

The OFFICIAL Tier List for Eternal Weekend Legacy

S Tier

Grixis Delver: The classic cheap threats, wasteland, and daze package has always been good in legacy, and rumors of this deck's demise are largely overstated. While it may not be as single handedly dominant as it has been in the past, cheap countermagic and efficient threats combine to form a very dominant clamp on your opponent's plan. While newer players may have trouble getting full value from brainstorm, it is a deck I would strongly recommend learning as it will always be a reasonable selection.

RW Initiative: While admittedly poor versus Delver, this deck makes up for that by dominating almost any brew or slower deck that may make an appearance. Ancient tomb is a very strong card in the legacy metagame and Initiative threats backed up by cavern of souls for slower decks is a tough axis to fight on for many decks in the format. Great for new players as well, as this can teach you basic sequencing in the format, and you can largely ignore interaction.

4 Color Control: Newer players and slower players be wary. This deck has a very strong lategame with the recent addition of Up the Beanstalk to combine with Force of Will, and has tremendous staying power and can get out of some very sticky situations. Do be conscious that Triumph of St Katherine **does** exist in paper and is a card to consider when building these lists. The deck can close with Forth Eorlingas, but be conscientious of time management. The mana can be pretty easily attacked due to a high number of duals, so fetch accordingly.

A Tier

UB Scam: This younger cousin of grixis delver has many things going for it, and is not to be trifled with. The mana and threats are better than delver, though the reanimate package can be clunky if drawn in the wrong order, and losing out on access to bolt and pyroblast is large in a format dominated by blue spells. You cannot be too wrong for registering this deck, as I believe the disadvantage over grixis is marginal.

8 Cast: This artifact based ancient tomb stompy deck has been putting up impressive showings on magic online. Patchwork automaton has been a big innovation to the archetype, and ward 2 is almost as good as hexproof in many games that you'll play. You also get to leverage the very powerful Urza's Saga to it's fullest potential here, but be careful for hosers such as meltdown or null rod. Another great decks for beginning legacy players, and has the bonus of playing very few reserve list cards.

Lands: The delver and 4c killer, Lands is built to pray on the weak mana bases of the blue decks, and go over the top of them with looping urza's sagas and thespian's stage to make sure you can make a construct every turn. Would not recommend it unless you have significant reps with the deck, as the lines are very unintuitive and different from almost every other deck in the format. Struggles versus initiative and can lose to brews, but is a good metagame call.

RUG Delver: The last appearance of a delver deck on this list, RUG is the most recent iteration thanks to the new printing of Questing Druid. This deck aims to go over the top of grixis by having more card advantage, though you lose out on ways to profitably answer bowmaster, which is a premier threat against your deck. Because of this, I would prefer to play the bowmasters to the green splash, though ultimately it is going to play relatively similarly. The biggest boon is likely the SB Carpet of Flowers, which frequently wins games against delver by itself.

B Tier

Reanimator: The classic newer player glass combo deck of the format, Reanimator can always catch people off guard and is a good introduction to the legacy format as you can largely ignore anything your opponent does that does not interact with you. If you expect people to skimp on graveyard hate, it is always a fine bring.

Painter: This grindy Ancient Tomb deck plays a very good midrange plan, capped out with the powerful combination of Painter's Servant plus Grindstone to kill your opponent out of nowhere.

Fable of the Mirror-Breaker is a fantastic semi-recent addition, and you can play the late game toe-to-toe with delver, but cannot really hope to compete in the long game versus 4 color control.

GW Depths: I believe the legacy format is currently at a point where this deck has been largely power crept out by Lands, largely due to the prevalence of 4c, which is extremely unfavored for this deck, though you can definitely catch people slacking on submerges with your knight of the reliquaries. Overall, I think you can do better right now.

Turbo Muxus Goblins: This deck was enabled to be innovated on by the recent addition of Name Sticker Goblin to MTGO. The deck is quite strong if uninterrupted, though is relatively weak to Delver style decks as they are quite good at attacking your cavern of souls and countering your payoffs. If you do choose to play this deck, do take note of how the sticker mechanic works in paper and that you have all your sheets in order.

Cradle Control: The “Newton Special” melds the powerful early game threat of Natural Order with midrange threats such as fiend artisan, utilizing Gaea’s Cradle in conjunction with Elvish Reclaimer to generate massive amounts of mana relatively quickly. This deck is significantly better if you expect more delver decks to be base green than base black, as bowmasters answering early plays is not irrelevant, and questing druid is largely too slow to be relevant.

Mono Black Helm: Yet another ancient tomb combo deck falls to B tier. This deck seeks to combine Leyline of the Void with Helm of Obedience for a fast kill, and also plays midrange threats such as Opposition Agent and Orcish Bowmasters to buy time. This deck struggles versus delver, but can set up fast kills out of nowhere and Leyline can shut off large portions of some decks (including Delver) if put into play on turn 0.

