# Dragonmaid Archetype Functional Analysis: Recursion, Control, and Strategic Integration in the TCG

## I. Executive Summary: The Dragonmaid Operational Model

### 1.1. Archetype Classification and Strategic Overview

The Dragonmaid archetype operates fundamentally as a Midrange Fusion and Control strategy, distinguishing itself from rapid Special Summon engines by focusing on persistent resource accumulation and cyclical disruption.1 Unlike decks centered on establishing massive, multi-negate end boards in Turn 1, the Dragonmaid objective is to establish a robust, self-replenishing engine capable of accumulating incremental advantage over multiple turns, excelling in the late-game "grind".1 This requires meticulous resource management, particularly the constant cycling of archetype monsters between the Hand, Field, Graveyard (GY), and Extra Deck.

### 1.2. The Core Mechanical Loop: Tag-Out and Hand Persistence

The central mechanism enabling the Dragonmaid strategy is the unique Battle Phase (BP) "Tag-Out" system.3 The high-level Dragon forms (Level 7 or higher) are designed to return themselves to the hand at the end of the BP, immediately Special Summoning a low-level Dragonmaid monster (Level 4 or lower) from the hand or GY.4 Conversely, the low-level Maids perform the reverse swap at the start of the BP, returning themselves to the hand to summon a high-level Dragon from the hand or GY.

This continuous cycling is strategically vital because returning the low-level Maids—the primary search and utility monsters—to the hand ensures they are readily available to be Special Summoned on subsequent turns via their own effects, *Dragonmaid Hospitality*, or the Fusion Monsters’ Standby Phase effects.4 This immediate re-triggering of their essential effects (search or mill) establishes continuous card advantage generation, allowing the deck to recover quickly from disruption and maintain strong presence.4

### 1.3. Visualization Mandate Fulfillment

The functional architecture of the Dragonmaid archetype is uniquely suited for visualization platforms due to its highly conditional and phase-dependent mechanics. The entire operational model can be segmented into clearly defined nodes: Inputs (Main Deck Maids), Processes (Search, Mill, Fusion, Link), Conditional Logic (Battle Phase swaps, Negation Floats), and Outputs (Endboard). The following analysis proceeds sequentially through these nodes to define the archetypal workflow.

## II. The Dragonmaid Archetype Architecture: Functional Card Analysis

The Main Deck composition dictates the speed and flexibility of the archetype, with low-level monsters handling setup and high-level monsters providing battle utility and defensive quick effects.

### 2.1. Maid Monsters: The Engine Starters (Level 4 and Lower)

The low-level Maids are the primary initiators and resource generators for the deck, and their effects are triggered upon Normal or Special Summon.

#### Chamber Dragonmaid (L4, DARK): The Consistency Nexus

*Chamber Dragonmaid* is arguably the most critical starter, serving as the consistency linchpin of the archetype.6 Upon being Normal or Special Summoned,

*Chamber* allows the player to add 1 "Dragonmaid" Spell/Trap card from the Deck to the hand.6 This effect provides immediate access to essential combo pieces. If the player lacks Fusion access,

*Chamber* searches *Dragonmaid Changeover*. If the player requires field presence or GY setup, *Chamber* searches *Dragonmaid Hospitality*. Because *Chamber* searches S/T cards, it is the primary route to starting the resource engine.

#### Parlor Dragonmaid (L4, DARK): Graveyard Setup

While *Chamber* searches Spells/Traps, *Parlor Dragonmaid* focuses on optimizing the Graveyard for recursion.7 When Normal or Special Summoned,

*Parlor* sends 1 "Dragonmaid" card (excluding itself) from the Deck to the GY. This is essential for setting up the archetype's high-utility trap, *Dragonmaid Tidying*, or loading the mandatory Fusion Spell, *Dragonmaid Changeover*, into the GY so its self-recycling effect can be utilized immediately.8

#### Secondary Utility Maids

Other low-level Maids like *Kitchen Dragonmaid* (L2, WATER) and *Nurse Dragonmaid* (L2, DARK) provide secondary utility, typically serving as targets for revival or as supplementary materials.9

*Kitchen* provides hand management by allowing a search from the Deck or GY by discarding, while *Nurse* facilitates field control and revival by Special Summoning a Level 4 or lower Dragonmaid from the GY. These secondary utility Maids are often summoned during the Standby Phase via the Fusion Monsters' effects to maintain the recursion loop.

### 2.2. Dragon Monsters: Hand Utility and Tag-Out Vectors

The high-level Dragon monsters (L7 and L8) share the Battle Phase Tag-Out mechanic, allowing them to cycle back into the low-level Maids.3 Additionally, all of them possess powerful Quick Effects that can be triggered by discarding them from the hand, transforming them into situational Hand Traps or utility effects during either player's turn.3

* **Dragonmaid Ernus (L7, EARTH):** Its discard effect allows the player to Special Summon 1 Level 4 or lower Dragonmaid from the hand. This is an excellent tool for mid-combo extension, especially if the initial Normal Summon was negated.3
* **Dragonmaid Lorpar (L7, FIRE):** Its discard effect is a Quick Effect that allows the player to negate an opponent's monster effect activation, providing crucial defensive utility.3
* **Dragonmaid Tinkhec (L8, WIND):** Its discard effect targets a Dragonmaid monster and grants it a massive 2000 ATK/DEF boost until the end of the turn. This is essential for achieving lethal damage or ensuring the destruction of a formidable opposing monster.3

### 2.3. Spell/Trap Infrastructure: The Resource Managers

The Spell and Trap cards define the deck’s ability to fusion summon and recycle resources indefinitely.

#### Dragonmaid Changeover (Normal Spell)

This is the archetype's Fusion catalyst, enabling the Fusion Summon of 1 Dragon Fusion Monster from the Extra Deck using monsters from the hand or field as material.7 Critically,

*Changeover* possesses a Graveyard effect that can be used once per turn: the player can target 1 Dragonmaid monster they control, return that monster to the hand, and then add *Changeover* back to the hand.7 This mechanism creates the

**infinite Fusion resource loop**, ensuring that the player never runs out of the core Fusion Spell, thus defining the deck's longevity in extended duels.1

#### Dragonmaid Hospitality (Normal Spell)

*Hospitality* is key for both field establishment and graveyard optimization.10 It revives a Dragonmaid monster from the GY, and then requires the player to send a

*different* Dragonmaid card from the Deck to the GY.10 This facilitates field presence for immediate Link or Fusion summoning, while simultaneously setting up

*Changeover* or *Tidying* in the GY for later use.

#### Dragonmaid Tidying (Continuous Trap)

*Tidying* provides multi-purpose control and further recycling.5 Its primary effect is a bounce: targeting 1 Dragon monster controlled by the player and 1 card controlled by the opponent (or in their GY), and returning both to the hand.5 This versatility allows the player to disrupt the opponent's strategy while recycling a Dragonmaid resource for re-use. Additionally,

*Tidying* can banish itself from the GY to Special Summon 1 Dragonmaid monster from the hand or GY, which is then returned to the hand during the End Phase (EP).5 This temporary summon is critical for Link climbing (e.g., into

*Hieratic Seal of the Heavenly Spheres*) or activating a Maid's search/mill effect during the opponent’s turn.11

## III. Fusion Boss Hierarchy: Control and Continuous Recursion

The Extra Deck Dragonmaid Fusion Monsters represent the primary Turn 1 goal and the engine’s sustained resource output.

### 3.1. Dragonmaid Sheou (L10, LIGHT): The Proactive Interrupter

*Dragonmaid Sheou* is the preferred Turn 1 Fusion Boss, requiring 1 "Dragonmaid" monster + 1 Level 5 or higher Dragon monster.5

*Sheou* possesses two powerful effects:

1. **Standby Phase (SBP) Revival:** During each SBP, *Sheou* can Special Summon 1 Level 9 or lower Dragonmaid monster from the hand or GY.5 This initiates the deck’s recurring resource generation loop.
2. **Quick Effect Disruption and Transition:** When the opponent activates a card or effect, *Sheou* can negate the activation and destroy that card.12 Immediately afterward,  
   *Sheou* must return itself to the Extra Deck, and then Special Summon 1 *House Dragonmaid* from the Extra Deck.5

This negation sequence is not merely disruption; it functions as a highly resilient **transition** mechanism. By returning *Sheou* to the Extra Deck, it avoids immediate destruction, making it available to be Fusion Summoned again later. The immediate Special Summon of the L9 *House Dragonmaid* ensures that board presence and the SBP recursion effect are maintained for the opponent’s next turn.13 The implication of this floating ability is that the opponent must expend resources to deal with two high-ATK (3500 ATK for

*Sheou*, 3000 ATK for *House*) Fusion Monsters sequentially, significantly draining their capacity to pursue their own strategy.13

### 3.2. House Dragonmaid (L9, LIGHT): The Grind Engine

*House Dragonmaid* requires 1 "Dragonmaid" monster + any Dragon monster.13 While

*Sheou* provides the proactive negation, *House* is the superior long-term grind piece.

Like *Sheou*, *House* has an SBP effect that Special Summons 1 Level 9 or lower Dragonmaid from the hand or GY.13 Additionally,

*House* possesses a Quick Effect: it returns one Dragonmaid monster the player controls to the hand, and if successful, *House* destroys a monster on the field.4

This secondary effect synergizes perfectly with the archetype's cycling focus. Every time a Maid returns to the hand—either through its own BP effect, *Changeover*'s GY effect, or *House*'s own quick effect—*House* can potentially generate monster removal.4 If the deck is established mid-game,

*House*'s ability to trigger monster destruction continuously by facilitating the resource cycle provides overwhelming advantage compared to the single negation offered by *Sheou*.

## IV. Interaction Matrix and Resource Loops (Flowchart Foundation)

The Dragonmaid strategy is founded on a series of consistent decision points that maintain resource density and cycle materials efficiently.

### 4.1. Primary Search and Mill Routes (Decision Points)

When an initiating Maid (Chamber or Parlor) is successfully summoned, the player enters a critical decision node regarding resource allocation:

| **Card (Input)** | **Activation Condition** | **Search/Effect Target (Output)** | **Function** | **GY Utility/Recursion** |
| --- | --- | --- | --- | --- |
| Chamber Dragonmaid (L4) | Normal/Special Summon | 1 Dragonmaid Spell/Trap | Consistency/Setup | BP Tag-Out: SS L7/8 Dragon |
| Parlor Dragonmaid (L4) | Normal/Special Summon | Send 1 Dragonmaid card to GY | Setup/Engine Cycling | BP Tag-Out: SS L7/8 Dragon |
| Dragonmaid Hospitality (Spell) | Activate | Revive 1 Dragonmaid (GY); Send 1 Dragonmaid (Deck to GY) | Field Presence & Setup | N/A |
| Dragonmaid Changeover (Spell) | Activate | 1 Dragon Fusion Monster from ED | Primary Fusion Summon | GY: Recycles self and 1 Dragonmaid monster (H/F) |
| Dragonmaid Tidying (Trap) | Activate | Bounce 1 Dragon (You) + 1 Opponent's card (F/GY) to Hand | Disruption/Recycle | Banish: SS 1 Dragonmaid (H/GY), returns to hand in EP |

The optimal path depends on the current hand:

* **Chamber Search Path:** If Fusion access (e.g., *Changeover*) is not in hand, *Chamber* searches for the most flexible starter: *Hospitality*. If *Hospitality* is already present, *Chamber* searches *Changeover* to secure the Fusion Summon, or *Tidying* to ensure endboard disruption.6
* **Parlor Mill Path:** The priority is to establish the necessary GY resources. If *Changeover* is not in the GY, *Parlor* should mill it to activate its recycling effect immediately. If *Changeover* is secured, *Parlor* mills *Tidying* to prepare the Continuous Trap’s banish effect for turn extension or disruption.7

### 4.2. The Continuous Recycling Cycle (Hand Field GY ED)

The core loop that sustains the deck is a four-phase cycle:

1. **Fusion Establishment:** *Dragonmaid Changeover* is used, consuming materials from the field/hand to summon a Fusion Boss (*Sheou* or *House*).
2. **Disruption/Transition:** During the opponent's turn, *Sheou* negates an effect, triggers its float mechanic, and transitions into *House Dragonmaid*, placing *Sheou* back into the Extra Deck.5
3. **Standby Phase Refresh:** During the next SBP, *House* Special Summons a Level 9 or lower Maid (e.g., *Chamber* or *Parlor*) from the GY or Hand, re-triggering its search/mill effect.13
4. **Recycling:** After the Maid has resolved its effect, *Dragonmaid Changeover*'s GY effect is activated, bouncing the Maid and *Changeover* itself back to the Hand.7 This results in the Fusion Boss remaining on the field, while the Fusion Spell and a low-level Maid are ready to restart the loop on the subsequent turn, thus ensuring resource stability.5

### 4.3. Vulnerability Analysis and Choke Points

While the archetype demonstrates significant staying power and "insane grind" potential, its reliance on Graveyard-based recursion presents a structural vulnerability.1 Competitive analysis often places Dragonmaids in a lower tier because the deck struggles severely if key resources are banished.1 Specifically, if

*Dragonmaid Changeover* is banished, the continuous Fusion resource loop is broken, severely hindering the deck's ability to maintain Fusion presence. Similarly, although less common, if both *House Dragonmaid* and *Dragonmaid Sheou* are banished from the Extra Deck (e.g., via *Pot of Extravagance* or specific card effects), the primary control and recursion pieces are permanently removed, leading to a breakdown of the strategy. Therefore, protecting Graveyard access is paramount to the deck's long-term success.

## V. Core Combo Line Deconstruction (AI Canvas Mapping)

The most consistent Turn 1 goal is to establish both a major Fusion boss monster (*Sheou*) and a powerful disruptive Link Monster (*Hieratic Seal of the Heavenly Spheres*), while setting up the recursion loop in the Graveyard.

### 5.1. The Optimal Single-Card Starter: Chamber Dragonmaid

The most efficient sequence uses *Chamber Dragonmaid* as the primary initiator, demonstrating resource maximization through sequential effects.

Table 3: Standard Combo Sequence: Chamber Dragonmaid (1-Card Starter)

| **Step** | **Card Played/Activated** | **Action** | **Result/Current Board State** | **Flowchart Decision Point** |
| --- | --- | --- | --- | --- |
| 1 | Chamber Dragonmaid | Normal Summon (Trigger) | Search "Dragonmaid Hospitality" | Protect Normal Summon (If negated, pivot using Hand Maids/Trap support). |
| 2 | Dragonmaid Hospitality | Activate | SS Chamber (GY), Send Tidying (Deck to GY) | Tidying is now loaded in the GY for later use. |
| 3 | Chamber (SS) + Chamber (NS) | Link Summon "Striker Dragon" (L1) | Striker Dragon (Field), Tidying (GY) | N/A |
| 4 | Striker Dragon | Link Summon "Hieratic Seal of the Heavenly Spheres" (L2) | Hieratic Seal (Field), Tidying (GY) | Establishes Quick Effect bounce disruption. |
| 5 | Dragonmaid Tidying | Banish from GY | SS Parlor Dragonmaid (H/GY) in DEF | Parlor SS trigger: Mill "Dragonmaid Changeover" (if not already in GY). |
| 6 | Parlor Dragonmaid + Hieratic Seal | Fusion Summon "Dragonmaid Sheou" (using Changeover from Hand/searched via Step 1) | Sheou (Field), Changeover (GY), Parlor returns to Hand (EP) | Sheou is established as the primary interrupter. |
| 7 | Dragonmaid Changeover | GY Effect | Return Changeover and Sheou material (Parlor) to Hand | Resources secured for Turn 3. |

### 5.2. Link Integration and Pivot Points

The integration of generic Link Monsters is essential for maximizing field utilization. The use of Link 1 monsters like *Striker Dragon* is catalytic, allowing the player to convert Main Deck monsters into *Hieratic Seal of the Heavenly Spheres*.11

*Hieratic Seal* serves as an excellent piece of disruption, providing a quick effect bounce and a float effect that can Special Summon *Chamber* from the Deck upon its removal, restarting the entire resource chain during the opponent’s turn.

The critical maneuver occurs in Step 5, where *Dragonmaid Tidying* is banished from the GY. This provides a third Special Summon of a Maid (*Parlor* or *Kitchen*), which triggers an additional search/mill effect before the primary Fusion Summon is executed.11 This maximization of triggers ensures the player has set up the necessary fusion material and recursion spell (

*Changeover*) before committing to the Extra Deck boss.

## VI. Strategic Integration: External Engines

While potent on its own, Dragonmaid often benefits significantly from external engines that solve specific weaknesses, notably the need for readily available Level 5+ Dragon material and non-archetypal disruption.

### 6.1. Bystial Dragonmaid: Synergy Report

The Bystial engine (e.g., *The Bystial Lubellion*, *Bystial Magnamhut*, *Bystial Druiswurm*) provides a strong supplemental layer of disruption and utility.14

#### Mechanical Compatibility

Bystials are Level 6 or 8, DARK/LIGHT Dragon monsters. Their attributes and levels align perfectly with Dragonmaid’s core requirements:

1. **Fusion Material:** Bystials satisfy the "1 Level 5 or higher Dragon monster" requirement for *Dragonmaid Sheou*.5
2. **Disruption:** Bystials offer non-archetypal Quick Effect disruption by Special Summoning themselves from the hand by banishing a LIGHT or DARK monster from either player’s GY.15 This is highly effective against meta strategies that rely heavily on the GY, such as Branded or prior formats like Tearlaments.17

#### Synergy Nuance and Attribute Clash

The integration of Bystials requires a careful understanding of the deck's attribute distribution. The main deck Dragonmaids (*Chamber, Parlor, Kitchen, Nurse*) are predominantly DARK.6 While Bystials can target and banish these DARK targets from the GY, doing so is counterproductive to the Dragonmaid grind strategy, which relies on

*Hospitality* and the Fusion Monsters to revive these Maids.16 Therefore, Bystials are primarily deployed in two specific ways:

1. **Defensive Tool:** Used primarily to disrupt the opponent’s GY manipulation.
2. **Proactive Fusion Material:** Special Summoned to the field to immediately serve as the high-level Dragon material for *Changeover*, or to facilitate Rank 8 XYZ plays (e.g., *Number 11: Big Eye*).14

### 6.2. Competitive Staples and Endboard Augmentation

Competitive Dragonmaid builds consistently incorporate strong generic staples to protect their setup and enhance their control.14 Hand traps such as

*Ash Blossom & Joyous Spring*, *Droll & Lock Bird*, and *Infinite Impermanence* are essential to defend the relatively linear Turn 1 combo line. Furthermore, the deck’s inherent Dragon focus makes *Super Polymerization* a powerful board-breaking tool. Since *Dragonmaid Sheou* is LIGHT and many Maids are DARK, *Super Polymerization* can fuse Dragons on both sides of the field into generic Fusion targets like *Garura, Wings of Resonant Life* or *Starving Venom Fusion Dragon*, offering reactive removal and maintaining tempo.14

## VII. Tactical Decision Tree and Strategic Recommendations

The functionality of the Dragonmaid archetype relies on executing the core cycles reliably and knowing when to pivot under pressure.

### 7.1. Contingency Path: Interruption on Chamber/Parlor

If the Normal Summon of *Chamber* or *Parlor* is negated (e.g., by *Ash Blossom* or *Effect Veiler*), the primary combo route is stalled. The contingency plan relies on utilizing resources that Special Summon from the hand or GY to pivot into a defensive Link Monster. Specifically, the player can discard *Dragonmaid Ernus* to Special Summon another Level 4 or lower Maid from the hand, or utilize the GY banish effect of *Dragonmaid Tidying* to temporarily summon a Maid.11 These temporary summons allow the player to Link Summon into

*Hieratic Seal of the Heavenly Spheres* or *Striker Dragon*, minimizing resource loss and establishing a piece of disruption or further resource development for the following turn.

### 7.2. The Optimal Grind Strategy

The deck's success in the long term requires maximizing the tag-out and recycling capabilities:

1. **Hand Density Priority:** It is crucial to always prioritize returning the low-level Maids to the hand during the Battle Phase/End Phase.4 This ensures the player maintains maximum defensive options (hand traps) and can re-trigger search effects on the following Standby Phase.
2. **Fusion Resource Integrity:** Always ensure *Dragonmaid Changeover* is returned to the hand via its GY effect as frequently as possible. This maintains constant, readily available Fusion access, allowing the player to react quickly to the opponent’s attempts to remove the Fusion Bosses.

### 7.3. Key Tactical Loops for Visualization

For optimal visualization modeling (AI Canvas function), the deck's functional loops can be simplified into two critical recurring processes that occur across turns:

#### Loop 1 (Defense and Floating Transition)

* **Trigger:** Opponent activates a critical effect.
* **Action:** Player activates *Dragonmaid Sheou*'s Quick Effect to negate and destroy.
* **Outcome:** *Sheou* returns to the Extra Deck, and *House Dragonmaid* is Special Summoned to the Field. This preserves *Sheou* and maintains board presence, demanding additional removal resources from the opponent.5

#### Loop 2 (Resource Generation and Repositioning)

* **Trigger:** Standby Phase (SBP) of the player's turn.
* **Action A:** *House Dragonmaid* Special Summons *Chamber Dragonmaid* (or *Parlor*) from the GY.
* **Action B:** *Chamber* resolves its effect, searching *Dragonmaid Changeover* (or another necessary card).
* **Action C:** Player activates *Changeover* (Hand), Fusion Summoning a new *Sheou* or *House*.
* **Action D:** Player activates *Changeover*'s GY effect, bouncing *Chamber* and *Changeover* itself back to the Hand.
* **Outcome:** A powerful Fusion Boss remains on the field, and the player has recovered the Fusion Spell and a searcher Maid to the hand, resetting the entire engine for the next sequence.7 This cycle exemplifies the deck’s powerful, sustained recursion.

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