

Temen Oblak, Supreme Storm Elemental

Level 7

WATER

Thunder/Effect

2800/600

If your opponent has taken 2000 or more Effect Damage this turn, you can Special Summon this card from your hand or Graveyard. Once per turn, when your opponent takes Effect Damage, you can Special Summon one “Storm Elemental” monster from your Deck. It cannot attack this turn. You can only control one “Temen Oblak, Supreme Storm Elemental”.

Storm Elemental Vetra

Level 6

WATER

Thunder/Effect

2600/1600

You can Normal Summon this card without Tributing, but if you do, its ATK becomes 1600. When this card is Summoned, you can inflict damage to your opponent equal to half its current ATK, and if you do, you can destroy 1 monster your opponent controls whose ATK or DEF (whichever is lower) is equal to or less than that amount.

Storm Elemental Audra

Level 5

WATER

Thunder/Effect

2100/0

If you control no monsters, you can Special Summon this card from your hand. When this card is Summoned, you can add 1 card with “Storm Elemental” in its card text from your Deck to your hand. You can only activate this effect of “Storm Elemental Audra” once per turn. Once per turn, you can inflict 300 damage to your opponent.

Storm Elemental Stuhi

Level 4

WATER

Thunder/Effect

1800/300

When this card is Summoned, inflict 800 damage to your opponent. If this effect activates while you control another “Storm Elemental” monster, you can draw 1 card.

Storm Elemental Ekaitz

Level 3

WATER

Thunder/Effect

1500/500

When your opponent takes Effect Damage from the effect of a card you control, except “Storm Elemental Ekaitz”, you can Special Summon this card from your hand, then inflict 500 damage to your opponent. You can only Special Summon one “Storm Elemental Ekaitz” per turn this way.

Storm Elemental Nevihta

Level 2

WATER

Thunder/Flip/Effect

200/1800

When this card is flipped face-up, you may inflict 600 damage to your opponent. You can Tribute this card: All Effect Damage your opponent takes this turn is increased by 500. When your opponent takes effect damage: you can Special Summon this card from your hand or Graveyard in face-down defense position. You can only activate each effect of “Storm Elemental Nevihta” once per turn, and only once that turn.

Storm Elemental Dröhnen

Level 1

WATER

Thunder/Effect

500/500

If you control a “Storm Elemental” monster, you can discard this card from your hand; for the rest of this turn, when your opponent activates a card or effect, immediately inflict 300 damage to your opponent.

Mbhros, Elder Storm Elemental

Level 8

WATER

Thunder/Fusion/Effect

2600/1500

3 Thunder-type monsters

You can also Fusion Summon this card by Tributing the face-up materials you control (you do not use “Polymerization”). Other Thunder-type monsters you control cannot be destroyed by card effects and gain 300 ATK. Once per turn, you can Special Summon 1 Thunder-type monster from your Graveyard, but banish it during the End Phase. When a Thunder-type monster is Summoned or sent to the Graveyard, inflict 400 damage to your opponent.

Gathering Clouds

Normal Spell

Add 1 “Storm Elemental” monster from your Deck to your hand. You can banish this card from your Graveyard: inflict 600 damage to your opponent. You cannot activate this effect during the turn this card is sent to the Graveyard.

Squall Line

Continuous Spell

Once per turn, when your opponent takes Effect Damage, you can draw 1 card. Each time your opponent takes Effect Damage, place 1 “Storm Elemental Counter” on this card. Each time your opponent takes Effect Damage, except from the effect of “Squall Line”, inflict 100 damage to them for each “Storm Elemental Counter” on this card.

Devastating Supercell

Field Spell

Thunder-type monsters on the field gain 400 ATK and DEF. All battle damage either player takes is treated as effect damage instead. Once per turn (Quick Effect), you can banish 1 Thunder-type monster on the field: inflict damage equal to its ATK in the Graveyard to your opponent. If you banished a “Storm Elemental” monster to activate this effect, you can inflict damage equal to its ATK on the field, instead.

Ion Deluge

Counter Trap

Activate only when your opponent activates a monster effect while you control a Thunder-type monster. Negate the effect, also the monster whose effect was activated cannot attack, and it is treated as a Thunder-type monster. If the monster’s printed type is Machine, you can destroy it instead.