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## Yugioh field spell list

Jeremy enjoys conversations between working as a chemical analyst and a campus building manager. Field spells in U.G.G. Hofield spells have been with us from the beginning, and they remain as prominent now (probably more) as they were in the origins of the duel. Unlike most monsters, spells, and traps, each player can only activate one field spell at once, a limitation that tells you how powerful these magic cards are. Despite this limitation, field spells offer incredible benefits that largely threaten the potency of several archetypes, and because they tend to empower your entire field (and not just one or two monsters), they form a crucial part of your deck list. But with hundreds of amazing arenas to choose from, where do lands rule? Those are the top 10 field spells in Yo-Gi-Ho! Sky Iris 10. IrisUse Sky with: The Wizard, Strange Eyes, and Performapal Archetypes Many field spells only reinforce one specific series of monsters, but Sky Iris's first ability works with three: each magician, strange eyes, and Performapal pendulum cards in your pendulum areas cannot be destroyed by your opponent's card effects, an amazing shield that protects three large and competitive pendulum archetypes. In addition, you can (once per round) destroy one card you control to add an Odd-Eyes card from your deck to your hand. Not only is it an amazing search function, it works with all types of weird-eyed cards, meaning you can add anything from the mighty weird-eyed pendulum dragon to the odd-eyed fusion spell. Abyss Theatre - Fantastic Theatre9. Abyss Theatre - Fantastic TheatreUse with: Abyss ActorAbyss Theatre - Fantastic Theatre lacks the common ATK/DEF push of many field spells, but offers its intended archetype two unique and sedentine effects. First, you can (once every round) uncover a monster pendulum player abyss and abyss script spell in your hand to add each abyss script spell (except a copy of what you discovered) from your deck to your hand. This continuous search function gives you consistent hands-advantage without replacement; You just have to meet the easy-to-get criteria. In addition, while you control a pendulum summoned to a monster pendulum player abyss, fantastic theater changes all the opposite activated monster effects you destroy and one set spell/trap your opponent controls. It not only prevents your opponent from the activated abilities they usually rely on, it changes their effects to destroy your face-down spells. It sounds like a bad thing, but remember that abyss script spells run a variety of tricks when destroyed while set. Therefore, you are essentially shutting down normal contrasting effects by replacing them with abilities that actually ultimately help you! Wizard Spell Wall 8. Spell Wizard WallUse with: Anything! The simplest of today's cards, a wizard witch wall works great for any pack that relies on multiple or missing archetypes A series-specific field spell. Really, it just works well with everything. The spelling wall simply boosts the ATK of all your monsters by 300 during your turn in their DEF by 300 during your opponent. It's that simple. Your ATK push in your movement allows you to flood your opponent during your battle phase, while the DEF push helps your blockers fend off any blows in your opponent's move. And because there are no archetype specifications or other restrictions, you can easily fit a witchcraft wall for any kind of deck. Great for everything, especially series that use both battle stations frequently (like Yang Zing). Oracle of Sefera7. ZefraUse's Oracle with: ZefraThing this daunting spell adds every Zefra monster from your deck to your hand on the run, already justifying its use by providing you with a free (and hand-collected) fighter. In addition, When you specially summon a Zefra monster, you can activate the appropriate effects once per twist per effect depending on the monster type of the summoned card: Worship: Shuffle one monster on the field and into the deck fusion: for a special time one monster from your hand Synchro: choose a monster from your deck and place it on top of your deck Xyz draw one card, and then cancel one card the real treat is that you can activate as many of these effects as you want Just not the same one twice. And unlike some field spells (looking at you, villain' hunting ground), the capabilities are optional, so you don't have to run them if for some reason it will be a disadvantage.F.A. City Grand Prix6. F.A. City Grand Prix use with: F.A.F.A. City Grand Prix offers a large trio of benefits for the F.A. Series first, their levels increasing by two during the main stage of each player and the battle stage; Not only is it beneficial for the huge high-grade subpoena xyz, it triggers the effects of their ATK boost F.A. group with higher levels. In addition, the Grand Prix prevents your opponent from targeting your F.A. monsters with card effects, an amazing shield that protects against most debuffs from any source. Finally, when your Grand Prix is destroyed by a card effect, you can add any F.A. card from your deck to your hand except another Grand Prix. This is an amazing search that can draw multiple types of cards over your deck, and it even triggered if you were the one who triggered the destruction of the Grand Prix. The seal of Orichelchos5. OrichalchosUse's seal with: Anything that doesn't rely heavily on the extra deck for any structure that doesn't rely heavily on the extra deck, the Seal of Orichalchos offers some incredible power. First, the drawbacks: When you run it, all your summoned special monsters are destroyed, so be sure to wait until your field is clear or there are only normal summoned units. Plus, while field, you can't special time from your extra deck, and you can only activate one seal of For every duel. However, all the monsters you control achieve 500 ATK and your opponent can't target your monster with the lowest ATK for attack while you control at least two inward-face-up attack monsters. There are two excellent advantages, and if you control two monsters with the same ATK, both will have the lowest ATK on your pitch, meaning your opponent won't be able to attack at all! Finally, once every round, orichalchos can't be destroyed by card effects, so your opponent will really struggle to remove it from your arsenal. Powerful and accessible to any archetype, Orichalchos has aged particularly well thanks to the additional deck restriction rules (which reward players who don't rely on it). Some suggested series to use with are Monarch, Buttermen, and Chaos.Domain of the Real Kings4. Domain of Real KingsUse with: MonarchTechnically, this card can be used with any series, but it really shines with a tribute-driven Monarch clan. As long as you don't have cards on your extra deck and you're the only player who controls a monster summons gesture, Domain denies your opponent a special summons from their extra deck. So brutal net often cuts your opponent's approach to their best monsters, forcing them to devour only with their service creatures. In addition, Domain awards all the monsters summoned to the tribute you control 800 ATK, a daunting boost that further infedulations your fiercest champions. Finally, you can reduce the level of monster with 2800 ATK and 1000 DEF (many of the best monarchies conform to these conditions) by two, allowing you to summon these high-class behemoths with one gesture instead of needing two servants sacrificed. Since this level change stays until the end of the queue, even if domain is destroyed, your opponent can't handle the feature with a mystical space typhoon and a quick game or other trick. If you run monarchs, you want a domain on your deck list, and some other series can benefit from it too.B.E.F. Zelos3. B.E.F. ZelosUse with: B.E.S.I. I won't lie to you: B.E.S. monsters are an aging group that, themselves, will struggle in a modern competitive duel. Fortunately, Konami increased their viability with one of the best seams in a specific series in the game. When first activated, B.E.F. Zelos adds the Rush Boss spell from your deck to your hand and has been replacing itself with a new card for your use. In addition, your B.E.S monsters achieve 500 ATK/DEF and cannot be targeted or destroyed by your opponent's card effects. Wow, an extra 500 oomphs in both battle stations plus immunity to destruction and focus? It's hard to beat, but Zloss superbly offers two other boons: you can once in each special round summon a B.E.S. monster out of your hand (useful to avoid having to gesture to them), and whenever your B.E.S. monsters are normal or specially summoned, you add against them, giving more resources to use Effects. What else can I say? It would be the ultimate field spell if only B.E.S. had some updated friends among them. As it is, Zloss makes a family once thought surprisingly incitingly incompetent. Adam Amorphe2. Amorphous personalityUse with: Amorphage!onmorphic offers three lush gifts for the Amorphous series with no drawbacks. First, it boosts all the ATK and DEF of all Amorj monsters by 300, a beneficial advantage that can make the difference between victory and defeat. In addition, up to twice each round, when at least one Amorphage monster you control is a gesture, you draw a card, a powerful draw engine that has the rare feature of operating up to twice every turn. And even if your opponent destroys a person, you can expel him from your graveyard and gesture pendulum monsters from your hand or field whose levels exactly equal 8 to summoning amorphator pain rituals, dracoverlord the imagination from your hand. This allows Persona to serve even after leaving the field by making the summons of one of the game's best ceremonial monsters. The Lair of Darkness1. The lair of darkness is used with: many dark decks, especially the brutal virus-field control that supports the abundant dark feature, the dark den inspired by the structure deck of the same name. All the monsters face up on the field (including your opponent's) turn dark, and once every round, you can gesture to a dark monster your opponent controls to activate a card effect. Since all monsters now have to be dark, it allows you to destroy any opposing unit (while spared your own) to wave your strongest effects and demanding sacrifice. In addition, during each player's finishing phase, they specifically summon the monster tokens and torture tokens at the defensive post until a number of tribute monsters that turn while Lair was face up. While it summons monsters to your opponent's field as well as yours, it ensures you always have some enemies to spend as a courtesy, and since the tokens reach the final stage, your opponent doesn't have much chance of using them anyway. An absolutely savage spell that helps a variety of dark decks, I can't recommend the den of darkness enough for a virus control trap series, and you can achieve it at surprisingly low prices under three dollars! The future of Field Spells An integral part of each deck's strategy, be sure to consider the best field spells for your custom deck lists. If nothing else, you can probably throw away a wizard spell wall or Orichalchos, but check out your preferred archetype options: you may be surprised by your options. After all, some series, like F.A. Monsters, enjoy access to multiple special field spells, and you must find something worthy of admission. Whatever you end up picking, be sure to quickly add your field spells by hand with the Terraforming search card, and you quickly destroy your opponent with a field full of push monsters. But for... As we eagerly await Conami's next extension of amazing field spells, vote for your favorite terrain and I'll see you at our next countdown Yu-Gi-Oh!© 2018 Jeremy GillCommentsojama Banana Pajamas on July 25, 2020:Ojama Land has a rebuilt monster and can be used to get blue, green and yellow ojama into your hand with ojamagic King Burger on May 08 2019:You missed the draconian diagram and the zero zone But I agree with the rest,

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