# A Fated Destiny: An Expert Analysis of the Fortune Lady Archetype

## Section 1: The Coven - Core Archetype Card Analysis

The "Fortune Lady" archetype is a Synchro-focused strategy composed of Spellcaster monsters, each representing a different attribute and possessing a unique level. Their core mechanics revolve around level manipulation, banishing as a cost or trigger, and generating significant card advantage to summon their powerful boss monster, Fortune Lady Every. Understanding the specific role of each member is paramount to mastering the deck's intricate combo lines.

### 1.1 The Initiates (Primary Engine): The Heart of the Combo

At the very core of the Fortune Lady strategy are two Level 1 monsters whose synergistic interaction enables nearly every play the deck is capable of making. They are not merely starters; they are the central engine that dictates the flow and potential of every turn.

#### Fortune Lady Light (Level 1, LIGHT)

Fortune Lady Light is, without exaggeration, the single most critical monster in the entire archetype.1 Her seemingly simple effect is the catalyst for the deck's most explosive plays: "When this face-up card leaves the field by card effect: You can Special Summon 1 'Fortune Lady' monster from your Deck".4 This effect is not a "once per turn" effect, and it can be triggered in numerous ways: being sent to the Graveyard by a card like

Spellbook of Knowledge, destroyed by a card effect like Torrential Tribute, or, most importantly, being banished by the effect of another card.2 This flexibility makes her the central node of the deck's strategy. The goal of virtually every opening play is to get Fortune Lady Light onto the field and then remove her with a card effect to summon a key payoff monster directly from the deck, initiating a chain reaction of advantage.

#### Fortune Lady Past (Level 1, DARK, Tuner)

As the archetype's only in-archetype Tuner monster, Fortune Lady Past is the primary enabler and combo facilitator.5 Her individual mechanics are twofold. First, like all Fortune Ladies, her ATK/DEF are determined by her Level (in her case,

$Level \times 200$), and she gains a Level during each Standby Phase.8 Her crucial effect, however, is her ability to modulate Levels: "You can target 1 'Fortune Lady' monster you control; banish any number of other Spellcaster monsters from your hand, field, and/or GY, and if you do, increase or reduce that monster's Level by the number of monsters banished, until the end of this turn".4

This effect is the most common and synergistic method for triggering Fortune Lady Light. By banishing a face-up Light from the field, Past not only triggers Light's powerful summoning effect but also adjusts her own Level (or another Fortune Lady's) to meet the precise requirements for a Synchro Summon.9 Her status as a Level 1 DARK Tuner is also significant, granting access to a wide variety of generic and powerful Synchro monsters and creating synergy with DARK-support cards and engines.8

### 1.2 The Conduits (Key Payoffs): The Rewards of Fate

Successfully resolving the effects of Light and Past is only the first step. The true power of the combo comes from the monsters they summon from the deck. These "payoff" cards are what convert the initial setup into tangible card advantage or board presence.

#### Fortune Lady Water (Level 4, WATER)

Fortune Lady Water is the primary reason the archetype can compete in terms of card advantage. Her effect is a powerful reward for executing the core combo: "If this card is Special Summoned while you control a 'Fortune Lady' monster except 'Fortune Lady Water': Draw 2 cards".11 When Special Summoned by the effect of Fortune Lady Light, this condition is always met, turning the initial two-monster setup (

Light + Past) into a net gain in card economy, often drawing the player into extenders, board-breakers, or defensive hand traps.10 This draw power is what fuels the deck's ability to extend its plays beyond a single Synchro Summon, allowing it to build a more resilient and threatening board.

#### Fortune Lady Fire (Level 2, FIRE)

Where Water provides card advantage, Fortune Lady Fire provides removal. Her effect triggers when she is Special Summoned by the effect of a "Fortune Lady" card: "Target 1 face-up monster your opponent controls; destroy that target, and if you do, inflict damage to your opponent equal to the destroyed monster's ATK on the field".4 This makes her an exceptional tool for going second, as she can be summoned via Light's effect to dismantle an opponent's established board. Furthermore, this effect has a particularly potent interaction with

Nibiru, the Primal Being. After an opponent's board is tributed for Nibiru, the player can use their own combo to summon Fire, destroy the massive Primal Being Token, and inflict potentially game-ending burn damage.14

### 1.3 The Support Casters (Situational Utility)

While not central to the main combo engine, the remaining Fortune Lady monsters offer situational utility that can be accessed through the deck's various search and summoning effects. They are typically run as single copies to be used as searchable "silver bullets."

* **Fortune Lady Wind (Level 3, WIND):** Functions as in-archetype Spell and Trap removal. When she is Normal Summoned, she can destroy a number of Spell/Trap cards the opponent controls equal to the number of face-up "Fortune Lady" monsters you control.5 While powerful, her reliance on the Normal Summon makes her a more niche choice, best searched out when facing a heavy back-row strategy.5
* **Fortune Lady Dark (Level 5, DARK):** Provides a recursion engine. When a Fortune Lady monster destroys an opponent's monster by battle, Dark allows the player to Special Summon a Fortune Lady from the Graveyard.4 Her dependency on the battle phase makes her slower than the deck's main combo pieces, but she can be valuable in longer, grind-oriented games. She also has a unique role in banish-focused draw engines that utilize  
  Fortune's Future.15
* **Fortune Lady Earth (Level 6, EARTH):** The original boss monster of the archetype, designed to be a simple beatstick whose ATK scales with her Level (`). With the release of Fortune Lady Every, her role has become largely obsolete, though she can occasionally serve as a high-level body in a hand that cannot otherwise make a play.3

### 1.4 The Ascended Matriarch (The Boss Monster)

#### Fortune Lady Every (Level 7, LIGHT, Synchro)

Fortune Lady Every is the deck's premier boss monster and primary win condition.16 She requires one Tuner and one or more non-Tuner Spellcaster monsters, making her easily accessible via the core engine. Her power is multifaceted and designed for a long game.

* **Offensive Pressure:** Her ATK/DEF are determined by her Level (`), and her first effect states: "Once per turn, during your Standby Phase: Increase this card's Level by 1 (max. 12)".4 This means she enters the field as a Level 7 with 2800 ATK and grows stronger each turn, becoming a progressively more formidable threat.
* **Recurring Removal:** Following her level increase, she can then "banish 1 face-up monster your opponent controls".17 This provides a steady, non-destructive form of removal that can out-grind many opposing strategies over several turns.
* **Incredible Resilience:** Her most defining feature is her ability to revive herself. "During your opponent's End Phase, if this card is in your GY: You can banish 1 other Spellcaster monster from your GY; Special Summon this card".4 This effect makes her extraordinarily difficult to remove from the game permanently. Opponents must either banish her directly from the field or negate her Graveyard effect to stop her from returning. It is critical to note a key ruling: Every must be properly Synchro Summoned first before she can be revived from the Graveyard by her own effect. Sending her directly from the Extra Deck to the Graveyard will not allow her to activate this ability.18

The design of these core monsters reveals a fundamental characteristic of the archetype. The primary engine, revolving around Light, Past, and Water, is a proactive, turn-one sequence designed to accumulate resources and build a board.10 However, the main archetypal payoff,

Fortune Lady Every, possesses effects that are largely reactive or delayed. Her monster banish only occurs during the player's own Standby Phase, and her revival triggers during the opponent's End Phase.4 This creates a strategic disconnect: the deck excels at generating card advantage on its first turn, but its in-archetype boss monster cannot use those resources to immediately interact with or disrupt the opponent's subsequent turn. This forces the deck to either adopt a "go-second" board-breaking strategy or, more commonly, rely on generic, non-archetypal Synchro monsters to provide the turn-one interaction that it inherently lacks.

## Section 2: The Grimoire - Archetypal Spells & Traps

Supporting the coven of monsters is a suite of powerful Spell and Trap cards. These cards provide the consistency to find key combo pieces, the extension power to build formidable boards, and the recovery tools to win protracted duels.

### 2.1 The Pillars of Consistency and Extension

Two spell cards stand out as the most vital components of the deck's support lineup, enabling its core strategy to function consistently.

#### Fortune Lady Calling (Normal Spell)

Fortune Lady Calling is arguably the most powerful Spell card in the archetype and a mandatory three-of in any build.10 Its effect is simple yet potent: "If you control a 'Fortune Lady' monster: Special Summon 1 'Fortune Lady' monster from your Deck with a different name from the cards you control".20 This card is the deck's primary extender. After a Normal Summon, Calling can immediately summon another piece from the deck, turning a single monster into the two required for a Synchro Summon or to start the

Light and Past combo. However, this power comes with a significant restriction: "...for the rest of this turn after this card resolves, you cannot Special Summon monsters from the Extra Deck, except Synchro Monsters".20 This "Synchro-lock" is a defining constraint of the archetype.

#### Fortune Vision (Continuous Spell)

Fortune Vision is the deck's main consistency tool, acting as a searcher for the entire archetype. Its first effect activates upon the card's own activation: "You can add 1 'Fortune Lady' card from your Deck to your hand".11 This allows the player to search for any monster, spell, or trap they need to start their plays or protect their board. Its secondary effects provide protection based on banishing. If a card you control is banished, your monsters cannot be destroyed by card effects for the turn; if an opponent's card is banished, the next battle damage you take becomes 0.11 The protection effect is particularly useful, enabling unique plays such as using

Black Rose Dragon to destroy the entire field while protecting itself from its own effect.14

The Synchro-lock imposed by Fortune Lady Calling creates a critical decision point for the pilot every turn. In modern Yu-Gi-Oh!, Link monsters are essential for building complex boards, opening up Extra Monster Zones, and serving as powerful boss monsters in their own right, such as Selene, Queen of the Master Magicians or Accesscode Talker.22 By activating

Calling, the Fortune Lady player forgoes access to this entire card pool for the turn, committing to a purely Synchro-based strategy. This design choice anchors the archetype in its 5D's-era identity but also imposes a significant ceiling on its competitive potential. Players must therefore sequence their plays carefully, often choosing to use other starters or bait out interruptions before committing to Calling, or accepting the Synchro-only limitation to access its powerful extension effect.

### 2.2 The Arts of Recovery and Control

Beyond the core starters and extenders, the archetype possesses several cards designed for recovery, recursion, and control, allowing it to thrive in the mid-to-late game.

* **Fortune's Future (Normal Spell):** This card is a powerful draw spell that directly synergizes with the deck's banishing mechanics. Its effect is: "Target 1 of your banished 'Fortune Lady' monsters; return it to the GY, then draw 2 cards".24 This card is exceptional when used after  
  Fortune Lady Past has banished a monster, effectively turning the cost of Past's effect into a Pot of Greed. It also works well with external cards that banish, such as Allure of Darkness or Gold Sarcophagus, allowing the deck to recycle its resources while digging deeper for key cards.15
* **Fortune Lady Rewind (Normal Trap):** A potentially game-ending trap card, Rewind allows for a massive board swarm. Its effect is: "Target any number of your banished 'Fortune Lady' monsters with different names; Special Summon them, but shuffle them into the Deck during the End Phase".4 This card can bring back multiple monsters at once, enabling complex Synchro plays into monsters like  
  Trishula, Dragon of the Ice Barrier or simply creating an overwhelming board of attackers for a final push to win the game.21
* **Bending Destiny (Counter Trap):** This is the archetype's dedicated Counter Trap, capable of negating the activation of a Spell/Trap Card or the Normal Summon of a monster and banishing it.4 However, it comes with a very strict activation requirement: "If the only face-up monsters you control are 'Fortune Lady' monsters...".4 This condition means it cannot be used if you control any generic Synchro monster, making it highly situational and prone to being a "brick" in many game states.27

## Section 3: Weaving the Threads of Fate - Core Combo Lines and End Boards

The true strength of the Fortune Lady archetype lies in its ability to convert a simple two-card hand into significant card advantage and a resilient boss monster. The following combos represent the fundamental and advanced applications of the deck's core engine.

### 3.1 The Foundational Combo: The Path to Advantage and "Every"

This is the deck's most important and common combo line, demonstrating the core synergy between Past, Light, and Water.

* **Starting Hand Requirement:** Fortune Lady Past + Fortune Lady Calling. (Alternatively, any combination of cards that results in Past and Light on the field, such as One for One and a Normal Summon).
* **Step 1:** Normal Summon Fortune Lady Past.
* **Step 2:** Activate the Spell Card Fortune Lady Calling. Since you control a "Fortune Lady" monster, its effect resolves, allowing you to Special Summon Fortune Lady Light from your Deck.10
* **Step 3:** Activate the effect of Fortune Lady Past, targeting herself. Choose to banish the face-up Fortune Lady Light from your field as the cost for her effect. This will increase Past's Level by 1, making her a Level 2 Tuner.13
* **Step 4 (Chain Resolution):** This action creates a chain.
  + **Chain Link 1:** The effect of Fortune Lady Past to increase her own level.
  + **Chain Link 2:** The trigger effect of Fortune Lady Light, which activates because she was removed from the field by a card effect (Past's effect).
* **Step 5:** The chain resolves backwards. Fortune Lady Light's effect Special Summons Fortune Lady Water from your Deck.13
* **Step 6:** A new chain begins. Upon being Special Summoned while you control another Fortune Lady (Past), Fortune Lady Water's effect triggers, allowing you to draw 2 cards.12
* **End Board (Pre-Extension):** The field now consists of Fortune Lady Past (a Level 2 Tuner) and Fortune Lady Water (a Level 4 non-Tuner). The player has also drawn 2 new cards from their deck.
* **Extension:** From this position, the player can Synchro Summon a Level 6 monster. A common choice is Stardust Charge Warrior, whose own on-summon effect allows the player to draw an additional card. With the remaining cards in hand, the player can then potentially extend further into a more powerful Synchro monster like the Level 8 Crystal Wing Synchro Dragon.13 Alternatively, if the hand allows for another non-Tuner, the player can use  
  Past (Level 2) and Water (Level 4) to make a Level 6 Synchro, then use the remaining materials to make Fortune Lady Every.

### 3.2 Advanced Application: The "Fortune Vision" Field Wipe

This combo showcases the unique protective power of Fortune Vision, turning a standard board wipe into a one-sided field clearing.

* **Setup Requirement:** Fortune Vision face-up on the field and the ability to perform a Level 7 Synchro Summon.
* **Step 1:** Perform any standard combo to assemble a Tuner and non-Tuner monster(s) whose total Levels equal 7. For example, use Fortune Lady Past to banish a Spellcaster from the Graveyard to make herself Level 3, then use her with a Level 4 Fortune Lady Water.
* **Step 2:** Synchro Summon Black Rose Dragon.
* **Step 3:** Upon a successful Synchro Summon, activate the effect of Black Rose Dragon to destroy all cards on the field.
* **Step 4:** In response to the activation of Black Rose Dragon's effect, you can choose to activate the secondary effect of Fortune Vision. Because a card you control was banished by a card effect this turn (the Synchro Materials sent to the GY are considered to have been removed from the field for the summon, and Past's effect often involves banishing), Fortune Vision can make your monsters indestructible by card effects for the rest of the turn.11
* **Result:** The entire field is destroyed by the effect of Black Rose Dragon, except for Black Rose Dragon itself, which was protected by Fortune Vision. This leaves the opponent with an empty board, open for a direct attack and often leading to a victory.14

### 3.3 Table: Synchro Summoning Pathways via Fortune Lady Past

The versatility of Fortune Lady Past's level modulation is a cornerstone of the deck's strategy. This table provides a quick reference for common Synchro Summoning targets by illustrating how Past can alter levels to meet specific summoning requirements.

| Tuner (Past) | Non-Tuner | Banish Count | Resulting Level Total | Example Synchro Monsters |
| --- | --- | --- | --- | --- |
| Past (Level 1) | Water (Level 4) | 1 (e.g., from GY) |  | Coral Dragon, Stardust Charge Warrior |
| Past (Level 1) | Water (Level 4) | 2 (e.g., from GY) |  | Fortune Lady Every, Black Rose Dragon |
| Past (Level 1) | Water (Level 4) | 3 (e.g., from GY) |  | Crystal Wing Synchro Dragon, PSY-Framelord Omega |
| Past (Level 1) | Dark (Level 5) | 1 (e.g., from GY) |  | Fortune Lady Every, F.A. Dawn Dragster |
| Past (Level 1) | Dark (Level 5) | 3 (e.g., from GY) |  | Trishula, Dragon of the Ice Barrier |
| Past (Level 1) | Every (Level 7) | 2 (e.g., from GY) |  | Baronne de Fleur, Chaos Angel |

## Section 4: Consulting Outside Oracles - External Engines and Hybrid Builds

Due to the inherent weaknesses of a "pure" Fortune Lady build—namely its fragility and lack of in-archetype interaction—modern iterations of the deck almost universally incorporate external engines. These packages of cards from other archetypes provide consistency, resilience, and alternative win conditions that elevate the deck's overall power level.

### 4.1 The Spellbook Engine: The Classic Synergy

One of the oldest and most effective partnerships for Fortune Ladies involves the "Spellbook" engine. This compact engine provides a powerful, alternative way to initiate the deck's core combo.

* **Core Cards:** 2-3 Spellbook of Secrets, 2-3 Spellbook of Knowledge.3
* **Function:** The strategy is straightforward. Spellbook of Secrets searches for Spellbook of Knowledge. The player then activates Spellbook of Knowledge, which allows them to send one Spellcaster monster they control to the Graveyard to draw two cards. By sending Fortune Lady Light as the cost, her effect is triggered, allowing the player to Special Summon any Fortune Lady from the deck.5 This accomplishes the same goal as the  
  Past + Light combo but offers several advantages: it doesn't require banishing, it provides immediate card draw, and it can be done without using the Normal Summon if Light is already on the field.

### 4.2 The Diabellstar Engine: Modern Resilience and Resource Generation

A more modern and powerful inclusion is the "Diabellstar" engine, which has become a staple in many combo-oriented decks for its ability to provide a resilient one-card starter.

* **Core Cards:** 1-2 Diabellstar the Black Witch, 1 WANTED: Seeker of Sinful Spoils, 1 Original Sinful Spoils - Snake-Eye.22
* **Function:** WANTED can search for Diabellstar, who can Special Summon herself from the hand by sending another card from the hand or field to the Graveyard. Upon being summoned, she sets a "Sinful Spoils" Spell/Trap directly from the deck. This engine provides a powerful opening play that does not consume the deck's Normal Summon. It allows the Fortune Lady player to establish a body on the field (Diabellstar is a Spellcaster), bait out opponent interruptions, and generate resources before committing to their main Fortune Lady combo lines.

### 4.3 The Bystial Engine: Disruptive Power and Attribute Synergy

The "Bystial" engine offers both offensive extension and defensive disruption, capitalizing on the LIGHT and DARK attributes of the core Fortune Lady monsters.

* **Core Cards:** The Bystial Lubellion, Bystial Magnamhut, Bystial Druiswurm, and Branded Regained.29
* **Function:** The core Bystial monsters can be Special Summoned from the hand as a Quick Effect by banishing a LIGHT or DARK monster from either player's Graveyard. This provides excellent disruption against many top-tier strategies. Since Fortune Lady Light, Past, and Dark are all LIGHT or DARK, Bystials can also be used proactively as free extenders for Synchro or Link plays. The engine's power is maximized by The Bystial Lubellion, which can search for Branded Regained. Branded Regained allows the player to draw a card every time a LIGHT or DARK monster is banished, turning both the Bystials' disruption and Fortune Lady Past's combo-enabling effect into a massive source of recurring card advantage.30

### 4.4 Essential Tech Choices and Staples

Beyond full engines, several individual "tech" cards are commonly used to improve the deck's consistency and resilience.

* **Combo Starters:** One for One is a powerful spell that allows the player to discard one monster to Special Summon a Level 1 monster from the deck. This is a premier starter, as it can summon Fortune Lady Light or Past directly, at the cost of one card from hand.11
* **Combo Protection:** Given the fragility of the deck's main combo, protection is essential. Called by the Grave and Crossout Designator are staples used to negate opponent's hand traps, particularly Ash Blossom & Joyous Spring, which can stop Fortune Lady Calling or Light's deck-summoning effect.11
* **Hand Traps:** Generic hand traps like Ash Blossom & Joyous Spring and Effect Veiler are standard. Effect Veiler is particularly noteworthy because it is a Spellcaster. This means that after it has been used and is in the Graveyard, it becomes a resource that can be banished for the effects of Fortune Lady Past or Fortune Lady Every, adding an extra layer of synergy to the deck.11

## Section 5: Strategic Outlook - Navigating the Duel

By synthesizing the analysis of its individual cards, combos, and external support, a clear strategic profile of the Fortune Lady archetype emerges. Piloting the deck effectively requires a deep understanding of not only its powerful ceiling but also its critical vulnerabilities.

### 5.1 Strengths: The Fated Boons

The archetype possesses several key strengths that define its potential in a duel.

* **Explosive Draw Power:** Through the effects of Fortune Lady Water and Fortune's Future, the deck can generate immense card advantage from a minimal investment. Resolving the core combo often results in drawing two or more cards, allowing the player to out-resource many opponents and find the necessary pieces to build a commanding board.2
* **Recursive and Resilient Boss Monster:** Fortune Lady Every is an exceptionally powerful boss monster in a prolonged game. Her ability to revive herself from the Graveyard every turn makes her a persistent threat that can exhaust an opponent's resources. This resilience makes her a powerhouse in grind games where both players are low on cards.10
* **High Ceiling for Board-Breaking:** The deck is highly capable of dismantling established boards when going second. The searchable removal from Fortune Lady Fire, the field-clearing potential of the Black Rose Dragon combo, and access to powerful generic Synchro monsters give the deck a variety of tools to break through opponent's defenses.14

### 5.2 Weaknesses and Choke Points: The Unfortunate Truths

Despite its strengths, the archetype is held back from top-tier competitive play by several significant and exploitable weaknesses.

* **Centralization and Fragility:** The entire strategy is hyper-reliant on resolving the effect of Fortune Lady Light. A single, well-timed interruption—such as Ash Blossom & Joyous Spring on her effect or Infinite Impermanence on Fortune Lady Past—can completely halt the deck's momentum, often ending the turn with a weak board.1 This reliance on a single card's resolution is the deck's most significant choke point.
* **Normal Summon Reliant:** Many of the deck's core combo lines begin with a Normal Summon. This makes the strategy highly vulnerable to common forms of disruption that target the Normal Summon, such as Effect Veiler, Infinite Impermanence, or floodgate cards.31
* **Lack of In-Archetype Interaction:** The archetype possesses no native forms of negation or quick-effect interruption. Fortune Lady Every's removal is delayed until the player's next turn, and Bending Destiny is too conditional to be reliable. This forces the deck to dedicate significant space to non-archetypal hand traps and generic Synchro monsters like Baronne de Fleur or Crystal Wing Synchro Dragon to interact with the opponent during their turn.

### 5.3 Recommendations for Piloting: Mastering Your Destiny

A successful Fortune Lady pilot must navigate these strengths and weaknesses with careful planning and execution.

* **Sequencing is Paramount:** The decision of when to activate Fortune Lady Calling is crucial. Using it early guarantees an extension but locks you out of powerful Link monsters. It is often optimal to attempt other plays first—such as using the Spellbook or Diabellstar engines—to bait out interruptions before committing to Calling and its Synchro-lock.
* **Resource Management:** The Graveyard is a critical resource. It serves as fuel for Fortune Lady Past's level modulation and Fortune Lady Every's revival. Pilots must be mindful of which Spellcasters are in their Graveyard and protect it from cards like Bystials or Called by the Grave.
* **Adapting to the Matchup:** Against combo decks, the goal is to establish a board with at least one negation as quickly as possible. Against slower, control-oriented decks, the priority shifts to resolving the draw effect of Fortune Lady Water to accumulate resources and then grinding the opponent out with the recurring threat of Fortune Lady Every.

Ultimately, the Fortune Lady archetype embodies a "glass cannon" identity. Its combos, when they resolve, are incredibly potent, capable of generating an overwhelming advantage.2 However, these plays are built upon a fragile foundation with clear and easily targeted choke points.1 The deck struggles to play a "mid-range" game if its initial push is thwarted; it either executes its combo successfully or it is left with very few options.13 This high-risk, high-reward nature defines its playstyle. A successful duelist must not only memorize the combo lines but also master the art of protecting them, knowing when to commit resources to a potentially game-winning play that is also perilously easy to disrupt. This is precisely why the integration of external engines that add layers of resilience (

Diabellstar), alternative plays (Spellbook), and disruption (Bystial) has become the standard for any modern, competitive build of the deck.

#### Geciteerd werk

1. Fortune Lady - Failed Cards, Archetypes, and Sometimes ... - YouTube, geopend op oktober 1, 2025, <https://www.youtube.com/watch?v=_jg-Nn1HKoQ>
2. Deck Profile: Cody Miller's Fortune Ladies - Yu-Gi-Oh! TCG Event Coverage, geopend op oktober 1, 2025, <https://yugiohblog.konami.com/2009/sjc/deck-profile-cody-millers-fortune-ladies/>
3. Making Fortune Ladies Viable : r/yugioh - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/yugioh/comments/cmacjr/making_fortune_ladies_viable/>
4. Fortune Lady Every | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 1, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14486&request_locale=en>
5. Archetype Analysis: Fortune Lady/Fortune Fairy - Cubic Creativity - WordPress.com, geopend op oktober 1, 2025, <https://cubiccreativity.wordpress.com/2020/11/01/archetype-analysis-fortune-lady-fortune-fairy/>
6. Fortune Lady Light - OTS Tournament Pack 11 - YuGiOh - TCGplayer.com, geopend op oktober 1, 2025, <https://www.tcgplayer.com/product/196998/yugioh-ots-tournament-pack-11-fortune-lady-light>
7. Fortune Lady Past | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 1, 2025, <https://www.duellinksmeta.com/cards/Fortune%20Lady%20Past>
8. Fortune Lady Past | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 1, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14470>
9. fortune lady past – Judgment of the Pharaoh, geopend op oktober 1, 2025, <https://ygoreviews.wordpress.com/tag/fortune-lady-past/>
10. Fortune Lady Guide | Duel Links Meta, geopend op oktober 1, 2025, <https://www.duellinksmeta.com/articles/guides/deck-types/fortune-lady-guide-by-axel>
11. Fortunes Ladies | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 1, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=b1edcbd0812a5c0cffafce2bacc99a3d0a16a649b27cb97df004685f0225e8b7&cgid=e16487a6bbffcc3cda618a5c12aa73c6&dno=2&request_locale=en>
12. Fortune Lady Water | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 1, 2025, <https://www.duellinksmeta.com/cards/Fortune%20Lady%20Water>
13. Idiot's Guide to Fortune Lady - YouTube, geopend op oktober 1, 2025, <https://www.youtube.com/watch?v=PrSk2FTMgRA>
14. Rate my Fortune Lady Deck! (POST GOLD SARCOPHAGUS 2019 MEGATIN!) - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/yugioh/comments/d00vhn/rate_my_fortune_lady_deck_post_gold_sarcophagus/>
15. Weird but effectiv Fortune lady draw engine for banish based decks : r/yugioh - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/yugioh/comments/8ix68o/weird_but_effectiv_fortune_lady_draw_engine_for/>
16. Fortune Lady Deck Breakdown | Guides, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 1, 2025, <https://www.duellinksmeta.com/tier-list/deck-types/Fortune%20Lady>
17. Fortune Lady Every - Rising Rampage - YuGiOh - TCGplayer.com, geopend op oktober 1, 2025, <https://www.tcgplayer.com/product/194646/yugioh-rising-rampage-fortune-lady-every>
18. Fortune Lady Every : r/Yugioh101 - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/Yugioh101/comments/p0p9xr/fortune_lady_every/>
19. Fortune Lady Calling | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 1, 2025, <https://www.duellinksmeta.com/cards/Fortune%20Lady%20Calling>
20. Fortune Lady Calling | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 1, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14509&request_locale=en>
21. Fortune Lady's : r/DuelLinks - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/DuelLinks/comments/17307m3/fortune_ladys/>
22. Fortune Lady New Version (December 2024) by kaptnf - cardcluster, geopend op oktober 1, 2025, <https://cardcluster.com/deck/0nglMN>
23. MY FORTUNE LADY DECK PROFILE FEBRUARY 2023 - YouTube, geopend op oktober 1, 2025, <https://www.youtube.com/watch?v=cE2bB3xEzmo>
24. Fortune's Future | How to obtain, Decks & Usage Statistics - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 1, 2025, <https://www.masterduelmeta.com/cards/Fortune's%20Future>
25. Fortune's Future - OTS Tournament Pack 11 - YuGiOh - TCGplayer.com, geopend op oktober 1, 2025, <https://www.tcgplayer.com/product/197005/yugioh-ots-tournament-pack-11-fortunes-future>
26. Yu-Gi-Oh! - Fortune Lady Archetype - YouTube, geopend op oktober 1, 2025, <https://www.youtube.com/watch?v=UQtDAoA-YQQ>
27. Fortune Lady Deck and Play Advice Needed Please - Yu-Gi-Oh! Duel Links - GameFAQs, geopend op oktober 1, 2025, <https://gamefaqs.gamespot.com/boards/189123-yu-gi-oh-duel-links/78472749>
28. The Fortune Lady deck...with no Fortune Lady spells : r/DuelLinks - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/DuelLinks/comments/mxl6zc/the_fortune_lady_deckwith_no_fortune_lady_spells/>
29. Bystial : r/Yugioh101 - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/Yugioh101/comments/132hk4c/bystial/>
30. Fortune Lady (Chaos Bystial) | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 1, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=356f54555b7536a28f1b0193b8d2b1b228c694e3ce5992b9ce1a68caf71afbce&cgid=e9a27ba123887fbb64b59df8ba5e044d&dno=58&request_locale=en>
31. So I'm working on a pure Fortune Lady Deck...I could use a little help. : r/Yugioh101 - Reddit, geopend op oktober 1, 2025, <https://www.reddit.com/r/Yugioh101/comments/d56t6w/so_im_working_on_a_pure_fortune_lady_decki_could/>