# A Strategic Deep Dive into the Djinn of Rituals Engine

## Introduction to the Djinn of Rituals

In the vast and ever-evolving landscape of the Yu-Gi-Oh! Trading Card Game, archetypes are typically defined by a shared naming convention and a synergistic, self-contained playstyle. The "Djinn of Rituals" series, however, defies this convention. Rather than functioning as a standalone deck, the Djinns operate as a "Ritual Support Engine"—a suite of generic, splashable monsters designed to augment any strategy centered around the game's original Special Summoning mechanic.1 They represent a powerful and early exploration of the Graveyard as a resource, a design philosophy that has become a cornerstone of modern card game theory.

The Djinns are a small series of DARK Fiend-Type monsters, a consistent attribute and typing that provides a clear identity and potential synergies with other Fiend-support cards.3 Their release history reveals a deliberate, yet piecemeal, design approach. The first Djinns, including the infamous Djinn Releaser of Rituals, debuted in 2009's *Stardust Overdrive*, with subsequent members appearing in sets like *Absolute Powerforce* (2010) and *Duelist Alliance* (2014).6 This staggered introduction over several years, rather than a single, cohesive launch, underscores their intended role as generic tools rather than a focused, archetype-specific strategy. This design allows them to be slotted into a wide variety of Ritual decks, offering a customizable suite of powerful effects.

The historical significance of this engine cannot be overstated. Its most potent application, the "Djinn Lock," became the defining feature of the 2015 competitive scene, elevating the Nekroz archetype to a dominant, Tier 0 status and fundamentally warping the metagame around its oppressive power.9 The eventual banning of Djinn Releaser of Rituals by the game's regulatory Forbidden & Limited List was a direct response to this strategy's overwhelming influence, marking a pivotal moment in the game's history.11 An analysis of the Djinn engine is therefore a study of both its peak potential and its current, post-banlist utility, offering crucial lessons on the power of generic support and the nature of game-breaking interactions.

## The Central Mechanic: Empowerment from the Graveyard

The strategic foundation of the Djinn engine is a unique and powerful mechanic shared by all six of its members. Each Djinn possesses an effect that allows it to be used as material for a Ritual Summon directly from the Graveyard. The core text reads: "When you Ritual Summon a monster, you can banish this card from your Graveyard as 1 of the monsters required for the Ritual Summon".3 When a Djinn is used in this way, it "imparts" a secondary, continuous effect onto the Ritual Monster that was summoned, granting it a powerful new ability for as long as it remains face-up on the field.

### Ruling Nuances and Resilience

The true power of this mechanic lies in its subtle but critical ruling interactions, which make it exceptionally resilient to common forms of disruption. The act of banishing a Djinn from the Graveyard to substitute for a Tribute is not an activated monster effect; it does not start a Chain.15 Instead, it is a lingering condition that the player may choose to apply during the resolution of their Ritual Spell Card. This has several profound implications:

1. **Immunity to Effect Negation:** Because it is not an activated effect, it cannot be negated by popular "hand trap" cards like Ash Blossom & Joyous Spring or on-field negation like Baronne de Fleur.
2. **Persistence Through Skill Drain:** The effect granted to the Ritual Monster is "imparted" and is not considered an effect of the Ritual Monster itself. Official rulings confirm that this imparted ability persists even if the Ritual Monster is under the influence of a card like Skill Drain, which negates the effects of all face-up monsters on the field.15
3. **Vulnerabilities:** While robust, the mechanic is not without its counters. The primary weakness is any effect that prevents cards from being banished from the Graveyard. A face-up Necrovalley will completely shut down the Djinns' primary function.15 Additionally, an opponent can use a Quick Effect like that of D.D. Crow or Bystial Magnamhut to banish the target Djinn from the Graveyard. This must be done in response to the activation of the Ritual Spell itself, before it begins to resolve, thereby removing the Djinn as a potential material.9

The design of the Djinns' imparted effects creates a uniquely durable form of advantage. Standard methods of protecting a monster, such as effects printed on the card itself or those granted by Field Spells, are typically vulnerable to effect negation.17 The Djinns circumvent this by creating a condition that is layered onto the Ritual Monster from an external, non-field source—the banished Djinn. The game state effectively "remembers" that a specific Djinn was used for the summon. This forces the opponent to contend with the monster directly, often through battle or non-targeting, non-destruction removal, as common targeted negation or destruction effects will often be ineffective. The only ways to remove the imparted effect are to remove the Ritual Monster from the field entirely or to flip it into a face-down Defense Position, which causes it to lose its imparted properties.9

## The Djinn Roster: A Card-by-Card Tactical Analysis

The Djinn engine is composed of six distinct monsters, each offering a different strategic advantage. A duelist's choice of which Djinn to send to the Graveyard is a critical decision that defines the nature of their end board and their strategy for controlling the game. The varying Levels of the Djinns are also a crucial factor, as they must be considered when calculating the total Levels required for a given Ritual Summon.

**Table 1: The Djinn of Rituals - Quick Reference Guide**

| **Card Name** | **Level** | **ATK / DEF** | **Imparted Effect** | **Strategic Value & Rulings** |
| --- | --- | --- | --- | --- |
| **Djinn Releaser of Rituals** | 3 | 1200 / 2000 | The other player cannot Special Summon. 4 | **(Forbidden)** The engine's ultimate payload. This effect creates a one-sided "floodgate" that is often game-winning on its own. Its power was so format-warping that it was placed on the Forbidden & Limited List.10 |
| **Djinn Demolisher of Rituals** | 3 | 1500 / 600 | Cannot be targeted by the other player's card effects. 5 | The strongest legal Djinn. Targeting protection is invaluable against the most common forms of monster removal, making any Ritual Monster significantly more difficult to deal with.19 |
| **Djinn Presider of Rituals** | 4 | 1800 / 1400 | If the Ritual Monster destroys a monster by battle, its controller draws 1 card. 3 | A valuable tool for generating card advantage. It rewards an aggressive strategy and helps to recover resources spent on the Ritual Summon. The draw effect does not start a Chain.16 |
| **Djinn Cursenchanter of Rituals** | 4 | 1700 / 1000 | The effects of face-up Synchro Monsters are negated. 8 | A powerful but highly situational floodgate. It can single-handedly shut down Synchro-based strategies but is entirely ineffective against decks that do not use the mechanic.20 |
| **Djinn Disserere of Rituals** | 1 | 200 / 200 | Unaffected by Trap effects. 13 | Provides complete immunity to an entire category of cards. This protects the Ritual Monster from common threats like Infinite Impermanence, Compulsory Evacuation Device, and battle traps.22 |
| **Djinn Prognosticator of Rituals** | 3 | 400 / 300 | If the Ritual Monster inflicts battle damage to the opponent, they discard 1 card. 14 | Applies pressure to the opponent's hand, stripping them of resources. This effect does not start a Chain and is most effective with Ritual Monsters that have high ATK or piercing battle damage.25 |

## The Engine Room: Setup, Searching, and Consistency

Successfully deploying the Djinn engine requires solving the two fundamental challenges inherent to any Ritual-based strategy: assembling the necessary components (the Ritual Monster and Ritual Spell) and preparing the engine's key resource (a Djinn in the Graveyard).

### Part 1: Enabling the Engine - Sending Djinns to the Graveyard

The core prerequisite for using the Djinn engine is to place the desired Djinn monster from the Deck into the Graveyard. The efficiency and reliability of this step are paramount to the strategy's success.

* **Historical Enablers:** The undisputed master of this task was Lavalval Chain, a generic Rank 4 Xyz Monster that is now Forbidden. Its effect allowed a player to detach one material to send any card from their Deck to the Graveyard.26 This card's existence provided unparalleled consistency, allowing any two Level 4 monsters to become a direct setup for the Djinn Lock. Its banning was a direct blow to the engine's competitive viability.27
* **Modern & Generic Enablers:** In the absence of Lavalval Chain, players must rely on a more varied suite of tools:
  + **Foolish Burial:** This Spell Card is the most direct modern equivalent, allowing the player to send one monster from their Deck to the Graveyard. However, it is Limited to one copy per deck, making it a powerful but unreliable option.
  + **Fiend Griefing:** This Normal Trap allows a player to send one Fiend monster from their Deck to the Graveyard, while also offering the secondary benefit of disrupting the opponent's Graveyard by shuffling one of their monsters back into the Deck. While slower due to being a Trap, its typing-specific nature makes it a perfect fit for the all-Fiend Djinn series.28
  + **Cherubini, Ebon Angel of the Burning Abyss:** This Link-2 monster requires two Level 3 monsters as material. Its effect allows the player to send a Level 3 Fiend monster from their Deck to the Graveyard as a cost to grant another monster an ATK/DEF boost. This is currently the most efficient way to send the Level 3 Djinns (Demolisher and Prognosticator) to the Graveyard, turning any two Level 3 monsters into a complete setup.30

### Part 2: Accessing Ritual Components - The Searchers

Once the Djinn is in the Graveyard, the player must have a Ritual Monster in hand and a corresponding Ritual Spell to activate. A vast pool of generic support cards exists to facilitate this.

* **The Classic Trio:** For decades, the foundation of Ritual consistency has rested on three Normal Summon monsters: Manju of the Ten Thousand Hands, which can search for either a Ritual Monster or a Ritual Spell; Senju of the Thousand Hands, which searches for a Ritual Monster; and Sonic Bird, which searches for a Ritual Spell.1 While reliant on the player's single Normal Summon for the turn, they remain effective and reliable options.
* **Powerful Spell Support:** The Spell Card Preparation of Rites is a staple, searching any Level 7 or lower Ritual Monster from the Deck and offering the ability to recover a Ritual Spell from the Graveyard.1 Pre-Preparation of Rites is even more powerful, searching both a Ritual Monster and a Ritual Spell in a single activation, but it has a crucial restriction: the Ritual Spell must specifically name the Ritual Monster in its text.1 Because the Djinns are a generic engine and are not named on any specific Ritual Spells, they cannot be used in conjunction with Pre-Preparation of Rites.
* **Modern Engines:** More recent support has provided powerful, self-contained search engines. The Impcantation monsters (Candoll, Talismandra, etc.) can be revealed in the hand to Special Summon themselves and another Impcantation from the Deck, which then search for Ritual Monsters and Spells. This provides an immense boost in consistency but comes with the significant drawback of preventing the player from Special Summoning from the Extra Deck for the rest of the turn.1 Another powerful option is Diviner of the Herald, a Level 2 Tuner that, when summoned, can send a Fairy monster from the Deck or Extra Deck to the Graveyard. By sending Herald of the Arc Light, Diviner's Level becomes 6, and the Herald's Graveyard effect will trigger, allowing the player to search for any Ritual Monster or Spell.1

## Historical Case Study: The Rise and Fall of the Nekroz "Djinn Lock"

The most dominant and notorious application of the Djinn engine occurred during the 2015 competitive season with the release of the "Nekroz" archetype. This period serves as a perfect case study in how a powerful generic engine can be pushed to its absolute limit when combined with a hyper-consistent, top-tier strategy.

### The Metagame Context (2015)

The Nekroz archetype was a Ritual-focused strategy of unprecedented power. Nearly every monster in the archetype had multiple effects: one on the field and another that could be activated by discarding it from the hand.2 This provided the deck with incredible consistency, resilience, and adaptability. Cards like Nekroz of Brionac could search any other Nekroz monster, while Nekroz of Clausolas could search any Nekroz Spell or Trap.33 Furthermore, their unique Ritual Spell, Nekroz Kaleidoscope, could use monsters from the Extra Deck as the entire tribute for a Ritual Summon, generating immense card advantage.2 This perfect storm of searchability and resource efficiency made the Nekroz deck the ideal vehicle to consistently execute the devastating "Djinn Lock."

### The Combo Blueprint

The classic Nekroz Djinn Lock was a remarkably consistent combo that could often be initiated with just two or three starting cards. The goal was to end the first turn with a Ritual Monster on the field that prevented the opponent from Special Summoning, effectively ending the game before it began.

**Table 2: The Classic Nekroz Djinn Lock Combo (Lavalval Chain Method)**

| **Step** | **Action** | **Key Cards Used** | **Resulting Game State** |
| --- | --- | --- | --- |
| 1 | Normal Summon Manju of the Ten Thousand Hands. | Manju of the Ten Thousand Hands | Manju is on the field. Activate its effect to add Nekroz of Brionac from Deck to hand.27 |
| 2 | Activate the hand effect of Nekroz of Brionac. | Nekroz of Brionac | Discard Brionac to add Nekroz of Unicore from Deck to hand.27 |
| 3 | Activate the Ritual Spell Nekroz Kaleidoscope. | Nekroz Kaleidoscope, Herald of the Arc Light (from Extra Deck) | Send the Level 4 Herald of the Arc Light from the Extra Deck to the Graveyard to Ritual Summon the Level 4 Nekroz of Unicore from hand.27 |
| 4 | Trigger the Graveyard effect of Herald of the Arc Light. | Herald of the Arc Light | Herald's effect activates, adding a Ritual Spell or Monster (e.g., Nekroz Cycle or Nekroz of Clausolas) from Deck to hand.2 |
| 5 | Xyz Summon Lavalval Chain. | Manju of the Ten Thousand Hands (Level 4) + Nekroz of Unicore (Level 4) | Overlay the two monsters on the field to Xyz Summon the Rank 4 Lavalval Chain.27 |
| 6 | Activate the effect of Lavalval Chain. | Lavalval Chain | Detach one Xyz Material (e.g., Unicore) to activate Lavalval Chain's effect, sending Djinn Releaser of Rituals from the Deck to the Graveyard.26 |
| 7 | Activate the Ritual Spell Nekroz Cycle. | Nekroz Cycle, Djinn Releaser of Rituals (in GY) | Activate Nekroz Cycle to Ritual Summon a monster. Banish the Level 3 Djinn Releaser of Rituals from the Graveyard as the entire tribute to summon the Level 3 Nekroz of Clausolas from hand.26 |

### The End Board and Its Aftermath

The final board from this combo consisted of Lavalval Chain and a Nekroz of Clausolas imbued with the power of the Djinn. With Clausolas on the field, the opponent was now completely locked out of all Special Summons.26 In a game state heavily reliant on Special Summoning from the hand, Deck, and Extra Deck, this was often an insurmountable obstacle. The opponent would be forced to use their single Normal Summon to try and attack over Clausolas, which was often difficult due to its respectable 2300 DEF. This created non-interactive games and established Nekroz as the undisputed best deck of the format.9

The response from the game's developers in subsequent Forbidden & Limited Lists was telling. Instead of banning the core Nekroz searchers, the list targeted the generic components that enabled the lock: Djinn Releaser of Rituals was Forbidden, and its primary enabler, Lavalval Chain, was also Forbidden.11 This surgical approach demonstrates a clear design philosophy: when a generic engine is abused by a powerful archetype to create an oppressive and non-interactive strategy, the generic pieces are often the first to be removed. This preserves the intended playstyle of the archetype while eliminating the problematic, format-warping interaction. This historical precedent serves as a crucial lesson in evaluating the potential long-term impact of powerful, generic support cards.

## Broader Synergies: Integrating the Djinn Engine

While the Nekroz Djinn Lock remains its most famous application, the Djinn engine's generic nature allows it to be integrated into a variety of other Ritual-based strategies, offering powerful protection and utility.

### The Gishki Alliance

The Gishki archetype is a WATER Ritual strategy known for its powerful searching capabilities and its ability to loop Ritual Summons to deplete the opponent's hand, primarily through the effect of Evigishki Gustkraken.34 The Djinns offer this archetype a layer of protection that it inherently lacks.

* **Synergy:** A Gishki player can use the Djinns to make their key Ritual Monsters, such as the powerful Evigishki Zielgigas, untargetable with Djinn Demolisher of Rituals or unaffected by Traps with Djinn Disserere of Rituals.35 This makes their already threatening monsters significantly harder to remove from the field.
* **Challenge - Level Mismatch:** A significant hurdle for this pairing is the conflict in monster Levels. The most impactful Gishki Ritual Monsters are Level 6, 8, or 10—all even numbers. The most desirable protective Djinns, Demolisher and the banned Releaser, are Level 3.36 This creates an awkward situation where using a single Djinn from the Graveyard will not meet the exact Level requirement for a Ritual Summon, forcing the player to commit additional monsters from their hand or field and potentially lose card advantage. While not insurmountable, this inefficiency makes the synergy less seamless than it was with the Level-diverse Nekroz archetype.36

### The Demise & Ruin Power Play

This strategy revolves around two classic Ritual Monsters: Demise, King of Armageddon and Ruin, Queen of Oblivion. Demise is particularly notable for its devastating effect: by paying 2000 Life Points, it can destroy every other card on the field.38 The primary weakness of this strategy is that Demise is vulnerable to removal before its powerful effect can be activated.

* **The Perfect Shield:** The Djinn engine provides the perfect solution to this problem. Demise is a Level 8 DARK Fiend. A player can easily summon it by using a combination of Djinns from the Graveyard. For example, using the Level 3 Djinn Demolisher of Rituals, the Level 1 Djinn Disserere of Rituals, and any Level 4 monster (such as Manju of the Ten Thousand Hands) fulfills the Level 8 requirement perfectly.40 The resulting Demise is untargetable by card effects and unaffected by Traps, making its board-wiping effect almost guaranteed to resolve successfully. This transforms a high-risk, "glass cannon" monster into a consistent and resilient win condition.41

### Modern Theoretical Applications

While the engine's power has been curtailed by the banning of Releaser, the remaining five Djinns still offer potential synergies with modern Ritual decks.

* **Voiceless Voice:** This contemporary Ritual archetype focuses on LIGHT monsters and has excellent internal consistency for searching its Ritual pieces.42 While the DARK Fiend typing of the Djinns conflicts with the deck's primary synergy, the ability to make a key monster like Saffira, Dragon Queen of the Voiceless Voice untargetable via Djinn Demolisher of Rituals could be a powerful tech option.
* **Libromancer:** This archetype is unique in its ability to Ritual Summon during either player's turn. Summoning a Libromancer Doombroker on the opponent's turn, imbued with targeting protection from Djinn Demolisher, could create a formidable and unexpected interruption.43
* **Drytron:** This powerful Machine-based Ritual archetype uses the combined ATK of its monsters for Tributes, rather than their Levels. However, its Ritual Spell, Meteonis Drytron, specifically requires Machine-Type monsters as tribute.1 As all the Djinns are Fiend-Type, there is no synergy between these two strategies.

## Conclusion: The Modern Legacy of the Djinns

In the current landscape of the Yu-Gi-Oh! TCG, the Djinn of Rituals engine has evolved significantly from its era of metagame dominance. With Djinn Releaser of Rituals rightfully Forbidden, the engine's identity has shifted from a "lockdown" strategy designed to prevent the opponent from playing the game to a "protection" strategy focused on enhancing the durability of a deck's core Ritual Monsters.

Of the five remaining legal Djinns, Djinn Demolisher of Rituals has emerged as the most powerful and versatile. In a game saturated with monster effects that target and remove threats, the ability to grant a key boss monster immunity to targeting is an invaluable asset. Djinn Disserere of Rituals (Trap immunity) and Djinn Cursenchanter of Rituals (Synchro negation) remain potent but are more situational, best reserved for side decks to counter specific matchups. The remaining two, Djinn Presider of Rituals (draw on battle destruction) and Djinn Prognosticator of Rituals (discard on battle damage), are generally considered too slow and low-impact to see significant competitive play, as their effects rely on successfully navigating the Battle Phase, which is no longer a guarantee.

The primary obstacle to the engine's widespread modern use is the absence of a generic, efficient, and repeatable method for sending any desired Djinn from the Deck to the Graveyard. The banning of Lavalval Chain created a consistency vacuum that has never been truly filled. While modern options like Cherubini, Ebon Angel of the Burning Abyss (for Level 3 Fiends) and Fiend Griefing exist, they are more restrictive and less universally applicable than their predecessor.

Ultimately, the Djinn of Rituals engine is no longer a meta-defining force. However, it remains a clever and potent option for dedicated Ritual strategists seeking to bolster the resilience of their key monsters. For players piloting decks like Demise/Ruin, or for those looking to give a casual Gishki or Libromancer deck a surprising competitive edge, mastering the art of sending and banishing these spectral servants can transform a fragile board into an indomitable one. The legacy of the Djinns serves as a powerful and enduring lesson in game design: the Graveyard is a resource, and a well-timed, lingering effect can be more impactful than any single monster on the field.

#### Geciteerd werk

1. Everything You Need to Know About Yu-Gi-Oh's Ritual Monsters & How to Summon Them, geopend op oktober 21, 2025, <https://outof.games/realms/yugioh/guides/157-everything-you-need-to-know-about-yu-gi-ohs-ritual-monsters-how-to-summon-them/>
2. Nekroz | Wiki | Duel Amino, geopend op oktober 21, 2025, <https://aminoapps.com/c/ygo/page/item/nekroz/ERPu_LIJ14Nnvxvax6qKxXl7nmXMJrb>
3. Djinn Presider of Rituals - Yu-Gi-Oh! Card Guide, geopend op oktober 21, 2025, <https://www.yugiohcardguide.com/single/djinn-presider-of-rituals.html>
4. Djinn Releaser of Rituals | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 21, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=8472>
5. Djinn Demolisher of Rituals | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 21, 2025, <https://www.duellinksmeta.com/cards/Djinn%20Demolisher%20of%20Rituals>
6. Djinn Releaser of Rituals - Yu-Gi-Oh! Card Guide, geopend op oktober 21, 2025, <https://www.yugiohcardguide.com/single/djinn-releaser-of-rituals.html>
7. Djinn Demolisher of Rituals - Yu-Gi-Oh! Card Guide, geopend op oktober 21, 2025, <https://www.yugiohcardguide.com/single/djinn-demolisher-of-rituals.html>
8. Djinn Cursenchanter of Rituals - YuGiOh Card Guide, geopend op oktober 21, 2025, <https://www.yugiohcardguide.com/single/djinn-cursenchanter-of-rituals.html>
9. How to play around the djinn lock? : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/2uw7ps/how_to_play_around_the_djinn_lock/>
10. djinn releaser of rituals : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/wbb6qg/djinn_releaser_of_rituals/>
11. Forbidden & Limited Lists – September 15, 2025 – Yu-Gi-Oh! TRADING CARD GAME, geopend op oktober 21, 2025, <https://www.yugioh-card.com/en/limited/list_2025-09-15/>
12. Djinn Cursenchanter of Rituals | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 21, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=8648&request_locale=en>
13. Yu-Gi-Oh! Wiki - Djinn Disserere of Rituals - Dueling Nexus, geopend op oktober 21, 2025, <https://duelingnexus.com/wiki/Djinn_Disserere_of_Rituals>
14. Yu-Gi-Oh! Wiki - Djinn Prognosticator of Rituals - Dueling Nexus, geopend op oktober 21, 2025, <https://duelingnexus.com/wiki/Djinn_Prognosticator_of_Rituals>
15. Djinn Releaser of Rituals - Edison Rulings, geopend op oktober 21, 2025, [https://edisonformat.net/card?name=Djinn%20Releaser%20of%20Rituals](https://edisonformat.net/card?name=Djinn+Releaser+of+Rituals)
16. Edison Card Search - Djinn Presider of Rituals, geopend op oktober 21, 2025, [https://edisonformat.net/card?name=Djinn%20Presider%20of%20Rituals](https://edisonformat.net/card?name=Djinn+Presider+of+Rituals)
17. Card Discussion: Spell Canceller - Are we sitting on another "Djinn Lock"? : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/3goikt/card_discussion_spell_canceller_are_we_sitting_on/>
18. Djinn Releaser of Rituals - Yu-Gi-Oh Cards - Out of Games, geopend op oktober 21, 2025, <https://outof.games/realms/yugioh/cards/2759-djinn-releaser-of-rituals/>
19. [New card from DUEA] Djinn Demolisher of Rituals : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/220y02/new_card_from_duea_djinn_demolisher_of_rituals/>
20. Djinn Cursenchanter of Rituals | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 21, 2025, <https://www.duellinksmeta.com/cards/Djinn%20Cursenchanter%20of%20Rituals>
21. Djinn Disserere of Rituals | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 21, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=8759&request_locale=en>
22. Djinn Disserere of Rituals - Yu-Gi-Oh! Master Duel Deck Tracker, geopend op oktober 21, 2025, <https://ygom.untapped.gg/en/cards/30492798/djinn-disserere-of-rituals>
23. Djinn Disserere of Rituals - The Secret Forces - YuGiOh - TCGplayer.com, geopend op oktober 21, 2025, <https://www.tcgplayer.com/product/96109/yugioh-the-secret-forces-djinn-disserere-of-rituals>
24. Djinn Prognosticator of Rituals | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 21, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=8649&request_locale=en>
25. Edison Card Search - Djinn Prognosticator of Rituals, geopend op oktober 21, 2025, [https://edisonformat.net/card?name=Djinn%20Prognosticator%20of%20Rituals](https://edisonformat.net/card?name=Djinn+Prognosticator+of+Rituals)
26. GREAT COMBOS OF THE PAST- The Notorious Djinn Lock Explained - YouTube, geopend op oktober 21, 2025, <https://www.youtube.com/watch?v=5v3_xLjBNTo>
27. Nekroz Combos : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/33d13n/nekroz_combos/>
28. Recommend cards that can easily send 1 card from your deck to the graveyard? :: Yu-Gi-Oh! Duel Links General Discussions - Steam Community, geopend op oktober 21, 2025, <https://steamcommunity.com/app/601510/discussions/0/4630357120384054384/>
29. Recommend cards that can easily send 1 card from your deck to the graveyard? :: Yu-Gi-Oh! Duel Links Discussions générales - Steam Community, geopend op oktober 21, 2025, <https://steamcommunity.com/app/601510/discussions/0/4630357120384054384/?l=french>
30. Good beasts or fiends to send to grave for engine purposes? : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/1bj1774/good_beasts_or_fiends_to_send_to_grave_for_engine/>
31. Yugioh Djinn Deck September 2013 - YouTube, geopend op oktober 21, 2025, <https://www.youtube.com/watch?v=tEwI75PHdN4>
32. Quick Nekroz Guide - Steam Community, geopend op oktober 21, 2025, <https://steamcommunity.com/sharedfiles/filedetails/?id=2733477940>
33. The Best Ritual Monsters In Yu-Gi-Oh - TCGplayer, geopend op oktober 21, 2025, <https://www.tcgplayer.com/content/article/The-Best-Ritual-Monsters-In-Yu-Gi-Oh/61763210-fdb5-4655-81a7-6e51d23d5fba/>
34. Gishki Hieratic | CreativeMinds @ WordPress.com, geopend op oktober 21, 2025, <https://creativeminds4t.wordpress.com/2012/06/19/gishki-hieratic/>
35. Gishki Ritual - Yu-Gi-Oh! 5D's Tag Force 5 - GameFAQs - GameSpot, geopend op oktober 21, 2025, <https://gamefaqs.gamespot.com/boards/997448-yu-gi-oh-5ds-tag-force-5/57913645>
36. Djinn lock in Gishki's? : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/39dqra/djinn_lock_in_gishkis/>
37. Ritual Djinn Support : r/customyugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/customyugioh/comments/1gjem3q/ritual_djinn_support/>
38. Demise, King of Armageddon - CoolStuffInc.com, geopend op oktober 21, 2025, <https://www.coolstuffinc.com/p/YuGiOh/Demise%2C+King+of+Armageddon>
39. Demise, King of Armageddon | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 21, 2025, <https://www.masterduelmeta.com/cards/Demise%2C%20King%20of%20Armageddon>
40. Demise&Ruin | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 21, 2025, [https://www.db.yugioh-card.com/yugiohdb/member\_deck.action?cgid=92b4c6b3423262160edda448ef80273a&dno=](https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=92b4c6b3423262160edda448ef80273a&dno)
41. Armageddon | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 21, 2025, [https://www.db.yugioh-card.com/yugiohdb/member\_deck.action?cgid=83bb94d90fb4cf0d316d5262b10c6620&dno=](https://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=83bb94d90fb4cf0d316d5262b10c6620&dno)
42. Voiceless Voice Combos That'll Leave You Speechless! - YouTube, geopend op oktober 21, 2025, <https://www.youtube.com/watch?v=BfNzyP7ityQ>
43. New TCG Generic Ritual Support Announced - which decks do you think benefit most from these new cards? : r/yugioh - Reddit, geopend op oktober 21, 2025, <https://www.reddit.com/r/yugioh/comments/1lf7d80/new_tcg_generic_ritual_support_announced_which/>
44. The Ritual Deck That Breaks All The Rules! [Yu-Gi-Oh! Archetypes Explained: Drytron], geopend op oktober 21, 2025, <https://www.youtube.com/watch?v=DopHkPwdX-8>