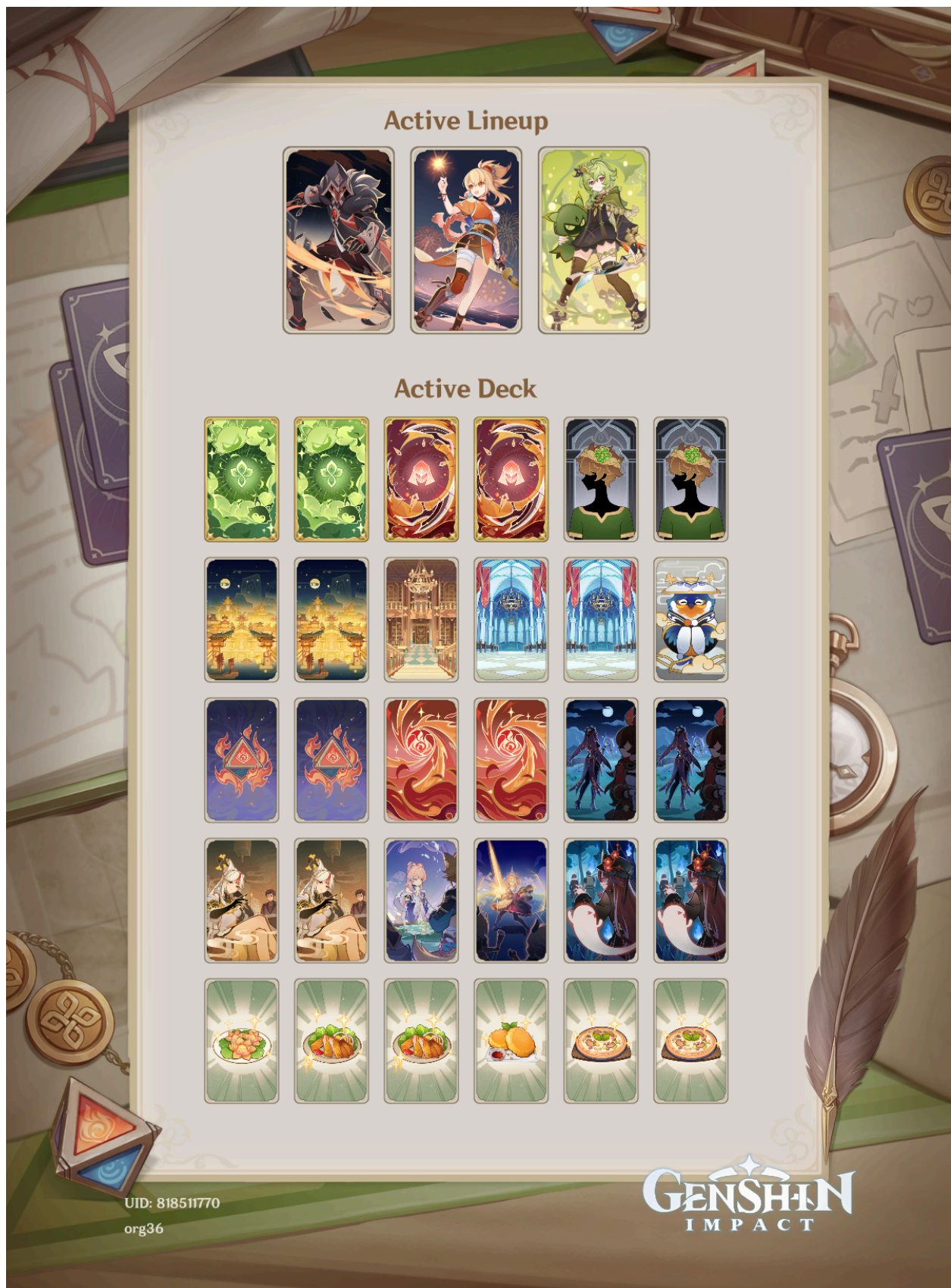




[Link](#) to a Guide on Advanced Mechanics that I've made myself. I recommend reading through that on top of this guide before playing my deck.

This document is a relic of v3.3 meta and the deck doesn't perform well anymore due to nerfs.

Guide to FTK Threat by org36

I'm writing this guide 1 day before the tournament to get all my thoughts on the deck down on paper to organise. Hopefully I do well with the deck 😊

The basis of the deck is to threaten the opponent with a FTK (First Turn Kill, though it's technically First *Round* Kill, but FRK doesn't sound that nice, now does it?). While this won't work against Lawachurl and Agent, the deck can pivot to Agent Stall instead to stall them out until you're ready to kill the enemy off (and you can do it while acting like you're threatening FTK against Xingqiu decks!).

It is a deck based around mindgaming the opponent, and knowing what the opponent wants to do next as well as the limits of your deck's damage output. This deck is weak to Noelle OTK players that know what they're doing due to the relative tankiness of that deck, and it can struggle to deal with Anemo Control (specifically the Mona variant) if it doesn't kill off Sucrose and/or get Send Off onto her summon. It's also weak to WGS finisher units like Chongyun or Diluc (and Noelle), so it's a good idea to attempt to kill them off if they get exposed early even if you have to use additional resources to do so.

The deck will absolutely demolish unsuspecting players, and players that do know about it and as a result play to counter the deck will mindgame them out of an ideal setup, **which can still be good for you if you're simply bluffing that you can FTK them**, because you can just spend the dice that the opponent wasted on swapping to set up instead (or if they did something cheeky like Liu Su swap into Starsign, they just used up some of their key cards).

If you get enough experience with the deck, I believe you can win every single matchup if your dice rolls and draws don't crap the bed. This is because threatening FTKs force opponents to bet with you whether you can actually FTK them, **and you know the result of the bet**. If they bet wrong, you essentially get to either blow up one of their characters or, if you didn't actually have FTK available and the opponent mindgamed themselves into playing suboptimally, you got yourself some more breathing room and you can setup optimally instead.

To FTK, the deck will aim to draw the following cards:

Floral Sidewinder (SW) or Pyro Resonance: Fervent Flames (FF)

And a 2nd card, at minimum one of the following:

Northern Smoked Chicken (NSC)

Pyro Resonance: Woven Flames (WF)

Changing Shifts (CS)

The possible FTKs with this deck, ranging from the most obvious to the least:

Agent FTK (3-2-5):

Normal Attack → Normal Attack → Burst.

Requirement: Either 1 copy of NSC or WF. 5 Pyro Dice needed.

The least recommended FTK to go for as it is very telegraphed (NSC moreso than WF), but it's the only option you have to threaten FTK against Xingqiu. Talent can be used against non-Xingqiu decks to deal 2-3-6 or 3-1-6 damage instead (do **not** use it against Xingqiu unless they used Skill, as it would inflict Pyro, and Xingqiu would be able to cleanse it and gain 2 Effective HP using his Skill. If they used Skill first, the 2 EHP is negated because you can hit him with a Vaporize instead.)

Yoimiya Collei End Turn Burn (Sidewinder Variation):

Yoimiya Skill → Yoimiya Attack → Swap to Collei → Sidewinder

Requirement: 1 copy of SW. Duh. 2 Pyro Dice and 3 Dendro Dice needed.

It's also good to have NSC, WF and/or CS. If you have any 1 copy of those, this deck **can FTK Collei in Collei Quicken and lock them out of being able to proc Quicken the entire game.**

Alternate order for FTK against Collei Quicken (Assuming you start first):

Yoimiya Skill (They typically start Fischl first so they will use Fischl Skill)

→ Swap to Collei (They will typically now swap to Collei to apply Dendro and guarantee Oz end of turn proccing Quicken)

→ Sidewinder (they typically Sidewinder back in response)

→ Swap to Yoimiya (if they do not know what we're up to, they will set up and end turn so they have priority next turn to apply Dendro directly to Yoimiya and guarantee Quicken)

→ Yoimiya Attack

How this works: 3 Damage from Yoimiya and applies Pyro Aura. 3 Damage from Collei and applies Dendro Aura. Burning proc deals +1 Damage and summons a Burning Field, Sidewinder procs and deals 1 Dendro Damage and applies Dendro Aura. At the end of the turn, the Burning Field procs, dealing 1 Pyro Damage and +1 Damage due to Burning proccing again, and also refreshes the Burning Field. $3+3+1+1+1+1 = 10$ exactly.

Note that if they start first instead, you *can* FTK Collei without requiring an additional dice, but in exchange they will get to guarantee proc Quicken. This can work in a pinch if you don't manage to draw any of the dice reduction cards.

Yoimiya Collei End Turn Burn (Pyro Resonance Variation):

Yoimiya Skill → Yoimiya Attack → Swap to Collei → Pyro Resonance + Skill

Requirement: 1 copy of PR. Duh. Also, 1 copy of either NSC, CS or WF.

3 Pyro Dice and 3 Dendro Dice needed.

Essentially the same as the Sidewinder Variation, except this time instead of proccing Burning an additional time as well as +1 damage from Sidewinder, you use an extra dice to use PR instead. This also inflicts Pyro Aura onto the next unit they swap to, which means, on the next turn, you can then proc Burning again with Collei's Skill and then threaten to Collei Burst.

Take note that you **need** to have at least 1 Omni or Pyro dice before you swap to Collei, and you should **never** use up that specific dice for Skill. You cannot tune for a pyro die once you are on Collei, so unless you're using WF, make sure to tune one while you're still on Yoimiya.

Note that you'll need two Dice Reduction cards for this version to FTK Collei in Collei Quicken, and two copies of NSC will not work as you are only attacking once (and you can only feed food once a turn anyway).

Yoimiya Collei End Turn Burn (Spam Attack Variation):

Yoimiya Skill → Yoimiya Attack → Swap to Collei → Collei Skill → Collei Attack

Requirement: 3 copies of NSC, CS or WF.

2 Pyro Dice and 4 Dendro Dice needed.

The hardest combo to possibly pull off, as you require 3 copies of Dice Reduction cards, which means you'll basically obliterate your entire hand of cards if you aren't lucky with dice rolls and have to tune as well.

Also the least obvious because it is insanely unlikely you'll end up with 3 copies *and* get good enough dice rolls.

If I get this as an opener, I'd prefer hard bluffing that I can FTK through the other 2 variations and going for Yoimiya Burst setup instead, so I don't lose my entire hand.

That said, this sets up enough energy for Collei to threaten to burst next round, and they have next to zero chance of stopping her from doing so.

Practically impossible for this to FTK against Collei Quicken unless they start first, and even then they'd be able to proc Quicken off of Yoimiya, so you'll have a rough time.

What do I do if the opponent counterplays by switching?

Never fret, this deck can pull off very effective revenge kill nukes especially with Pyro Resonance. You have the option to simply attack again with Yoimiya and setting up her Burst for next turn, or if you've already swapped to Collei, you can simply end turn first so you have priority next round, and can threaten to Skill into Burst.

The Yoimiya Burst option is the better option among the two, as it allows you to do fast damage nukes with Collei even against relatively healthy characters, and Yoimiya is the most expendable character in this deck. By doing so, you will almost always be able to revenge kill the enemy once they kill off Yoimiya, assuming you have Pyro Resonance card in hand or Sidewinder available. (and if you have both, god save the enemy's soul if they're at 7 HP with Pyro Aura because they'd still be dead even if they used Lotus Crisp).

You can even force them to kill Yoimiya (or waste a bunch of their dice doing switches if they don't want to) by repeatedly using Yoimiya Skill.

Your overall plan is to sacrifice Collei and Yoimiya to bring down two of their characters, and then wall out the enemy with Lucky Dog Agent Talent Stall (using food and Favonius Cathedral where appropriate).

Against slower decks that you can't FTK easily like Noelle OTK (or the character that they start with can't be FTK'd), it may be best instead to start out with Agent Stall to mitigate damage and stall while you attempt to draw your key combo cards (Pyro Resonance and Sidewinder). In the meantime, you'll chip away at their somewhat limited healing and shielding capabilities (though honestly it's basically infinite with how much of it they have, the effective cards just run out eventually so you can OTK them).

When they eventually take down Agent (typically though the use of their finisher character as Lucky Dog Agent requires a downright absurd amount of burst damage), revenge kill with an appropriately timed Sidewinder and Pyro Resonance. Agent's job is to apply Pyro Aura and chip away at their HP (time his Burst appropriately once you know Agent will die no matter what) enough for the revenge kill to 100-0 them. Their other characters will likely be somewhat chipped down by Agent already while your units will basically be fully healthy.

Cards you will want to keep for Agent Stall are as follows:

Lucky Dog, Paid in Full, Liyue Harbor Wharf, Tubby, Favonius Cathedral, Knights of Favonius Library. Do **not** keep food early on (in fact I'd actively encourage using NSC to tune if needed, as it's usefulness is very questionable considering you're basically going to spam Agent skill over and over.)

Just writing this part before the tournament to get my thoughts down

I made this deck because I was getting very frustrated playing against AyaMiya and Collei Quicken, because my stall deck that I originally made was getting nuked too consistently and too quickly to be able to win. So I had a thought - what if I tried to build a deck aiming to FTK the opponent's setup unit and completely brick their deck?

Other FTKs - Lawachurl FTK and Diluc FTK for instance - are very telegraphed and the opponent will instantly switch or attempt to use other methods to keep their unit alive (or burst early with their unit) before you are able to push the button a 3rd time to kill them. This is good by itself, **but I wanted to make it even better**. I wanted to minimise the telegraph of my FTK as much as possible, to the point where I don't just ruin their setup; if they don't respect my FTK potential even before I show any signs of pivoting to Yoimiya Burst setup, their setup will be completely ruined.

I view this deck as a "trade deal deck" - I'm essentially offering a trade deal to the opponent. If I have FTK in hand and they try to call my bluff, they pretty much instantly lose the game. If they play it safe, it slows the game down in my favor and I get to do my optimal setup while they didn't. If I don't have FTK in hand and they play it safe, I've essentially killed their momentum without even having to use the necessary cards to do so. The only scenario this backfires is if I don't have FTK in hand (or my dice rolls just were too terrible to execute the FTK) and they call my bluff, which does sometimes happen - but the result is just us setting up next to each other.

The opponent doesn't know whether I'm setting up the FTK when I use Yoimiya Skill into Yoimiya Attack. I could simply be bluffing that I have the FTK, or I could be setting up Yoimiya to burst next turn instead... and if they switch to prevent the FTK, I can simply set up Yoimiya to burst next turn and they'd have essentially wasted their dice.

Here's a strategy I've excluded from the writeup above as thanks for reading this section (though I'm sure smart players will have figured it out). If you somehow have even more dice reduction cards than what the bare minimum for Collei/Yoimiya FTK, you can actually pass a turn through swapping and make the FTK even less telegraphed (though take note only one NSC can be used to reduce dice cost). Use that information as you will 😊

If you do see this, it probably means I had a good showing at the tournament (though I'm sure that's in part due to most players never seeing a deck like mine before this). If I didn't manage to do well, I hope more people find this deck anyway. I probably won't update this guide past this - but who knows? Hopefully you have fun with the decklist if you see this - I believe it's one of the most intricate decks possible and forces the opponent to play around whether you have a surprise Pyro Resonance card in hand, which means they're forced to play suboptimally or be hard punished if they make the wrong choice.

Hopefully I do well and more people start playing this deck. Perhaps we'll be able to reach enough of a prevalence that AyaMiya decks just die out from the meta 😊

Some videos of the tournament for Asia:

Round 1: Victory vs Ayamiya Pyro by Khanh <https://youtu.be/jsJfWrXhPHQ>

Round 2: Victory vs Collei Fischl Lawachurl by Kidou <https://youtu.be/TX6ixyQqwVU>
(started late because I forgot to record, all that happened was me using yoi skill though)

Round 3: Victory vs Ganyu Fischl Keqing by Luminary <https://youtu.be/FJRPUnn16NU>

Round 4: Victory vs Ayamiya Cryo by Dapguy <https://youtu.be/EfxxkVzG-Ok>
(forgot to record again at the start, OTK'd their Yoimiya with Pyro Resonance Collei Burn)

Round 5: Victory vs Ayamiya Cryo by Len <https://youtu.be/u-YM7QxSKm8>

Len's POV: <https://youtu.be/LsKsvLMyqK8>

My POV, but with commentary by RobotWizHS:

<https://www.twitch.tv/videos/1681274406?t=2h35m32s>

5-0 lets goooooo

Bonus Videos:

Two games I played with SI (aka RobotWizard) where he played through Len as a proxy. For further context, he is an AyaMiya Cryo player that has won in NA twice, 5-0, as of 19 Dec 2022.

Unfortunately they did not record their POV :(

This is the level of mindgames we're playing to when we both know each other's gameplans and play at a high level (or at least I would assume I played at a high level). May be a good reference for y'all!

Pyro FTK Loss vs Ayamiya Cryo: <https://youtu.be/mBJ6kTKVVys>

Pyro FTK Win vs Ayamiya Cryo: <https://youtu.be/kb94MUIEgZ4>