# Analysis of "Endymion, the Crescent Magistus" (DOOD-EN099) and its Impact on the Endymion Pendulum Strategy

## I. Executive Summary: A Strategic Misnomer

This report's primary finding is definitive: "Endymion, the Crescent Magistus," released in the *Doom of Dimensions* set, has **zero impact** on the play style, play lines, or end boards of the traditional "Endymion" Pendulum (Spell Counter) strategy. The recommended number of copies to play in a standard Endymion Pendulum deck is **zero**.

The card's "Endymion" name is the source of this strategic confusion. The name is a reference to its shared "Magistus" archetype lore—which depicts the younger years of characters like Endymion and Crowley—not a mechanical or functional synergy with the "Endymion" Pendulum archetype. As confirmed by competitive Endymion guides, this card "is not run at all" in Endymion decks; it is "purely a Magistus card and has no functionality as an Endymion card".

This analysis will first provide a detailed deconstruction of *why* "Endymion, the Crescent Magistus" is mechanically incompatible with the Endymion Pendulum strategy. It will then, to provide a complete picture, analyze the card's *actual* niche function within its intended archetype, "Magistus."

## II. Mechanical Deconstruction: "Endymion, the Crescent Magistus" (DOOD-EN099)

A clinical analysis of the card's text, which is consistent across all official databases, reveals its complete misalignment with the Endymion Pendulum deck.

### A. Summoning Requirements & Stats (The First Bottleneck)

* **Card Text:** "2 monsters, including a Level 4 Spellcaster monster".
* **Stats:** LIGHT, Spellcaster/Link/Effect, 1850 ATK, Link-2, Arrows: Left, Bottom-Right.

The summoning requirement of "a Level 4 Spellcaster monster" is the first point of inefficiency. The core Endymion Pendulum strategy does not reliably place a specific Level 4 Spellcaster and another monster on board to use as Link Material for a non-essential Link-2. The deck's primary starters are often "Servant of Endymion" (a Level 3 monster) or "Spellbook Magician of Prophecy" (a Level 2 monster). The deck's primary, and critically important, Link-2 is "Heavymetalfoes Electrumite," which has generic Pendulum monster materials and is central to the entire strategy. Committing two monsters to summon "Crescent Magistus" is a severe misallocation of resources that would otherwise be used to make "Electrumite" or build towards the deck's primary Link-3, "Selene, Queen of the Master Magicians".1

### B. Effect 1: The "Magistus" Equip (The "Blank Text" Problem)

* **Card Text:** "If this card is Link Summoned: You can target 1 'Magistus' monster you control; equip it with 1 Spellcaster monster from your GY or banishment as an Equip Spell.".

This effect is completely non-functional in a standard Endymion Pendulum deck. The strategy does not run any "Magistus" monsters. Without a valid "Magistus" monster on the field to target, this effect cannot be activated. For an Endymion player, this entire portion of the card's text is functionally blank.

### C. Effect 2: The Quick-Effect Recycle (The "Wrong Mechanic" Problem)

* **Card Text:** "During the Main Phase (Quick Effect): You can target 1 Spellcaster Monster Card in your Spell & Trap Zone treated as an Equip Spell; return it to the hand.".

This effect is also mechanically incompatible. The Endymion deck's core mechanic is the generation and removal of **Spell Counters**. It has no native, in-engine method for placing its Spellcaster monsters into the Spell & Trap Zone *as Equip Spells*. This effect exists to support the "Magistus" archetype's core mechanic, which revolves around equipping its monsters from the Main and Extra Deck to each other. "Endymion, the Crescent Magistus" is designed to recycle a resource that the Endymion Pendulum deck does not and cannot produce.

### D. The Critical Restriction (The "Low Ceiling" Problem)

* **Card Text:** "You can only use 1 'Endymion, the Crescent Magistus' effect per turn, and only once that turn.".

This "either/or" restriction is severe. A player cannot use Effect 1 to equip a monster and then use Effect 2 to return it in the same turn. This restriction prevents the card from being a flexible, one-card combo starter. It relegates it to a slower, "grind-game" role, where a player might use one effect on their turn (e.g., Effect 1 for setup) and the other on a subsequent turn (e.g., Effect 2 for recursion or interaction). This pace and play style are the antithesis of the Endymion Pendulum strategy, which is a "critical mass" combo deck aiming to build an "unbreakable" board on the first turn.

## III. Strategic Benchmark: The Traditional Endymion Pendulum Strategy

To understand why "Crescent Magistus" has no impact, we must first codify the established, successful Endymion Pendulum strategy.

### A. The Core Engine: Spell Counters

The deck revolves around activating Spell Cards to place Spell Counters on its Pendulum monsters, such as "Mythical Beast Master Cerberus" and "Mythical Beast Jackal King", and its Field Spell, "Magical Citadel of Endymion". These counters are then removed as a resource to activate powerful effects, such as monster negations or Special Summons. The entire deck's primary goal is often to resolve the Pendulum Effect of "Servant of Endymion," which requires 3 Spell Counters to Special Summon itself and another monster from the deck.

### B. The Core Play Line: Extra Deck Enablers

The Endymion Pendulum deck is highly dependent on its Extra Deck Link monsters to generate resources and build its board.

* **"Heavymetalfoes Electrumite":** This is the deck's *actual* go-to Link-2. It is used to add a Pendulum monster from the Deck to the Extra Deck, trigger an "Astrograph Sorcerer" or "Chronograph Sorcerer" from the hand, and provide a draw. It is essential for generating resources and consistency.
* **"Selene, Queen of the Master Magicians":** This is the deck's primary Link-3. "Selene" gains Spell Counters as Spells are activated and can then remove 3 counters to Special Summon a Spellcaster (most notably "Reflection of Endymion") from the hand or GY. This is often used as a Quick Effect for disruption on the opponent's turn.1

### C. The Target End Board: The "Negation Fortress"

As a "going first" combo deck, the goal is to create a board of multiple, layered negations. A typical, strong Endymion end board consists of:

1. **"Selene, Queen of the Master Magicians":** In the Extra Monster Zone, poised to revive "Reflection".1
2. **"Endymion, the Mighty Master of Magic":** On the field, providing a "soft once per turn" Spell/Trap negate.
3. **"Mythical Beast Jackal King":** On the field, providing a "soft once per turn" monster effect negate.1
4. **"Odd-Eyes Vortex Dragon":** On the field, providing an omni-negate. This is typically summoned by overlaying two Level 7 monsters (like "Mighty Master" and "Master Cerberus") into "Odd-Eyes Absolute Dragon," and then linking "Absolute" away to trigger its floating effect.
5. **"Reflection of Endymion":** In the Graveyard, acting as "ammunition" for "Selene's" Quick Effect to bounce an opponent's card.1

## IV. Impact Analysis: "Crescent Magistus" vs. The Endymion Pendulum Strategy

This section directly answers the user's query by comparing the card from Section II to the established strategy from Section III.

### A. Impact on Play Lines: None (A Detriment, Not an Extender)

"Endymion, the Crescent Magistus" does not fit into any known Endymion Pendulum combo line. A combo piece or "extender" must, at a minimum, replace the resources used to summon it (be "resource neutral") or generate new resources (be "resource positive").

* **"Heavymetalfoes Electrumite"** is resource positive: it costs 2 monsters but searches one and draws one.
* **"Selene, Queen of the Master Magicians"** is resource positive: it can cost 2-3 monsters but can revive one immediately and another as disruption.
* **"Endymion, the Crescent Magistus"** is resource *negative* for this deck: it costs 2 monsters and provides *zero* advantage, as both of its effects are unusable. Summoning it is the equivalent of ending your combo prematurely.

### B. Impact on End Boards: None

The card does not contribute to the "Negation Fortress" end board in any way.1 An end board piece must either *be* a "floodgate" or source of negation, or it must *enable* one. "Crescent Magistus" (1850 ATK) has no "Quick Effect" disruption that functions within this deck, provides no negation, and, most importantly, does not generate or interact with the Spell Counters needed to fuel the negations of "Mighty Master" or "Jackal King".1 It would be a vanilla Link-2 monster taking up a valuable Extra Monster Zone that "Selene" requires.

### C. Comparative Synergy Analysis

The disconnect between the "Endymion" name and the "Magistus" function is the central theme. A comparative analysis makes this objectively clear.

**Table 1: Comparative Synergy Analysis of "Endymion, the Crescent Magistus"**

| **Metric** | **Endymion Pendulum Deck** | **Magistus Archetype** |
| --- | --- | --- |
| **Summoning Cost** | **High.** "2 monsters, incl. a Level 4 Spellcaster" is an inefficient cost that conflicts with key extenders ("Servant" is Lvl 3) and the deck's primary Link-2, "Electrumite". | **Low.** The deck is composed almost entirely of Level 4 Spellcasters. Summoning this card is a natural extension of its "Artemis" or "Rilliona" starters. |
| **Effect 1 Utility**(Equip from GY/Banish) | **None.** The deck does not run "Magistus" monsters to target. This effect is literally unusable. | **High.** This is a core recursion tool. It can re-equip a key "Magistus" monster from the GY or, crucially, one that was banished. |
| **Effect 2 Utility**(Recycle Equip) | **None.** The deck does not natively produce "Spellcaster Monster Card[s]... treated as an Equip Spell". | **High.** This is the card's primary function. It allows the player to (1) recycle an Equip for a follow-up turn or (2) activate it as a Quick Effect to return a card to hand, dodging removal or enabling a hand effect. |
| **Synergy with Core Mechanic** | **None.** The card has no text related to **Spell Counters** or **Pendulum Summoning**. | **High.** The card's entire text is built to support the **Equip-from-Extra-Deck** mechanic of the "Magistus" archetype. |

## V. The Card's True Function: Role in the "Magistus" Archetype

To be exhaustive, this section explains what "Endymion, the Crescent Magistus" *actually* does in the deck it was designed for.

### A. Context: The Magistus Archetype

"Magistus" is an archetype of Level 4 Spellcasters. Its core play style involves its Main Deck monsters equipping "Magistus" monsters from the Extra Deck (via cards like "Zoroa, the Magistus of Flame" or "Endymion, the Magistus of Mastery"). The Link-1 "Artemis, the Magistus Moon Maiden" is a key starter, turning any Level 4 Spellcaster into a "Magistus" name and a search.

### B. Role 1: Niche Extender (The "Artemis-to-Crescent" Line)

"Crescent Magistus" can be used as a "Link-2 extender" in a "Link-climbing" sequence. A Magistus player can Normal Summon a Level 4 Spellcaster, Link it into "Artemis, the Magistus Moon Maiden", and then, if they have another monster, Link "Artemis" + the second monster into "Crescent Magistus". This play (1) loads "Artemis" into the GY, where she can be equipped by "Crescent Magistus'" own effect, and (2) provides a "Magistus" name on field. This is a common play pattern in modern Spellcaster decks.

### C. Role 2: Grind-Game and Recursion Tool

The card is primarily for resource looping. Effect 1 ("Equip from GY/banishment") is a powerful recursion tool in a long game, especially for retrieving banished resources. Effect 2 ("return... to the hand") allows for a "grind game" by recycling key Magistus monsters that were used as Equips.

### D. Role 3: Advanced Combo (The "Crowley-Mechaba" Interaction)

The card's Quick Effect enables a specific, advanced interaction mentioned in competitive discussions. This play line demonstrates its intended, high-skill ceiling:

1. **Setup (Your Turn):** You Link Summon "Endymion, the Crescent Magistus." You activate its Effect 1, targeting itself (as it is a "Magistus" monster) and equipping a Spellcaster like "Crowley, the Magistus of Grimoires" or "Aleister the Invoker" from your GY.
2. **Interaction (Opponent's Turn):** During the opponent's Main Phase, you activate the Quick Effect of "Crescent Magistus" to return the equipped "Crowley" or "Aleister" to your hand.
3. **Payoff:** You can now activate the effect of "Crowley" or "Aleister" from your hand. This allows you to "surprise" the opponent by summoning a new monster and fusing "Crescent Magistus" (a LIGHT monster) with the DARK "Crowley" or "Aleister" into a powerful boss monster like "Invoked Mechaba" or "Aiwass, the Magistus Spell Spirit".

This play line demonstrates the card's intended function: a niche, utility piece for the *Magistus* archetype, *not* a combo starter for Endymion.

## VI. Final Verdict and Deployment Recommendation

This section delivers the final, actionable recommendation based on all preceding analysis.

### A. Deployment Recommendation (Endymion Pendulum Deck): 0 Copies

"Endymion, the Crescent Magistus" is a "brick" in the Endymion Pendulum deck. It is mechanically incompatible, consumes resources it cannot repay, and does not synergize with the deck's core Spell Counter mechanic. Including this card will actively decrease the consistency and power of the strategy.

### B. Deployment Recommendation (Magistus Deck): 0-1 Copies

Even in its *intended* deck, "Crescent Magistus" is not a mandatory 3-of. It is a flexible, "tech" card.

* Competitive guides and usage statistics confirm this. A "Dismantle/Keep" list for the "Regeneration of Stars" pack suggests 0-1 copies, noting it is "Sometimes ran in Magistus decks". Master Duel Meta statistics from September 2025 show a near 50/50 split, with 43% of Magistus decks running one copy and 57% running zero.
* The reason it is a 0-1 "one-of" is its severe "only 1 effect" restriction. A player can only use one of its effects, once. There is no value in having a second copy, and its utility is niche.
* Some competitive players explicitly state a preference for a *second* copy of "Artemis, the Magistus Moon Maiden" over a *first* copy of "Crescent Magistus," as "Artemis" provides more immediate extension. This confirms "Crescent Magistus" is, at best, a "flex spot" in its own deck.

### C. Concluding Assessment: The "Endymion" Name

The user's query is a prime example of a common trap in modern Yu-Gi-Oh!: confusing lore-based naming conventions with mechanical synergy. The "Endymion" in this card's name refers to the character "Endymion, the Magistus of Mastery", a younger version of the main "Endymion, the Mighty Master of Magic". The card belongs to the "Magistus" archetype and has no functional place in the "Endymion" Pendulum deck. The Endymion Pendulum player's Extra Deck space is far too valuable—reserved for "Heavymetalfoes Electrumite," "Selene, Queen of the Master Magicians," "Odd-Eyes Vortex Dragon," and "Odd-Eyes Absolute Dragon" 1—to be spent on a card that does not advance its core Spell Counter-based strategy.

#### Geciteerd werk

1. Endymion Guide (TCG) - GitHub Pages, geopend op november 9, 2025, <https://literaturechan.github.io/MightyCitadel/guide.html>