

Yesterday Claudioh made the great point that most of my results with Jund Citadel have not been published which to some degree explains why so few people are on it. That makes a lot of sense to me because yes, my streak of consecutive challenge top 8's happened during the MTGO decklist blackout and my Showcase win didn't get posted either. This is an attempt to remedy that because I love Pioneer and want it to be more competitive.

The amount of people playing the deck is criminally low. When the deck got its moment in the sun everyone smart decided Trail Jund was better but this was because of groupthink and a specific metagame which had more Niv and UB control. Now the metagame is mostly random creature decks which Citadel Jund is designed to prey on. There also isn't really any easily adoptable hate. Grafdigger's Cage is a fine option but when playing against decks that don't have the card advantage to make up for Cage being a mulligan I am almost always happy to see it. So until Niv or control strategies become much more common I believe that Citadel Jund will remain a tier one option.

With out of the way here is my updated deck based on some discussion with Claudioh last night.

<https://scryfall.com/@Snusnumrick/decks/251881e6-3433-41a5-a3b8-e1bc6988733f>

I went down a Zulaport Cutthroat because while the effect certainly has some value it's fine to play Citadel just for value without getting an immediate kill most of the time. I also cut a Thoughtseize from the main because of how punishing it is to draw it against aggro. Third Klothys was replaced by a Scavenging Ooze because the graveyard hate is valuable enough to warrant three copies but I wanted to dodge the legendary rule. Finally the two Damping Spheres are there mostly because the three losses in my last twenty or so matches have been to wkmidori on Lotus. I am not entirely sure that the Spheres are justified and if you would prefer not to play them I would recommend adding a fourth Thoughtseize and second Bonecrusher Giant instead.

I am quite happy with the deck but there is still some room to optimize it. Options that I believe are worth testing include playing a fourth Korvold, Fae-Cursed King, further reducing the Cutthroat count, and reducing the amount of Fatal Pushes to make room for other cards in the sideboard.

Finally here is a sideboard map that covers Niv, Burn, and the pseudo-mirror which I think are the three main matchups. You can extrapolate from this to other matchups fairly easily.

https://docs.google.com/spreadsheets/d/19GtI0PBib156iFh0YaOfkm_uVIYNQM3qGJ8UODkqpQUg/edit?usp=sharing