# An Analytical Report on "Endymion, the Crescent Magistus" and Its Strategic Role Within the Modern Magistus Archetype

## Section 1: Strategic Analysis: Re-evaluating the "New Wave" of Magistus Support

### Executive Summary

This report conducts a technical investigation into the new "Magistus" support card, "Endymion, the Crescent Magistus" (ECM), released in the TCG set *Doom of Dimensions* (DOOD-EN099).1 The query concerns its specific impact on the Magistus archetype's play style, core play lines, end boards, and typical inclusion ratios.

This analysis confirms the card's role and utility. However, a primary finding of this report is that a significant "misattribution" has occurred within general player discourse. While the Magistus archetype has recently seen a revolutionary spike in consistency, flexibility, and competitive power 3, this change is *not* primarily due to "Endymion, the Crescent Magistus."

### The True Catalyst: A Case of Misattribution

The strategic metamorphosis of the Magistus deck is almost entirely attributable to a different monster: **"Spenta, the Magistus Sealer" (SMS)**.3 This card, which was released in the separate TCG set *Burst Protocol* (BPRO), is the true engine-driver responsible for the new play lines and enhanced end boards.8

The user's query correctly identifies a new Magistus card in *Doom of Dimensions* 9 and correctly observes that the deck's power level has fundamentally changed. This report's thesis is that "Endymion, the Crescent Magistus" is a niche, optional utility card whose strategic impact is minimal. To fully answer *why* the Magistus play style has changed, we must first analyze "Spenta, the Magistus Sealer." This report will, therefore, conduct a granular analysis of ECM's limited role *relative* to the new, all-powerful engine created by Spenta.

## Section 2: Deconstructing the New Support: A Comparative Analysis

A technical breakdown of both "Endymion, the Crescent Magistus" and "Spenta, the Magistus Sealer" is required to establish their vastly different functional roles.

### Subsection 2.1: The Utility Tool: "Endymion, the Crescent Magistus" (ECM)

* **Card Properties:** A LIGHT, Spellcaster, Link-2 monster with 1850 ATK.10
* **Summoning Condition:** Requires "2 monsters, including a Level 4 Spellcaster monster".10 This is a non-trivial cost, requiring two monsters from the field.
* **Effect 1 (On-Link Summon):** "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".10
  + **Analysis:** This is a **resource recursion** effect. It is designed to be used mid-combo or in a simplified-game state to re-leverage a spent resource, such as a "Witchcrafter" monster 7 or "Aiwass, the Magistus Spell Spirit" 13, that is already in the Graveyard (GY) or banished. It *extends* an existing play but does not *initiate* one.
* **Effect 2 (Quick Effect):** "During the Main Phase (Quick Effect): You can target 1 Spellcaster Monster Card in your Spell & Trap Zone... return it to the hand".10
  + **Analysis:** This is a **utility/recovery** effect. Its primary application is to "bounce" an equipped card, such as a "Witchcrafter" monster 4, back to the hand to reuse its hand effect or on-field summoning effect.
* **The Critical Restriction:** "You can only use 1 'Endymion, the Crescent Magistus' effect per turn, and only once that turn".10
  + **Analysis:** This is a severe limitation. The player is forced to choose between recursion (Effect 1) and utility (Effect 2) in a single turn. It cannot perform both functions. This restriction dramatically lowers the card's operational ceiling, reinforcing its status as a situational, "one-of" utility piece.15

### Subsection 2.2: The Engine Driver: "Spenta, the Magistus Sealer" (SMS)

* **Card Properties:** A LIGHT, Spellcaster, Level 4 Effect Monster.6
* **Effect 1 (Hand Effect):** "You can discard this card, then activate 1 of these effects; ● Add 1 'Magistus' monster from your Deck to your hand... ● Halve the ATK of 1 monster...".6
  + **Analysis:** This is the deck's new, primary **1-card starter and consistency tool**. By discarding itself, Spenta searches *any* Magistus monster, typically the Tuner "Zoroa, the Magistus of Flame" or the extender "Rilliona, the Magistus of Verre".18 This single effect solves the archetype's historical consistency problem.
* **Effect 2 (GY Effect):** "You can banish this card from your GY, then target 1 face-up monster you control; equip 1 'Magistus' monster from your Extra Deck or GY to it...".6
  + **Analysis:** This is the deck's premier **combo extender**. The "cost" of Effect 1 (discarding) is precisely what *enables* Effect 2. This creates a perfect, self-contained engine. After searching with Effect 1, Spenta is in the GY, ready to be banished. Its GY effect can then equip "Artemis, the Magistus Moon Maiden" from the Extra Deck to a monster 20, which in turn triggers Artemis's own effect to search *another* card.21

The two effects of Spenta create a powerful loop: "Discard for +1 (Search)" simultaneously sets up "Banish for +1 (Equip -> Search)." This 1-card, +2 advantage engine 22 is the sole reason for the deck's newfound competitive viability. "Endymion, the Crescent Magistus" possesses no such engine-starting or advantage-generating capability.

## Section 3: Impact on Play Style: From Linear "Stun" to Flexible "Combo Engine"

The introduction of "Spenta, the Magistus Sealer" has caused a profound shift in the archetype's core identity.

### Subsection 3.1: Legacy Play Style (Pre-Support)

Prior to the new wave of support, the Magistus archetype was widely regarded as a "midrange" 21 or "stun" 23 deck. Its primary win condition was to summon its boss monster, "Zoroa, the Magistus Conflagrant Calamity," and equip it with multiple "Magistus" monsters from the Extra Deck (Fusion, Synchro, Xyz, Link).21 This would establish a one-sided "floodgate" that "lock[s] your opponent from ever using the effects of their extra deck monsters".21

This strategy was fundamentally flawed. Player commentary from the time describes the deck as "Really underwhelming" with a "Low ceiling".24 The critical weakness was that the archetype's "boss monsters don't have quick effects" 24, making the established board fragile and "really easy for your opponent to break".24 It was considered a "fun" deck, but not a "top meta" contender.24

### Subsection 3.2: Modern Play Style (The "Spenta" Engine)

Spenta has single-handedly transformed Magistus from a weak, self-contained archetype into a "game-changing engine".3 The deck is now a "rogue-breaking powerhouse" 4 that functions as a hyper-consistent *Spellcaster engine*.24 It is no longer forced to rely on its own lackluster bosses.

This new, compact engine (typically 3x Spenta, 3x Zoroa) is now the core of numerous, powerful hybrid decks:

* **"Witchcrafter" Magistus:** The Magistus engine provides easy, consistent access to Spellcasters, which in turn fuel the GY- and hand-based effects of "Witchcrafter" monsters.4
* **"White Forest" Magistus:** The engine provides bodies, searches, and easy Synchro summons, flowing directly into the "Diabellstar" 26 and "White Forest" combo lines.7
* **"Invoked" Magistus:** The new "Crowley, the Gifted Magistus" is treated as "Aleister the Invoker" 28, and the Magistus engine provides the LIGHT and DARK monsters needed for "Invoked Mechaba".28

In this new play style, "Endymion, the Crescent Magistus" serves as a minor facilitator. Its first effect can equip a "Witchcrafter Madame Verre" from the GY 26, and its second can bounce a Witchcrafter back to the hand for re-use.4 It is a support piece for these hybrid strategies, not the driver of the core Magistus combo.

## Section 4: Investigating the Role of "Endymion, the Crescent Magistus"

This section pinpoints the exact, niche scenarios where ECM is utilized and, more importantly, why it is frequently excluded from competitive lists.

### Subsection 4.1: ECM as a Niche Extender and Utility Piece

"Endymion, the Crescent Magistus" is not a "bad" card; its functions are simply non-essential and highly situational.

* **Scenario 1: Resource Recursion:** In a "Witchcrafter" hybrid build 7, a player can use two monsters (e.g., a Level 4 Magistus and another monster) to Link Summon ECM. The player can then activate ECM's *first* effect (on-summon) to target itself and equip a key Spellcaster, like "Witchcrafter Madame Verre" 26, from the GY. This readies the Witchcrafter's powerful on-field or GY-based abilities.
* **Scenario 2: Utility and Recovery:** A more advanced, albeit niche, play involves ECM's *second* effect. A player can equip "Aiwass, the Magistus Spell Spirit" to a monster. During the opponent's turn, the player can activate Aiwass's equip effect to steal an opponent's monster. Then, in the same Main Phase, the player can activate ECM's Quick Effect to target Aiwass and return it to the hand.10 This "double dip" prepares Aiwass to be summoned or used again.
* **Scenario 3: A "Dracotail" Enabler:** One analysis identifies ECM as a "Dracotail support card," stating it "helps with the combo as long as you can make Artemis... and have another monster".13 This description reveals its intended role: it is a *secondary* Link-2, summoned *after* the primary Link-1 ("Artemis, the Magistus Moon Maiden") has already resolved, to further extend the board.

### Subsection 4.2: The "Extra Deck Real Estate" Conflict: ECM vs. Artemis

The primary reason for ECM's low adoption rate is the 15-card limit of the Extra Deck. Every slot is a valuable resource, and ECM directly competes with a *second copy of "Artemis, the Magistus Moon Maiden"*. In this comparison, it consistently loses.

A competitive player's (miska) deck notes state this perfectly: "I tried running the endymion link to switch things up, but I would just run a second artemis as it gets you an extra body".31

This preference is based on fundamental combo theory:

1. **Artemis (Link-1):** Costs 1 monster. Its effect *generates new advantage* from the Deck (e.g., searching "Crowley, the Gifted Magistus").13 This is a +1 in card advantage and a primary combo extender.
2. **ECM (Link-2):** Costs 2 monsters. Its effect *recycles an old resource* from the GY or banishment.10

In the critical opening turn, Artemis is objectively superior. It costs less and generates a new, crucial combo piece. ECM costs more and only recovers a resource that is, by definition, already spent. A second copy of Artemis is run for "grind game" and as a backup. ECM's situational utility is deemed less valuable than a second copy of the deck's primary combo-enabling Link-1.

## Section 5: Impact on Play Lines: A "Before and After" Analysis

The modern Magistus deck is defined by its new, explosive 1-card combos, all of which are centered on "Spenta, the Magistus Sealer." "Endymion, the Crescent Magistus" plays no role in these optimal, primary play lines.

### Subsection 5.1: The New 1-Card Core Combo (Spenta-centric)

The following table details the deck's new primary 1-card combo, sourced from analyses of the new support.6 This sequence generates a Level 8 Synchro (typically an omni-negate), insulates the board from "Nibiru, the Primal Being," and provides an additional extender to continue plays.

| **Step** | **Action** | **Result & Analysis** |
| --- | --- | --- |
| 1 | Activate **"Spenta, the Magistus Sealer" (SMS)** effect from hand. | Discard SMS. Activate its first effect 6 to add **"Zoroa, the Magistus of Flame"** (Level 4 Tuner) from Deck to hand.22 |
| 2 | Normal Summon "Zoroa, the Magistus of Flame". | Zoroa (Level 4 Tuner) is on field. |
| 3 | Activate Zoroa's on-summon monster effect. | Equip **"Artemis, the Magistus Moon Maiden"** (Link-1) from the Extra Deck to Zoroa.21 |
| 4 | Resolve Chain Links. | **Chain Link 1:** Artemis's effect (as an Equip) activates: Add **"Crowley, the Gifted Magistus"** from Deck to hand.21  **Chain Link 2:** Zoroa's second effect activates (because a Spellcaster was equipped): Special Summon **SMS** from the GY.22 |
| 5 | Board State Check. | Field: Zoroa (Level 4 Tuner), SMS (Level 4 non-Tuner). Hand: "Crowley...". |
| 6 | Synchro Summon. | Use Zoroa + SMS ($4 + 4 = 8$). |
| 7 | Summon **"Borreload Savage Dragon"**. | Activate Savage Dragon's on-summon effect to equip "Artemis, the Magistus Moon Maiden" from the GY.22 (Result: 1 Omni-negate). |
| 8 | **Nibiru Insulation.** | This board state (Borreload Savage) was reached on the **5th Summon**. The deck is now insulated from "Nibiru, the Primal Being".22 |
| 9 | Combo Extension. | Activate **"Crowley, the Gifted Magistus"** effect from hand to Special Summon itself.22 |
| 10 | **Combo Continues...** | From this position, Crowley (a Level 4 Spellcaster) can be used to make "Invoked Mechaba" 28, Link climb into "Selene, Queen of the Master Magicians" 31, or Xyz Summon "Rilliona, the Wondrous Magistus Witch Wardrobe".21 |

This 1-card (Spenta) combo demonstrates the "Spenta Revolution." "Endymion, the Crescent Magistus" is conspicuously absent from this core, optimal sequence.

## Section 6: Impact on End Boards: From "Weak Stun" to "Generic Bosses"

The Spenta-driven play lines have, in turn, completely redefined the archetype's end boards.

### Subsection 6.1: Legacy End Boards (Pre-Support)

* **Composition:** "Zoroa, the Magistus Conflagrant Calamity" equipped with 3-4 "Magistus" monsters.21
* **Power Level:** A passive, "underwhelming" 24 floodgate 23 with no "Quick Effects" 24 or inherent protection. It was highly susceptible to common board-breaking cards.

### Subsection 6.2: Modern End Boards (Powered by the Spenta Engine)

* **Composition:** The new end boards are a "flexible" 24 suite of generic, powerful "boss monsters" from various archetypes, enabled by the Spenta engine.
* Example Board 1 (Jvno) 26:
  + "Diabell, Queen of the White Forest" (Interaction/Follow-up)
  + "Zoroa, the Magistus Verethragna" (Synchro) (In-archetype boss)
  + "Woes of the White Forest" (Spell/Trap disruption)
  + "Sinful Spoils of Slumber - Morrian" (GY disruption)
  + **"Borreload Savage Dragon"** (Omni-negate)
* Example Board 2 (miska) 31:
  + "Zoroa, the Magistus Verethragna" (Synchro)
  + "Diabell, Queen of the White Forest"
  + "Silvia" (of the White Forest)
  + **"Thunder Dragon Colossus"** (Search-lock)
  + **"Apollousa, Bow of the Goddess"** (Multiple monster-negates)

The impact is a total transformation. The deck now consistently ends on *multiple* forms of interaction, including omni-negates, monster-negates, and search-locks. "Endymion, the Crescent Magistus" is **not a component** of these powerful end boards; its impact on the *quality* of Magistus end boards is **zero**.

## Section 7: Final Verdict: Deck Building and Ratios

This section provides the definitive answer to the query: "Are they are played as one ofs/ or 3?"

### Subsection 7.1: "Endymion, the Crescent Magistus" (The User's Query)

* **Recommendation: 0-to-1 copy.**
* **Evidence:** The data is conclusive. Multiple competitive deck guides and data aggregations state the suggested amount is "0-1 copies".32 It is officially designated as a "Sometimes ran" card.32
* **Usage Statistics:** Player data confirms this recommendation. In a recent data set, **80%** of Magistus decks ran **zero** copies of "Endymion, the Crescent Magistus." Only **20%** of players included a single copy.12
* **Justification:** The card's strict "once per turn" restriction 10 solidifies that it is *never* correct to run more than one. Its optional utility is often sacrificed for a second, more valuable copy of "Artemis, the Magistus Moon Maiden".31

### Subsection 7.2: "Spenta, the Magistus Sealer" (The Expert's Answer)

* **Recommendation: 3 copies.**
* **Evidence:** This is the *actual* 3-of staple for the modern deck. Analytical guides recommend "3 copies, For Magistus engine" 32, and virtually every competitive deck profile runs a full playset.23
* **Justification:** It is the deck's primary 1-card starter, consistency tool, and combo extender.22 Deck-building theory dictates that a player *always* wants to see this card in their opening hand to initiate the core combo, mandating its inclusion at three copies.

## Section 8: Concluding Strategic Summary

The final assessment of "Endymion, the Crescent Magistus" is that it is a minor, optional utility piece from *Doom of Dimensions*. Its functions—GY resource recursion and Spell/Trap bouncing 10—are too niche, redundant, and costly to have a tangible impact on the archetype. Its impact on the Magistus play style, core play lines, and end boards is negligible.

The "Magistus strategy" has, in fact, been fundamentally revolutionized, but not by ECM. This change is owed entirely to "Spenta, the Magistus Sealer" from *Burst Protocol*.8 Spenta's dual-effect engine 6 has single-handedly transformed Magistus from an "underwhelming" 24 pure archetype into a "game-changing engine".3

This Spenta-driven engine is what enables the new, explosive 1-card "play lines" 22 that create the powerful, generic, multi-negate "end boards" 26 that have elevated the deck to a "rogue-breaking powerhouse".7

In direct response to the query:

* **"Endymion, the Crescent Magistus"** is played as a **0-or-1-of "tech" card**. Its valuable Extra Deck slot is often better utilized by a second "Artemis, the Magistus Moon Maiden".31
* The *actual* mandatory 3-of staple from the new wave of support is, without question, **"Spenta, the Magistus Sealer"**.32

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