# A Strategic Analysis of the "Summoned Skull" Archfiend Archetype: Engines, Combos, and Synergies

## I. Strategic Briefing: The "Summoned Skull" Philosophy

### A. Deconstructing the "Archfiend" Archetype

The "Archfiend" archetype represents one of the oldest and most convoluted card groupings in the Yu-Gi-Oh! TCG. It is not a single, cohesive strategy but rather a loose collection of Fiend-Type monsters that share the "Archfiend" name. Historically, these cards were united only by the Field Spell Pandemonium, which offered protection and search capabilities based on monsters being destroyed.1 This legacy has resulted in a fragmented identity, with many cards, such as Terrorking Archfiend or Skull Archfiend of Lightning, having mechanics that do not interact with one another.

The user query focuses on a specific, modern subset of this archetype: the one built around the iconic Normal Monster, Summoned Skull.2 This sub-archetype, introduced gradually, attempts to provide a dedicated boss monster "toolbox" for Summoned Skull by "retraining" it into Fusion, Synchro, Xyz, and Ritual forms.3

This creates a central deck-building paradox. The modern Summoned Skull retrains are mechanically parasitic; they require the support of the *broader* "Archfiend" archetype to function (specifically, its searchers and revival traps). However, much of the legacy "Archfiend" support does not effectively help summon or utilize these new boss monsters.4 The archetype lacks its own in-theme Tuners for its Synchro monster and has no internal "Foolish Burial" effects to set up its Graveyard (GY). Therefore, a "pure" Summoned Skull deck is not competitively viable.5 Its success is entirely dependent on its ability to integrate external, hybrid engines—such as "Resonator," "Labrynth," and "Burning Abyss"—to execute its core strategy.

### B. The "Summoned Skull" Armory: Defining the Archetypal Goal

The deck's primary objective is to summon one or more of its "retrained" Summoned Skull boss monsters. These cards form the core of the strategy. All are Level 6 DARK Fiend monsters with 2500 ATK and 1200 DEF. Critically, their effects all state: "This card's name becomes 'Summoned Skull' on the field, but is still treated as an 'Archfiend' card".8 This shared naming convention is the deck's most important interaction.

1. **Archfiend's Manifestation (Fusion):**
   * **Materials:** "Summoned Skull" + 1 DARK monster.8 Because all the retrains are named "Summoned Skull" on the field, they can be used as material to Fusion Summon another Manifestation.
   * **Role:** This is the "beatdown" enabler. Its effect grants an anthem: "All 'Summoned Skull' you control gain 500 ATK".8 This buffs itself and any other retrains on the field to 3000 ATK.
2. **Archfiend's Call (Synchro):**
   * **Materials:** 1 Tuner + 1+ non-Tuner monsters.9
   * **Role:** This is the *single most important defensive piece* in the archetype. Its effect provides blanket protection: "Your opponent cannot target any 'Summoned Skull' you control with card effects".17
3. **Archfiend's Ascent (Xyz):**
   * **Materials:** 2 Level 6 monsters.10
   * **Role:** This is the second key defensive piece. Its effect provides destruction protection: "If 'Summoned Skull(s)' you control would be destroyed by battle or card effect, you can detach 1 material from this card instead".10
4. **Archfiend's Awakening (Ritual):**
   * **Materials:** Can be Ritual Summoned with "Contract with the Abyss".11
   * **Role:** This is the "self-sufficient" defender. It "Cannot be destroyed by battle, except by battle with a Ritual Monster, and cannot be destroyed by monster effects, except those of Ritual Monsters".21

The Shared "Floating" Effect:

All four of these monsters share a powerful failsafe effect: "If this Summoned card you control is sent to your GY by an opponent's card: You can Special Summon 1 'Summoned Skull' from your hand, Deck, or GY".8

This collection of bosses reveals the deck's true strategy: creating a "sticky fortress." The primary interaction the deck aims for is to have both Archfiend's Call and Archfiend's Ascent on the field simultaneously.

* Because Archfiend's Call's name is "Summoned Skull," it is protected from targeting by its *own* effect.
* Because Archfiend's Ascent's name is "Summoned Skull," it is *also* protected from targeting by Archfiend's Call.
* In return, if the opponent attempts to destroy the untargetable Archfiend's Call with a board-wipe (like Raigeki), Archfiend's Ascent can detach a material to protect Call.10

This two-card combination creates a "soft lock" that is immune to targeting and has (typically two) negations for destruction. This forces the opponent to use non-targeting, non-destruction removal, such as Kaiju monsters or "Red Dragon Archfiend" (RDA) Synchros, to break the board.23 Should they succeed, the "floating" effect of the bosses provides immediate recovery. This defines the deck as a "grind-game" control strategy, not an aggressive "OTK" (One-Turn Kill) deck.

| **Table 1: The "Summoned Skull" Armory (Comparative Analysis)** |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Card Name** | **Summoning Type** | **Key Materials** | **On-Field Effect (The "Role")** | **Floating Effect (The "Failsafe")** |
| Archfiend's Manifestation | Fusion | "Summoned Skull" + 1 DARK monster 8 | **Offensive Anthem:** All "Summoned Skull" you control gain 500 ATK.8 | If sent to GY by opponent, Special Summon 1 "Summoned Skull" from hand, Deck, or GY.8 |
| Archfiend's Call | Synchro | 1 Tuner + 1+ non-Tuner monsters 9 | **Targeting Protection:** Your opponent cannot target any "Summoned Skull" you control.9 | If sent to GY by opponent, Special Summon 1 "Summoned Skull" from hand, Deck, or GY.9 |
| Archfiend's Ascent | Xyz | 2 Level 6 monsters 10 | **Destruction Protection:** Can detach 1 material to prevent a "Summoned Skull" from being destroyed.10 | If sent to GY by opponent, Special Summon 1 "Summoned Skull" from hand, Deck, or GY.10 |
| Archfiend's Awakening | Ritual | Ritual Summoned with "Contract with the Abyss" 21 | **Self-Protection:** Cannot be destroyed by battle or monster effects (except by Ritual Monsters).21 | If sent to GY by opponent, Special Summon 1 "Summoned Skull" from hand, Deck, or GY.21 |

## II. The Central Engine: The Archfiend Heiress Search Loop

The deck's entire consistency engine—its ability to search, set up, and loop resources—hinges on a single, non-Summoned Skull Main Deck monster. This section maps the flow of interactions, demonstrating how the deck's primary "search" functions are all interconnected.

### A. The Central Node: Archfiend Heiress

Archfiend Heiress is a Level 3 DARK Fiend monster and the single most important card in the Main Deck. Its effect is the engine's ignition: "If this card is sent to the Graveyard because of a card effect or being destroyed by battle: You can add 1 'Archfiend' card from your Deck to your hand, except 'Archfiend Heiress'. You can only use the effect of 'Archfiend Heiress' once per turn".24

This effect can be triggered from anywhere (hand, Deck, or field), as long as it is sent to the GY *by an effect*. This includes being discarded from the hand, sent from the Deck, or destroyed on the field.27 The deck's primary strategy is *not* to draw Heiress, but to "dump" her from the Deck to the GY using other card effects.

### B. The Triggers: How to Activate Heiress from the Deck

The deck's "starters" are cards that can send Archfiend Heiress from the Deck to the GY.

1. **The Fiendish Rhino Warrior Package:**
   * Fiendish Rhino Warrior is a Level 3 EARTH Fiend with a crucial effect: "If this card is sent to the GY: You can send 1 Fiend monster from your Deck to the GY, except 'Fiendish Rhino Warrior'".28
   * This is a primary enabler. Any card that sends Rhino from the field or Deck to the GY (such as Foolish Burial or using it as Link Material) will trigger its effect. The player then sends Archfiend Heiress from the Deck to the GY, which *immediately* triggers Heiress's effect, allowing a search for any "Archfiend" card.
2. **The Archfiend's Ghastly Glitch Package:**
   * This Normal Trap is a staple at three copies. Its effect is: "If you control a Fiend monster: Target 1 card on the field; destroy it, then, you can send 1 Fiend monster from your Deck to the GY".32
   * This card serves a dual purpose: it is both powerful disruption (destroying an opponent's card) and a consistency tool (sending Heiress from Deck to GY to trigger her search). Furthermore, this card is not a "once per turn" effect, making it incredibly flexible.34
3. **The Burning Abyss (BA) Package:**
   * The most powerful "starter" combo involves Tour Guide From the Underworld.35 The standard play is:
     1. Normal Summon Tour Guide From the Underworld.
     2. Activate Tour Guide's effect to Special Summon one Level 3 Fiend from the Deck, such as Fiendish Rhino Warrior.
     3. Link Summon Cherubini, Ebon Angel of the Burning Abyss using Tour Guide and Fiendish Rhino Warrior.
   * This simple two-card play triggers a "double dump" chain:
     + **Chain Link 1:** Fiendish Rhino Warrior is sent to the GY as Link Material, activating its effect to send a Fiend from Deck to GY.28
     + **Chain Link 2:** The player activates Cherubini's on-field effect, which *sends 1 Level 3 Fiend from the Deck to the GY as cost*.
   * This chain resolves backward. Cherubini sends Archfiend Heiress to the GY, which immediately triggers Heiress's search effect. Then, Fiendish Rhino Warrior's effect resolves, sending *another* Fiend to the GY (such as a second Heiress, a high-level "Archfiend" monster for revival, or a Labrynth monster). This one-card starter (Tour Guide) results in a Link-2 monster, a search, and two Fiends loaded in the GY for future plays.36

### C. The Payoffs: What Archfiend Heiress Searches

Archfiend Heiress functions as a "toolbox," searching *any* "Archfiend" card (monster, spell, or trap). The choice of target depends entirely on the game state.

1. **For Revival: Archfiend's Roar**
   * **The Card:** A Normal Trap with the effect: "Pay 500 LP, then target 1 'Archfiend' monster in your GY; Special Summon that target... it is destroyed during the End Phase of this turn".38
   * **The "Non-Downside" Loop:** This card's self-destruction is not a drawback; it is a combo extender.27
     1. Heiress is sent to GY, searching Archfiend's Roar.
     2. The player sets Roar and activates it, reviving Archfiend Heiress.
     3. During the End Phase, Roar's effect *destroys* Heiress.
     4. Because Heiress was "sent to the Graveyard because of a card effect" (Roar's), her effect *triggers again*.
   * This creates a slow but potent resource loop: Heiress searches Roar, Roar revives Heiress, and Heiress is destroyed to search the *next* "Archfiend" card (like Ghastly Glitch for disruption or another Roar to repeat the process).
2. **For Extension: Archfiend Commander**
   * **The Card:** A Level 6 DARK Fiend. "If you control an 'Archfiend' card, you can Special Summon this card (from your hand)... When Special Summoned this way: Target 1 'Archfiend' card you control; destroy that target".40
   * **The "Non-Downside" Combo:** Heiress can search this card. Its mandatory destruction effect is a key combo-enabler.7
   * **Example:** 1. Normal Summon Tour Guide -> Special Summon Archfiend Heiress. 2. Activate Archfiend Commander from hand, Special Summoning it (since Heiress is an "Archfiend" card). 3. Commander's effect *must* activate; the player targets their Heiress. 4. Heiress is destroyed by a card effect, triggering her search.43
   * This play results in two monsters on field (a Level 3 and Level 6) for Synchro/Xyz/Link plays, all while generating a search.
3. **For Removal: Archfiend Emperor, the First Lord of Horror**
   * **The Card:** The deck's Level 8 main-deck boss. "Once per turn: You can banish 1 'Archfiend' card from your hand or GY, then target 1 card on the field; destroy it".44
   * **The Resource Cycling:** Heiress searches this card. Its banish cost is easily fueled by the very engine that searches it. The best targets to banish are "Archfiend" cards that have already served their purpose, such as a spent Archfiend's Roar in the GY 7 or an Archfiend Heiress that has already used its effect. This turns the GY into ammunition.
4. **For Disruption: Archfiend's Ghastly Glitch**
   * As detailed before, this card is both a starter and a payoff. If the engine is already running, Heiress can search Ghastly Glitch to provide a powerful, searchable interruption for the opponent's next turn.32

| **Table 2: The "Archfiend" Search & Setup Matrix** |  |  |  |
| --- | --- | --- | --- |
| **Starter / Enabler Card** | **Action (How it's used)** | **Triggered Effect (What happens)** | **Payoff (What you get)** |
| Tour Guide From the Underworld | Normal Summon | Tour Guide effect | Special Summon Fiendish Rhino Warrior from Deck. |
| Fiendish Rhino Warrior | Sent to GY as Link Material (e.g., for Cherubini) | Fiendish Rhino Warrior GY effect | Send 1 Fiend (e.g., Heiress) from Deck to GY. |
| Cherubini, Ebon Angel... | Activate Field Effect | Send 1 Level 3 Fiend (e.g., Heiress) as *cost*. | Triggers the Heiress that was sent. |
| Archfiend's Ghastly Glitch | Activate Normal Trap | Destroy 1 card on field. | Send 1 Fiend (e.g., Heiress) from Deck to GY. |
| Archfiend Heiress | Sent to GY by *any* of the above effects | Archfiend Heiress GY effect | **Add 1 "Archfiend" card from Deck to hand.** |
| Archfiend Commander | Special Summon from hand | Commander mandatory effect | Destroy 1 "Archfiend" card you control (target Heiress). |
| Archfiend's Roar | Activate Normal Trap | Revive 1 "Archfiend" monster (target Heiress). | End Phase: Roar destroys Heiress, triggering her again. |

## III. Core Combo Lines & Strategic Pathways

A "pure" Summoned Skull deck has very weak combo lines. Its true potential is unlocked by hybridizing it with engines that provide what it lacks: Tuners, starters, and recursion.2

### A. Combo 1: The Resonator Synchro Line (Target: Archfiend's Call)

Purpose: This is the deck's primary "go-fast" option to summon Archfiend's Call (the Level 6 Synchro) on Turn 1. The "Archfiend" archetype has no in-theme Tuner monsters, making the "Resonator" engine a natural fit.

Key Cards: Red Resonator 47, Crimson Resonator 48, Resonator Call (searches any "Resonator") 36, Wandering King Wildwind (a Level 4 Fiend that can Special Summon itself).51

Common "Red Dragon Archfiend" (RDA) Line (for context):

Many players integrate this deck with the full RDA strategy.43

1. **Start:** Normal Summon Red Resonator.
2. **Trigger:** Red Resonator's effect activates: "When... Normal Summoned: You can Special Summon 1 Level 4 or lower monster from your hand".47
3. **Action:** Special Summon a Level 4 monster (e.g., Wandering King Wildwind).
4. **Synchro 1:** Tune Red Resonator (Level 2 Tuner) + Level 4 monster = Red Rising Dragon (Level 6).
5. **Trigger 2:** Red Rising Dragon's effect activates, Special Summoning Red Resonator from the GY.
6. **Synchro 2:** Tune Red Resonator (Level 2 Tuner) + Red Rising Dragon (Level 6) = Level 8 Synchro (e.g., Hot Red Dragon Archfiend Abyss for an omni-negate).

Optimized Archfiend's Call Line:

The RDA line is powerful, but many "Resonator" effects lock the player into DARK Dragon Synchro Monsters 48, which conflicts with summoning the Fiend-Type Archfiend's Call. The most direct path to the "Summoned Skull" boss is:

1. **Start:** Special Summon Crimson Resonator from hand via its own effect ("If you control no monsters...").48
2. **Action:** Normal Summon a Level 4 monster (e.g., Wandering King Wildwind or Archfiend Cavalry).
3. **Synchro:** Tune Crimson Resonator (Level 2 Tuner) + Level 4 monster.
4. Result: Synchro Summon Archfiend's Call (Level 6).  
   This two-card combo establishes the deck's key targeting-protection monster.

### B. Combo 2: The Labrynth Control Engine (Target: Archfiend's Ghastly Glitch)

Purpose: This is the "control" variant. It leverages the "Labrynth" archetype's unparalleled ability to search, set, and recycle Normal Trap cards. Archfiend's Ghastly Glitch is a Normal Trap, making it a perfect target.5

Key Cards: Arianna the Labrynth Servant, Welcome Labrynth, Big Welcome Labrynth, Lovely Labrynth of the Silver Castle.

**Step-by-Step Synergy Loop:**

1. **Start:** Normal Summon Arianna the Labrynth Servant.
2. **Trigger:** Arianna's effect activates, adding 1 "Labrynth" card from Deck to hand.
3. **Action:** Add Welcome Labrynth. Set it.
4. **Opponent's Turn:** Activate Welcome Labrynth to Special Summon a "Labrynth" monster, such as Lovely Labrynth of the Silver Castle.
5. **The Payoff:** Lovely Labrynth has an effect: if a monster leaves the field because of your Normal Trap effect, you can activate its *other* effect to destroy a card in the opponent's hand or field. More importantly, "Labrynth" traps can trigger Lovely's effect to *Set 1 Normal Trap from your Deck*.
6. This creates a reciprocal loop:
   * The Labrynth engine searches and Sets Archfiend's Ghastly Glitch.
   * The player activates Ghastly Glitch to disrupt the opponent.
   * Ghastly Glitch's secondary effect *then* sends Archfiend Heiress from the Deck to the GY.32
   * Heiress's effect triggers, searching an "Archfiend" card (like Archfiend's Roar or Archfiend Emperor).24
   * The Labrynth monsters see this Normal Trap activate and trigger their effects, generating more advantage.  
     This synergy 5 provides the disruption and consistency the Summoned Skull deck lacks on its own.

### C. Combo 3: The Burning Abyss Link Setup (Target: Fiendish Rhino Warrior)

Purpose: This is the deck's most explosive "combo-centric" opener, using 1-2 cards to set up the GY for future turns. It is an expansion of the "double dump" interaction previously detailed.

Key Cards: Tour Guide From the Underworld 35, Fiendish Rhino Warrior 28, Cherubini, Ebon Angel of the Burning Abyss.36

**Step-by-Step Line:**

1. **Start:** Normal Summon Tour Guide From the Underworld.
2. **Trigger:** Tour Guide's effect Special Summons Fiendish Rhino Warrior from the Deck.
3. **Link Summon:** Link Summon Cherubini, Ebon Angel of the Burning Abyss using both monsters.
4. **Chain:** Two effects trigger simultaneously. As Chain Link 1 (CL1), Fiendish Rhino Warrior (sent to GY).28 As Chain Link 2 (CL2), activate Cherubini's on-field effect.
5. **Resolution (CL2):** Cherubini's effect resolves, sending Archfiend Heiress from the Deck to the GY as its *cost*.
6. **Resolution (CL1):** Fiendish Rhino Warrior's effect resolves, sending a second Fiend from the Deck to the GY (e.g., Archfiend Emperor for revival, or Scarm, Malebranche of the Burning Abyss 37 to search another Tour Guide in the End Phase).
7. **New Chain:** Archfiend Heiress was sent to the GY by a card effect (Cherubini's), triggering her effect.
8. Result: The player searches 1 "Archfiend" card.  
   This entire sequence, starting from a single Tour Guide, results in a Link-2 monster on the field, one "Archfiend" card in hand, and two key Fiends in the GY. This is the deck's strongest possible opening play.

## IV. Establishing the End Board

The "end board" for a Summoned Skull deck is not a field of multiple omni-negates. Instead, it aims for a "sticky" board that is difficult to remove, or a control-oriented back-row that can generate advantage over time.3

### A. The "Archfiend Fortress" (Ideal but Difficult)

* **Board:** Archfiend's Call + Archfiend's Ascent.
* **Analysis:** This is the "fortress" analyzed in Section I. Archfiend's Call provides blanket targeting protection for both monsters (since both are named "Summoned Skull").9 Archfiend's Ascent provides destruction protection (via its 2 materials) for both monsters.10
* **How to Achieve:** This is not a consistent Turn 1 board. It requires a combo to make Archfiend's Call (Level 6), *plus* two other Level 6 monsters on the field (e.g., Archfiend Commander 40 and another monster revived by Archfiend's Roar 38) to make Archfiend's Ascent. This is a goal for the mid-game.

### B. The "Grind Game" Control Board (Most Realistic)

* **Board:** 1 "Archfiend" monster (e.g., Cherubini from the BA combo) + 1-2 Set Traps.
* **Analysis:** The most common and realistic Turn 1 end board is to use the Tour Guide combo (Section III-C) to end on Cherubini and a Set Archfiend's Ghastly Glitch (searched by Heiress) and/or a Set Archfiend's Roar.
* **Implication:** The "end board" is not on the field; it is in the hand and back-row. The strategy is to survive the opponent's turn by disrupting them with Ghastly Glitch 32 (which *also* triggers Heiress for a follow-up) and then use Archfiend's Roar 38 on the *next* turn to revive a boss monster (like Archfiend Emperor) that was dumped earlier by Fiendish Rhino Warrior.28

### C. The "RDA" Hybrid Board (Most Powerful)

* **Board:** Hot Red Dragon Archfiend Abyss + Archfiend's Call.
* **Analysis:** This board leverages the Resonator engine to its absolute maximum.52 The combo from Section III-A can be extended to produce a Level 8 Synchro (Hot Red Abyss) for a powerful omni-negate, alongside the Level 6 Archfiend's Call for targeting protection.
* **Implication:** This is the deck's highest "ceiling" but requires a very Resonator-heavy build.36 This build often sacrifices some of the "Archfiend" grind-game (like Roar and Glitch) for raw Synchro-summoning power.

## V. Vulnerabilities & Strategic Counters

While functionally potent as a "pet deck," the Summoned Skull Archfiend strategy is not competitively viable in a "pure" form and has several critical, exploitable weaknesses.5

### A. Graveyard Dependency

* **Analysis:** The *entire* engine is dependent on the Graveyard. Archfiend Heiress must be sent to the GY.24 Fiendish Rhino Warrior triggers *in* the GY.28 Archfiend's Roar revives *from* the GY.38 Archfiend Emperor banishes *from* the GY.44
* **Counters:** This makes the deck exceptionally vulnerable to floodgates. Dimension Shifter or Macro Cosmos will prevent any of the deck's core plays from functioning. "Bystial" monsters, which can be Special Summoned by banishing a LIGHT or DARK (like Heiress) from the GY, are a devastating counter, as they can banish Heiress on a new chain *before* her search effect resolves.

### B. "Opponent's Card" Clause

* **Analysis:** The powerful "floating" effects on all four "Summoned Skull" bosses only trigger if they are "sent to your GY *by an opponent's card*".8
* **Counters:** This means the opponent can easily bypass this failsafe.
  1. **Non-Destruction Removal:** Knightmare Unicorn (shuffles into Deck), Book of Moon (flips face-down), or Compulsory Evacuation Device (returns to hand) will not trigger the effect.23
  2. **Tributing:** Kaiju monsters, which Tribute an opponent's monster, are the deck's hardest counter, as this is not removal *by an opponent's card effect*.
  3. **No Self-Triggering:** The player *cannot* destroy their own boss monsters with Archfiend's Ghastly Glitch or Archfiend Commander to trigger their floating effects.

### C. Lack of Internal Cohesion

* **Analysis:** As established, the deck *requires* hybrid engines to perform basic functions. It needs Resonators for Synchro Summons, Burning Abyss for Link Summons, and Labrynth for Trap support.
* **Counters:** This reliance on non-native cards makes the deck prone to "bricking" 23—drawing the "Archfiend" payoff (like Archfiend Emperor) without the BA or Resonator starter, or drawing a hand full of Resonator Tuners with no "Archfiend" targets.

## VI. Strategic Synthesis: The "Core Engine" Philosophy

The Summoned Skull Archfiend deck should not be viewed as a "pure" archetype. It is most effective when treated as a compact "core engine" that can be inserted into other, more powerful Fiend-based strategies. This "engine" provides searching, recursion, and disruption, supplementing the "chassis" deck.

**The "Summoned Skull" Core Engine:**

* 3x Archfiend Heiress (The Searcher) 24
* 3x Archfiend's Ghastly Glitch (The Disruption & Enabler) 32
* 1x Archfiend's Roar (The Reviver & Loop) 38
* 1x Archfiend Emperor, the First Lord of Horror (The Boss & Removal) 44
* 1-2 Summoned Skull Extra Deck Monsters (Primarily Archfiend's Call and/or Archfiend's Ascent) 9

**Recommended "Chassis" Decks:**

1. **Labrynth (Control Build):** This is the most synergistic chassis. Labrynth monsters search and trigger Normal Traps.5 Archfiend's Ghastly Glitch is a Normal Trap that *also* happens to send Archfiend Heiress from the Deck to the GY. This creates a perfect, reciprocal loop where Labrynth provides the Trap support and Ghastly Glitch provides the "Archfiend" engine access.
2. **Resonator / Red Dragon Archfiend (Beatdown Build):** This build 36 focuses on the Synchro aspect. The Resonator engine (using Crimson Resonator 48 and Red Resonator 47) is used to rapidly Synchro Summon. Archfiend's Call is included as a primary Level 6 target that provides powerful protection, and it also benefits from "Red Dragon Archfiend" cards, many of which are also "Archfiends".43
3. **Burning Abyss / Fiend Good-Stuff (Combo Build):** This build uses the Tour Guide -> Cherubini line as its main starter.36 It focuses on filling the GY with resources (Heiress, Rhino, Scarm) to fuel the powerful, recursive effects of Archfiend's Roar and the removal effect of Archfiend Emperor.

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