protection Granting / Synchro Material | Field Extender |
| Windwitch - Freeze Bell | Main Deck Monster | Combo Extender / Level Modulation | Battle Protection |
| Windwitch - Blizzard Bell | Main Deck Tuner | Interruption Enabler / Synchro Material | Burn Damage |
| Windwitch Chimes | Normal Spell | Combo Extender / Consistency Booster | - |
| Icy Breeze Refrain | Normal Trap | Combo Protection / Graveyard Recursion | - |
| Windwitch - Winter Bell | Synchro Monster | Intermediate Synchro / "Stepping Stone" | Burn Damage |
| Windwitch - Diamond Bell | Synchro Monster | Boss Monster / Interruption | Burn Damage |
| Windwitch - Crystal Bell | Fusion Monster | Finisher / Utility | Graveyard Recursion |

## The Crystal Wing Concerto - Core Combo Lines & Board Establishment

The primary function of the Windwitch archetype, whether played pure or as an engine, is the execution of a precise sequence of summons to establish a powerful Synchro Monster. This core combo is remarkably efficient, often requiring only a single card to achieve a board that demands specific answers from the opponent.

### The Foundational Combo: The One-Card Indestructible Crystal Wing

This is the signature play of the Windwitch archetype, a linear but potent combo that has defined its role in the game since its inception.

* **Requirement:** Windwitch - Ice Bell in hand, and no monsters on the player's field.
* **Step 1: Initiation.** Activate the effect of Windwitch - Ice Bell from the hand. This Special Summons Ice Bell (Level 3) to the field.3
* **Step 2: Extension.** The second part of Ice Bell's effect resolves, allowing the Special Summon of one "Windwitch" monster from the Deck. The designated target is Windwitch - Glass Bell (Level 4 Tuner).12 Upon summon, Ice Bell's secondary effect also triggers, inflicting 500 damage to the opponent.1
* **Step 3: Searching.** The Special Summon of Glass Bell triggers its mandatory effect. This effect is used to add Windwitch - Snow Bell (Level 1 Tuner) from the Deck to the hand.5
* **Step 4: Swarming.** The player now controls two WIND monsters (Ice Bell and Glass Bell), fulfilling the summoning condition for Windwitch - Snow Bell. Its effect is activated from the hand to Special Summon itself to the field.1
* **Step 5: First Synchro Summon (The Stepping Stone).** A Synchro Summon is performed using the Level 3 Ice Bell and the Level 4 Tuner Glass Bell. This results in a Level 7 WIND Synchro Monster. The standard target is Windwitch - Winter Bell.12
* **Step 6: Final Synchro Summon (The Payoff).** A final Synchro Summon is performed using the Level 7 Windwitch - Winter Bell and the Level 1 Tuner Windwitch - Snow Bell. This summons the primary boss monster: the Level 8 Crystal Wing Synchro Dragon.8
* **End Board Analysis:** The result of this one-card combo is a Crystal Wing Synchro Dragon that, due to being summoned with Snow Bell as material, "cannot be destroyed by your opponent's card effects".13 This board presents a monster effect negate and a powerful 3000 ATK body. Crucially, the player's Normal Summon for the turn remains unused, allowing for follow-up plays or the integration of other archetypal engines.12

### Combo Variations & Extenders

While the Crystal Wing line is the most common, the archetype possesses the flexibility to aim for different end boards or extend its plays.

#### The Diamond Bell Route

This variation prioritizes the in-archetype boss monster, Windwitch - Diamond Bell, and its destruction-based interruption. This line often requires access to Windwitch - Freeze Bell. A typical sequence might involve summoning Ice Bell and Glass Bell as normal, but then using a Freeze Bell from hand to Special Summon itself. By activating Freeze Bell's effect to increase its own level to 4, the player can then Synchro Summon Windwitch - Diamond Bell using the Level 4 Tuner Glass Bell and the now Level 4 Freeze Bell.7 This creates a different style of end board, one focused on reactive destruction rather than proactive negation.

#### Leveraging Windwitch Chimes

Windwitch Chimes serves as the deck's primary tool for consistency and recovery. If any part of the main combo is interrupted—for example, if the summon of Ice Bell is negated—Chimes can be used on a subsequently Normal Summoned Windwitch to pull the necessary piece from the deck and restart the sequence.5 It can also be used proactively to simply put an additional monster on the field, enabling access to Link Monsters in hybrid builds before the WIND-lock from Glass Bell is applied.

### Navigating Disruption: Identifying the Choke Points

The linear nature of the Windwitch combo, while consistent, also creates a predictable and vulnerable sequence that a knowledgeable opponent can exploit. The entire combo's success hinges on the resolution of one specific effect. After Ice Bell successfully summons Glass Bell, the latter's effect to search for Snow Bell becomes the single most critical action of the turn. If this search is negated, the player is denied access to the protection that Snow Bell provides, which is the primary goal of the combo.

Opponent's hand traps such as Ash Blossom & Joyous Spring, which negates effects that add cards from the Deck to the hand, or on-field monster negation like Effect Veiler and Infinite Impermanence, are optimally used in response to Glass Bell's activation.5 A successful negation at this stage leaves the player with Ice Bell and Glass Bell on the field but no Snow Bell in hand. While they can still Synchro Summon Windwitch - Winter Bell, they cannot proceed to make the effect-destruction-immune Crystal Wing Synchro Dragon. The combo is severed at its midpoint, leaving a significantly weaker end board. This makes the activation of Windwitch - Glass Bell's search effect the primary "choke point" of the engine. Protecting this specific interaction with cards like Called by the Grave or the archetype's own Icy Breeze Refrain is paramount to ensuring the strategy's success.

## A Symphony of Winds - The Windwitch Engine & External Synergies

In the modern TCG, the Windwitch archetype is most frequently utilized not as a standalone strategy, but as a compact, self-contained "engine." Its ability to produce a powerful boss monster from a single card without a Normal Summon makes it an attractive and efficient addition to other strategies that share its WIND attribute or can capitalize on the resources it leaves available.

### High-Speed Synergy: Windwitch Speedroid

This is arguably the most natural and synergistic pairing for the Windwitch engine. The Speedroid archetype is also a WIND-attribute, Synchro-focused strategy that excels at swarming the field with Special Summons without relying on a Normal Summon. This creates a powerful combination where both engines can operate in tandem during the same turn.

* **Core Interaction:** The classic Speedroid combo begins with Speedroid Terrortop, which can Special Summon itself from the hand if the player controls no monsters. Its effect then searches for any "Speedroid" monster, typically Speedroid Taketomborg, which can also Special Summon itself while a WIND monster is on the field.12 A player can open with Windwitch - Ice Bell, perform the entire combo to summon an indestructible Crystal Wing Synchro Dragon, and still have their Normal Summon and an open field state (from the perspective of Terrortop) to initiate the full Speedroid combo. This can result in an end board featuring both Crystal Wing Synchro Dragon and Clear Wing Synchro Dragon, presenting multiple layers of powerful negation.18
* **Strategic Principle:** The synergy between these two archetypes stems from their shared attributes, goals, and non-competing resource requirements. Both are WIND, both aim to Synchro Summon, and both can start their plays without a Normal Summon. This creates redundancy; if one engine is stopped, the other can still function. More importantly, when uninterrupted, the engines build upon each other to create a board state that is exponentially more powerful than either could achieve alone. The result is a high-ceiling combo deck capable of establishing overwhelming turn-one boards.10

### Classic Control: Windwitch Invoked

This hybrid strategy was a dominant force in past competitive formats, combining the explosive opening of the Windwitches with the consistent, grinding resource loop of the Invoked engine.20

* **Core Interaction:** The Windwitch engine executes its standard one-card combo to summon Crystal Wing Synchro Dragon. This play leaves the Normal Summon for the turn completely untouched. The player can then Normal Summon Aleister the Invoker to search for the Fusion Spell Invocation. Because all the main Windwitch monsters are WIND-attribute, they provide the perfect material in the Graveyard for the Fusion Summon of Invoked Raidjin, a powerful disruptive monster whose Quick Effect can flip an opponent's monster face-down.13 The end board of an indestructible Crystal Wing and a disruptive Raidjin is incredibly difficult to dismantle.
* **Strategic Principle:** This pairing represents a perfect symbiosis of offense and defense. The Windwitch engine acts as a "sprint," expending its resources in a single burst to create a powerful, static threat. The Invoked engine, by contrast, is a "marathon," generating incremental advantage each turn by recycling Aleister and Invocation. The Crystal Wing acts as a formidable wall, protecting the player and their life points while they establish the slower, more resilient Invoked resource loop. The two engines seamlessly cover each other's weaknesses: Windwitch provides the immediate board presence that Invoked lacks, while Invoked provides the long-term grind game and follow-up plays that a pure Windwitch deck struggles with.

### Niche Pairing: Windwitch Majespecter

A less common but strategically interesting variant combines the Windwitch engine with the Majespecter archetype, a group of WIND Spellcaster Pendulum monsters.

* **Core Interaction:** Majespecter monsters share the WIND attribute and have a powerful inherent protection: they cannot be targeted or destroyed by an opponent's card effects.23 While they excel at maintaining board presence and searching for their powerful Spell and Trap-based disruption, they lack a powerful in-archetype boss monster. The Windwitch engine fills this void perfectly by providing Crystal Wing Synchro Dragon. In return, the wall of protected Majespecter monsters and their searchable disruption (like Majespecter Tornado) can protect the Crystal Wing from the non-destruction removal it is vulnerable to, or bait out opposing negates before the Windwitch combo is committed.20 In some builds, Windwitch - Glass Bell can even be used as a target for Ties of the Brethren to summon multiple Majespecters directly from the deck.20
* **Strategic Principle:** This synergy is built around a "protect the castle" game plan. The Crystal Wing Synchro Dragon is the "castle"—the central win condition. The Majespecter monsters and their backrow act as the "walls and archers," providing layers of protection and disruption that make it exceedingly difficult for the opponent to mount an effective assault on the primary threat. The complementary nature of their protection effects—one immune to destruction, the others immune to targeting and destruction—creates a singular, highly-defended board state.

## Strategic Assessment & Counter-Play

The Windwitch archetype and its engine occupy a distinct niche within the TCG. Its power is undeniable, but its focused nature creates clear strengths and exploitable weaknesses that define its position in any given competitive environment.

### End Board Analysis: The Wall of Wind

The final board established by a Windwitch-centric strategy is designed to be oppressive, primarily against monster-heavy decks.

* **Pure/Speedroid Variant:** The typical end board consists of an effect-destruction-immune Crystal Wing Synchro Dragon, often accompanied by Clear Wing Synchro Dragon or another powerful WIND Synchro like Hi-Speedroid Clear Wing Rider.5 This board excels at monster effect negation and presents a significant offensive threat, capable of controlling the board through repeated negations and high ATK values.
* **Invoked Variant:** This version typically ends on an effect-destruction-immune Crystal Wing Synchro Dragon alongside either Invoked Raidjin (providing a Quick Effect Book of Moon) or Invoked Mechaba (providing an omni-negate by discarding the appropriate card type).13 This board is less focused on raw offensive power and more on versatile, multi-faceted disruption that can counter a wider range of threats.

Both boards are exceptionally potent against strategies that rely on monster effects and destruction-based removal as their primary means of interaction, forcing the opponent to find specific, non-destruction "outs" to have a chance.

### Archetypal Strengths & Vulnerabilities

A clear understanding of the archetype's inherent design leads to an objective assessment of its competitive advantages and disadvantages.

#### Strengths

* **Consistency:** The one-card starter nature of Windwitch - Ice Bell makes the core engine incredibly reliable and consistent at executing its primary game plan.5
* **Resource Efficiency:** The entire main combo can be performed without using the turn's Normal Summon. This frees up a critical resource that can be used for follow-up plays or to integrate a second engine, as seen in the Invoked variant.12
* **Powerful Payoff:** An effect-destruction-immune boss monster with a built-in monster negate is a formidable threat that can single-handedly win games against unprepared opponents.8

#### Vulnerabilities

* **Linearity and Predictability:** The combo is exceptionally linear and well-known. An experienced opponent will always know the sequence of plays and, more importantly, the exact point at which to disrupt it for maximum impact.5
* **Vulnerability to Non-Destruction Removal:** The lynchpin of the strategy is the protection granted by Windwitch - Snow Bell. This protection is completely bypassed by any form of removal that does not use a destruction effect. Cards that tribute monsters (such as the Kaiju archetype), banish them, send them to the Graveyard, or return them to the hand or Deck are the engine's Achilles' heel.12
* **WIND-Lock Restriction:** The archetype's own restrictions, while necessary for balance, can be a liability. They prevent the player from accessing powerful, generic Extra Deck monsters of other attributes that might be able to solve specific problem cards on the opponent's field.

### Playing Against the Wind: A Counter-Strategy Guide

Effectively countering the Windwitch strategy requires precise timing and the correct choice of disruptive tools.

* **Priority 1: Disrupt the Choke Point.** The most efficient and resource-effective way to stop the Windwitch engine is to negate the search effect of Windwitch - Glass Bell upon its summon. This is the combo's primary choke point. Hand traps like Ash Blossom & Joyous Spring, Effect Veiler, and Infinite Impermanence should be reserved for this specific activation.
* **Priority 2: Utilize Non-Destruction Removal.** If the opponent successfully establishes their board with a protected Crystal Wing Synchro Dragon, do not waste resources on cards that destroy. The optimal response is to use removal that circumvents this protection. Tributing the monster for a Kaiju or Lava Golem is the most common and effective method. Alternatively, mass negation cards like Forbidden Droplet or Dark Ruler No More will temporarily disable Crystal Wing's effects, allowing it to be removed by battle or other means.
* **Priority 3: Exploit Attribute-Locking.** In hybrid variants, floodgate cards like Gozen Match can be devastating. This continuous trap prevents players from controlling monsters of more than one attribute, which can shut down strategies attempting to combine WIND Windwitches with LIGHT Artifacts/Invoked or EARTH Aleister.

The history of the Windwitch engine's competitive viability serves as a clear illustration of the metagame's cyclical nature. Its power is inversely proportional to the prevalence of non-destruction removal in the format. In metagames dominated by destruction-based board wipes and monster effects, the Windwitch engine thrives as a powerful anti-meta choice. Conversely, in formats where Kaijus, Forbidden Droplet, and similar cards are staples in most decks, the engine's primary payoff becomes significantly less threatening. Therefore, a complete strategic assessment of the Windwitch archetype requires not only an understanding of its internal mechanics but also a keen awareness of the broader competitive landscape it inhabits.

## Conclusion

The Windwitch archetype stands as a masterclass in focused design within the Yu-Gi-Oh! TCG. It is not a versatile, jack-of-all-trades strategy; rather, it is a highly specialized tool engineered to perform one task with exceptional consistency and efficiency: the creation of a powerful, destruction-immune Synchro boss monster from a single card, without the use of a Normal Summon. This core function defines its identity both as a standalone deck and, more prominently, as a potent engine.

The analysis of its internal mechanics reveals a delicate but powerful chain of dependencies, starting with Windwitch - Ice Bell and flowing through Glass Bell to Snow Bell. This sequence is both its greatest strength, due to its reliability, and its greatest weakness, due to its predictable choke point. When paired with synergistic archetypes like Speedroid or Invoked, the Windwitch engine transcends its limitations, forming the backbone of strategies that can achieve exponential power or a perfect balance of explosive offense and long-term control.

Ultimately, the strategic value of the Windwitch archetype is a direct reflection of the surrounding metagame. It is a formidable "glass cannon with a shield" that preys on strategies reliant on conventional removal while folding to more specialized, non-destruction answers. For duelists looking to master this frigid coven, success lies not just in executing its flawless concerto of summons, but in understanding when the competitive climate is right for their chilling symphony to be heard.

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