

# LIBROMANCER

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## 1. Once Upon A Time

What would you do if your favorite superhero came to life? The Libromancers transform into powerful Ritual Monsters that can inflict huge amounts of damage and stymie the opponent with powerful Trap Cards. **Libromancer Doombroker** is a key card for doing both these things. He's capable of attacking directly even if the opponent controls monsters, disposing of monsters without battling them, and Setting "Libromancer" Trap Cards from your Deck. When your opponent is at 6000 LP or lower, they're in danger of being defeated in one blow by **Libromancer Fireburst** and his double battle damage effect, as **Libromancer Mystigirl** can change a monster's ATK to 0 and negate its effects.

Be sure to return all these cards once you're finished Dueling.

- 3 **Libromancer Geek Boy** (BACH-EN000 SCT)
- 3 **Libromancer Magigirl** (BACH-EN086 SR)
- 3 **Libromancer Agent** (BACH-EN087 SR)
- 3 **Libromancer Fire** (DIFO-EN000 SCT)
- 2 **Libromancer Firestarter** (BACH-EN088 SR)
- 2 **Libromancer Mystigirl** (DIFO-EN086 SR)
- 2 **Libromancer Doombroker** (BACH-EN089 UR)
- 1 **Libromancer Fireburst** (DIFO-EN087 UR)
- 1 **Manju of the Ten Thousand Hands** (GFP2-EN099 UR)
- 20 Monsters

- 3 **Libromancer First Appearance** (BACH-EN090 UR)
- 1 **Libromancer Realized** (DIFO-EN088 SR)
- 1 **Libromancer Bonded** (DIFO-EN089 SR)
- 3 **Preparation of Rites** (MAGO-EN144 GR)
- 3 **Emergency Teleport** (GFTP-EN109/GRCR-EN055 R)
- 1 **Terraforming** (MAGO-EN141 GR)
- 1 **Harpie's Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024 C MAGO-EN045 PGR)
- 14 Spells

- 3 **Libromancer Displaced** (DIFO-EN090 UR)
- 2 **Libromancer Intervention** (BACH-EN091 SR)
- 1 **Libromancer Prevented** (DIFO-EN091 SR)
- 6 Traps



## 2. Call My Name!

The Libromancer strategy is about using basic monsters that transform into powerful Ritual Monster forms. Each of the basic monsters has an effect that Special Summons it from your hand by revealing a Ritual Monster in your hand. The crucial card to make this Deck run smoothly is the Field Spell **Libromancer First Appearance**. Not only can this card add a “Libromancer” monster from your Deck to your hand that you don’t already control, it also lets you Ritual Summon “Libromancer” Ritual Monsters an unlimited number of times during your Main Phase.

The “Libromancer” Ritual Monsters all gain an extra effect if you Ritual Summon them using at least 1 monster on your field. **Libromancer Firestarter**, **Libromancer Mystigirl**, and **Libromancer Doombroker** have the same Levels as **Libromancer Geek Boy**, **Libromancer Magigirl**, and **Libromancer Agent** respectively, so the basic combo to aim for is to have one half of the pair in your hand, add the other half with **Libromancer First Appearance**, reveal the Ritual Monster, Special Summon the basic monster, use its effect if applicable, and then Ritual Summon the matching Ritual Monster with First Appearance. **Libromancer Geek Boy** can add any “Libromancer” Spell from your Deck to your hand when he’s Special Summoned, making him incredibly important to getting your strategy to fire on all cylinders.

Normally you’d need both Geek Boy and a Ritual Monster in hand to start things off, but Geek Boy can add a Spell to your hand no matter how he’s Special Summoned, so with just **Emergency Teleport** you can Special Summon Geek Boy from your Deck, add First Appearance to your hand, add Firestarter to your hand, and Ritual Summon Firestarter. If you also have a Ritual Monster in hand already, you can add **Libromancer Fire** to your hand instead, then Special Summon Fire and use his effect to add another monster to your hand. **Libromancer Agent** is a good pick in this scenario because you can Special Summon him, then Tribute off Geek Boy and/or Fire to Ritual Summon whichever Ritual Monster you’ve drawn, then use Agent to add a monster back from your Graveyard (GY) to your hand.

This Deck changes its mode of play depending on whether you’re going first or second. However, no matter if you go first or second, **Libromancer Doombroker** is a key Ritual Monster. If you’re going first, you want Doombroker to fetch you a powerful Trap Card. If you can Set both **Libromancer Intervention** and **Libromancer Displaced** on your first turn and Ritual Summon a pair of Monsters, you’ll have a strong defense that should put you in a position to dish out heavy damage and destruction next turn. The monster of choice to pair with Doombroker in this scenario is Firestarter, which will gain ATK/DEF each time your opponent resolves a card or effect, up until it hits 3000 ATK/DEF. Its additional protection effect forces your opponent into either spending an exotic removal card or playing into your Traps to get you to remove him from the field voluntarily. You can also pair Doombroker with Magigirl and an in-hand Mystigirl, using Magigirl’s effect to Ritual Summon Mystigirl during your opponent’s turn.

If you’re going second, Doombroker’s battle related effects come into play. If you Tribute at least 1 monster on the field for the Ritual Summon, Doombroker can attack directly even if your opponent controls monsters. This lets you sneak in and eliminate monsters without needing to battle them, as Doombroker can send a monster back to your opponent’s Deck upon inflicting battle damage.

Firestarter isn’t as useful going second because there aren’t as many opportunities to build up ATK/DEF, but Mystigirl and **Libromancer Fireburst** can help you close out the Duel quickly. Going second, the ATK changing is the most relevant part of Mystigirl’s effect. Try Ritual Summoning Mystigirl first to change an opponent’s monster’s ATK to 0, then Tribute her off as part of a Ritual Summon for Fireburst. Now Fireburst can attack, banish Mystigirl to boost his ATK to 3000, and hit for 6000 over the zeroed-out monster. That 6000 combined with Doombroker’s 2500 direct attack can end the Duel in an instant!

### 3. Lurking in the Shadows

A basic rule of Ritual Summoning is that when you select the monster(s) you're going to Tribute for the Ritual Summon, you can't include any extraneous monsters beyond the combination whose total Levels equal or exceed the Ritual Monster's Level. For example, any monster in this Deck can be Tributed to Ritual Summon the Level 3 **Libromancer Firestarter** since they're all Level 3 or higher. However, you can never Tribute more than 1 monster since any 1 monster fulfills the whole Tribute requirement.

"Ritual Summoned by using a monster(s) on the field..." means that at least 1 of the monsters used for the Ritual Summon was used from the field. They don't all need to be on the field, so you can use a **Libromancer Firestarter** on the field and a **Libromancer Doombroker** in your hand to Ritual Summon **Libromancer Fireburst** and his additional effects will be active.

**Libromancer Intervention** and **Libromancer Displaced** use the phrase "and if you do" between the two parts of their effects. This phrase means that you must do the first part to do the second part, and that even though the effects are performed in sequence, they're considered simultaneous. As a result, if your monster that you've targeted with one of these cards is removed from the field before your effect resolves, you can't return it to your hand and thus cannot negate your opponent's effect or take control of their monster.

As a result of the above, you need to have 2 monsters on the field including at least 1 Ritual Monster if you want to successfully apply the effects of both **Libromancer Intervention** and **Libromancer Displaced** during the same Chain. Targeting the same monster you control with both cards will result in only 1 of them successfully applying its effect.

**Libromancer First Appearance** says that you can only activate 1 copy of it per turn. If the *activation* of the card is negated with the effect of something like **Myutant Beast**, you can activate another copy during the same turn. If only the *effect* is negated by something like **Blizzard**, you cannot activate another copy.

The effects of Field Spells disappear if they are no longer on the field. This includes activated effects of Field Spells. If you activate either effect of First Appearance but an effect is Chained that destroys First Appearance, you don't get to apply the effect of it that was activated.

### 4. To Be Continued...

This Deck has exactly 1 monster that you want to Normal Summon, a single **Manju of the Ten Thousand Hands**. You could add more copies of it and more general Ritual Summoning helper cards, but you could also drop it entirely and make use of **Rite of Aramesir** and some **Adventurer Token**-related cards.

This Deck also has no Extra Deck, but the only card that would prevent you from Summoning from your Extra Deck is **Libromancer Realized** (since there currently aren't any "Libromancer" Extra Deck monsters) and only while the **Fire Token** it Summons is on the field. So long as you're careful you can use whatever Extra Deck Monsters you like.

There are LIGHT, DARK, FIRE, WATER, WIND, and EARTH Attribute monsters in this Deck. You have no Extra Deck and only 1 monster with an effect upon Normal Summon. You'd have to juggle multiple Field Spells in order to do it, but you *could* hybridize this Deck with the Invoked strategy.