

When I came back from my break, I saw that people actually tried to play more for their own win, and not playing stax. The deck got some busted new tools, mainly Throne, Satoru and Orochi, although I am not quite sure how good the last one really is. However, it feels like the ninja plan is a lot better now. Throne is usually game the second turn it is in play with a reasonable board, and is a 4/4 himself.

My deck always tries to be the best yuriko deck period, and attempts to achieve this by borrowing the best tools from every archetype, similar to tempo. DDB Tempo has not been winning, but I reason that that was because their wincon density was just not high enough. My approach of taking the best from every archetype seemed very justifiable some months ago. The top deck was always Blue farm, taking the speed from Rogsi together with the grind of Tivit. However, one has to say that the top decks now lean more to one side. Blue farm, while still grinding, adds more gas with necro and Borne, Clam chowder becomes a thing, all converging towards a thras-dargo style deck. I thought about this thrasdargo archetype a lot when Freedomwaffle started being a popular player. The deck can slam a win extremely easily, but has a usual terrible, but working grind plan. It takes some equity from where rogsi takes all of its equity, and if that does not work, it just grinds and plays possum, stealing equity much like Rogsi, but still with a scry 1 draw for 4.

The framework I came up with then is that decks can push and chill. Pushing makes you the threat, whether you push for a win or overwhelming resource advantage. Still, chilling still gets a small resource advantage, just not as fast, thus making it less likely that you become the target of interaction. The best cedh players are zain, a rogsi player notorious for pushing, and a ton of yappers and chillers, like Ian, Wounded, Jorman and Waffle. This suggests that chilling is the way to go most of the time.

I cant quite decide whether this invalidates my deck building approach or supports it. On the one hand, it seems like a lot of top decks "picked a lane", either like blue farm going faster and pushing more and tivit going a lot slower and really chilling out. On the other hand, you could also say that these top players chill with decks that are still really capable of pushing.

Continuing with my approach, it was clear that some other archetype direction in my deck has to make room for more aggro, as all the new cards benefit from having a big board. It would make sense that I would cut some combo cards, keeping my pushing category the same size. But while some combo cards(diabolic intent, Beseech) bit the dust, I also removed my offer, curtains call, and at one point, pierce and deluge. This still keeps Doomday, nanogene and scheming symmetry in the deck as dedicated combo cards, even though the new cards are all cards that are used to push and not to chill.

I hate to say it, but Doomsday is on the chopping block. I am not quite sure if its correct. I have developed a playstyle which is a lot safer that pushes less with it and rather tries to gum up the board, and now see the same views a lot of people in the discord see. However, having 5-months ago Picu still in my head, I also clearly see his point. While all three felt horrible rotting in my hand for most of my testing games, they also gave me the opportunity to win 3 games(I only won one of them and punted the other two lol). While a lot of the deck is built to push harder when you are ahead and prevent death when you chill, Doomsday, nanogene and scheming symmetry push for straight up wins, no matter the position, albeit getting worse when you are far ahead as they risk huge blowout potential.I also never could

say I lost because the doomsday was not any other card. The game where the Doomsday was chrome mox fodder was still won by my other cards pushing with the aggro gameplan and in other games I got destroyed so hard that it likely did not make a difference. Oddly enough, playing Doomsday feels the same as playing rogsi. You feel like you are losing the entire time, but at the end of the day, you count that you won half of the games, as a lot of the losses you imagined did not happen. Winning one game due to these cards and having it stuck in your hand the other 3 times might still be worth it, as stuck in hand does not mean a loss, but a win is a win. This is consistent with the fact that the good players can also sandbrg their win for half an eternity.

This raises the question: Do I want a trespass in my deck? It fills the same role as nanogene, by being a card that wins the game when you are ahead, but really is kind of bad when you are not setup. However, it probably speeds up the clock by a turn your opponents thought they would have, and is less fragile to removal.

In cedh the advantage bar feels a lot more fragile, as you play against 3 players. That felt like the problem of the tempo deck. Real good at getting ahead by chilling and not losing, but if it then takes 4 turns to close the game when pushing, your opponents got to see 12 cards to answer you while you are pushing. The solution, in my opinion, is pushing faster. Even the top players who are all chillers at heart usually play decks which can push very very fast, like Farm, Kinnan and Dargo Thras. I would even go so far and say that Talion becomes a push deck at some point. Its form of pushing is just to play stax over stax and win slowly, but they still are the threat the entire time.

This is one of the reasons I really like adding the 29th land, sol ring and diamond back in, for cards like BCA. Mana helps me get ahead and Push, while also looking a lot less threatening if you dont have a card advantage online. While 2 ninjas and 2 lands and 7 cards in hand look scary, you cant actually push a win with it most of the time. On the flipside, with 5 lands and an enabler and 3 cards in hand, you can explode out of nowhere if you go land yuriko roaming throne and then will be well setup overwhelming the opponents, out of the absolute blue. This is why I disagree with the people that are pushers and go down to less lands, such as the aggro deck. You plan to overwhelm your opponents, and its gonna be really hard if you don't draw your third land in time. For a chiller, I get a little more why they dont want the land, as they win "by accident" over many many turns. But I found so far that even in the most chill modes, I can use my lands when I switch modes eventually.

Another thing why I like 29 lands over 25+ 2landcyclers is that they make my mulligans better, adding to the effect that I can push more. Due to reliably seeing two lands, I can toss hands that just have two lands, an enabler, and some unplayable expensive cards, meaning I mulligan to more broken hands, often getting either a turn 2 rhystic study, a turn 3 double triggers or a yuriko with really good interaction/stax to back her up.

Right now there are two yuriko philosophies that win: Musics00ba plays a deck optimized for pushing, first with nanogene, now with throne and Orochi, while both Jonkenedy and Strix are trying to claw back into the game and not lose from any given position, "chilling". Yapping is a way more useful skill for the chillers than for the pushers, as convincing your opponents that you are not pushing while you are is essential when you play a deck that needs a turn or

two more to close it out. Yapping gives you that turn, as they will see you as a threat one turn later, making you functionally the same speed as the pushers when it comes to closing it out.

When you look at every deck in any format I have ever played, you see I am a pusher at heart. However, in the quest of building the best deck(which while never be reached is still a quest to be attempted), I need to also consider chilling.

I think stax is great when you are pushing. When you are not pushing and just try to chill, someone is gonna outvalue you, and then eventually push through the stax. While sheoldred is great against that in theory, who are we kidding. If I draw a 7 off my rhystic in rogsi, ill just dockside dress down breach and murder everyone. A chiller is dealing with this by holding up interaction, and staxing out half the table does not help you win the fight. However, if we push with the ninjas or a combo, we might be able to get under them by amassing so much advantage, layering more stax and holding up interaction for who we have not locked out . Especially cage and runestone slow down ever good deck aka grixis +x and gruul + x. Null rod seems to be a card that just wins games on its own, even though it can be very useless in other games. Cursed totem seems weak because it only stops the green decks, so in the approach to only take the best from every archetype might see cursed totem go at one point.

I think that most yuriko players dont mulligan enough. Mulligan until you seem something cracked. We need to cheat on mana, whether that is by ornithopter, good free spells in hand, or simply by hrving a crypt or a mox. In the primer I have outlined what I like to keep.

I like the idea of cutting the 1 mana interaction, although I am not there yet on specifically flusterstorm. With the new flares, we got plenty of free interaction and can tap out for our ninjas and stax and 4drops

I dont like the 1 mana xerox cards like the landcyclers aven but see the idea of having access to Usea every game. But the deck needs mana, and by having those you decrease mulligan consistency. Maybe in a mystic sanctuary build.Furthermore I really dont get harvester of Misery. We cut all the spell pierces and offers because of mana issues, only to play these manaintensive cards. The landcyclers at least you dont have to hold up, meaning it only steals you one mana over the game. But harvester doesnt steal 1 mana per turn, but **TWO**. By the time we have this amount of leftover mana, well also have 7 cards in gy, so we mise well play a cabal pit.

Also, to me spell snare seems like better harvester of misery. For decks that play the 1 mana counters, I think they should add it. It hits all the popular wincons except naus and necro(and in the latter one does at least something), kinnan, bowmasters grand abolisher, final fortune, and then some. A beautiful card for control when you are willing to play 1 mana interaction.

What I have grown to like is Subtlety. This card is so good. Its like free dovins veto for creatures, and with the help of sol ring/crypt it can be even reused. And it gives satoru a card. Truly marvellous.

Furthermore, Fourth bridge prowler somehow keeps on doing the thing. It should really not be that good in theory, but somehow, it does so much. As soon as it stops performing I want to try It harrier strix, but it wont stop. It kills espers and bowmasters

, timewalks people by killing their random x/1(birds, Various parasites), terrorist deals people who wanted to block with their kinnan