

STARRY KNIGHTS

1. Starry Knight, Starry Bright!
2. First Starry Knight I see tonight!
3. Secrets of the Starry Knights!
4. The Future never seemed so bright!

1. Starry Knight, Starry Bright!

Darkness cannot escape the vibrant light of **Starry Night, Starry Dragon!** The “Starry Knight” theme revolves around this majestic level 7 LIGHT Dragon! Use an array of Level 4 LIGHT Fairy “Starry Knight” monsters effects to make it easy to add **Starry Night, Starry Dragon** to your hand and Summon it to the field over and over again, destroying your opponent’s cards along the way! The “Starry Knight” Spell and Trap Cards will have your opponent gazing up to the stars in fear of the **Starry Knight Arrival** of the awe-inspiring **Starry Night, Starry Dragon!** Control the field and vanquish DARK monsters!

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the cards below when you’re finished Dueling.

3 **Starry Night, Starry Dragon** GFTP-EN027
3 **Starry Knight Rayel** GFTP-EN028
3 **Starry Knight Astel** GFTP-EN029
3 **Starry Knight Flamel** GFTP-EN030
3 **Starry Knight Ciel** LIOV-EN019
3 **Starry Knight Orbitael** BODE-EN027
1 **Barrier Statue of the Heavens** MAGO-EN116
2 **Protecting Spirit Loagaeth** DAMA-EN025
21 Monsters

3 **Starry Knight Balefire** GFTP-EN031
3 **Starry Knight Sky** GFTP-EN032
3 **Starry Knight Ceremony** GFTP-EN033
3 **Ties of the Brethren** KICO-EN053
3 **Twin Twisters** SDCH-EN026
15 Spells

2 **Starry Knight Arrival** GFTP-EN034
2 **Starry Knight Blast** GFTP-EN035
4 Traps



2. First Starry Knight I See Tonight!

The main objective of the Starry Knight Deck is to consistently Summon **Starry Night, Starry Dragon** from your hand multiple times during a turn. This theme is packed with multiple Level 4 Fairies that have effects on the field or in your hand or in your GY that facilitate the Summoning of **Starry Night, Starry Dragon**.

How to Start a turn!

Starry Knight Rayel is a great way to start off your turn. Add **Starry Knight Balefire** if you need access to **Starry Night, Starry Dragon** or a “Starry Knight”, or **Starry Knight Sky** or **Starry Knight Ceremony** if you already have the monsters you need and just need to get them on to the field. If you already have everything you need for this turn, try adding **Starry Knight Arrival** or **Starry Knight Blast** and set up your defenses for the opponent’s turn. **Starry Knight Arrival** is the perfect Trap Card for **Starry Night, Starry Dragon**. It allows you to return Starry Dragon to your hand or Summon it to the field but keep in mind you can only use one of these effects per turn and only during the Main Phase.

If you open with **Ties of the Brethren** alongside any Level 4 “Starry Knight” monster, things get real interesting. If you already have the Starry Dragon in your hand, the play here is to set up **Starry Knight Flamel** and **Barrier Statue of the Heavens**. If your opponent’s Deck focuses on Special Summoning monsters that are not LIGHT, they’ll be limited to just their Normal Summon, and if your opponent tries to attack, **Starry Knight Flamel** can Summon Starry Dragon from the hand to destroy the attacker, leaving your opponent’s field open! Then, on your turn, Flamel’s GY effect can put **Starry Night, Starry Dragon** back in your hand from the field or GY, ready to be Summoned again! Another great addition to the “Starry Knight” theme is **Starry Knight Orbitael** from *Burst of Destiny*. **Ties of the Brethren** works great with this card as well and gives you another avenue to make sure you always have access to your powerful “Starry Knight” Spell and Trap cards.

When going 2nd

You will want to find ways to Summon **Starry Night, Starry Dragon** from your hand to start picking apart your opponent’s field. **Twin Twisters** is a great way to get **Starry Knight Ciel** into the GY while taking care of a pair of the opponent’s Spell and Trap Cards. Then you can use Ciel’s effect in the GY to banish itself and Special Summon **Starry Night, Starry Dragon** and destroy another card on the field before using your Normal Summon!

Starting off with **Starry Knight Ceremony** is not only important to access **Starry Night, Starry Dragon**, but also that anytime your opponent tries to activate a card or effect you can Special Summon Starry Dragon, making your opponent think twice about how they’re going to play their turn, or how they’ll use effects during your turn.

Starry Knight Sky gives you access to an extra Normal Summon for your “Starry Knight” monsters and is essential for being able to keep going even if your first Normal Summon is disrupted! Make sure to use your extra Normal Summon from **Starry Knight Sky** before you use your regular Normal Summon for the turn just in case your opponent is able to destroy your Field Spell before you are able to capitalize on gaining this effect.

3. Secrets of the Starry Knights!

When you have **Starry Knight Sky** active, be sure to clearly declare which Normal Summon you're using when you Normal Summon. As stated above, you want to use the one granted by **Starry Knight Sky** first, otherwise, your Field Spell could get destroyed before you get a chance to use the extra Summon, and your plans for the turn could be ruined.

Don't forget that **Starry Night, Starry Dragon** can destroy any card on the field, not just monsters or face-up cards. If your opponent just sets a face-down Spell or Trap Card, Summon **Starry Dragon** during their End Phase to destroy it before they have a chance to activate it!

The effect that Special Summons **Protecting Spirit Loagaeth** is a Trigger Effect and can be activated during either player's turn if the condition is met. If you use **Starry Knight Flamel's** or **Starry Knight Astel's** on-field effect on your opponent's turn, then Summon **Loagaeth**, it'll be eligible to change battle positions manually on your turn. So you can change it to Defense Position with its effect to banish something, then manually change it back and attack.

4. The Future never seemed so bright!

If you are sticking with a build featuring **Ties of the Brethren**, then a card you might want to try out is **Honest**. Not only can you use it to make sure your LIGHT monsters win a battle they would otherwise lose, but you can summon it from your Deck with **Ties of the Brethren**, then use its effect to return to your hand to help keep your valuable **Starry Knight** monsters on the field!

Decks like this often use high impact Trap Cards to disrupt the opponent's plays, like **Solemn Strike!** **Solemn Strike** can negate Special Summons or monster effects and reduce the amount of work your **Starry Night, Starry Dragon** has to put in. **Infinite Impermanence** is a great card for dealing with monsters like **Apollousa Bow of the Goddess** that can interfere with your monsters, even if you go 2nd!

Another way you could modify this Deck is by using **Condemned Witch** and "Forbidden" Quick-Play Spells that she can add to your hand. **Forbidden Droplet** is one of the strongest "Forbidden" Spells available, and being able to grab a copy from your Deck on your turn, Set it, and then Tribute the Witch on your opponent's turn to Special Summon a "Starry Knight" from your Deck is a great way to blend offense and defense!

If your opponent isn't using any DARK monsters, why not give them one? **Radian, the Multidimensional Kaiju** can gobble up your opponent's best monster and take its place, then when you activate **Starry Knight Balefire** you can make use of its Special Summoning effect as well!