Budget Expedition Decks for The Flame of Xulta

Hello everyone! It's time for a budget deck update!

You may notice that things look a little... different... since the last time I posted one of these. Since Eternal Titans is down, I'll be posting these in Google Docs for now until I figure out what to do with them. If you're looking for the old articles, unfortunately I believe they have been lost to the internet, though I did partially salvage my Dark Frontier article here.

Today we'll be looking at three Expedition decks: Rakano Onis, Skycrag Burn, and Xenan cultists. Each of these budget decks are designed to be built in to a specific competitive deck in mind, so that the rares and/or legendaries you craft are working toward an end product without waste. Furthermore, each of the decks conforms to the following budget restrictions:

- Cards granted to new player accounts (eg. 1x Xenan Obelisk)
- Cards obtainable from purchasing theme decks for 3,000 gold from the store (eg. 1x Sodi, the Metamorph)
- No more than 12 additional rares to be crafted, where a legendary card counts as 4 rares and promos are 3/4 of a rare each, again listed along with each deck

Let's go!

Deck 1: Rakano Onis

Archetype: Aggro



EWC Link

Upgrade to: **EWC Link**

Rares in this deck (Source): 4x Embargo Officer (3x Craft, 1x from Chancellor's Onslaught); 4x Jishu, the Burning Brush (Craft); 1x Kemmo, Ijin's Apprentice (Kemmo's Outlaws); 2x Press the Advantage (Craft); 1x Longbarrel (Craft); 1x Steelfang Chakram (Craft)

First up, we have our classic Rakano Aggro deck. We have 4-ofs for several aggressive units, like Oni Patrol, Acclaimed Artisan, and Teething Whelp, along with Finest Hours to help them punch through. Where this deck differs from traditional aggro decks, however, is in its heavy synergies with equipment and its ability to tutor for the right blade for the job. The deck features Elder's Feather for some evasion, Longbarrel to pick off small enemy units, Steelfang Chakram to grind through a stalled board, and Peacekeeper's Helm as a silence. On top of that, Jishu, the Burning Brush and Granite Acolyte both make weapons to help Oni Quartermaster draw cards. Even though this is an aggro deck, it can bury the opponent in cards if left unchecked!

One really cool aspect of this deck (props to camomilk for bringing this to my attention) is that Jishu can help find the beefy Bladebreakers that are made off Kemmo, Ijin's Apprentice. This is more of a factor when playing 4x Kemmo, but we are fortunate enough to just to have Kemmo from the theme deck Kemmo's Outlaws.

Deck 2: Skycrag Spell Damage

Archetype: Combo Control



EWC Link

Upgrade to: **EWC Link**

Rares in this deck (Source): 4x Cloudsnake Harrier (3x Craft, 1x from Skycrag Fury), 4x Howling Peak Smuggler (Craft), 4x Garden of Omens (Craft), 1x Prodigious Sorcery (Craft)

This is a fun one to play; the idea here is to play Prodigious Sorcery on Greed's Reward, then play and decimate Greed's Reward with one (or more) spell damage effects from your units. Of course, to get to that point, you will have to survive until you have a Greed's Reward in the void, have at least five power and have played a merchant, and have the time available to make such plays and not die while doing so. Not an easy task, so the rest of the cards in the deck are dedicated to keeping the board clear of opposing threats.

One really nice aspect of this list is that it takes advantage of Garden of Omens, a powerful site that is craftable for 600 shiftstones each because it is a promo, not a legendary.

You may find it tricky to decide when to decimate your power with Prodigious Sorcery or Greed's Reward; the rule of thumb is to not decimate until you have 5 or more power. Remember, decimating is a drawback that affects each future turn for the rest of the game, so only decimate when there aren't many turns remaining.

Deck 3: Xenan Cultists

Archetype: Attrition



EWC Link

Upgrade to: **EWC Link**

Rares in this deck (Source): 1x Zhen Zu, Hand of Nahid (from Nahid's Followers); 4x Ebon Dune Smuggler (Craft); 4x Shadowlands Guide (Craft); 4x Worthy Cause (3x Craft, 1x from Nahid's Followers); 1x Ark of Sol (Craft); 1x Vara, Fate Touched (New Account)

To finish up, we have a Xenan Cultists deck based on granting permanent buffs to a Cult Aspirant or Nahid's Faithful and recurring it repeatedly. The first time you play one of either of those cards, it may not be huge, but it retains its stats as it changes zones and continues to grow and grow. As an added bonus, playing a Predator's Instinct on one of them allows you to reuse killer each time you get it back.

The deck generates a lot of value with its expendable units such as Dark Wisp or Slumbering Stone, using them as fodder for Nahid's Faithful, Devour, and Worthy Cause. Despite all of the cheap units, this is not an aggressive deck; rather it wants to trade resources with the opponent and then capitalize on having a stocked void late in the game to power up its cards.

The Vara, Fate Touched in the market is a nice lategame finisher. If you're unfamiliar with how Vara works, each additional shadow unit that enters play will trigger her even if it didn't come from your hand. For example, you can use Vara to get back Shadowlands Guide, getting Slumbering Stone, which then triggers Nahid's Faithful which can sacrifice Slumbering Stone for the Gargoyle, which can get back yet another shadow unit from the void. Definitely worth trying out at some point!

I hope those of you looking for budget decks found this article helpful. I'm looking to get another one of these out for Throne after the November 15-17 ECQ, so if you're interested in budget decks be on the lookout for it! The best way to stay up-to-date with my projects is to follow me on Twitter at www.twitter.com/Sunyveil, so be sure to drop me a follow there.

Finally, I stream Monday-Thursdays on Twitch at 8am Pacific, so if you want to come join in the conversation tune in at www.twitch.tv/Sunyveil.

Thanks for reading!

-Sunyveil