# The Eye of the Storm: A Strategic Deep Dive into the Mist Valley Archetype

## The Core Philosophy - The Art of the Bounce

The "Mist Valley" archetype, first introduced in the Duel Terminal series, is an archetype of primarily WIND monsters built around a unique and counter-intuitive core mechanic: returning cards from its own field to the hand. In a game where maintaining field presence is paramount to success, this "bounce" mechanic appears, at first glance, to be a self-imposed disadvantage. Cards such as Mist Valley Shaman and Mist Valley Falcon require the player to return a card to their hand as a cost or consequence of activating an effect or declaring an attack.1 This voluntary reduction of one's own board state forms the central strategic puzzle of the archetype. The solution to this puzzle lies in a small but powerful suite of cards designed not just to mitigate this cost, but to transform it into a potent engine for generating advantage.

### From Cost to Advantage

The strategic framework of Mist Valley is best understood by categorizing its monsters and support into two primary roles: **Enablers** and **Payoffs**. Enablers are the cards that initiate the bounce effect, while Payoffs are the cards that benefit from this action, creating a cyclical flow of resources that defines the deck's ideal game state.

The quintessential Enabler is Mist Valley Falcon. Its effect, "Cannot declare an attack unless you return 1 card you control to the hand," is not merely a restriction but the deck's primary engine starter.1 Each attack becomes an opportunity to trigger a Payoff effect. The most crucial Payoff is Mist Valley Thunderbird. Its effect states that if it is returned from the field to the hand, it immediately Special Summons itself.1 This interaction forms the heart of the archetype's engine. When Mist Valley Falcon returns Mist Valley Thunderbird to the hand to declare an attack, Thunderbird immediately returns to the field. The net result is that the cost of attacking is completely nullified, field presence is maintained, and the "bounce" has occurred, opening the door for further advantage.

This core interaction is amplified exponentially by the archetype's premier Field Spell, Divine Wind of Mist Valley. Its effect reads: "Once per turn, if a WIND monster you control returns to the hand (except during the Damage Step): You can Special Summon 1 Level 4 or lower WIND monster from your Deck".3 This card is the engine's catalyst. When Falcon bounces Thunderbird, not only does Thunderbird return to the field, but Divine Wind now activates, pulling another monster directly from the deck. What began as a cost has now generated a net gain in card advantage on the field. This fundamental loop—using an Enabler to bounce a Payoff to trigger an even greater Payoff—is the central philosophy of the Mist Valley strategy.

### The Archetype's Inherent Flaw and "Parasitic" Nature

Despite the theoretical power of its core engine, the Mist Valley archetype is fundamentally incomplete as a standalone strategy. Its primary weakness is a severe lack of internal Payoff cards. A thorough review of the archetype reveals that Mist Valley Thunderbird is the *only* monster within the theme that directly benefits from being bounced in a way that generates immediate, self-sustaining advantage.5 Without Thunderbird on the field or Divine Wind of Mist Valley active, the Enablers become liabilities. A Mist Valley Falcon on its own is a 2000 ATK monster that cannot attack without shrinking its own board, a losing proposition in almost any scenario.

This critical design flaw means the archetype struggles immensely with consistency and resilience when played in a "pure" build. The entire strategy hinges on assembling a small number of key, unsearchable combo pieces. This has led to the archetype's evolution not as a self-sufficient deck, but as a "parasitic" engine—a compact package of its most powerful cards (Mist Valley Apex Avian and Mist Valley Thunderbird) that is grafted onto other, more consistent and powerful archetypes.6

Virtually all modern and historical competitive applications of Mist Valley have been in hybrid decks. Strategies like Simorgh, Harpies, and Tri-Brigade possess the powerful searching and swarming capabilities that Mist Valley lacks, allowing them to reliably assemble the "Apex Lock" (the combination of Apex Avian and Thunderbird) as their win condition.7 The Mist Valley cards themselves do not facilitate this setup; rather, they serve as the powerful end goal that these other engines are built to achieve. This parasitic relationship is the key to understanding Mist Valley's place in the broader TCG landscape: it is not a deck, but a potent, game-ending combo package waiting for a competent delivery system.

## Anatomy of the Archetype - Key Card Analysis

To master the Mist Valley archetype, one must understand the precise role each card plays within its intricate system of Enablers and Payoffs. The following analysis categorizes the essential cards by their strategic function, providing a clear framework for deck construction and in-game decision-making.

### Table 1: Mist Valley Card Roles and Strategic Value

This table serves as a quick-reference guide to the core components of the Mist Valley engine, outlining their function and strategic importance.

| Card Name | Card Type | Primary Function | Strategic Role |
| --- | --- | --- | --- |
| Mist Valley Apex Avian | Level 7 Effect Monster | Omni-negation (Quick Effect) | **Boss Monster / Primary Win Condition** |
| Mist Valley Thunderbird | Level 3 Effect Monster | Special Summons itself when bounced | **Primary Payoff / Combo Piece** |
| Divine Wind of Mist Valley | Field Spell | Summons from Deck when a WIND monster is bounced | **Primary Payoff / Engine Catalyst** |
| Mist Valley Falcon | Level 4 Effect Monster | Bounces a card to attack | **Core Enabler / Beatstick** |
| Mist Valley Shaman | Level 3 Tuner Monster | Bounces another monster for an ATK boost | **Utility Enabler / Synchro Material** |
| Mist Valley Baby Roc | Level 2 Tuner Monster | Special Summons itself when sent from hand to GY | **Combo Extender (External Synergy)** |
| Mist Valley Soldier | Level 4 Tuner Monster | Bounces an opponent's monster after battle | **Utility / Removal / Synchro Material** |
| Mist Valley Thunder Lord | Level 7 Synchro Monster | Bounces a card for an ATK boost (Quick Effect) | **Utility Enabler / Secondary Boss** |

### Detailed Card Profiles

#### Boss Monster - The Apex Predator

* **Mist Valley Apex Avian**: This Level 7 Winged Beast is the ultimate goal of nearly every Mist Valley strategy. Its effect is a powerful omni-negate: "Once per Chain, when a card or effect is activated (Quick Effect): You can target 1 'Mist Valley' card you control; return that target to the hand, and if you do, negate the activation, and if you do that, destroy it".8 The most critical aspects of this effect are that it is not a "once per turn" effect, only "once per Chain," and its cost is exceptionally flexible. It can return any face-up "Mist Valley" card, including another monster, the Field Spell, or even Apex Avian itself, providing at least one negation even if it is the only "Mist Valley" card on the field.9 With a formidable 2700 ATK, it serves as both the deck's primary interruption and its main offensive threat.1

#### Primary Payoffs - The Engine's Fuel

* **Mist Valley Thunderbird**: This Level 3 Thunder monster is the lynchpin of the archetype's most powerful combos. Its simple but potent effect reads: "If this face-up card on the field returns to the hand: Special Summon it, but it cannot attack this turn".1 This mandatory effect is what enables the "infinite" negate loop with Apex Avian. By providing a perpetually recurring target for Apex Avian's cost, it transforms the boss monster's powerful but limited negation into a relentless lockdown.10 However, its meager 1100 ATK is a significant liability, making it an easy target for destruction by battle if left unprotected.11
* **Divine Wind of Mist Valley**: As the archetype's Field Spell, Divine Wind is the most explosive advantage generator available to pure builds. By Special Summoning a Level 4 or lower WIND monster from the deck whenever a WIND monster is bounced, it can quickly swarm the field and generate resources.3 However, its power is checked by its "Limited" status on the official Forbidden & Limited List, meaning only one copy can be included in a deck, severely hampering the consistency of any strategy that relies on it.3

#### Core Enablers - Starting the Cyclone

* **Mist Valley Falcon**: With a solid 2000 ATK, this Level 4 Winged Beast is a respectable attacker that doubles as the most straightforward Enabler.12 Its requirement to bounce a card to attack is the most common way to trigger the effects of Thunderbird and Divine Wind in a pure build. It can also be used for utility plays, such as returning a Continuous Spell or Trap like Swords of Revealing Light to the hand to reset its duration, or bouncing a monster targeted by an opponent's effect to make it fizzle.13

#### Utility & Extenders - The Supporting Cast

* **Mist Valley Baby Roc**: This Level 2 Tuner presents a fascinating case of a card's purpose being defined almost entirely by its external synergies. Its effect, "When this card is sent from the hand to the GY: You can Special Summon it," has very little application within Mist Valley's own bounce-focused strategy.1 However, it is an essential combo piece in the "Dragunity" archetype. The Synchro monster Dragunity Knight - Gae Dearg can search Baby Roc from the deck and immediately discard it, triggering its effect to provide a free Level 2 Tuner on the field for explosive Synchro and Link plays.14 This duality of purpose highlights how some "Mist Valley" cards have found greater success outside their native theme.
* **Mist Valley Soldier & Mist Valley Thunder Lord**: These cards serve more situational roles. Mist Valley Soldier is a Level 4 Tuner that can return an opponent's monster to the hand if it survives battle, providing a form of non-destruction removal.1 Mist Valley Thunder Lord, a Level 7 Synchro, acts as another Enabler with a Quick Effect to bounce a card for an ATK boost, offering interaction during the opponent's turn.1

## The Infinite Negate Lock - Combo Execution and End Board

The pinnacle of Mist Valley strategy is the establishment of a nearly unbreakable board state known as the "infinite negate lock." This combination of cards leverages the archetype's core mechanics to create a recurring source of omni-negation that can shut down an opponent's entire turn.

### The Theory of Infinite Negation

The lock is achieved through the synergistic interaction between Mist Valley Apex Avian and Mist Valley Thunderbird. The sequence is as follows:

1. The opponent activates a card or effect (as Chain Link 1).
2. In response, the player activates Mist Valley Apex Avian's Quick Effect (as Chain Link 2), targeting a face-up Mist Valley Thunderbird they control.10
3. The chain resolves backward. Apex Avian's effect returns Thunderbird to the hand, then negates the opponent's activation and destroys the card.8
4. After the chain has fully resolved, a new chain begins. Mist Valley Thunderbird's mandatory trigger effect activates, as it was returned from the field to the hand.1
5. Thunderbird's effect resolves, Special Summoning itself back to the field.

The board is now reset to its original state, with both Apex Avian and Thunderbird on the field, ready to negate the very next card or effect the opponent attempts to use.15 Because Apex Avian's effect is not once per turn, this loop can be repeated indefinitely, as long as the opponent activates their effects in separate chains.

The most critical limitation, and the primary point of counter-play, is that Apex Avian's effect is **"Once per Chain"**.9 This means that if an opponent can activate multiple effects within the same chain (e.g., by chaining a Quick-Play Spell to their own monster's effect), only the last effect in the chain can be negated by Apex Avian. All other effects in that chain will resolve successfully.

### The Modern Assembly Line (The Simorgh Combo)

The consistency and viability of the Apex Lock have evolved significantly throughout the game's history. Early strategies were often slow and fragile, relying on multi-card combinations involving Normal Summons and Trap Cards, such as using Ninja Grandmaster Hanzo to search Ninjitsu Art of Transformation, a Continuous Trap that could then tribute Hanzo to summon Apex Avian from the deck.9 This method was vulnerable to common Spell and Trap removal and required a full turn to set up.

The modern era of Yu-Gi-Oh!, with its focus on powerful Link Monsters, introduced a far more efficient and resilient method of assembling the lock. This evolution from slow Trap-based setups to explosive monster-based combos reflects a fundamental shift in the game's design philosophy. The most prominent of these combos utilized the synergy between generic Winged-Beast support and the Link Monster Simorgh, Bird of Sovereignty. The standard combo line, before the key card Union Carrier was banned, was as follows:

1. **Setup**: Using any number of popular engines (Tri-Brigade, Blackwing, Harpie, etc.), summon at least three monsters to the field, ensuring one is a Winged-Beast.
2. **Link Summon Simorgh, Bird of Sovereignty (Link-3)**: Use the Winged-Beast and two other monsters as Link Material.
3. **Link Summon Union Carrier (Link-2)**: Use two remaining monsters on the field.
4. **Activate Union Carrier**: Target Simorgh and use Union Carrier's effect to equip one Mist Valley Thunderbird from the Deck to it. Thunderbird is now considered a face-up "Mist Valley" card on the field, fulfilling the condition for Apex Avian's cost.7
5. **End Phase**: Proceed to the End Phase of the turn.
6. **Activate Simorgh, Bird of Sovereignty**: During the End Phase, its effect allows the player to Special Summon a Winged-Beast monster from the Deck with a Level less than or equal to the number of unoccupied Spell & Trap Zones. With five empty zones, this effect can summon the Level 7 Mist Valley Apex Avian directly from the deck, completing the lock.15

It is crucial to note that **Union Carrier is now Banned in the TCG**, rendering this specific, highly consistent combo obsolete in the current format.18 This historical context is vital for understanding the deck's peak power and why it was considered such a threat. Modern variants aiming to achieve the lock must use alternative, often less efficient, methods to get both Apex Avian and Thunderbird onto the field.

### The Ideal End Board

The goal of the Simorgh combo is to establish a multi-layered board of interruptions centered around the Apex Lock. The typical end board consists of:

* **Simorgh, Bird of Sovereignty**: This Link-3 monster serves two purposes. First, it summons Apex Avian during the End Phase. Second, its continuous effect prevents the opponent from targeting Winged-Beast monsters it points to with card effects, granting crucial protection to Apex Avian from cards like Infinite Impermanence or Effect Veiler.17
* **Mist Valley Apex Avian**: Positioned in a zone that Simorgh points to, this is the core omni-negate of the lockdown.
* **Mist Valley Thunderbird**: The recurring fuel for Apex Avian. In the now-banned combo, it would be an Equip Card attached to Simorgh.
* **Bonus Interruptions**: Depending on the starting hand and combo extenders, this core setup is often supplemented with additional layers of disruption. This can include an **Apollousa, Bow of the Goddess** for multiple monster effect negations or an **I:P Masquerena** to enable a disruptive Link Summon (such as Mekk-Knight Crusadia Avramax or Knightmare Unicorn) during the opponent's Main Phase.15

This formidable end board presents an opponent with a nearly insurmountable wall of negation and protection, forcing them to have highly specific "board breaker" cards to have any chance of playing the game.

## A Valley of Alliances - Hybrid Strategies and External Synergies

As established, Mist Valley's true potential is unlocked when its core combo is integrated into more robust and consistent archetypes. These hybrid strategies leverage their own powerful search and summon mechanics to assemble the Apex Lock or utilize other Mist Valley cards for unique combo extensions.

### The Simorgh Engine: The Perfect Delivery System

The "Simorgh" archetype is the most natural and effective partner for establishing the Apex Lock. As an archetype of primarily WIND Winged-Beasts, it shares inherent synergies with Mist Valley and focuses on swarming the field to enable powerful Link Summons.21 The key card in this partnership is the Link-3 monster, Simorgh, Bird of Sovereignty. Its ability to Special Summon any Winged-Beast from the deck during the End Phase provides the most reliable method for getting Mist Valley Apex Avian onto the field without relying on slow Tribute Summons or the luck of the draw.15 Numerous deck profiles and combo tutorials demonstrate how various Winged-Beast engines, from Blackwings to Tri-Brigade, can pivot into a Simorgh Link climb to end on the Apex Lock.24

### The Dragunity Connection: Baby Roc the Extender

The synergy between "Dragunity" and "Mist Valley" is not centered on the Apex Lock, but on the utility of a single, often overlooked card: Mist Valley Baby Roc. The Dragunity archetype is a WIND-attribute strategy focused on Synchro Summoning, using its Winged-Beast monsters to equip Dragon Tuners from the Graveyard.27 This is where Baby Roc's unique effect becomes invaluable.

The core interaction revolves around the Level 6 Synchro Monster, Dragunity Knight - Gae Dearg. Its effect allows the player to add a Dragon or Winged-Beast from their deck to their hand, and then immediately discard one.14 The standard combo line involves:

1. Activating Gae Dearg's effect to add Mist Valley Baby Roc from the deck to the hand.
2. Immediately discarding the same Baby Roc as part of the effect's resolution.
3. Because Baby Roc was sent from the hand to the Graveyard, its own effect triggers, Special Summoning it to the field as a free Level 2 Tuner monster.28

This interaction provides the Dragunity player with an additional monster on the field at no cost, enabling more extensive Synchro, Xyz, or Link plays and extending their combos far beyond what would otherwise be possible. Many competitive Dragunity deck lists include Mist Valley Baby Roc as a one-of combo piece for this exact purpose.29

### Legacy & Modern Alliances

Over the years, the Mist Valley engine has been paired with several other archetypes, each leveraging its strengths in different ways.

* **Ninjas**: One of the earliest hybrid strategies involved the "Ninja" archetype. The Normal Summon of Ninja Grandmaster Hanzo could search the Continuous Trap Card Ninjitsu Art of Transformation. During the opponent's turn, this trap could be activated to tribute Hanzo and Special Summon Mist Valley Apex Avian directly from the deck, setting up an unexpected source of negation.9 While clever for its time, this strategy is now considered too slow and fragile for modern play.
* **Harpies**: As another WIND Winged-Beast archetype, "Harpies" can seamlessly integrate the Simorgh engine. Powerful starter cards like Harpie Channeler and Harpie Perfumer can generate multiple bodies on the field from a single card, providing all the necessary materials to perform the Link climb into Simorgh, Bird of Sovereignty and establish the Apex Lock.32
* **Floowandereeze**: This modern control deck, which also focuses on Normal Summoning Winged-Beasts, finds a natural synergy with the Mist Valley cards. The deck's ability to perform multiple Normal Summons per turn makes Tribute Summoning the Level 7 Apex Avian trivial. Furthermore, Mist Valley Thunderbird can be used as tribute fodder, and since its effect will trigger to Special Summon itself back to the field, it provides a recurring resource that synergizes with the Floowandereeze game plan of continuous summoning.34

## Strategic Vulnerabilities and Counter-Play

While the Apex Avian lock is undeniably powerful, it is not infallible. The Mist Valley archetype and the strategies built around it possess several inherent weaknesses and are susceptible to a variety of well-established counter-measures. Understanding these vulnerabilities is key to both piloting the deck effectively and defeating it.

### Inherent Weaknesses of the Archetype

* **Lack of Internal Searchers**: The most glaring flaw of the Mist Valley archetype is its complete lack of an in-theme monster that can search for key combo pieces. There is no "Mist Valley Stratos." This makes pure builds incredibly inconsistent, as they must rely on hard-drawing their essential cards like Apex Avian and Thunderbird or using generic searchers like Terraforming for the limited Divine Wind of Mist Valley.5
* **Fragility and Choke Points**: The combos required to establish the Apex Lock, particularly the Simorgh variant, involve numerous summons and effect activations. This makes the strategy highly vulnerable to "choke points" where a single, well-timed hand trap can end the entire sequence. An Ash Blossom & Joyous Spring on a key searcher or, most devastatingly, a Nibiru, the Primal Being after the fifth summon can dismantle the player's board before the lock is ever established.15
* **The "Support Paradox"**: A significant reason for the archetype's lack of modern support may be the generic and potentially abusable nature of its core mechanic. The act of returning WIND monsters to the hand is a powerful effect that many other, more competent archetypes can utilize. Any new "Mist Valley" support card that makes this "bounce" mechanic more powerful or consistent could inadvertently be broken by other strategies, creating unintended and overpowered combinations. This paradox may have led Konami to avoid printing new cards for the theme, leaving it in its current state as a parasitic engine.6

### Breaking the Unbreakable: A Guide to Countering the Apex Lock

For a player facing down the established Apex Lock, the situation may seem hopeless, but several effective counters exist.

* **Board-Wiping Spells (The Silver Bullets)**: The most effective and widely used counters are powerful, unchainable Spell Cards designed to disable monster-heavy boards. Dark Ruler No More and Forbidden Droplet both negate the effects of all face-up monsters the opponent controls for the rest of the turn. Activating one of these cards renders Apex Avian's effect useless, allowing the player to proceed with their turn and dismantle the opponent's board without fear of negation.17
* **Tribute-Based Removal (Bypassing Protection)**: Cards that tribute an opponent's monsters as a cost for their own summon are exceptionally effective. Monsters like The Winged Dragon of Ra - Sphere Mode, Lava Golem, and the entire "Kaiju" archetype (Gameciel, the Sea Turtle Kaiju, etc.) do not activate an effect that can be negated. Their summoning condition simply removes the opponent's key monsters, including Apex Avian and Simorgh, from the field. This method also bypasses any targeting protection that Simorgh provides.17
* **Exploiting the "Once per Chain" Clause**: As Apex Avian can only negate once per chain, a skilled player can use chain-blocking and baiting to force through crucial effects. By activating a less important card first, the player can "bait" the Apex Avian negate. Once Apex Avian's effect is on the chain, the player can then chain their more critical card (such as a Quick-Play Spell or a Trap's effect). Since Apex Avian cannot activate again in the same chain, the second effect will resolve successfully.37
* **The Battle Phase Solution**: The simplest and often most overlooked counter is to destroy Mist Valley Thunderbird by battle. With only 1100 ATK, Thunderbird is extremely vulnerable.1 If the opponent has not established additional forms of protection, simply Normal Summoning a monster with more than 1100 ATK and proceeding to the Battle Phase can break the loop. Once Thunderbird is destroyed and sent to the Graveyard, Apex Avian is left without its recurring fuel.11
* **Spell Speed 3 - Counter Traps**: Counter Trap cards such as Solemn Judgment and Solemn Strike operate at Spell Speed 3. Mist Valley Apex Avian's Quick Effect is Spell Speed 2. According to game rules, only a Spell Speed 3 effect can be chained to another Spell Speed 3 effect. This means that if Apex Avian activates its effect, a player can chain Solemn Strike to negate that activation, and the Apex Avian player cannot respond further. Alternatively, these Counter Traps can be used to negate the summon of Simorgh or Apex Avian in the first place, preventing the lock from ever being established.17

#### Geciteerd werk

1. mist valley Card Search Results - View as Gallery | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=1&keyword=mist+valley>
2. Mist Valley Deck - YuGiOh, geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=2b6e9d1f3c4170f6849a09d92d87ceffea2b663bffbaa93095e4a63c532a90ac&cgid=d8c51c9e75d6a61772cfef70f2ba2cd2&dno=28&request_locale=en>
3. Divine Wind of Mist Valley | Card Details | Yu-Gi-Oh! Neuron ..., geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=9350#:~:text=Once%20per%20turn%2C%20if%20a,WIND%20monster%20from%20your%20Deck.>
4. Divine Wind of Mist Valley | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=9350>
5. Mist Valley - Failed Cards, Archetypes, and Sometimes Mechanics in Yu-Gi-Oh - YouTube, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=cx0sUnkkMmY>
6. Mist Valley : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/yappd8/mist_valley/>
7. Tips to get Mist Valley Avian from the graveyard to my hand or field? : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/lgkv9k/tips_to_get_mist_valley_avian_from_the_graveyard/>
8. Mist Valley Apex Avian | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=8110>
9. Let's talk: Mist Valley Ninjas : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/1flsyc/lets_talk_mist_valley_ninjas/>
10. Combo help: Mist Valley Apex Avian Control - yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/b5irvo/combo_help_mist_valley_apex_avian_control/>
11. Mist valley infinite negates??? : r/masterduel - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/masterduel/comments/zdww53/mist_valley_infinite_negates/>
12. Mist Valley Falcon - Yu-Gi-Oh! Wiki - Dueling Nexus, geopend op oktober 7, 2025, <https://duelingnexus.com/wiki/Mist_Valley_Falcon>
13. Mist Valley Deck List | Duel Amino, geopend op oktober 7, 2025, <https://aminoapps.com/c/ygo/page/blog/mist-valley-deck-list/BQvI_wuJN2NED5bdW7Dj1WxnVMpZoMa>
14. How To Build The Best Dragunity Deck, April 2021 | TCGplayer, geopend op oktober 7, 2025, <https://www.tcgplayer.com/content/article/How-To-Build-The-Best-Dragunity-Deck-April-2021/ded42974-e551-482b-af64-3e9d42442a31/>
15. Simorgh Link into Apex Avian Loop (Video is just for showing the ..., geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/dxa2ln/simorgh_link_into_apex_avian_loop_video_is_just/>
16. When The Negate Is Infinite Mist valley Thunderbird loop ... - YouTube, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=iigzmR2NU3k>
17. Good ways to beat Simorgh Apex Infinite Negate Lock? : r/yugioh, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/l6flco/good_ways_to_beat_simorgh_apex_infinite_negate/>
18. HOW TO PLAY A MIST VALLEY DECK! TEST HANDS AND COMBOS! (JULY 2021) YUGIOH! - YouTube, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=R5hMhnyXkRE>
19. Infinite negates? What was I supposed to do in this situation? : r/masterduel - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/masterduel/comments/1doko29/infinite_negates_what_was_i_supposed_to_do_in/>
20. Infinite Mist Valley Crusadia | Master Duel Meta, geopend op oktober 7, 2025, <https://www.masterduelmeta.com/saved-decks/6353c6d759a3e3da531dfbd0>
21. Simorgh | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 7, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=ea9f4a154bfa3b6b5ba27a633c569100780b65f4efbb7c7be377ebdd45602720&cgid=d5d75f9fd6e0515fe87ca34990c9c1fd&dno=7&request_locale=en>
22. Archetype Analysis: Simorgh | Cubic Creativity - WordPress.com, geopend op oktober 7, 2025, <https://cubiccreativity.wordpress.com/2020/11/19/archetype-analysis-simorgh/>
23. Simorgh Guide | Duel Amino, geopend op oktober 7, 2025, <https://aminoapps.com/c/ygo/page/blog/simorgh-guide/QKYC_XuJoYoKYdnvpRoaxgDrQrEmPQ>
24. 1 Card Combo to Destroy the Whole Board! Simorgh Combo Guide ..., geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=TFqaz0ioaB0>
25. Mist Valley Simorgh Deck (June 2021) by Over1 - cardcluster, geopend op oktober 7, 2025, <https://cardcluster.com/deck/5K8WjP>
26. Simorgh Deck from Smug - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 7, 2025, <https://www.masterduelmeta.com/top-decks/diamond-i/may-2022/simorgh/smug/GFt11>
27. Archetype Analysis: Dragunity | Cubic Creativity - WordPress.com, geopend op oktober 7, 2025, <https://cubiccreativity.wordpress.com/2021/08/21/archetype-analysis-dragunity/>
28. Dragunity Combos? : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/39nkv9/dragunity_combos/>
29. dragunity deck : r/masterduel - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/masterduel/comments/sab8yj/dragunity_deck/>
30. (CP) Dragunity Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 7, 2025, <https://duelingnexus.com/blog/cp-dragunity-deck-2024/>
31. DRAGUNITY COMBO - THE STRONGEST SYNCHRO DRAGON IN MASTER DUEL!, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=BkPfyVfeYTM>
32. Make Mist Valley great again! (going through my old youtube account and found a cool replay) : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/hc5hc8/make_mist_valley_great_again_going_through_my_old/>
33. Harpie 1 Card Combo Infinite Negate Combo Tutorial Post New Ban ..., geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=qwz9YYGGrkM>
34. Mist Valley Lock Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 7, 2025, <https://duelingnexus.com/blog/mist-valley-lock-deck-2024/>
35. January 2024 Floowandereeze Yu-Gi-Oh! Deck Profile - YouTube, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=qDUhvfxm3_E>
36. This FLOOWANDEREEZE Combo sets up APEX AVIAN and THUNDERBIRD | Yu-Gi-Oh! TCG - YouTube, geopend op oktober 7, 2025, <https://www.youtube.com/watch?v=nNDYtMBcY8E>
37. rant/question about how to deal with MIST VALLEY APEX AVIAN : r/yugioh - Reddit, geopend op oktober 7, 2025, <https://www.reddit.com/r/yugioh/comments/3v2jx3/rantquestion_about_how_to_deal_with_mist_valley/>
38. how do you beat a board with more negates than your entire hand :: Yu-Gi-Oh! Master Duel General Discussions - Steam Community, geopend op oktober 7, 2025, <https://steamcommunity.com/app/1449850/discussions/0/4139437492721171439/>
39. Mist Valley...unstoppable?? - Yu-Gi-Oh! 5D's Tag Force 5 - GameFAQs, geopend op oktober 7, 2025, <https://gamefaqs.gamespot.com/boards/997448-yu-gi-oh-5ds-tag-force-5/60504890>