# A Strategic Deep Dive into the Impcantation Archetype: The Engine of Ritual Summoning

## Section 1: Anatomy of the Archetype - The Core Components

The Impcantation archetype is a series of LIGHT and DARK monsters designed with a singular, powerful purpose: to solve the inherent consistency problems that have historically plagued Ritual Summoning strategies in the Yu-Gi-Oh! Trading Card Game.1 Unlike self-contained archetypes that focus on their own boss monsters as the primary win condition, Impcantations function as a synergistic engine, providing the resources—Ritual Monsters, Ritual Spells, and tribute fodder—necessary for other archetypes to execute their game plan.2 Understanding this engine requires a granular analysis of its components, which are built upon a foundation of elegant, symmetrical design.

### 1.1 The Symmetrical Duos: Searchers and Recyclers

At the heart of the Impcantation engine are four non-Ritual Effect Monsters. These monsters are the primary drivers of consistency, and their effects are designed in two distinct, mirrored pairs. A critical aspect of their design is that each has a common summoning condition from the hand, followed by a unique effect that triggers only when Special Summoned from the Deck.4 All four also share a continuous effect that prevents the player from Special Summoning monsters from the Extra Deck while they are face-up on the field, a crucial balancing restriction.6

#### The Monster-Focused Pair (Activated by revealing a Ritual Monster)

This pair is responsible for managing the Ritual Monster side of the equation. Their hand effects can only be activated if the player has a Ritual Monster to reveal.

* **Impcantation Talismandra**: A Level 6 DARK Plant monster, Talismandra is the engine's primary tool for accessing boss monsters directly from the Deck. Its effect allows a player to reveal one Ritual Monster in their hand to Special Summon both Talismandra from the hand and one other "Impcantation" monster from the Deck.7 When Talismandra itself is Special Summoned from the Deck by the effect of another Impcantation, its trigger effect activates, allowing the player to add any Ritual Monster from their Deck to their hand.4 This makes it the go-to target to summon from the Deck when a Ritual Monster is the missing combo piece.
* **Impcantation Penciplume**: A Level 3 LIGHT Psychic monster, Penciplume serves as Talismandra's counterpart for resource recovery. Its hand effect mirrors Talismandra's, requiring the reveal of a Ritual Monster to Special Summon itself and another Impcantation from the Deck.11 When Penciplume is Special Summoned from the Deck, its effect allows the player to target and add one Ritual Monster from their Graveyard back to their hand.4 This effect is vital for grind games, enabling follow-up plays and recycling key monsters that have already been used.

#### The Spell-Focused Pair (Activated by revealing a Ritual Spell)

This pair mirrors the first but is focused entirely on the Ritual Spell component of the summoning mechanic.

* **Impcantation Candoll**: A Level 4 LIGHT Pyro monster, Candoll is the engine's dedicated Ritual Spell searcher. Its effect requires revealing one Ritual Spell in hand to Special Summon both itself and another Impcantation from the Deck.6 When Special Summoned from the Deck, Candoll's effect triggers, allowing the player to add any Ritual Spell from their Deck to their hand.6 This ensures the player has the necessary spell to perform the Ritual Summon they are setting up.
* **Impcantation Bookstone**: A Level 5 DARK Spellcaster monster, Bookstone is the recovery specialist for Ritual Spells. It shares the same hand effect as Candoll, requiring a Ritual Spell reveal to summon itself and another Impcantation from the Deck.14 When Special Summoned from the Deck, its effect allows the player to target one Ritual Spell in the Graveyard and add it to their hand.4 This facilitates multiple Ritual Summons over the course of a duel, particularly when using Ritual Spells with their own Graveyard effects.

The symmetrical design of these four monsters is the engine's greatest strength and its most significant internal weakness. The system requires a player to possess the correct type of Impcantation for the Ritual piece they already hold. For example, holding Impcantation Talismandra (which requires revealing a Ritual Monster) and a Ritual Spell results in a "bricked" hand, as Talismandra's effect cannot be activated.1 This deliberate design choice prevents the engine from being completely generic and introduces a deck-building puzzle. The goal is not just to play Impcantations, but to play the correct ratios to maximize the probability of opening a functional pair, a challenge that often leads duelists to include non-archetypal searchers like

Manju of the Ten Thousand Hands to bridge these potential gaps.17

### 1.2 The Ritual Powerhouses: Enabler and Finisher

The archetype includes two of its own Ritual Monsters. Rather than being the deck's primary win condition, they serve to either enable the engine or provide a powerful way to close out the game.

* **Impcantation Chalislime**: A Level 7 DARK Aqua Ritual Monster, Chalislime is arguably the most important card in the entire archetype.5 It possesses two powerful effects, with the restriction that only one can be used per turn.19
  + Its hand effect is what makes it a premier engine starter: by revealing it and discarding one card (which can be itself), the player can Special Summon any "Impcantation" monster from their Deck.21 This effect is invaluable as it completely bypasses the specific reveal requirements of the other four Impcantations, allowing a player to summon whichever searcher or recycler they need to fix their hand and begin their combos.5
  + Its on-field effect allows the player to send an "Impcantation" card from their hand or face-up field to the Graveyard to target and destroy one monster their opponent controls.19 While a useful piece of spot removal, it is secondary to the consistency granted by its hand effect.
* **Crealtar, the Impcantation Originator**: A Level 10 LIGHT Fiend Ritual Monster, Crealtar functions as the archetype's dedicated boss monster and finisher.5
  + It has a Quick Effect that can be activated from the hand during the Main Phase. By revealing itself and discarding one card, the player can Special Summon "Impcantation" monsters from their Graveyard whose total Levels exactly equal 10.25 This provides a sudden burst of field presence for defense or offense, though the monsters are shuffled back into the Deck during the End Phase.
  + Its continuous effect while on the field is game-altering: all other non-Ritual "Impcantation" monsters gain 2000 ATK, but their effects are negated.25 This transforms the utility-focused 0 ATK monsters into formidable attackers for a potential OTK. Critically, by negating their effects, it also negates their continuous effect that prevents Special Summoning from the Extra Deck, thus solving the engine's primary restriction.28

### 1.3 The Arcane Support: Spells of Inception and Thanatosis

Two Spell Cards round out the archetype's support, providing the means to Ritual Summon and additional utility.

* **Impcantation Inception**: This is the archetype's dedicated Ritual Spell. It can be used to Ritual Summon any Ritual Monster, but it requires the Tributes to be "Impcantation" monsters.29 Its true power, however, lies in its Graveyard effect. Once per turn, if  
  Inception is in the Graveyard, the player can send one "Impcantation" card from their hand or face-up field to the Graveyard to Special Summon an "Impcantation" monster from the Deck and add Inception from the Graveyard back to the hand.29 This effect is not a simple recovery tool; it is a powerful combo extender that generates significant card advantage.
* **Impcantation Thanatosis**: A Field Spell that provides an explosive start and recurring removal. Upon activation, the player can reveal one "Impcantation" monster in their hand, Special Summon two monsters with the same name from their Deck, and then shuffle the revealed monster back.32 This rapidly thins the deck and establishes a board. Furthermore, once per turn, if a Ritual Monster is Special Summoned,  
  Thanatosis allows the player to target and destroy one card on the field, providing valuable, repeatable disruption.5

### Table 1: Impcantation Interaction Matrix

To visually summarize the core engine's mechanics, the following matrix details the function of each of the four primary non-Ritual monsters. This provides a quick-reference guide for understanding their symmetrical design and specific roles within a combo.

| **Card Name** | **Required Reveal from Hand** | **Effect When Summoned *from Hand*** | **Effect When Summoned *from Deck*** |
| --- | --- | --- | --- |
| Impcantation Talismandra | Ritual Monster | SS itself + 1 "Impcantation" from Deck | **Search** 1 Ritual Monster from Deck |
| Impcantation Penciplume | Ritual Monster | SS itself + 1 "Impcantation" from Deck | **Recover** 1 Ritual Monster from GY |
| Impcantation Candoll | Ritual Spell | SS itself + 1 "Impcantation" from Deck | **Search** 1 Ritual Spell from Deck |
| Impcantation Bookstone | Ritual Spell | SS itself + 1 "Impcantation" from Deck | **Recover** 1 Ritual Spell from GY |

## Section 2: The Ritual in Motion - Combo Theory and Execution Paths

With the individual roles of each card established, the next step is to understand how they combine to form potent and consistent sequences. The Impcantation engine is not merely a collection of searchers; it is a dynamic system designed to convert initial hand resources into a complete setup for a powerful Ritual Summon, all while generating card advantage.

### 2.1 The Fundamental Exchange: Turning Two Cards into Three

The core principle of the Impcantation engine is its ability to generate a net positive in card advantage through a single activation. The standard opening play involves two cards in hand: one of the four non-Ritual Impcantations and a corresponding Ritual piece (either a monster or a spell).5 The activation of the Impcantation's hand effect results in two monsters on the field (the Impcantation from hand and another from the Deck) and a new card added to the hand via the on-summon trigger effect of the monster summoned from the Deck.17

This sequence effectively trades two cards in hand for three cards of value (two monsters on the field and one new card in hand), representing a net gain of one card. This fundamental "+1" is the economic backbone of the engine. It ensures that even after expending multiple cards for a resource-intensive Ritual Summon, the player's hand is not depleted, allowing for follow-up plays and a stronger board presence. This efficient conversion of resources is what makes the engine so attractive to virtually any Ritual-based strategy.17

### 2.2 Primary Combo Lines (Flowchart Ready)

The engine's flexibility allows for multiple opening paths depending on the contents of the player's hand. The following are the most fundamental and repeatable combo lines, which form the basis of most Impcantation-centric strategies.

#### Path 1: Ritual Monster Starter

This combo line begins when the player has one of the monster-focused Impcantations and a Ritual Monster.

1. **Starting Hand**: Impcantation Talismandra + any Ritual Monster.
2. **Action**: Activate the effect of Impcantation Talismandra by revealing the Ritual Monster in hand.7
3. **Resolution**: Special Summon Impcantation Talismandra from the hand and, crucially, Special Summon Impcantation Candoll from the Deck. Candoll is chosen because its effect will search for the missing Ritual Spell.
4. **Trigger**: The effect of Impcantation Candoll, having been Special Summoned from the Deck, now activates.6
5. **End State**: The player adds a Ritual Spell (typically Impcantation Inception or the target monster's specific spell) from their Deck to their hand. The field now consists of a Level 6 Talismandra and a Level 4 Candoll, providing a total of 10 Levels of tribute fodder. The hand contains the required Ritual Monster and Ritual Spell. All components for a Level 10 or lower Ritual Summon have been assembled from just two starting cards.

#### Path 2: Ritual Spell Starter

This path is the mirror image of the first, initiating with a spell-focused Impcantation and a Ritual Spell.

1. **Starting Hand**: Impcantation Candoll + any Ritual Spell.
2. **Action**: Activate the effect of Impcantation Candoll by revealing the Ritual Spell in hand.6
3. **Resolution**: Special Summon Impcantation Candoll from the hand and Special Summon Impcantation Talismandra from the Deck. Talismandra is chosen to find the missing Ritual Monster.
4. **Trigger**: The effect of Impcantation Talismandra, having been Special Summoned from the Deck, activates.7
5. **End State**: The player adds their desired Ritual Monster from the Deck to their hand. As before, the field contains 10 Levels of tribute fodder, and the hand contains the complete package needed to perform the Ritual Summon.

#### Path 3: The Chalislime "Perfect" Starter

This path demonstrates the unparalleled power of Impcantation Chalislime as a one-card combo enabler, capable of starting the engine without needing a specific Ritual piece in hand.

1. **Starting Hand**: Impcantation Chalislime + any other card to discard.
2. **Action**: Activate the hand effect of Impcantation Chalislime, revealing it and discarding the other card.20
3. **Resolution**: Special Summon Impcantation Talismandra from the Deck. The choice of Talismandra is strategic, as it searches for the engine's most important component: the Ritual Monster that will serve as the payoff.
4. **Trigger**: Impcantation Talismandra's effect activates, adding a Ritual Monster (e.g., Demise, Supreme King of Armageddon, Nekroz of Unicore) from the Deck to the hand.7
5. **Follow-up Potential**: The player now has a Ritual Monster in hand. If their hand contains another Impcantation like Impcantation Penciplume, they can now initiate a second Impcantation summon (Path 1), using the newly searched Ritual Monster as the reveal. This will summon Penciplume and Candoll, with Candoll searching for the Ritual Spell. This line, initiated by a single Chalislime, can generate a full board and assemble all combo pieces from a much wider range of opening hands, solidifying its status as the deck's premier starter.5

### 2.3 Advanced Concept: The Inception Loop for Extension and Recovery

Beyond the initial setup, the true long-term power of the Impcantation engine is unlocked through the Graveyard effect of its Ritual Spell, Impcantation Inception.29 This effect transforms the engine from a one-time consistency boost into a recurring resource loop that can sustain pressure over multiple turns.

The loop becomes available after the first Ritual Summon using Impcantation Inception has been completed, placing it in the Graveyard.

* **Scenario**: Impcantation Inception is in the Graveyard. The player controls at least one "Impcantation" monster (or has one in hand).
* **Action**: The player activates the Graveyard effect of Impcantation Inception, sending an Impcantation card from their hand or face-up field to the Graveyard as cost.31
* **Resolution**: Two things happen simultaneously: the player Special Summons a new "Impcantation" monster from their Deck, and Impcantation Inception is returned from the Graveyard to the hand.

This exchange is incredibly powerful for several reasons. First, it is a net gain in card advantage; a single card on field or in hand is traded for a new monster on the field and the Ritual Spell back in hand. Second, the newly summoned Impcantation will trigger its own on-summon effect, providing yet another search or recovery. This compounding advantage allows a player to immediately rebuild their resources after committing to a Ritual Summon. The ability of Impcantation Inception to recycle itself means that a single copy is often all that is needed for an entire duel, as it can be used repeatedly to fuel subsequent Ritual Summons, making the engine remarkably efficient and resilient.18 This loop is the key to the engine's grind game and its ability to out-resource opponents.

## Section 3: A Symbiotic Engine - Impcantations in the Broader Metagame

While the Impcantation archetype has its own boss monster and a cohesive internal strategy, its most significant impact on the competitive landscape has been as a powerful, splashable engine for a wide variety of other Ritual-focused decks.34 The engine's ability to consistently provide tribute fodder and search for missing combo pieces addresses the fundamental weaknesses of the Ritual mechanic, making it an invaluable addition to many strategies. Pure Impcantation decks are rare in competitive play; the archetype's true strength is realized when it acts in a symbiotic relationship with others.5

### 3.1 Case Study: Impcantation Nekroz

Nekroz is a historically powerful Ritual archetype known for its own incredible search capabilities and the potent floodgate effect of Nekroz of Unicore, which negates the effects of all face-up monsters Special Summoned from the Extra Deck.17 The Impcantation engine seamlessly integrates into this strategy, providing two key benefits: free tribute fodder and enhanced consistency.

* **Synergy**: The Impcantations provide bodies on the field without consuming the player's Normal Summon, which can be reserved for Manju of the Ten Thousand Hands to further extend plays.17 This abundance of on-field monsters makes it trivial to summon high-Level Nekroz monsters like  
  Nekroz of Trishula.
* **Key Interaction**: The most powerful synergy lies with Nekroz of Valkyrus. One of its effects allows the player to Tribute up to two monsters from their hand or field to draw the same number of cards.18 This provides a perfect outlet for the Impcantation monsters, which would otherwise remain on the field and enforce the Extra Deck lock. A player can use the Impcantations to set up their Ritual Summon, and then, before ending their turn, Tribute the remaining Impcantations with  
  Valkyrus to draw two new cards. This masterfully converts the engine's primary drawback into a source of significant card advantage.34
* **End Board Goal**: A formidable end board for Impcantation Nekroz often involves Nekroz of Unicore to control the opponent's Extra Deck, alongside a Tribute Summoned Vanity's Ruler or Archlord Kristya to prevent Special Summoning entirely.18 This lock is made possible by tributing  
  Cyber Angel Benten for a Ritual Summon, whose effect searches a LIGHT Fairy monster—such as Vanity's Ruler—which can then be Tribute Summoned using the Impcantations on field.18

### 3.2 Case Study: Impcantation Megalith

The Megalith archetype is unique in that its monsters are Ritual Monsters that also function as Ritual Spells, allowing them to perform Ritual Summons as part of their own effects, often during the opponent's turn.39 They do not use traditional Ritual Spells from the hand, which initially suggests a conflict with the Impcantation engine's Spell-focused members,

Candoll and Bookstone.1

* **Resolution**: Despite this apparent anti-synergy, the Impcantation engine is still highly effective in Megalith decks. Its primary role is to rapidly place monsters with specific Levels onto the field.34 The Megalith monsters require tributes whose Levels exactly match or exceed the monster being summoned, and the Impcantations provide a diverse range of Levels (3, 4, 5, 6) to facilitate this.  
  Impcantation Chalislime remains a key starter, able to summon any Impcantation needed to meet a specific Level requirement.41
* **Key Interaction**: The Impcantations serve as the initial fuel to kickstart the Megalith engine. By providing the necessary bodies, they enable the summon of key Megalith monsters like Megalith Ophiel (which searches a Megalith monster) or Megalith Hagith (which searches a Megalith Spell/Trap).39 Once the Megalith engine is online, it can sustain itself, using its own monsters to Ritual Summon and disrupt the opponent. The Impcantations act as the perfect kindling for the Megalith fire.

### 3.3 Case Study: OTK Variants (Demise & Ruin, Chaos MAX)

For strategies that aim to win the game in a single, decisive turn (One Turn Kill or OTK), the Impcantation engine serves as a pure consistency booster. The goal is to summon an overwhelmingly powerful Ritual Monster and attack for game, making the Extra Deck lock entirely irrelevant.42

* **Synergy**: Decks centered around monsters like Demise, Supreme King of Armageddon (which can destroy all other cards on the field) or Blue-Eyes Chaos MAX Dragon (a 4000 ATK monster that inflicts double piercing battle damage) rely on finding their boss monster and the correct Ritual Spell as quickly as possible.16 The Impcantation engine excels at this, searching both halves of the combo and providing the full tribute cost with a single two-card combination.16
* **Key Interaction**: A particularly clever OTK with Blue-Eyes Chaos MAX Dragon involves using a card like Creature Swap or Shien's Spy. The player can use one of these cards to give their opponent a 0 DEF Impcantation monster. They then attack this defenseless monster with Chaos MAX Dragon. Because of Chaos MAX Dragon's effect, the 4000 points of battle damage are doubled to 8000, resulting in an immediate victory.34

### 3.4 Other Notable Partnerships

The flexibility of the Impcantation engine has led to its inclusion in numerous other Ritual strategies.

* **Cyber Angels**: This LIGHT Fairy Ritual archetype benefits greatly from the free tribute fodder. The key card Cyber Angel Benten, when tributed, allows the player to search for any LIGHT Fairy monster, a powerful effect that the Impcantations facilitate by providing bodies to tribute.44
* **Shinobirds**: A Spirit-based Ritual archetype that focuses on returning the opponent's cards to the hand. The Impcantations provide the consistency needed to summon the high-Level Shinobird Rituals, which are otherwise difficult to bring out.2
* **Dogmatika**: A modern archetype that has a natural synergy with the Impcantations' restriction, as Dogmatika cards also lock the player out of their Extra Deck. Dogmatika effects often involve sending monsters from the Extra Deck to the Graveyard, and a common target is Herald of the Arc Light, whose own effect triggers when sent to the Graveyard to search for a Ritual Monster or Spell, further enhancing the deck's consistency.17

## Section 4: Advanced Strategy and Counter-Play

Mastering the Impcantation engine requires more than just knowing the combos; it demands a deep understanding of its core limitation and how to navigate it, as well as a keen awareness of its vulnerabilities. This section explores the highest level of strategic thought related to the archetype, from deck building to in-game decision-making and counter-strategy.

### 4.1 Navigating the Extra Deck Lock: The Archetype's Central Puzzle

The most defining characteristic of the non-Ritual Impcantation monsters is their continuous effect: "You cannot Special Summon monsters from the Extra Deck".6 A novice player might interpret this as a complete abandonment of the Extra Deck for the entire duel. However, the reality is far more nuanced. This effect is a

*continuous effect*, meaning it is only active while the Impcantation monster is face-up on the field.8 This distinction is the key to unlocking the engine's full potential.

The strategic goal is not to play without an Extra Deck, but rather to sequence plays in such a way that the Impcantations are removed from the field at the precise moment the Extra Deck becomes necessary. The primary, built-in method for removing them is the very act they are designed to facilitate: the Ritual Summon. By tributing all face-up Impcantation monsters for a Ritual Summon, the lock is lifted, and the player gains full access to their Extra Deck. A common game plan involves using the Impcantations to gather resources and summon a powerful Ritual Monster, then using that Ritual Monster along with any other available resources to perform Link or Xyz Summons to create an even more formidable board or secure the win.47

Furthermore, the archetype provides its own internal solution to this puzzle in the form of Crealtar, the Impcantation Originator. When this Ritual Monster is on the field, it negates the effects of all other non-Ritual Impcantations.25 This includes the Extra Deck lock, allowing a player to maintain a field of 2000 ATK beaters while simultaneously having unrestricted access to their Extra Deck—a powerful, game-winning state.

### 4.2 Deck Building Theory: Ratios and Tech Choices

Constructing an effective deck around the Impcantation engine requires careful consideration of card ratios and the inclusion of powerful, non-archetypal support.

* **Engine Ratios**: The ideal ratio of Impcantation monsters varies depending on the host archetype. Impcantation Chalislime is almost universally played at three copies due to its unmatched power as a one-card starter.5 The Deck-searchers,  
  Talismandra and Candoll, are generally preferred over the Graveyard-recyclers, Penciplume and Bookstone, in the early game, so they are often played at higher ratios (e.g., two or three copies).5 The recyclers are still essential for the grind game but are less critical to see in the opening hand and may be played at one or two copies.5  
  Impcantation Inception is often played as a single copy due to its powerful self-recycling Graveyard effect.18
* **Essential Support**: Certain generic Ritual support cards are considered staples in any Impcantation-based deck. Preparation of Rites can search any Level 7 or lower Ritual Monster and can also recover a Ritual Spell from the Graveyard, making it an incredibly versatile tool.5  
  Manju of the Ten Thousand Hands is a critical Normal Summon that can search for either a Ritual Monster or a Ritual Spell, providing a crucial way to find the missing piece needed to start the Impcantation engine when the hand is otherwise unplayable.17
* **Powerful Tech Choices**: The engine's ability to easily generate tribute fodder opens the door for powerful Tribute Summon monsters.
  + **Floodgates**: Monsters like Vanity's Ruler (prevents the opponent from Special Summoning) and Archlord Kristya (prevents both players from Special Summoning) can be Tribute Summoned using two Impcantations to create a devastating lock that can win the game on its own.37
  + **Board Breakers**: When going second, Zaborg the Mega Monarch can be Tribute Summoned to destroy an opponent's monster and, more devastatingly, send up to eight cards from their Extra Deck to the Graveyard, crippling many modern strategies.2 Kaiju monsters are also a strong choice, as they can tribute an opponent's problematic monster to clear the way for combos.43

### 4.3 Exploiting Weaknesses: A Guide to Countering Impcantations

Despite its power, the Impcantation engine is notoriously fragile and has several key choke points that a savvy opponent can exploit. The core weakness lies in the "once per turn" clause attached to all of the main-deck monsters' effects.4

The entire combo chain begins with a single activation from the hand. If this initial activation is negated, the engine often grinds to a complete halt. For example, if a player activates the effect of Impcantation Talismandra from their hand, an opponent can respond with Ash Blossom & Joyous Spring to negate the effect. Because Ash Blossom negates effects that include Special Summoning from the Deck, Talismandra will not be summoned, nor will the other Impcantation from the Deck. The player has lost a card, established no board presence, and due to the "only once that turn" restriction, cannot attempt to use another copy of Talismandra. This makes a single, well-timed hand trap on the first Impcantation activation a devastatingly effective counter.17

* **Other Effective Counters**:
  + **Droll & Lock Bird**: This hand trap prevents players from adding cards from their Deck to their hand for the rest of the turn. Since the Impcantation combo inherently involves at least one search (the monster summoned from the Deck triggers to search), Droll & Lock Bird can be activated immediately after the first search resolves, ending the player's turn before they can assemble all their pieces.17
  + **Summon Negation**: Counter Traps like Solemn Judgment or monster effects that can negate a Special Summon can stop the Impcantations from ever hitting the field, preventing their on-summon triggers.
  + **Targeting the Payoff**: Even if the Impcantation engine resolves successfully, the end board often relies on a single, powerful Ritual Monster. If the opponent has an answer for that Ritual Monster (e.g., Infinite Impermanence, Effect Veiler, or a Kaiju), the Impcantation player may be left with a field of 0 ATK monsters and no access to their Extra Deck, leaving them completely vulnerable.

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