

MAGISTUS

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1. Secret History

The Magistus theme lets you look at the untold exploits of famous Spellcaster monsters while testing your mastery of Spell Cards and Extra Deck Summoning methods! This Deck uses no Trap Cards and has an Extra Deck packed with Fusion, Synchro, Xyz, and Link Monsters. It's a very different experience that may take some time getting used to, but once you do, you'll be sending waves of Extra Deck monsters at your opponent while constantly refilling your hand. If you're interested in learning the secret stories of some famous Spellcasters, check these cards out!

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the following cards below when your finished Dueling.

3 **Crowley, the Magistus of Grimoires** (GEIM-EN001 SR)
3 **Zoroa, the Magistus of Flame** (GEIM-EN002 UR)
3 **Rilliona, the Magistus of Verre** (GEIM-EN003 UR)
3 **Endymion, the Magistus of Mastery** (GEIM-EN004 R)
3 **Dogmatika Theo, the Iron Punch** (ROTD-EN006 C)
2 **Performage Hat Tricker** (GEIM-EN038 R)
17 Monsters

3 **Trismagistus** (GEIM-EN009 SR)
3 **Magistus Theurgy** (GEIM-EN010 R)
3 **Magistus Invocation** (GEIM-EN011 R)
3 **Magistus Viritra** (GEIM-EN012 R)
3 **Blizzard** (ROTD-EN063 SR)
3 **Forbidden Chalice** (MAGO-EN048 PGR/EGO1-EN028 C)
2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
1 **Harpie's Feather Duster** (EGS1/EGO1-EN022, SR)
1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
1 **Book of Lunar Eclipse** (LIOV-EN064 SCT)
23 Spells

3 **Aiwass, the Magistus Spell Spirit** (GEIM-EN005 SR)
3 **Vahram, the Magistus Divinity Dragon** (GEIM-EN006 SR)
3 **Ninaruru, The Magistus Glass Goddess** (GEIM-EN007 SR)
3 **Rilliona, the Wondrous Magistus Witch Wardrobe** (LIOV-EN042, UR)
3 **Artemis, the Magistus Moon Maiden** (GEIM-EN008, UR)
15 Extra Deck Monsters



2. A Thirst for Knowledge

The three most common ways to win with this Deck are:

1. Allowing your opponent to spend as many cards as possible to Summon their best monster, then stealing it with **Aiwass the Spell Spirit**.
2. Pressuring your opponent with **Vahram, the Magistus Divinity Dragon** until they're forced to destroy it, then taking advantage of the opening created with a horde of monsters.
3. Equipping a monster with Aiwass, Vahram and **Ninaruru, the Magistus Glass Goddess** to create a super-monster that's difficult to destroy and can pick apart opposing monsters with ease.

Option 1 is easiest when you go first and can Summon Aiwass against an empty field, especially if you can also equip it with Vahram for some protection. Option 2 is easiest going second against an opponent who has already executed their core strategy. Option 3 works either way but is more difficult to set up.

Much of this Deck is based on 2 or 3 card combinations. There's not a whole lot that any one single card can do for you, so it's vital to keep your hand size up and make good use of the "Magistus" Xyz Monsters. **Zoroa, the Magistus of Flame** is the key monster you want to start the Duel with but you still need at least 1 other card to pair with him. Here's a common way you'll use him:

Zoroa + Level 4 Spellcaster other than Zoroa:

Normal Summon Zoroa, then activate his effect to equip himself with **Artemis, the Magistus Moon Maiden**. Activate Zoroa's other effect to Special Summon your other Level 4 Spellcaster from your hand with its effects negated. From here, your plays depend on the field and the rest of your hand, but we'll describe a cautious opening maneuver that helps maximize the number of cards available to you.

Activate Artemis' effect to add **Endymion, the Magistus of Mastery** to your hand. Xyz Summon **Rilliona, the Wondrous Magistus Witch Wardrobe**. Detach Zoroa to Special Summon **Rilliona, the Magistus of Verre** from your Deck, and use her effect to add **Trismagistus** to your hand if you don't have it and either **Magistus Invocation** or **Magistus Vritra** if you do. Activate **Trismagistus** and use its first effect to Special Summon Endymion. Now you can use Endymion's effect to equip your Xyz Monster with a monster of your choice and either leave it there, use Endymion's effect on it, or if you also have **Magistus Invocation**, use it to fuse the Xyz Rilliona with the equipped monster to Fusion Summon **Aiwass, the Magistus Spell Spirit**. Next, Xyz Summon **Ninaruru, the Magistus Glass Goddess**, and detach Rilliona for her effect to target that same Rilliona to return to your hand.

This leaves 2 high-DEF Xyz Monsters on your field that will each get you another card next turn, or 1 high-DEF, card retrieving Xyz Monster and the dangerous Aiwass. In either case, your opponent absolutely must answer both monsters right away or else you'll run away with the Duel!

If you don't have Zoroa, you'll need help from your other monsters in order to get to him. There are many ways to Special Summon 2 Level 4 Spellcasters with different Attributes, so don't worry if you have to sit on **Rilliona, the Wondrous Magistus Witch Wardrobe** for a turn or two to set yourself up. The tides can turn in an instant if you field a ton of monsters with the second effect of **Trismagistus** or wipe your opponent's field with Vahram, so it's fine to spend the first turn or two accumulating more cards to work with, even if you take a bit of damage in the process.

3. Heed These Warnings

Dogmatika Theo, the Iron Punch doesn't care who controls a monster Special Summoned from the Extra Deck. You can Special Summon him if you control a monster that was Special Summoned from the Extra Deck, and you can even target your own monster with his ATK siphoning effect. This is a great way to put the ATK of monsters like **Rilliona, The Wondrous Magistus Witch Wardrobe** to use.

Ninaruru, the Magistus Glass Goddess can't activate her effect to retrieve a monster from the GY if there are no targets for it in the Graveyard (GY), even though detaching an Xyz Material would create a target. However, if there is already a target in the GY, you can activate the effect by detaching an Xyz Material and then target the same card that was detached to activate the effect. The play described above to detach Rilliona then add back Rilliona works because Zoroa is in the GY.

Extra Deck monsters that are equipped from the Extra Deck to a monster you control and then sent to the GY, are not eligible to be revived by **Monster Reborn**.

Trismagistus is a "Magistus" card even though "Magistus" is part of a larger word.

Ninaruru, Vahram, and Aiwass are not Spellcasters. This is important because Aiwass needs a Spellcaster and **Magistus Invocation** also requires you to use at least 1 Spellcaster as Fusion Material, so you can only use 1 of them in a Fusion for Aiwass. This is why the play described above uses **Rilliona, the Wondrous Magistus Witch Wardrobe** as the Spellcaster Fusion Material.

4. Aftermath

Burst of Destiny introduces a new "Magistus" Synchro Monster, **Zoroa, the Magistus Conflagrant Calamity!** You'll want to rearrange your Extra Deck a bit to add this card to it for sure, as if you already know what kind of Extra Deck monsters your opponent relies on, you can Summon this monster on the first turn and equip it with that kind of monster (Fusion/Synchro/Xyz/Link) to prevent your opponent from activating the effects of that kind of monster.

If you prefer Hat Tricker to Dogmatika Theo, you can modify your Deck to use more "Performage" monsters like **Performage Damage Juggler** and **Performage Trick Clown**. Only 1 of Aiwass' Fusion Materials needs to be a "Magistus" monster, the other can be any Spellcaster, so if you use Trick Clown as a Fusion Material you can Special Summon it right back from the GY to use as Xyz Material.

The 4 "Magistus" Main Deck monsters all have different Attributes, so if you can carve out some space in your Extra Deck, you can modify your Deck to include **Aleister the Invoker, Invocation**, and some "Invoked" monsters. **Invocation** can also be used to Summon Aiwass using monsters from your hand, so you could add as few as 2 "Invoked" monsters to your Extra Deck and still make this work.

If you're looking to cut down on duplicate Spell Cards, the easiest cut is extra copies of **Magistus Theurgy** since it's rarely directly involved in advancing your strategy. You can always grab it when you need it with **Rilliona, the Magistus of Verre** in the cases where you do need it.