

# EXOSISTER

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## 1. A Light in the Darkness!

The Exosisters specialize in investigating and quelling unnatural Graveyard (GY) phenomena! They work in teams of two: each Main Deck “Exosister” monster mentions 1 other monster in its text and rewards you if you control that card. The basic monsters’ effects help you draw cards and Summon “Exosister” monsters while the Xyz Monsters provide the offense. The trick is that if your opponent isn’t careful they might just unleash a torrent of your Xyz Summons and your Xyz Monsters’ effects during their own turn!

Be sure to return all the following cards below when your finished Dueling.

- 3 **Exosister Elis** (GRCR-EN013 SR)
- 3 **Exosister Stella** (GRCR-EN014 SR)
- 3 **Exosister Irene** (GRCR-EN015 R)
- 3 **Exosister Sophia** (GRCR-EN016 UR)
- 2 **Zoroa, the Magistus of Flame** (GEIM-EN002 UR)
- 1 **Nefarious Archfiend Eater of Nefariousness** (SDCH-EN007 C)
- 1 **Jigabyte** (SDCH-EN008 C)
- 1 **Inari Fire** (SDCH-EN009 C)
- 1 **Ranryu** (SDCH-EN010 C)
- 18 Monsters

- 3 **Exosister Pax** (GRCR-EN021 UR)
- 3 **Exosister Arment** (GRCR-EN022 R)
- 1 **Exosister Carpedivem** (GRCR-EN023 R)
- 3 **Xyz Import** (MP21-EN208 SR)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
- 14 Spells

- 3 **Exosister Vadis** (GRCR-EN024 SR)
- 3 **Angel Statue - Azurune** (BLVO-EN069 SR)
- 2 **Warning Point** (PHRA-EN078 SCT/MP21-EN216 SR/SDAZ-EN037 C)
- 8 Traps

- 3 **Exosister Mikailis** (GRCR-EN017 UR)
- 2 **Exosister Kaspitell** (GRCR-EN018 R)
- 3 **Exosister Gibrine** (GRCR-EN019 SR)
- 3 **Exosister Asophiel** (GRCR-EN020 SR)
- 2 **Exosisters Magnifica** (DIFO-EN046, UR)
- 2 **Ninaruru, the Magistus Glass Goddess** (GEIM-EN007, SR)
- 15 Extra Deck Monsters



## **2. Pair Up and Move Out!**

The Exosisters have 2 main mechanics you need to understand if you want to succeed. The first is their “pair-up” mechanic. Each of the basic “Exosister” monsters’ effects mentions 1 other “Exosister” monster by name. If you control that other monster after resolving the first part of the first monster’s effect, you gain 800 LP. The pairs also matter for **Exosister Pax** and **Exosister Vadis**. If you add a monster to your hand with Pax you can Special Summon it if the other “Exosister” monster mentioned on it is on your field or in your GY. Vadis must Summon both members of a pair from your Deck.

The second mechanic is their “mode change” effect. If your opponent moves a card out of either GY in any way, for any reason, on either player’s turn, your Level 4 Spellcaster “Exosister” monsters can change into Rank 4 Warrior Xyz Monsters. Instead of using 2 Level 4 monsters like you’d normally use to Xyz Summon, you can Special Summon 1 “Exosister” Xyz Monster using just the monster that activated its effect as the sole material. It’s treated as an Xyz Summon even though you’re not using the proper method or material. It’s crucial to take advantage of this because the Rank 4 “Exosister” monsters each have a regular effect you use by detaching an Xyz Material and then a bonus effect that kicks in for free, but only during the turn the monster was Summoned using at least 1 “Exosister” as Xyz Material.

**Exosister Mikailis’** banishing effect and **Exosister Gibrine’s** effect negation can absolutely ruin an otherwise promising turn for your opponent, so any opponent using a Deck that moves cards out of the GY, which most Decks do in one way or another, needs to modify their strategy while a Level 4 “Exosister” monster is on the field. The simplest way for them to do that is to try and attack all your Level 4 monsters before they make any more complex plays, but there is a disadvantage to this. Namely, they open themselves up to losing all those cards to your removal effects without getting to use them.

When going first, your goal on your first turn is to field at least 3 Level 4 monsters, including at least 1 “Exosister” monster, and then Xyz Summon either **Exosister Mikailis** or **Exosister Kaspitell** and use their effect to add a card from your Deck to your hand. Which you Summon and which card you add is dependent on the rest of your hand. Generally, you want the Level 4 monster you leave behind to be an “Exosister” able to use its effect to force your opponent into the situation described above. If you don’t know what you’re playing against yet, the safest move is to Xyz Summon Mikailis and add **Exosister Arment** to your hand if you don’t already have it and **Exosister Vadis** if you do. You might also choose to grab Vadis if you have some other sort of defensive card available like **Xyz Import**. Going second, Mikailis is even better as she can banish one of your opponent’s cards.

The key to this set-up is to engineer a situation where you can have 2 Rank 4 “Exosister” Xyz Monsters on your own turn, which are the required materials for **Exosisters Magnifica**, an incredibly powerful monster that can attack twice during the Battle Phase and can banish 1 card your opponent controls each turn with its Quick Effect by detaching an Xyz Material. Magnifica can also change back into one of the Xyz Monsters attached to it in response to your opponent’s card or effect, so your opponent won’t be able to successfully use cards or effects that target against it. Rather, they’ll be able to force Magnifica off the field, but you’ll simply swap for a different monster whose effects will all be active.

The ideal is to have **Exosister Elis**, **Exosister Stella**, and **Exosister Sophia** on your first turn, but even with **Exosister Pax**, it’s an unlikely set-up, so this Deck uses **Zoroa, the Magistus of Flame** and 4 “familiar” class monsters to give you more Special Summons to work with. You’ll never actually Xyz Summon the “Magistus” monster in your Extra Deck, but you can use it as Spell/Trap removal after getting a Special Summon from your hand or GY with Zoroa.

### **3. Evil Spirits, Begone!**

To trigger the mode change effects of your Level 4 “Exosister” monsters, they must be on the field when your opponent moves a card out of the GY. Consider a simple Trap like **Call of the Haunted** that revives a monster. If you Chain **Exosister Vadis** to it, your monsters will be on the field when it Summons its target from the GY and you can activate their effects. But if you activate Vadis and your opponent Chains with **Call of the Haunted**, even though your freshly Summoned “Exosister” monsters were on the field during the Chain in which a monster was Summoned from the GY, they weren’t there when it happened so you cannot activate their effects.

**Angel Statue - Azurune** cannot activate its effect while a Chain is resolving. In fact, no cards or effects can be activated while a Chain is resolving. As a result, you can’t negate any Special Summon that results from a card or effect resolving. This rule is universal, so other Decks that make use of Azurune cannot use it to negate the Summon of an Xyz Monster via an “Exosister” monster’s mode change effect.

Only 1 of the materials needs to be an “Exosister” monster for your “Exosister” Xyz Monster to be “Xyz Summoned this turn by using an “Exosister” monster as material.” The “Exosister” monster in question does not need to be Xyz Material at the time that you use the Quick Effects of **Exosister Gibrine** or **Mikailis**, so you can use their regular effects first before using the bonus effect.

All Xyz Monsters you control will gain 800 ATK for the rest of the turn after using Gibrine’s effect, including Xyz Monsters that you Summon after the effect resolves. Use that effect then Xyz Summon **Magnifica** and you’ll have a 3600 ATK monster that can attack twice!

**Exosisters Magnifica** cannot be Special Summoned through the “Exosister” mode change effect or with **Exosister Arment**. It must be Xyz Summoned with its listed materials. **Exosister Arment** also can’t Summon a 2<sup>nd</sup> copy of an Xyz Monster you already control. If you control **Mikailis** and have added **Arment** from your hand, you’ll usually use it to Summon **Gibrine** to negate a key monster effect.

### **4. Dawn of a New Day!**

*Power of the Elements* offers huge upgrades to the “Exosister” strategy! **Exosister Martha** is a Level 4 “Exosister” who also pairs up with **Exosister Elis**. If you control no monsters or only control Xyz Monsters, you can Special Summon Martha from your hand and Elis from your Deck, instantly giving you 2 Level 4 “Exosister” monsters on the field. Martha also has the “mode change” effect shared by all of the Level 4 “Exosister” monsters.

That’s not all though, *Power of the Elements* also has a new Trap Card that can banish any card your opponent controls or in their GY and then gives you a choice of 1 of 2 additional effects: You can Xyz Summon an “Exosister” monster or if you’ve Xyz Summoned during this turn you can banish another card your opponent controls! Combining this card with the banishing effects of **Exosister Mikailis** and/or **Exosisters Magnifica** can absolutely decimate even a heavily entrenched opponent!

This is a Deck full of Xyz Monsters that always want to attack. That makes this Deck a perfect home for **Divine Arsenal AA-ZEUS - Sky Thunder!**

The 4 “familiar” class monsters share no traits with “Exosister” monsters, except that they are Level 4. Thus, you can use **Small World** to swap any “Exosister” monster in your hand for any other “Exosister” monster from your Deck by using one of the “familiar” as the “bridge” monster from your Deck.