# The Djinn of Rituals Engine: Analysis of TCG Mechanics, Combo Execution, and Competitive History

## Section 1: Introduction to the Djinn of Rituals Engine and Foundational Mechanics

### 1.1. Defining the "Djinn of Rituals" Archetype

The "Djinn of Rituals" are not a self-contained deck archetype but rather a powerful, generic engine used to supplement Ritual Summoning strategies within the *Yu-Gi-Oh!* Trading Card Game (TCG). This engine consists of DARK Fiend-Type Effect Monsters that share a unique utility allowing them to contribute toward a Ritual Summon while also applying a powerful, lasting effect to the resulting Ritual Monster.1 They are fundamentally designed to boost the inherent efficiency and controlling capabilities of any Ritual-based strategy.

It is important to initially distinguish this engine from other TCG entities sharing similar nomenclature, such as the *Magic: The Gathering* card Haughty Djinn. In MTG, Haughty Djinn is integral to Mono-Blue decks, increasing its power based on the number of instant and sorcery cards in the graveyard, often leading to a quick victory when combined with self-milling spells like Cut Your Losses.2 Conversely, the Yu-Gi-Oh! Djinn cards serve a structural role, fundamentally altering the mechanics of the Ritual Summon itself.

### 1.2. The Core Utility: Graveyard Ritual Materials

The primary mechanical benefit shared by all "Djinn of Rituals" monsters is their ability to function as Ritual material from a location traditionally inaccessible for such summons: the Graveyard (GY). Each card includes the core text: "When you Ritual Summon a monster, you can banish this card from your Graveyard as 1 of the monsters required for the Ritual Summon".1

This Graveyard utility is the foundational aspect that grants the Djinn engine its significant strategic advantage. Standard Ritual Summons require players to commit resources directly from the hand or field. By utilizing a Djinn monster banished from the GY, the player transforms a resource that has already been committed (or set up for later use) into the required Level count. This mechanism allows players to summon high-Level Ritual Boss Monsters with minimal commitment from the hand, thereby minimizing card disadvantage.4 This optimization of resource exchange is crucial, as Ritual decks inherently struggle with maintaining card advantage due to the typical multi-card requirement of the summon mechanic. The ability to pull material from the GY effectively means the Djinn monster contributes its Level value for "free" once it is successfully placed in the Graveyard.

### 1.3. Historical Context and Legality: The Rise and Fall of the Lock

The competitive history of the Djinn engine is inseparable from its most infamous member: Djinn Releaser of Rituals. Releaser was the central piece of the Nekroz archetype during its peak dominance in 2015, resulting in a "Tier 0" format where one deck overwhelmingly dominated the landscape.5 The unparalleled consistency of Nekroz allowed it to reliably deploy the Djinn lock, which led to Djinn Releaser of Rituals eventually being Forbidden in both the TCG and OCG, a status it maintains to the present day.4

The power of the Djinn engine is derived from the fact that the added effect—whether a floodgate or a utility bonus—is a *lingering condition* applied to the Ritual Monster itself upon its successful Ritual Summon. This condition is persistent as long as the Ritual Monster remains face-up on the field.9 This durability is strategically significant because it means common negation or destruction effects targeting the Djinn Ritual Monster do not automatically eliminate the floodgate effect. Should the Ritual Monster be removed from the field (e.g., destroyed and then revived) or flipped face-down and then face-up again, the lingering Djinn effect is typically lost. This vulnerability to face-down manipulation, often achieved through cards like Book of Moon or Book of Eclipse, became one of the most essential methods of countering the Djinn locks historically.9 The Djinn series represents a volatile design: generic monsters that bestow powerful, lasting control effects onto already potent boss monsters, making them prone to overwhelming competitive imbalances.10

## Section 2: Comprehensive Djinn Card Analysis and Floodgate Utility

The Djinn engine comprises several monsters, each granting a different persistent effect, allowing the player to tailor the Ritual Monster’s utility to the specific opposing strategy or competitive environment.

### 2.1. Djinn Releaser of Rituals: The Special Summon Lock

Djinn Releaser of Rituals is a Level 3 DARK Fiend-Type monster known for its devastating effect: "If a player Ritual Summons using this card, the other player cannot Special Summon while that Ritual Summoned monster is face-up on the field".1

This ability effectively imposes a near-absolute floodgate on the opponent. In modern *Yu-Gi-Oh!*, competitive play relies almost entirely on Extra Deck summoning (Synchro, Xyz, Link) and archetype-specific Special Summon mechanisms. By prohibiting all Special Summons, the Releaser lock cripples the opponent's ability to execute combos, deploy boss monsters, or access non-tribute based removal.8 The card’s power was amplified when combined with Ritual Monsters that provided inherent protection, such as Nekroz of Unicore (negating Extra Deck monster effects) or a high-DEF Ritual Monster (like Nekroz of Clausolas with 2300 DEF).6 This combination forced the opponent to rely on Normal Summoned monsters or specific, often unsearchable, Spell/Trap removal cards to break the oppressive board state. This ability to eliminate the opponent’s primary counter-tools while sustaining resource neutrality (as Nekroz often did) is precisely why the card earned its reputation as "absolute floodgate cancer" and remains Forbidden.8

### 2.2. Djinn Cursenchanter of Rituals: Targeted Negation

Djinn Cursenchanter of Rituals is a Level 4 DARK Fiend-Type monster that applies a more targeted form of disruption: "While the monster Ritual Summoned using this card is face-up on the field, Synchro Monsters' effects are negated".13

Cursenchanter is a highly potent anti-meta choice when the competitive environment favors Synchro Summoning strategies (such as Swordsoul, P.U.N.K., or Resonators).15 Unlike Releaser, Cursenchanter focuses specifically on negating effects, making it a specialized, legal floodgate. Its effectiveness is directly correlated to the prevalence of Synchro-based decks in a given format. The card has seen use even in modern rogue strategies, such as Vendread, where the ritual boss monster (like Revendread Slayer) gains protection from its own effects, creating a resilient anti-Synchro lock that proved highly disruptive in specific events.15 This card demonstrates the flexibility of the Djinn engine as a tool for targeted format control.

### 2.3. Djinn Presider of Rituals: Card Advantage Generation

Djinn Presider of Rituals is a Level 4 DARK Fiend-Type monster that offers utility rather than direct negation: "If the monster Ritual Summoned using this card destroys a monster by battle, the controller of the Ritual Monster draws 1 card".17

The Presider’s effect is designed to directly address the key weakness of Ritual decks—card disadvantage. By providing a draw upon battle destruction, the Ritual Monster effectively replaces itself (in terms of card economy parity) after just one successful attack, enabling the deck to transition from an initial burst summon into a sustained grind game.19 This Djinn is most effective when paired with Ritual Monsters that are strong attackers or that can attack multiple times, such as Ruin, Queen of Oblivion, which can attack twice per turn, allowing for massive card advantage generation when paired with Presider.20 It also works well with generic beaters like Black Luster Soldier, enhancing their utility beyond simple brute force.21

### 2.4. Supplementary Djinn Monsters

Other Djinn monsters round out the engine by providing specific defensive attributes to the Ritual Monster:

* **Djinn Demolisher of Rituals (Level 3):** Grants the Ritual Monster immunity to being targeted by opponent's card effects. This provides protection against common removal and disruption tools that require targeting.19
* **Djinn Disserere of Rituals (Level 3):** Grants the Ritual Monster immunity to the effects of Trap Cards, effectively shutting down common backrow strategies targeting the boss monster.19

### 2.5. Djinn of Rituals Card Reference and Effect Type (For AI Canvas)

The functional summary below provides a structured overview of the primary Djinn monsters, their characteristics, and their competitive status, suitable for rapid data parsing.

Djinn of Rituals Card Reference and Effect Type

| **Card Name** | **Level/Attribute** | **Primary Effect Utility** | **Lingering Effect (Floodgate/Utility)** | **Current TCG Status** |
| --- | --- | --- | --- | --- |
| Djinn Releaser of Rituals | L3 / DARK | Banish as Ritual Material | Opponent cannot Special Summon | Forbidden 4 |
| Djinn Cursenchanter of Rituals | L4 / DARK | Banish as Ritual Material | Synchro Monsters' effects are negated | Legal 13 |
| Djinn Presider of Rituals | L4 / DARK | Banish as Ritual Material | Draw 1 card upon battle destruction | Legal 17 |
| Djinn Demolisher of Rituals | L3 / DARK | Banish as Ritual Material | Cannot be targeted by opponent's card effects | Legal 19 |

## Section 3: Consistency and Search Paths (Engine Building)

The primary challenge in utilizing the Djinn engine is ensuring the required Djinn monster is successfully placed in the Graveyard before the Ritual Summon takes place, allowing its banishment effect to be utilized.1

### 3.1. Traditional Searchers and Graveyard Setup

The initial stages of any Djinn-based strategy typically rely on traditional Ritual consistency tools. Monsters such as Manju of the Ten Thousand Hands (which searches either a Ritual Monster or a Ritual Spell Card), Senju of the Thousand Hands (Ritual Monster search), and Sonic Bird (Ritual Spell search) provide the necessary setup by ensuring the Ritual Monster and the corresponding Ritual Spell are in the player’s hand.19

Historically, the ability to initiate the "Djinn Lock" depended not only on hand consistency but also on an efficient method to send the Djinn Releaser directly from the Deck to the Graveyard, bypassing the need to draw it. This was achieved through the Rank 4 Xyz monster, Lavalval Chain. Lavalval Chain’s effect allowed a player to detach one material to send any card from the Deck to the Graveyard.22 The combined use of a Ritual searcher (like Manju), a Ritual Spell, and Lavalval Chain created a reliable, two-card combo that instantly satisfied the requirement of having Djinn Releaser in the GY. The fact that both Djinn Releaser of Rituals and Lavalval Chain are now Forbidden in the TCG underscores the strategic necessity of dismantling both the devastating floodgate payoff and its most consistent method of deployment.24

In the current TCG, decks utilizing legal Djinns must rely on less generic dumping methods, such as Mathematician (which uses the Normal Summon), or leveraging archetype-specific discard/mill effects. This constraint significantly increases the risk and complexity of fielding a Djinn-enhanced Ritual Monster, preventing the Turn 1 "auto-win" boards of the past.

### 3.2. Impcantation Engine Integration (Modern Consistency)

The Impcantation archetype provides a modern, dedicated consistency engine for Ritual strategies that directly supports the use of legal Djinn monsters. Impcantation monsters, such as Impcantation Candoll and Impcantation Talismandra, operate by revealing a card (Ritual Monster or Spell) in the hand to Special Summon two Impcantation monsters from the Deck, simultaneously searching for the missing half of the Ritual equation (Monster or Spell).25

This engine creates immediate, high-Level bodies on the field (the Impcantation monsters themselves) which can be used as tribute fodder for the Ritual Summon, allowing the required Djinn monster (e.g., Cursenchanter or Presider) to remain safely in the Graveyard until the moment of the summon.26 Impcantations effectively ensure that the Ritual player achieves card neutrality or advantage by reliably assembling all components.

However, the Impcantation engine imposes a crucial restriction: "You cannot Special Summon monsters from the Extra Deck, except Ritual Monsters".27 This constraint structurally separates modern Djinn strategies (which utilize legal Djinns and Impcantations) from the historical, Forbidden strategies (which relied on Extra Deck monsters like Lavalval Chain). This enforces a choice: utilize the high consistency and fodder generation of Impcantations while abandoning generic Extra Deck power plays, or build a less consistent deck relying on specific Normal Summons to achieve the Graveyard dump. Consequently, current Ritual decks like Nouvelles and Megalith frequently integrate the Impcantation engine and the legal Djinn cards to enhance control or resource recovery within the limitations imposed by the engine.26

## Section 4: The Historical Apex: Nekroz Djinn Lock Combo Lines

The definitive application of the Djinn engine was the "Djinn Lock" combo executed by the Nekroz archetype. This sequence allowed the player to establish a hard Special Summon floodgate on Turn 1 with minimal resource loss.

### 4.1. Core Components and Prerequisites

The foundational combo aimed to Ritual Summon a low-Level Nekroz monster (usually Nekroz of Clausolas or Nekroz of Unicore) while simultaneously banishing Djinn Releaser of Rituals from the Graveyard.12

The combo typically required the following key pieces to initiate the process and achieve the maximum outcome:

* A Ritual Searcher (Manju of the Ten Thousand Hands or Senju of the Thousand Hands).22
* Nekroz Kaleidoscope (Ritual Spell).
* Nekroz of Unicore (Ritual Monster, Level 4).
* Herald of the Arc Light (Fusion/Synchro Monster, used as material from the Extra Deck to fuel Kaleidoscope, enabling a search upon being sent to the GY).
* Lavalval Chain (Xyz Monster, used to dump Releaser).
* Djinn Releaser of Rituals (Level 3, the floodgate).

### 4.2. Step-by-Step Execution: The Classic Clausolas Lock (For AI Canvas)

The modular steps below outline the classic method of establishing the Djinn Lock, optimized for clear functional parsing. This sequence typically requires two initial cards (e.g., Manju and Kaleidoscope).

Nekroz Djinn Lock (Clausolas) Combo Sequence

| **Step #** | **Card Activated/Action** | **Action Performed** | **Result/Search/Dump** | **Citations** |
| --- | --- | --- | --- | --- |
| 1 | Normal Summon Manju/Senju | Search Ritual Monster/Spell | Adds Nekroz Kaleidoscope or Nekroz of Brionac/Clausolas | 19 |
| 2 | Activate Nekroz Kaleidoscope | Ritual Summon Nekroz of Unicore (Level 4) from Hand | Sends Herald of the Arc Light (L4, ED) to GY as material | 22 |
| 3 | Chain 1: Herald of the Arc Light (GY effect) | Search Ritual card | Adds Nekroz of Clausolas or Brionac, mitigating card loss | 22 |
| 4 | Xyz Summon Lavalval Chain | Uses NS monster (L4) + Unicore (L4) as material | Unicore returns to hand (Nekroz effect); Lavalval Chain (R4) on field | 22 |
| 5 | Activate Lavalval Chain Effect (Detach 1) | Sends Djinn Releaser of Rituals from Deck to GY | Releaser is set up for banishment as Ritual material | 22 |
| 6 | Activate Nekroz Cycle | Ritual Summon Nekroz of Clausolas (Level 3) from Hand/GY | Banishes Djinn Releaser of Rituals (Level 3) from GY | 23 |
| 7 | **End Board State** | N/A | Clausolas (on field) + Lavalval Chain (on field). Opponent cannot Special Summon while Clausolas is face-up. | 12 |

### 4.3. Analysis of the Endboard

The end board typically featured Lavalval Chain alongside the Djinn-locked Ritual Monster, often Nekroz of Clausolas or Unicore.12 The critical outcome was the Special Summon restriction imposed by the banished Releaser. When paired with Nekroz of Unicore, the board was extremely robust, as Unicore inherently provided negation against the effects of any Extra Deck monsters the opponent controlled, meaning even if the opponent managed to summon an Extra Deck monster before the lock was established, its effects were immediately neutralized.5

Furthermore, the Ritual Monster chosen for the lock was typically highly defensive. Nekroz of Clausolas, a Level 3 Ritual Monster, was often summoned in Defense Position, boasting a formidable 2300 DEF.6 This forced the opponent to commit their one permitted Normal Summon into a high-ATK monster capable of destroying 2300 DEF, or rely on a specific, non-Special Summon removal spell or trap. The entire combo was exceptionally efficient; due to the searching effects of Herald of the Arc Light, the Ritual player typically broke even on card economy, or even achieved a slight plus, while simultaneously deploying a game-winning floodgate.12

### 4.4. Advanced Variants: The Trishula Lock

More aggressive variants of the combo leveraged Djinn Releaser to summon Nekroz of Trishula. By utilizing Nekroz Mirror and banishing Djinn Releaser and Nekroz of Brionac from the Graveyard, the player would Ritual Summon Nekroz of Trishula.23 This resulted in an immediate, devastating disruption, as Trishula banishes one card each from the opponent's hand, field, and Graveyard, all while maintaining the absolute prohibition on the opponent’s Special Summons. This variant showcased the explosive potential of the engine, combining high-impact disruption with a persistent, preventative floodgate on the first turn.5

## Section 5: Modern Archetype Integration and Strategic Utility (Legal Djinns)

With Djinn Releaser of Rituals remaining Forbidden, the focus of the Djinn engine has shifted toward utilizing the legal Djinn cards (Presider, Cursenchanter, Demolisher) as flexible, targeted utility tools within modern Ritual strategies.

### 5.1. Impcantation/Generic Ritual Synergy

Current high-consistency Ritual decks, such as Megalith and the recent Silenforcers or Nouvelles archetypes, often incorporate the Impcantation engine to rapidly assemble materials.26 These decks can easily integrate Djinn Presider of Rituals for sustained card advantage, a mechanism that helps sustain their complex resource loop.28 Similarly, the other legal Djinn monsters can be flexibly included in the side deck to counter specific matchups. The ability of the Megalith deck, for example, to perform Ritual Summons during the opponent's turn using cards like Megalith Phul allows for reactive deployment of a Djinn-enhanced boss monster, although this is rarely utilized in current optimal Megalith lists.30 The core function of legal Djinns now is to act as customizable protection (Demolisher/Disserere) or recovery tools (Presider), maximizing the resilience of the Ritual Boss Monster against targeted threats.

### 5.2. Vendread Archetype and Cursenchanter Focus

The Vendread archetype, being a DARK Zombie Ritual strategy, exhibits strong synergy with Djinn Cursenchanter of Rituals.16 This combination is highly effective because Vendread boss monsters like Revendread Slayer and Revendread Executor possess their own inherent protection mechanisms (Slayer can banish Zombies from the GY to prevent destruction; Executor grants untargetability for non-Executor cards).16

By summoning a protected Vendread boss monster using Djinn Cursenchanter, the resulting monster becomes highly resistant to removal while simultaneously negating the effects of all opposing Synchro Monsters.15 This creates a potent, focused anti-meta lock. For example, during formats heavily dominated by Synchro strategies, the Cursenchanter lock proved so disruptive that it was cited as "ruining the event" due to its ability to completely shut down the opponent's core strategy using a single, protected monster.15 This dynamic confirms that even specialized Djinn floodgates maintain high competitive value when tailored to counter a prevailing meta trend.

### 5.3. Utility Management Post-Ban

The contrasting competitive legality of Djinn Releaser and Djinn Cursenchanter serves as a critical demonstration of Konami's design philosophy regarding floodgates. Releaser was banned for its generic, total shutdown of all Special Summons—the lifeblood of modern TCG. Cursenchanter remains legal because its floodgate effect is highly specific, targeting only Synchro Monster effects.14 This distinction requires players to be highly selective in which Djinn is used, moving the engine from a guaranteed Turn 1 win condition to a powerful, flexible side-deck or counter-meta tool. The utility of the legal Djinns depends entirely on correctly predicting and reacting to the opponent's Extra Deck reliance.

## Section 6: Counterplay and Weakness Analysis

Understanding how to counteract the Djinn lock is essential for playing against any Djinn-enhanced Ritual strategy, particularly given the overwhelming nature of Djinn Releaser’s effect.

### 6.1. Methods to Out the Djinn Lock (Going Second)

The most effective method for countering any lingering Djinn effect is resetting the Ritual Monster's face-up status. Cards that flip monsters face-down, such as **Book of Moon** or **Book of Eclipse**, cause the Ritual Monster to lose the lingering condition applied by the Djinn, momentarily lifting the lock and allowing the player to continue their Special Summons or deployment of removal tools.9

If the Ritual Monster is protected against destruction (e.g., by Djinn Demolisher or the Ritual Monster’s inherent effect), non-destructive removal is mandatory. Key historical and modern outs include:

* **Tributing Effects:** Monsters from the Kaiju archetype can be Normal Summoned by Tributing any one monster the opponent controls. This action bypasses all protective effects and floodgates, as Tributing is not considered an effect activated by the opponent.31
* **Bouncing/Spinning:** Cards that return the monster to the hand or Deck, such as **Compulsory Evacuation Device** or **Neo-Spacian Grand Mole**, bypass destruction or targeting immunity.9
* **Temporary Banishment:** Historically, cards like **Burning Abyss Farfa** were utilized in mirror matches to temporarily banish the locked Ritual Monster, turning off the floodgate for the duration of the turn.9

### 6.2. Inherent Vulnerabilities of the Engine

The engine is inherently vulnerable during its setup phase. Since all Djinn monsters must be banished from the Graveyard to activate their primary effect, any disruption targeting the Graveyard during the setup immediately compromises the combo.1 Hand Traps and quick-play Spells that banish cards from the GY, such as

**D.D. Crow** or **Called by the Grave**, can preemptively banish the Djinn Releaser (or other intended Djinn) before the Ritual Spell resolves, effectively preventing the lock from ever being established.9

Furthermore, the initial consistency tools used to search the combo pieces are susceptible to negation. Hitting Normal Summon searchers like Manju of the Ten Thousand Hands, or negating the Ritual Spell itself (e.g., using **Ash Blossom & Joyous Spring**), can halt the entire complex sequence before the critical Graveyard setup is complete.6 The reliance on a specific multi-step setup makes the Djinn engine strategically fragile, even though the resulting endboard is exceptionally powerful.

## Conclusions and Summary for AI Canvas

The analysis confirms that the "Djinn of Rituals" series is a crucial, if highly controversial, engine within the *Yu-Gi-Oh!* TCG Ritual mechanic. Its function is to transform readily available resources (cards in the Graveyard) into persistent, powerful effects attached to Ritual Boss Monsters, thereby dramatically increasing the control, resilience, and efficiency of Ritual Summoning.

The Djinn engine’s history is defined by the overpowering efficacy of Djinn Releaser of Rituals, which, when combined with consistent search paths like those in Nekroz and the use of Lavalval Chain, created a Turn 1 Special Summon floodgate that necessitated its placement on the Forbidden List.

In the current TCG environment, the engine continues to operate through its legal members (Cursenchanter, Presider, Demolisher), transitioning from a generic game-ender to a specific, customizable anti-meta utility tool. Modern strategies, facilitated by the Impcantation engine, allow for consistent deployment of these legal Djinns, ensuring Ritual decks can tailor their boss monsters to counteract specific opponent mechanics, particularly Synchro Summons, or enhance resource recovery during a prolonged duel.

The key interaction of the archetype is the strategic positioning of the Djinn monster in the Graveyard, and the subsequent banishment during the Ritual Summon, resulting in a persistent, face-up field condition. Counterplay must focus on preventative hand trap disruption during the setup phase or utilizing non-destructive removal methods (such as Tributing or flipping face-down) against the resultant Ritual Monster to remove the lingering lock effect.

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