# Technical Report: Deep Dive Analysis of the Artmage Archetype (TCG)

## I. Archetype Overview: Core Philosophy and Mechanics

### I.A. TCG Context and Archetype Identity

The Artmage archetype, known in the OCG as Artmegia, is a sophisticated Fusion-based strategy scheduled for TCG release in the *Duelist's Advance* set on July 4, 2025.1 The deck's narrative centers on a magical academy powered by the divine entity Nerva, focusing on the protagonist,

*Medius the Pure*, and his transformation into the archetype's primary boss monster, *Artmage Diactorus*.3

Mechanically, the deck operates as a mid-range combo strategy characterized by internal resource recursion and a critical reliance on Monster Type diversity. The goal is to maximize card advantage through continuous Spell/Trap cycling and establish high-disruption quick effects that are contingent upon controlling **3 or more different Monster Types** simultaneously.4 This mechanic forces players to construct highly flexible boards capable of incorporating various Types, both from within and outside the archetype, to ensure the full power of the boss monsters is consistently unlocked.3

### I.B. The Critical Resource Loop: Artmage Academic Arcane Arts Acropolis (Acropolis)

The engine's functional nexus is the Field Spell, *Artmage Academic Arcane Arts Acropolis*. This card grants the player an additional Normal Summon for *Medius the Pure* during their Main Phase, which is instrumental in initiating the primary combo sequence.2

More critically, *Acropolis* facilitates continuous resource cycling. Its secondary effect allows the player to discard 1 Spell/Trap (S/T) card to declare an "Artmage" Monster Card name, treating a monster on the field as having that name. This name-changing function allows for highly flexible Fusion material substitution. However, the true value of this mechanic lies in its synergy with the specialized Artmage S/T cards.

Artmage Normal Spells and Traps, such as *Artmage Movement -Lineage-* and *Artmage Peripeteia -Turmoil-* (often referred to as *Turbulence*), possess secondary effects that activate only when they are sent to the Graveyard (GY) *specifically* to activate the effect of *Acropolis*.3

*Peripeteia -Turmoil-* (Trap) returns 1 Artmage Spell from the GY or banishment to the hand.3 Conversely,

*Movement -Lineage-* (Spell) performs the same function for Artmage Traps.3

This setup fundamentally changes how the cost associated with *Acropolis* is evaluated. The requirement to discard one S/T is not a true loss of card economy but rather a targeted exchange, as the discarded card often triggers a recovery effect, making the name-declaration/manipulation effect effectively costless in terms of card advantage. This inherent recursion provides Artmage with an extremely potent grind game potential, allowing core resources to be endlessly recycled.

This powerful resource loop, however, introduces a critical mechanical bottleneck. If *Acropolis* is destroyed or banished after the initial S/T has been sent to the GY, the entire engine stalls. The deck loses its ability to perform name manipulation, its crucial S/T resource cycling halts, and the remaining Artmage Spells and Traps in the deck or hand lose their secondary GY recursion effects, severely compromising the combo flow and long-term sustainability.2

## II. The Artmage Search & Extension Matrix

The Artmage strategy is highly centralized around a few key cards that reliably search each other, forming distinct pathways suitable for visualizing on an AI Canvas.

### II.A. Primary Starters and Searchers

The archetype boasts robust internal search capabilities designed to funnel the player toward the necessary Fusion material and enabling Spells.

#### **Medius the Pure (Level 4/Spellcaster)**

*Medius the Pure* is recognized as the quintessential starter for the archetype.3 When it is Normal or Special Summoned, its effect immediately searches for 1

*Artmage Power Patron* monster from the Deck.3 This ensures the crucial Quick Effect Fusion mechanism is added to the hand as the first action.

*Medius* also serves as an extender, capable of Special Summoning itself from the GY by shuffling one Artmage monster from the hand or field back into the Deck, providing flexibility for subsequent Link or Fusion plays.3

#### **Artmage Vandalism -Assault- (Continuous Spell)**

This Continuous Spell functions as a highly accessible secondary starter. Upon activation, *Artmage Vandalism -Assault-* searches 1 *Medius the Pure* from the Deck.3 This means that any generic card capable of searching a Continuous Spell effectively grants instant access to the core engine, often bypassing monster-based negation points that target

*Medius*'s Normal Summon effect. *Vandalism* also offers passive protection, protecting *Artmage Academic Arcane Arts Acropolis* from destruction by allowing the player to send *Vandalism* itself to the GY as a substitute.7

#### **Artmage Power Patron (Monster)**

*Artmage Power Patron* is the engine’s Fusion centerpiece, granting a Quick Effect Fusion Summon during either Main Phase.3 Although its presence on the field imposes a lock, restricting the player to Fusion Summons for the Extra Deck, the trade-off is worthwhile due to the flexibility it provides. Crucially, when

*Power Patron* is sent to the GY (typically as Fusion material), it activates a search effect, adding 1 Artmage Spell/Trap to the hand, provided there is no duplicate of that S/T name already in the GY.3 This ensures the deck retains momentum after committing to a Fusion Summon, often setting up the

*Acropolis* play or guaranteeing follow-up resources.

### II.B. Extenders and Quick-Effect Disruption

#### **Artmage Litera (Level 3/Spellcaster)**

*Artmage Litera* is the archetype's primary recursion and recovery tool.2 If the player controls another Artmage card, she can Special Summon herself from the hand and immediately recycle 1 Artmage card from the GY back to the hand.2 This effect provides the Spellcaster Type necessary for fusion or Type stacking, while recovering key resources like

*Medius*, a discarded S/T, or the crucial *Artmage Power Patron*. During the opponent's Main Phase, *Litera* functions as disruption, using a Quick Effect to Special Summon another Artmage monster from the hand or GY, then returning itself to the hand for reuse.2

#### **Artmage Graflare (Level 5/Dragon)**

*Artmage Graflare* provides necessary Type diversity and back-row removal. If another Artmage card is controlled, it Special Summons itself from the hand.3 Its Quick Effect allows the player to destroy an opponent's Spell/Trap card.3 The Dragon Type provided by

*Graflare* is essential for enabling the conditional Quick Effects of the primary boss monsters.

#### **Artmage Finmel (Level 7/Warrior)**

*Artmage Finmel* is a high-level extender that offers card advantage and powerful negation. If another Artmage card is controlled, she Special Summons herself from the hand and allows the player to draw 1 card.3 Her quick effect provides the secondary form of negation for the archetype: if the player controls 3 or more different Monster Types during either Main Phase, she negates the effects of all face-up monsters the opponent controls and halves their ATK.3 Furthermore, she offers valuable protection, preventing Level 6 or lower Artmage monsters from being targeted by effects.3 The Warrior Type she provides is fundamental for maximizing Type diversity.

Table 1 details the core search and recursion connections within the archetype, which define the structure of the Artmage combo paths.

Table 1: Artmage Internal Search and Recursion Matrix

| **Source Card (Node)** | **Activation Condition/Trigger (Edge)** | **Target Card(s) (Node)** | **Function/Result** |
| --- | --- | --- | --- |
| *Medius the Pure* | Normal/Special Summon | *Artmage Power Patron* (Monster) | Consistency/Starter |
| *Artmage Vandalism -Assault-* | Activation (Spell) | *Medius the Pure* (Monster) | Consistency/Starter Setup |
| *Artmage Power Patron* | Sent to GY (Unique S/T check) | 1 Artmage S/T card | Recursion/Follow-up |
| *Artmage Litera* | SS effect (Control Artmage) | 1 Artmage card from GY | Resource Recovery/Extender 2 |
| *Peripeteia -Turmoil-* (Trap) | Sent to GY for *Acropolis* effect | 1 Artmage Spell from GY/Banish | S/T Recursion (Spells) 6 |
| *Movement -Lineage-* (Spell) | Sent to GY for *Acropolis* effect | 1 Artmage Trap from GY/Banish | S/T Recursion (Traps) 6 |

## III. Achieving Type Diversity: The Artmage Toolbox

### III.A. The Necessity of Type Stacking

The most unique and demanding mechanical aspect of the Artmage archetype is the requirement to control 3 or more different Monster Types to enable the full quick effect disruption suite.3 This condition is mandatory for both

*Artmage Diactorus*'s omni-negation and *Artmage Finmel*'s mass monster effect negation.3 If the Type count drops below three, these powerful defensive tools are instantly deactivated, leaving the board exposed. This design mandates a high level of strategic planning regarding summon order and Type introduction.

The primary disruption package is established by combining *Artmage Diactorus* (Fairy/Fusion) with two other Type-providers. The in-archetype Types readily available are: Spellcaster (*Medius, Litera*), Dragon (*Graflare*), and Warrior (*Finmel*).3 Therefore, an optimal setup for maximizing negation requires the simultaneous presence of

*Diactorus* (Fairy), *Graflare* (Dragon), and *Finmel* (Warrior), or an equivalent combination utilizing an external Type.

### III.B. Strategic Type Manipulation and Restoration

The deck integrates methods for both creating and maintaining Type diversity, ensuring the conditional effects remain online. The Quick Effect Special Summon capability of *Artmage Litera* is invaluable in this regard.2 Should the opponent attempt to neutralize the board by destroying a key Type-provider (such as removing

*Graflare*, the Dragon), the player can chain *Litera*'s quick effect to immediately Special Summon another Type-provider (like a second *Graflare* or *Finmel*) from the hand or GY. This action instantaneously restores the 3+ Monster Type count, ensuring that *Diactorus*'s or *Finmel*'s negation remains active to deal with the incoming threat before it resolves.3

Furthermore, the archetype provides a mechanism for acquiring external Types via the Trap Card *Artmage Peripeteia -Turmoil-*.3 This Trap allows the player to return an Artmage monster they control to the hand or Extra Deck in order to Special Summon an opponent’s monster from their GY (with its effects negated).3 This effectively functions as graveyard disruption combined with Type acquisition, allowing the player to forcibly introduce a 3rd, 4th, or even 5th unique Monster Type onto the field, thereby guaranteeing that the Type requirements for

*Diactorus* and *Finmel* are met regardless of the starting hand.3

The fundamental importance of Type diversity dictates that the selection of external engines must be prioritized based on introducing non-redundant Monster Types. Since the core Artmage engine inherently supplies Fairy, Spellcaster, Dragon, and Warrior Types, the most efficient external tech choices are those that introduce utility Types like Fiend, Winged Beast, or Machine, maximizing the overall Type count and strengthening the final board against various disruptions.

## IV. The Core Combo Flow: Starter Analysis

For the purposes of constructing an AI Canvas visualization, the fundamental combo sequence originates from a high-consistency starting hand. The primary one-card starter is *Medius the Pure*, which immediately initiates the necessary search chain.3 However, for a resilient end board, the player typically requires a starter alongside access to the essential

*Artmage Vandalism -Assault-*.

### IV.A. Combo Prerequisites and Chokepoints

The most critical choke point for the archetype is the initial Normal Summon of *Medius the Pure*.3 If this summon or its effect to search

*Artmage Power Patron* is negated (e.g., by *Ash Blossom & Joyous Spring* or *Infinite Impermanence*), the primary Fusion path is immediately severed. The player is then forced to rely solely on hard-drawn extenders, S/T searches, or the subsequent Normal Summon granted by *Acropolis* (if accessed) to continue plays.

### IV.B. Synthetic One-Card Combo: Medius the Pure (To 3 Types & Diactorus)

The following sequence outlines a core path utilizing *Medius the Pure* and access to *Artmage Vandalism -Assault-*, demonstrating the archetype's ability to establish multiple Types and the primary boss monster.

Table 2: Core Artmage Combo Sequence for Type Stacking

| **Step #** | **Card Activated (Node)** | **Action/Effect (Edge)** | **Result/Current Field State** |
| --- | --- | --- | --- |
| **1** | Normal Summon *Medius the Pure* (Spellcaster) | Activates on Summon. Searches 1 *Artmage Power Patron*.3 | Field: Medius. Hand: Power Patron. |
| **2** | Activate *Artmage Vandalism -Assault-* (Spell) | Activation searches 1 *Medius the Pure* (sets up self-revive fodder).3 | Field: Medius, Vandalism. Hand: Power Patron, Medius (2). |
| **3** | Special Summon *Artmage Graflare* (Dragon) | Effect: Special Summons itself since *Medius* is controlled.3 | Field: Medius (Spellcaster), Graflare (Dragon), Vandalism. |
| **4** | Activate *Artmage Power Patron* (Monster) | Quick Effect Fusion Summon during Main Phase.3 | Field: Medius, Graflare, Vandalism. Hand: Power Patron. |
| **5** | Fusion Summon *Artmage Diactorus* (Fairy) | Materials: *Medius the Pure* (Spellcaster) + *Artmage Graflare* (Dragon). | Field: Diactorus (Fairy), Vandalism. GY: Medius, Power Patron, Graflare. |
| **6** | *Power Patron* Trigger (in GY) | Searches 1 Artmage S/T card. Search *Artmage Academic Acropolis* (Field Spell).3 | Hand: Acropolis. |
| **7** | Activate *Artmage Academic Acropolis* (Field) | Activates Field Spell.2 | Field: Diactorus (Fairy), Vandalism, Acropolis. |
| **8** | *Medius the Pure* Trigger (in GY) | Self-revives from GY by shuffling the second *Medius* from hand back to Deck.3 | Field: Diactorus (Fairy), Medius (Spellcaster), Vandalism, Acropolis. **(2 Types)** |
| **9** | Special Summon *Artmage Finmel* (Warrior) | Effect: Special Summons itself since *Medius* is controlled, Draw 1 card.3 | Field: Diactorus (Fairy), Medius (Spellcaster), Finmel (Warrior). **(3 Types Achieved)** |
| **10** | End Board Setup | Diactorus and Finmel Quick Effects are now live. | **End Board:** Omni-negate (Diactorus) + Mass Monster Negate (Finmel) + S/T Protection. |

### IV.C. Sequential Optimization

During combo execution, prioritizing the successful deployment of Type-generating monsters is crucial. The strategic preference is to summon *Graflare* (Dragon) and *Finmel* (Warrior) over *Litera* (Spellcaster) early in the sequence. This ensures that three unique non-Fairy Types are immediately present on the field to meet the necessary condition when *Diactorus* (Fairy) is summoned, guaranteeing that the Quick Effects are live upon its arrival.3

Furthermore, maximizing the archetype's resilience involves third-order optimization for recursion. When *Artmage Litera* is accessed, the optimal target for her GY recovery effect is typically *Artmage Power Patron*.2 Since

*Power Patron* is routinely sent to the GY during the Fusion Summon of *Diactorus*, recovering it provides the player with recurring Quick-Effect Fusion access in hand, which is vital for maintaining pressure or recovering the board on subsequent turns.

## V. End Board Analysis and Disruption Strategy

### V.A. Optimal Artmage End Board Snapshot

The Artmage end board is designed to present multiple layers of Type-gated disruption, providing both general protection and targeted removal.

Table 3: Artmage Type Diversity Mapping and Disruption Profile

| **Key Artmage Monster (Node)** | **Monster Type** | **Role in Endboard** | **Disruption Effect Condition** | **Disruption Type** |
| --- | --- | --- | --- | --- |
| *Artmage Diactorus* | Fairy | Boss Fusion | Control 3+ different Types | Omni-Negate (On-Field) 5 |
| *Artmage Finmel* | Warrior | Disruption | Control 3+ different Types | Mass Monster Negate (Face-up) 3 |
| *Artmage Graflare* | Dragon | S/T Spot Removal | Control another Artmage | Quick Effect S/T Destruction 3 |
| *Medius the Pure* | Spellcaster | Extender/Material | N/A | Follow-up/Resilience 3 |

When the core Artmage engine is run purely, the standard end board consists of *Diactorus* and *Finmel* backed by *Artmage Academic Arcane Arts Acropolis*, alongside *Medius* and *Litera* for extension and recursion. This structure provides one on-field omni-negate (*Diactorus*), one Quick Effect mass monster effect negation/ATK reduction (*Finmel*), and one Quick Effect Spell/Trap destruction (*Graflare*), all while protecting low-level monsters from targeting effects.3

### V.B. End Board Resilience and Limitations

The end board possesses substantial built-in resilience. The most notable resilience feature is the floating effect of *Artmage Diactorus*. If the Fusion Summoned *Diactorus* is destroyed, it immediately Special Summons 1 *Medius the Pure* from the hand, Deck, or Banishment.5 This instantaneously replaces the boss monster with the archetype's primary starter, ensuring the engine can reset and initiate a follow-up play or maintain momentum into the next turn.

Furthermore, *Artmage Finmel* provides crucial targeting protection for Level 6 or lower Artmage monsters, safeguarding key pieces like *Medius* and *Litera* from targeted negation such as *Infinite Impermanence* during the opponent’s turn.3 Coupled with the continuous resource cycling facilitated by the

*Acropolis* engine, the deck can consistently recover Fusion materials and key S/T resources for the subsequent turns.3

Despite this resilience, the deck has specific limitations in its disruption profile. The omni-negate provided by *Diactorus* is explicitly limited to card or effect activations *on the field*.5 Consequently, the Artmage board is inherently vulnerable to disruption that activates from the hand or Graveyard, such as

*Droll & Lock Bird* or certain GY-activated effects, which bypass the primary negation tool.8

Moreover, the conditional nature of the main disruptions (*Diactorus* and *Finmel*) creates a unique fragility regarding non-destruction removal. Cards that wipe the board without destroying (e.g., non-destruction bounce effects or mass banishment) immediately remove key Type-providers (Dragon, Warrior, Spellcaster). If the Type count drops below three, both the *Diactorus* and *Finmel* Quick Effects are neutralized, often leaving the opponent with a clear path to dismantle the remaining board.3 Therefore, maintaining Type diversity is not merely an option but a continuous defensive necessity.

## VI. External Engine Integration and Advanced Strategy

The Artmage archetype’s core design—specifically its non-reliance on the Normal Summon (due to *Acropolis*) and its necessity for Monster Type diversity—makes it highly compatible with small, focused external engines.

### VI.A. The Branded Engine Integration

The Branded engine exhibits exceptional synergy with Artmage, primarily because the Artmage engine's central monster, *Medius the Pure*, is a Spellcaster, enabling powerful Fusion lines.9

1. **Fusion Starter Synergy:** *Branded Opening* provides a highly efficient starting sequence. The player can discard *Medius the Pure* as cost to Special Summon *Aluber the Jester of Despia* (Fiend/Spellcaster), which then searches *Branded Fusion*. Crucially, the discarded *Medius* can then Special Summon itself from the GY later by shuffling *Aluber* back into the Deck, turning the initial cost into a net neutral or positive exchange that immediately provides access to the engine's Fusion Spell.9 This path introduces the essential  
   **Fiend** Type for Type stacking.
2. **Type Acquisition:** *Branded Fusion* can utilize *Medius* and *Fallen of Albaz* to summon Fusion Monsters like *Granguignol the Dusk Dragon* (Dragon/Fusion), satisfying the Dragon Type requirement while simultaneously advancing the Artmage core goal or setting up GY resources.10
3. **Endgame Threat:** The Fusion toolbox provided by Branded (e.g., *Mirrorjade the Iceblade Dragon*) offers versatile removal options that complement Artmage's on-field negation and destruction effects.9

### VI.B. Generic Fusion and Utility Tech

#### **Super Polymerization and Generic Fusions**

As a dedicated Fusion deck, Artmage leverages *Super Polymerization* for non-destruction board breaking and immediate threat removal.8 Relevant targets include

*Garura, Wings of Resonant Life* (Winged Beast/Fusion), which easily introduces the **Winged Beast** Type, further guaranteeing the 3+ Type condition for *Diactorus* and *Finmel*.9

*Mudragon of the Swamp* also offers flexible material requirements and Type manipulation.8

#### **Invoked and Link Utility**

The deck often reserves its Normal Summon for *Medius*, but alternative Normal Summon engines like the Invoked package featuring *Aleister the Invoker* (Spellcaster) can be integrated.8 This provides access to

*Invoked Mechaba* (Machine/Fusion), introducing the **Machine** Type and a powerful targeted negation, helping to address the vulnerabilities inherent in *Diactorus*'s on-field limitation.8

Link monsters are also crucial for maximizing resource recovery and defensive continuity. *Cross-Sheep* (Link-2) is frequently included to revive a Level 4 or lower monster (*Medius* or *Litera*) when a Fusion Monster is summoned to a zone it points to, immediately restarting the search and extension loops.8

### VI.C. Engine Selection Criteria

When selecting external engines, a key consideration is avoiding tools that impose premature Extra Deck summoning restrictions. Although other Pendulum decks, such as Vaylantz, utilize engines like Superheavy Samurai (SHS) for powerful Link/Synchro access 11, integrating an engine that locks the player out of Fusion Monsters before

*Artmage Diactorus* is established would be fundamentally contradictory to the Artmage core game plan.3 The Branded and Invoked engines are preferred because they maintain the focus on Fusion Summoning while providing Type diversity.

For enhanced endgame security, advanced strategies integrate defensive Link options. After establishing the initial Fusion board but before passing the turn, using *I:P Masquerena* (Link-2) allows the player to pivot into a protected threat like *Mekk-Knight Crusadia Avramax* (Link-4) during the opponent's turn.8 This transition transforms the Type-gated negation board into a defensive tower, providing coverage against mass removal or non-targeting threats that might otherwise neutralize the conditional Artmage Quick Effects.

## VII. Conclusions and Recommendations

The Artmage archetype presents a deeply synergistic and high-potential Fusion strategy in the TCG, defined by its core resource cycling engine (*Acropolis*) and its unique reliance on Monster Type diversity to unlock its primary disruption tools. The internal search matrix is robust, centered on *Medius the Pure* and *Artmage Vandalism -Assault-* to ensure consistent access to the Quick-Effect Fusion enabler, *Artmage Power Patron*.

The resulting end board is formidable, combining an on-field omni-negate (*Diactorus*) with a mass monster effect negation (*Finmel*). However, the critical vulnerability lies in the Type-gated nature of these effects and the inability of *Diactorus* to address non-field-activated disruption (i.e., hand traps).

For optimized competitive play, the analysis strongly suggests integrating a supplementary engine that fulfills two criteria:

1. Provides non-redundant Monster Types (e.g., Fiend or Winged Beast) to maximize the consistency of *Diactorus* and *Finmel*'s Quick Effects.
2. Maintains Fusion access and resource stability (e.g., the Branded engine), offering critical follow-up options and resilience against interruption.

The complexity of managing monster positioning, Type diversity, and S/T recursion makes Artmage a rewarding archetype for technical players, provided they master the optimal sequences for achieving the necessary three unique Monster Types early in the combo flow.

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