# The Majespecter Grimoire: A Comprehensive TCG Analysis

## Part I: The Philosophy of the Wind Wizards: Archetype Fundamentals

The Majespecter archetype emerges as a unique and resilient force within the landscape of Pendulum-based strategies. Comprised entirely of WIND Spellcaster monsters, this archetype distinguishes itself not through potent effects within the Pendulum Zones—which are conspicuously absent—but through a powerful, self-sustaining engine driven by on-summon monster effects and a formidable defensive core.1 Understanding the Majespecter strategy requires a grasp of its foundational principles: inherent resilience, a cyclical resource engine, and a gameplay philosophy centered on control and advantage generation.

### Core Identity: The Resilient Control Engine

At the heart of the Majespecter identity lies a shared protective effect that renders nearly every monster in the archetype immune to the most common forms of interaction in the game: "Cannot be targeted by, or destroyed by, an opponent's card effects".1 This simple yet profound immunity forms the bedrock of their game plan. It allows them to establish and maintain a board presence that is exceptionally difficult for many strategies to dismantle, forcing opponents to seek out less conventional, non-targeting, or non-destruction-based forms of removal.2

This inherent durability enables the archetype's primary resource loop. The gameplay pattern is a methodical cycle of advantage:

1. A Majespecter monster is Normal or Special Summoned, triggering its effect to search a specific type of "Majespecter" card from the deck—be it another monster, a Spell, or a Trap.2
2. The summoned monster then serves as tribute fodder for the very Spells and Traps it helps to search. These support cards offer powerful disruptive effects, such as monster negation, removal, or banishing.2
3. Because the tributed monster is a Pendulum Monster, it is not sent to the Graveyard but instead placed face-up in the Extra Deck.2
4. This allows the player to Pendulum Summon the tributed monster back to the field on a subsequent turn, restarting the cycle of searching and disruption.2

This loop creates a highly efficient, recursive engine that can generate immense card advantage over the course of a duel, allowing the Majespecter player to control the board while consistently replenishing their resources.5

### The Cost as Catalyst Principle

In most decks, tributing a monster is a significant cost, a depletion of resources in exchange for an effect. Within the modern Majespecter strategy, this concept is inverted. The act of tributing a monster is not merely a cost but a central "catalyst" for the deck's most powerful and explosive plays. This principle is what elevates the archetype from a simple control strategy to a formidable combo-control powerhouse.

Initially, a card like Majespecter Tempest appears to be a straightforward one-for-one trade: tribute one of your WIND Spellcasters to negate an opponent's monster effect or Special Summon.2 The Pendulum mechanic already mitigates this cost by placing the tributed monster in the Extra Deck for reuse. However, the introduction of Majespecter Draco - Ryu, the archetype's Rank 4 Xyz Monster, fundamentally rewrites this interaction. Its effect states: "If a monster(s) is Tributed while this card is on the field... you can detach 1 material from this card; Special Summon 1 Level 6 or lower WIND Spellcaster monster from your Deck".6

This interaction transforms the entire dynamic of the deck's disruption. When Draco - Ryu is on the field, activating Tempest during the opponent's turn initiates a powerful chain of events. The tribute is no longer just a cost; it becomes a trigger. The sequence becomes:

1. Tribute a WIND Spellcaster (e.g., the Link Monster Majespecter Orthrus - Nue) to activate Tempest.
2. Tempest resolves, negating the opponent's card and providing crucial disruption.
3. The tribute triggers the effect of Majespecter Draco - Ryu.
4. Draco - Ryu detaches a material to Special Summon a key monster, such as Majespecter Unicorn - Kirin, directly from the deck.7
5. This newly summoned monster provides an additional layer of disruption and, if it's a searcher, generates immediate advantage.

What began as a simple negation has now resulted in disrupting the opponent, summoning a powerful boss monster from the deck, and setting up further plays. The "cost" has actively generated significant board presence and advantage. This "Cost as Catalyst" principle is the engine that drives the modern deck's ability to establish and maintain control while simultaneously building an overwhelming field state.7

## Part II: The Majestic Arsenal: A Card-by-Card Strategic Analysis

The strength of the Majespecter archetype lies in the seamless synergy between its members. Each card has a distinct role, yet they all work in concert to execute the deck's overarching strategy of searching, swarming, and controlling the duel. The cards can be best understood when categorized by their primary function within this engine.

### The Searchers: Engine Starters and Tutors

The foundation of any Majespecter turn is its searchers. These monsters are the lifeblood of the deck, ensuring consistent access to the necessary combo pieces and disruptive elements.

* **Majespecter Raccoon - Bunbuku**: A Level 3 monster with a Pendulum Scale of 5, Bunbuku is widely regarded as the deck's premier starter. Upon being Normal or Special Summoned, it allows the player to add any "Majespecter" monster from the deck to the hand.1 This immediate, unconditional monster search makes it the most critical one-card starter for initiating the deck's primary combo lines.9
* **Majespecter Crow - Yata**: As a Level 4 monster with a Pendulum Scale of 5, Yata's role is to search for "Majespecter" Spell Cards upon being summoned.1 This is essential for accessing key extenders like Majespecter Wind or spot removal like Majespecter Cyclone, providing both combo flexibility and a toolbox of answers.
* **Majespecter Fox - Kyubi**: This Level 4 monster with a Pendulum Scale of 2 is the deck's dedicated Trap searcher.1 Its on-summon effect is the primary method for accessing the archetype's most powerful forms of disruption: the counter-trap Majespecter Tempest and the banishing trap Majespecter Tornado.5
* **Majespecter Cat - Nekomata**: A Level 3 with a Pendulum Scale of 2, Nekomata offers the most versatile search, allowing the player to add any "Mjespecter" card to their hand.1 However, this search is delayed, occurring during the End Phase of the turn it was summoned. While slower than Bunbuku, its ability to find any card type makes it a valuable tool for planning and securing resources for subsequent turns.1
* **Majespecter Toad - Ogama**: This Level 4, Scale 5 monster provides a unique form of access. On summon, it allows the player to Set one "Majespecter" Spell or Trap directly from the deck to the field, though it cannot be activated that same turn.3 This offers tactical flexibility, allowing a player to prepare a specific piece of disruption for the opponent's turn without needing to search it to hand first.

### The Extenders: Modern Combo Enablers

With the release of new support, the archetype gained powerful extenders that transformed its capabilities from a slow control deck into a modern combo-oriented strategy.

* **Majespecter Porcupine - Yamarashi**: A Level 4, Scale 2 monster that serves as a cornerstone of modern combos. It possesses a Quick Effect to Special Summon itself from the hand if a "Majespecter" monster is on the field. Furthermore, upon being Normal or Special Summoned, it can Set a "Majespecter" Spell from the Graveyard.6 This dual functionality provides a free body for Link Summoning and a valuable method of resource recursion, making it the ideal target for Bunbuku's initial search.9
* **Majespecter Orthrus - Nue**: A Link-2 monster that is arguably the single most important card in the modern deck. On Link Summon, Nue performs two critical functions simultaneously: it adds up to two face-up "Majespecter" Pendulum Monsters from the Extra Deck back to the hand, and it sends up to two "Majespecter" Pendulum Monsters with different names from the Main Deck to the face-up Extra Deck.6 This one effect masterfully sets up the entire turn, providing the scales needed for a Pendulum Summon while also loading the Extra Deck with the monsters to be summoned. The success of the deck's primary combo often hinges on the successful resolution of Nue's effect.9

### The Disruptors: Control and Interruption

Once the engine is established, the deck relies on its powerful disruptive monsters and backrow to control the game.

* **Majespecter Unicorn - Kirin**: A legendary Level 6, Scale 2 monster whose return to the TCG has been a massive boon for the archetype. Its Quick Effect allows the player to target one other Pendulum Monster they control and one monster their opponent controls, returning both to the hand.2 This is a non-destruction removal effect that is incredibly difficult for many decks to counter. It can remove problematic boss monsters while simultaneously recycling one of your own searchers, creating a loop of disruption and advantage that can dominate a game.3
* **Majespecter Tempest**: The archetype's premier negation tool, this Counter Trap functions as an in-theme "Solemn Strike." By tributing a WIND Spellcaster, it can negate the activation of a monster's effect or the Special Summon of a monster(s) and destroy that card.2 Its searchability via Kyubi makes it a consistent and reliable threat.
* **Majespecter Tornado**: A Normal Trap that provides a different, but equally crucial, form of removal. By tributing a WIND Spellcaster, it targets and banishes one of the opponent's monsters.2 This is essential for dealing with threats that are immune to destruction or possess powerful effects that trigger upon being sent to the Graveyard.

### The Catalysts: Engine Accelerators

These cards serve to accelerate the core engine, enabling more explosive plays and providing access to key pieces when needed.

* **Majespecter Draco - Ryu**: This Rank 4 Xyz Pendulum Monster is the ultimate catalyst, perfectly embodying the principle of turning costs into advantages. As detailed earlier, its ability to Special Summon a Level 6 or lower WIND Spellcaster from the deck whenever a monster is tributed is the key interaction that allows the deck to build its board during the opponent's turn.6 It is the primary method for summoning Kirin from the deck as a surprise interruption.7
* **Majesty's Pegasus**: The archetype's Field Spell, which provides a small 300 ATK/DEF boost. Its far more important effect allows the player to tribute a WIND Spellcaster to Special Summon a Level 4 or lower "Majespecter" monster from the deck.2 This effect serves as both a starter and an extender, capable of turning any Majespecter on the field into the specific searcher required for the situation, most often Bunbuku, to begin the main combo.11

### Table: Majespecter Search & Synergy Matrix

To visualize the intricate network of interactions within the archetype, the following matrix outlines the role and function of each key Main Deck monster.

| Card Name | Level / Scale | Primary Role | Searches/Sets | Key Synergy |
| --- | --- | --- | --- | --- |
| Majespecter Raccoon - Bunbuku | 3 / 5 | Starter | Monster | Searches Yamarashi to begin the Nue combo. |
| Majespecter Crow - Yata | 4 / 5 | Utility | Spell | Searches Majespecter Wind for follow-up or Cyclone for removal. |
| Majespecter Fox - Kyubi | 4 / 2 | Disruption Setup | Trap | Searches Tempest for negation or Tornado for banishing. |
| Majespecter Cat - Nekomata | 3 / 2 | Follow-up | Any Card (End Phase) | Sets up resources for the next turn; slower but more versatile. |
| Majespecter Toad - Ogama | 4 / 5 | Disruption Setup | Sets Spell/Trap | Flexible setup; bypasses hand to place disruption directly on field. |
| Majespecter Porcupine - Yamarashi | 4 / 2 | Extender | Sets Spell from GY | Enables Link Summon of Nue and provides resource recursion. |
| Majespecter Unicorn - Kirin | 6 / 2 | Disruption | N/A | Provides reusable, non-destruction removal and recycles searchers. |

## Part III: Weaving the Spellstorm: Core Combos and Endboards

The modern Majespecter deck is defined by its ability to convert a single starter card into a formidable endboard with multiple layers of interaction. The following demonstrates the deck's primary combo, illustrating the precise sequence of plays that establishes its powerful control setup. This sequence is designed to be clear and easily visualized, akin to a flowchart.

### The One-Card Full Combo (Starter: Majespecter Raccoon - Bunbuku)

This combo line represents the deck's ideal opening play and is achievable with just one card in hand: Majespecter Raccoon - Bunbuku.9

1. **Normal Summon Majespecter Raccoon - Bunbuku**. Upon its summon, activate its monster effect to search the deck for Majespecter Porcupine - Yamarashi and add it to the hand.
2. With a "Majespecter" monster now on the field, activate the effect of Yamarashi from the hand to **Special Summon itself** to the field.
3. Using both Bunbuku and Yamarashi as material, **Link Summon Majespecter Orthrus - Nue** to an Extra Monster Zone.
4. Activate the effect of Nue upon its Link Summon. For the first part of the effect, add the two monsters used for its summon (Bunbuku and Yamarashi) from your face-up Extra Deck back to your hand. For the second part, choose two "Majespecter" Pendulum Monsters with different names from your deck and place them face-up in your Extra Deck. Optimal targets are **Majespecter Fox - Kyubi** (Level 4, Scale 2) and **Majespecter Crow - Yata** (Level 4, Scale 5).
5. With Bunbuku and Yamarashi now back in hand, place them into your Pendulum Zones to **set your scales**. Yamarashi becomes your Scale 2, and Bunbuku becomes your Scale 5.
6. **Perform a Pendulum Summon**. Using your established scales, Special Summon both Kyubi and Yata from your face-up Extra Deck to your Main Monster Zones.
7. Since two monsters were summoned simultaneously, their on-summon effects will trigger. You can choose the chain order. A standard sequence is to activate Kyubi's effect as Chain Link 1 and Yata's effect as Chain Link 2.
   * **Chain Link 2 resolves:** Yata's effect adds one "Majespecter" Spell Card from your deck to your hand. The prime target is **Majespecter Wind**.
   * **Chain Link 1 resolves:** Kyubi's effect adds one "Majespecter" Trap Card from your deck to your hand. The prime target is **Majespecter Tempest**.
8. Using the now on-field Kyubi and Yata as material, **Xyz Summon Majespecter Draco - Ryu**.
9. **Set Majespecter Tempest** in your Spell & Trap Zone. End your turn.

### Visualizing the Optimal Endboard and Its Layers of Interaction

The sequence above concludes with a seemingly modest board, but its true power lies in the synergistic interactions that activate during the opponent's turn.

* **The Established Board:**
  + **Monster Zone:** Majespecter Orthrus - Nue and Majespecter Draco - Ryu (with 2 Xyz materials).
  + **Spell & Trap Zone:** One set Majespecter Tempest.
  + **Pendulum Zone:** A complete scale of 2 and 5.
  + **Hand:** Majespecter Wind and any other cards from your opening hand.

This board provides multiple, cascading layers of disruption:

* **Layer 1 (Omni-Negation):** The set Majespecter Tempest is your first line of defense. When the opponent activates a monster effect or attempts to Special Summon a monster, you can activate Tempest by tributing Nue to negate the effect or summon and destroy the card.7
* **Layer 2 (Summon on Disruption):** The moment you tribute Nue for Tempest's cost, the effect of Majespecter Draco - Ryu triggers. You can then detach one Xyz material from it to Special Summon Majespecter Unicorn - Kirin directly from your deck.7 This turns your negation into a board-building play.
* **Layer 3 (Non-Destruction Removal):** The newly summoned Kirin is now active on the field, providing a powerful bounce effect. You can use its Quick Effect to return one of your Pendulum monsters (like a scale) and an opponent's monster to the hand, providing a second, distinct form of interruption.
* **Layer 4 (Extended Follow-up):** Even after this sequence, you still possess Majespecter Wind in your hand and a second material on Draco - Ryu. Wind is a Quick-Play Spell that allows you to tribute a WIND Spellcaster to summon another from the deck. This means you can, at another point during the opponent's turn, tribute your now-on-field Kirin (or another Majespecter) to summon yet another searcher from the deck, securing resources for your next turn.
* **Optional Layer 5 (Floodgate Control):** If the initial combo was started or extended with a card like Majesty Pegasus, the Dracoslayer, the search from Yata could have been used to grab the Field Spell Majesty's Pegasus instead of Wind. This would allow you to search and activate a floodgate like Secret Village of the Spellcasters, completely locking an opponent who doesn't control a Spellcaster out of their Spell Cards, often winning the game on its own.7

### The Evolution from "Control" to "Combo-Control"

The capabilities demonstrated by this one-card combo highlight a fundamental evolution in the Majespecter archetype's strategic identity. Early analyses and guides from the deck's inception describe a much slower, more linear playstyle, often compared to control decks like Satellarknights. The strategy revolved around a simple loop of "summon, search, set a trap, and pass," aiming to gradually out-grind the opponent through resource denial.5

The introduction of modern support, particularly Majespecter Orthrus - Nue and Majespecter Draco - Ryu, has catalyzed a strategic shift. The deck is no longer purely reactive. It has become a proactive "combo-control" deck. The primary goal is now to execute a powerful Turn 1 combo to establish a multi-layered, difficult-to-break board. Nue is the lynchpin of this transformation, as its ability to both recycle resources to the hand and load the Extra Deck from the Main Deck is what facilitates the explosive Pendulum Summon needed to build this board.6 Draco - Ryu then amplifies this by turning the "costs" of the control elements into further combo extensions.

The deck no longer seeks to simply survive the early game to win in the late game; it aims to establish a commanding position from the very first turn. It then leverages its classic recursive engine to maintain that control and ensure victory. This distinction is crucial for any duelist seeking to pilot or play against the modern iteration of the Majespecter archetype.

## Part IV: Forging Alliances: Synergies and Hybrid Builds

While the Majespecter archetype possesses a powerful and self-contained engine, its competitive potential is significantly amplified when integrated with external support and synergistic archetypes. These hybrid builds address the inherent vulnerabilities of a pure strategy and unlock new, more powerful lines of play.

### The Dracoslayer Partnership: The Premier Competitive Build

The most prominent and powerful variant of the deck is the Majespecter Dracoslayer hybrid.13 This pairing is not merely a matter of convenience; the two archetypes share deep mechanical and thematic ties that create a cohesive and resilient strategy.

* **Synergy Point 1 (Shared Mechanics):** Both archetypes are heavily focused on the Pendulum mechanic, allowing their core strategies to blend seamlessly. Dracoslayer cards like Luster Pendulum, the Dracoslayer can be used to destroy a Majespecter card in the Pendulum Zone, which, while not triggering an effect for the Majespecter, serves to add Luster Pendulum to the Extra Deck and load the destroyed Majespecter for a future Pendulum Summon. This interaction fuels the resource loops of both engines.
* **Synergy Point 2 (Key Enablers):** The synergy is most explicitly demonstrated by Majesty Pegasus, the Dracoslayer. Despite being a Dracoslayer monster, its effect is tailored to support the Majespecter engine, acting as a crucial searcher and extender.15 Furthermore, the powerful Dracoslayer Extra Deck monsters, such as the Synchro Monster Ignister Prominence, the Blasting Dracoslayer, provide non-targeting, non-destruction removal that perfectly complements the Majespecter's own disruption suite, covering its weaknesses.16
* **Synergy Point 3 (Enhanced Resilience):** A pure Majespecter build can be notoriously fragile. Its reliance on resolving the Normal Summon of Bunbuku or the Link Summon of Nue creates obvious choke points for opponent interaction. A single, well-timed hand trap like Infinite Impermanence or Ash Blossom & Joyous Spring can halt the deck's entire turn.9 The Dracoslayer engine provides a crucial layer of resilience. By offering alternative starters and a greater density of extenders, the hybrid build can often play through one or even two points of disruption and still establish a respectable board, a feat the pure version struggles to accomplish.14

### Essential Tech and Generic Support

Beyond the Dracoslayer engine, Majespecters benefit greatly from a selection of powerful, generic support cards that enhance their consistency, power, and control capabilities.

* **Ties of the Brethren**: This potent Normal Spell is a high-risk, high-reward card that can generate immense advantage. By targeting a Level 4 or lower Spellcaster on the field, it allows the player to Special Summon two more monsters from the deck with the same Type, Attribute, and Level, at the cost of being unable to Special Summon for the rest of the turn.11 Resolving this on a Majespecter Crow - Yata, for instance, allows the player to summon two more copies from the deck, resulting in three simultaneous searches for Spell cards. While it prevents further comboing with the Extra Deck that turn, the sheer card advantage can be game-winning.
* **Floodgate Field Spells**: The deck's uniform composition of Spellcaster monsters makes it an ideal candidate for abusing powerful floodgate Field Spells. The most notable of these is Secret Village of the Spellcasters. While you control a Spellcaster monster and your opponent does not, your opponent cannot activate Spell Cards.7 Against many of the top meta decks that rely heavily on Spell-based starters and extenders, resolving Secret Village alongside the standard Majespecter board is often an insurmountable obstacle.12
* **Generic Extra Deck Monsters**: The deck's ability to easily swarm the field with Level 3 and Level 4 monsters grants it access to a wide array of powerful generic Extra Deck options. Rank 4 Xyz monsters like Tornado Dragon provide much-needed backrow removal, a capability the main deck lacks, while Abyss Dweller can preemptively shut down graveyard-reliant strategies.12 For ending the game, the deck can easily pivot into standard Link climbing sequences, using monsters like Selene, Queen of the Master Magicians to facilitate the summon of a game-finishing Accesscode Talker.18

## Part V: The Competitive Frontier: Matchups and Counter-Strategy

In a competitive environment, understanding an archetype's strengths and, more importantly, its weaknesses is paramount. The Majespecter strategy, while potent, is defined by a unique paradox in its design that dictates its matchups and the methods used to counter it.

### The Protection Paradox: A Double-Edged Sword

The defining strength of the Majespecter archetype—its universal immunity to being targeted or destroyed by an opponent's card effects—is simultaneously the source of its most significant vulnerabilities. This creates a "Protection Paradox" where its incredibly powerful defenses inadvertently funnel savvy opponents toward a narrow but highly effective set of counter-strategies that can dismantle the deck's game plan entirely.

Because Majespecter monsters are immune to the most common forms of interaction in the game, such as targeted removal like Book of Moon, targeted negation like Infinite Impermanence, and board wipes like Raigeki, an experienced opponent will not waste these resources.2 Instead, they are forced to pivot to more specific "silver bullet" cards and strategies that circumvent this protection. The research consistently identifies several categories of effective counters:

* **Non-Targeting Removal:** Cards that do not target, such as Evenly Matched, can wipe the entire board, including the protected Majespecters.2
* **Tributing Effects:** Monsters like the "Kaiju" archetype or Lava Golem remove monsters by tributing them as a cost, a method that bypasses all forms of protection.20
* **Attribute/Type Manipulation:** Cards like DNA Surgery or Zombie World can change the Type of all monsters on the field. This is devastating because the Majespecter Spells and Traps require a WIND Spellcaster as tribute; if the monsters are no longer Spellcasters, the deck's entire disruptive engine is shut down.20
* **Anti-Tribute Floodgates:** Continuous Traps like Mask of Restrict explicitly state that "Neither player can Tribute cards," which again turns off the entire suite of Majespecter support cards.21

Therefore, the archetype's powerful protection paradoxically makes it acutely vulnerable to a specific pool of high-impact counter cards. A Majespecter player's success is directly tied to their ability to anticipate and negate these specific threats, while their opponent's success is often determined by their ability to access them.

### Favorable and Unfavorable Matchups

This dynamic creates a polarized set of matchups for the archetype.

* **Favorable Matchups:** Majespecters excel against decks that rely heavily on standard monster effects, targeted removal, and destruction-based board wipes. Their inherent protection and searchable negation from Majespecter Tempest allow them to effectively stifle these strategies and win a war of attrition.4
* **Unfavorable Matchups:** The archetype struggles against several types of decks. Decks that can consistently summon large boss monsters with their own protection or non-targeting effects, such as historical examples like Kozmo, can be very difficult to overcome.12 Decks that do not rely heavily on Spell cards can play through Secret Village of the Spellcasters with ease.11 Finally, because the Majespecter monsters themselves have very low ATK stats, they struggle to close out games quickly and are vulnerable to decks that can push for an OTK (One-Turn Kill) through one or two disruptions.12

### A Duelist's Guide to Countering Majespecters

For those facing the Wind Wizards, a targeted approach is necessary to dismantle their strategy.

* **Disrupt the Choke Point:** The modern deck's entire combo revolves around the successful resolution of Majespecter Orthrus - Nue. This is the deck's primary choke point. Using Ash Blossom & Joyous Spring to negate its effect or Infinite Impermanence upon its summon can often end the Majespecter player's turn if they do not have an extender.9
* **Attack the Scales:** Since the Majespecter monsters have no effects while in the Pendulum Zone, they are vulnerable to simple backrow removal. Cards like Twin Twisters or Cosmic Cyclone can destroy their scales, cutting off their ability to Pendulum Summon and recycle their resources from the Extra Deck.22
* **Exploit their Low ATK:** A straightforward but effective strategy is to leverage the Majespecters' universally low ATK stats. Summoning a single, powerful monster with high ATK that they cannot remove through their available disruption can be enough to control the board through the Battle Phase and pressure their life points.21
* **Effective Side Decking:** A well-prepared side deck is the most effective tool against Majespecters. Key cards to include are:
  + **Anti-Search Cards:** Mistake, Droll & Lock Bird, and Thunder King Rai-Oh are devastating, as they shut down the constant searching that fuels the Majespecter engine.2
  + **Anti-Tribute Cards:** Mask of Restrict is a single card that can disable all of their powerful Spell and Trap cards.21
  + **Non-Targeting Removal:** Evenly Matched is the premier board wipe against them, while "Kaiju" monsters offer efficient, single-target removal that bypasses their protection.19
  + **Attribute/Type Changers:** For decks that can support them, Zombie World or DNA Surgery provide a persistent way to disrupt the tribute costs required by the Majespecter backrow.20

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