

# LYRILUSC

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## 1. Birds of a Feather

The Lyrilusc strategy is all about using Level 1 Winged Beasts to build up a towering Rank 1 Xyz Monster with as many Xyz Materials as possible that can defeat your opponent. Most Xyz Monsters have a specific number of required materials, but “Lyrilusc” Xyz Monsters can be Xyz Summoned using 2+ Level 1 monsters. The more you use, the better because the monsters that are going to do the real damage to your opponent, **Lyrilusc - Assembled Nightingale** and **Lyrilusc - Ensemblblue Robin**, power up based on the number of materials attached to them. Naturally, the basic “Lyrilusc” Effect Monsters excel at filling the field and keeping your hand full of more ways to Summon, and you’ll get well acquainted with the particulars of each of them as you gain more experience with the Deck.

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

Be sure to return all of the cards below when you’re finished Dueling.

3 **Lyrilusc - Celestine Wagtail** (LED8-EN036 UR)  
3 **Lyrilusc - Beryl Canary** (LED8-EN035 R)  
3 **Lyrilusc - Turquoise Warbler** (LED8-EN044 C)  
3 **Lyrilusc - Sapphire Swallow** (LED8-EN043 C)  
3 **Lyrilusc - Cobalt Sparrow** (LED8-042 C)  
2 **Slower Swallow** (DAMA-EN029/MP22-EN137)  
3 **Wynn the Wind Channeler** (ROTD-EN086 UR/MP21-EN158 PSE)  
20 Monsters

3 **Lyrilusc - Bird Call** (LED8-EN039 UR)  
3 **Lyrilusc - Bird Sanctuary** (LED8-EN040 SR)  
3 **Lyrilusc - Bird Strike** (BROL-EN036 SCT)  
3 **Quill Pen of Guldos** (LED8-EN056 C)  
2 **Wing Requital** (BROL-EN016 SCT)  
1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)  
1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)  
16 Spells

3 **Lyrilusc - Phantom Feathers** (LED8-EN041 R)  
1 **Dark Factory of More Production** (MP20-EN034 C/SDSA-EN040 C)  
4 Traps

1 **Lyrilusc - Recital Starling** (LED8-EN046 C)  
1 **Lyrilusc - Ensemblblue Robin** (LED8-EN037 UR)  
3 **Lyrilusc - Promenade Thrush** (LED8-EN038 SR)  
3 **Lyrilusc - Assembled Nightingale** (LED8-EN045 R)  
8 Extra Deck Monsters



## 2. Fear the Flock

The game plan for Lyrilusc revolves around loading up **Lyrilusc - Assembled Nightingale** with enough Xyz Materials and ATK buffs to win the Duel through her multi-direct attacking effect. Nightingale can also detach an Xyz Material to make your “Lyrilusc” monsters indestructible and your Life Points unassailable for a turn, so don’t be afraid to run Nightingale out there early and use her defensively until you’ve gathered the required cards to actually win the Duel.

On your first turn, try to pair up **Lyrilusc - Assembled Nightingale** with **Lyrilusc - Recital Starling**. If you have extra Level 1 monsters available to Special Summon, try adding **Lyrilusc - Ensemble Robin** to the field if you’re going first, or **Lyrilusc - Promenade Thrush** if you’re going second. This lets you soften up your opponent’s field and get some early offense in to reduce the workload of Nightingale on the turn you try to win the Duel.

Once you’re ready to start attacking, Xyz Summon **Lyrilusc - Promenade Thrush** to clear out a Spell/Trap Card and start grafting Xyz Materials on to Assembled Nightingale with **Lyrilusc - Celestin Wagtail** and **Lyrilusc - Bird Sanctuary**. If you Xyz Summon Recital Starling in the process, don’t forget to use her ATK boosting effect on Assembled Nightingale, and don’t forget that the effect lasts for as long as Nightingale is still face-up on the field. Even the best laid plans don’t always work out, so remembering that permanent buff on Assembled Nightingale can be the difference between victory and defeat.

Once enough Lyriluscs have flocked towards Nightingale, start attacking directly, and if Promenade Thrush is still on the field, detach the rest of her Xyz Materials to make the multi-direct attacking Nightingale even stronger as you close out the Duel!

Now, how do you get all these birds on the field? The main challenge is getting your first Xyz Summon done. Once that’s out of the way, Recital Starling can grab **Lyrilusc - Beryl Canary**, which can bring back the monster detached from Recital Starling for your 2<sup>nd</sup> Xyz Summon. The simplest opening is to have **Lyrilusc - Turquoise Warbler** and another “Lyrilusc” monster in your hand. Either one can be replaced by **Lyrilusc - Bird Call** to fetch the missing piece from your Deck and either add it to your hand or send it to the Graveyard (GY) depending on the rest of your hand. **Lyrilusc - Cobalt Sparrow** and **Lyrilusc - Celestine Wagtail** are the top choices since they can each add another card to your hand. Another combination that gets you there is **Wynn the Wind Channeler** along with a “Lyrilusc”.

This Deck’s set-up is difficult to overcome, but also harder to establish than some other Decks because the monsters aren’t all interchangeable. That’s why this Deck also includes plenty of ways to draw extra cards. Don’t be afraid to trade away duplicate monsters, mismatched monsters, or Xyz Monsters that have run out of Xyz Materials with **Dark Factory of More Production** to dig deeper into your Deck and clear out Monster Zones. There’s also no advantage to holding off on the draw effect of **Lyrilusc - Bird Sanctuary**. If you can use it, use it, especially if you’re planning to detach that 3<sup>rd</sup> material. Missing out on even one opportunity to draw a bonus card can potentially doom you in the long run.

This Deck also has very powerful removal Spells and disruptive Traps. **Quill Pen of Guldos** bypasses destruction prevention effects and can get rid of any card on the field. It can also recycle your Recital Starling and Assembled Nightingale if they end up in the GY. **Lyrilusc - Phantom Feathers** can invalidate entire Battle Phases, leave your opponent’s monsters vulnerable to attacks, and make them unusable for Xyz and Synchro Summons. **Lyrilusc - Bird Strike** can blank out an entire field of monster effects, forcing your opponent to rely on their Spells and Traps to defend themselves.

### **3. Migratory Patterns**

The “Lyrilusc” Xyz Monsters’ “Once per turn” effects are once per turn per copy of the Xyz Monster, not once per turn across all copies of the Xyz Monster. As such, if you Xyz Summon multiple Promenade Thrushes in the same turn, you can use each of them to rid your opponent of a Spell/Trap Card and if you Xyz Summon multiple Recital Starlings you can add a Level 1 Winged Beast to your hand with each.

**Quill Pen of Guldos** can target monsters in your GY that normally reside in the Extra Deck. It’ll still resolve normally as long as they both make it back to the Extra Deck.

The first effect of **Lyrilusc - Phantom Feathers** is permanent, but the second effect is not. The first effect of Recital Starling is permanent, but the last effect of Promenade Thrush is not. Pay careful attention to the text of your cards so you know what they do and don’t do, and for how long.

**Lyrilusc - Phantom Feathers** needs to check the current ATK of its target in order to change the ATK of monsters your opponent controls. If the target is no longer face-up on the field when the Trap resolves, the ATK of your opponent’s monsters won’t change, but their Levels/Ranks will still become 1. The “also” in this text means that the two parts of the effect are considered to happen simultaneously and you still do the second part of the effect even if the first part doesn’t happen for whatever reason.

Special Summoning with **Lyrilusc - Bird Call** is optional. There are plenty of situations where you’ll want to add a “Lyrilusc” to your hand so you can Special Summon it with a different card, like **Lyrilusc - Sapphire Swallow**. This also means you can activate Bird Call even in situations where a card effect is preventing Special Summons.

### **4. Flying to the Future**

While this Lyrilusc Deck is completely focused on Xyz Summons, there is also a “Lyrilusc” Fusion Monster called **Lyrilusc - Independent Nightingale**. This monster can act as a follow-up finisher if your Assembled Nightingale can’t quite end the Duel. Attacking 5 times with a 5-material Assembled Nightingale for 5000 damage, then fusing it away for Independent Nightingale lets you boost Independent Nightingale’s Level to 6 and inflict the last 3000 damage with her effect.

Spell Cards that let you dig through your Deck can really help this strategy out. **Pot of Desires** and **Pot of Prosperity** are both viable choices depending on what modifications you want to make to the Deck.

The powerful Trap Card **Harpie’s Feather Storm** can blank out an entire turn’s worth of monsters’ effects and all you need to do to activate it is control a WIND Winged Beast monster! It doesn’t matter where your opponent activates a monster effect – be it hand, GY, field, banished, wherever, they’ll simply be negated while the effect of **Harpie’s Feather Storm** is being applied.

Try running a search on NEURON or the official Card Database for WIND monsters with 1500 or less DEF, excluding Fusion, Synchro, Xyz, and Link Monsters, and you can see a list of everything that **Wynn the Wind Channeler** can add to your hand. You may find something that can help you out, either with this Deck, or another WIND Deck from *Legendary Duelists: Synchro Storm*.