

Expansion and Chapter Guide 08/24

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1. Introduction

Hello, my name is Lordperth and in this article I tried to answer the most important questions about expansions and chapters: How to get them (I mention that at the start of points 8-10), what they include and which ones you need to buy for which decks. Because the value of each expansion/chapter is highly subjective, based on what kind of cards you already have and what types of decks you enjoy playing, I won't just give them a letter grade or sort them into a list without explanation. Instead I will justify the tier list ratings by explaining which cards from that expansion/chapter see play in which type of decks, how good those decks are and how essential the cards are for those decks. That way you won't only know how good each expansion/chapter is in a vacuum, but also which ones you need the most for the decks that you want to build personally.

The expansion and chapter tier lists include tiers 1 to 4, with tier 1 as the best and tier 4 as the worst. Those rankings will be based on how many tier 1, 2, 3 and 4 cards each expansion/chapter has. Sorting the cards into tiers was somewhat subjective, but still based on some "fixed" criteria, based on the strength of the decks they are played in and on how important the cards are in those decks.

The criteria for card evaluations are:

- Tier 1: Good+ in a tier 1 deck, essential in a tier 2 deck, good+ in several tier 2 decks, Essential in several tier 3 decks, combines two tier 2 criterias
- Tier 2: Good in a tier 2 deck, essential in a tier 3 deck, good in several tier 3 decks, essential in several tier 4 decks, combines two tier 3 criterias
- Tier 3: Niche in a tier 1 deck, good in a tier 3 deck, good in several tier 4 decks, essential in a tier 4 or 5 deck
- Tier 4: At best niche in tier 2 or worse or good in tier 4 or worse

Essential means the deck doesn't function without the card, good means that the card is part of the optimal version of the deck, but you the deck can still work without it and niche means you can play the card in the deck, but it's more of a tech option or generally slightly weaker than alternative options (and some cards are right between two levels, e.g. cards between niche and good are part of the optimal list, but have functional replacements that aren't significantly weaker).

Keep in mind that we don't have tournaments or significant ladder data, which means that sorting decks into different tiers was subjective and not perfectly precise. I also won't claim that I included all viable decks, there are just too many of them. But I think I got all essential decks with some help from the Direwolf Discord, from which I also got a lot of valuable feedback regarding the card choices and tier ratings of each deck. They are still debatable, but as precise as you can get without significant data. You can check out those tier lists, including a link to all decklists, in points 2 and 3.

The glossaries in point 4 and 5 have the same decklists, but also include a list of all expansion and chapter cards in that deck and the page where you can find each card in the expansion/chapter guide. For some decks I wrote longer budget replacement guides (points 6 and 7). There you can find the priority order for expansions and chapters and possible replacements for all expansion, chapter and legendary cards.

In the expansion/chapter tier lists, so points 8-10, I wrote a few words about all tier 1-3 and some tier 4 cards, e.g. general strengths and weaknesses of the card and examples of synergies with and against other important cards of this format, but I skipped the tier 4 cards that are flat out unplayable. The cards are sorted by alphabet within their tiers to make it easier to find each one. At the end of each card explanation I listed all decks the card is in with a link to the decklist (the same lists that you can find in the tier lists and glossaries).

For expansions I didn't separate between formats because we only have 2 legal expedition expansions (+the Community Bundle) right now, but I included those 2 expansions (+ the Community Bundle) twice in the tier list, once for throne and once for expedition. For chapters I made separate tier lists for each format because the strength of cards can be wildly different between expedition and throne and there are enough expedition legal chapters to make a distinct list worth it.

As mentioned earlier I got a lot of help from the Direwolf Discord, especially regarding the decklists and their strength evaluations. I can't name everyone who made a helpful comment here, but thanks to all of you. Additionally I want to specifically thank IronMan for help with several different decklists, Firewood for taking the time to discuss some tier ratings with me, Random_7945 for making a lot of interesting decks that I included in the throne tier list and to Anbal, who wrote a script to analyze all throne and expedition decks regarding card appearance and other stats (which I used for the statistical rundown in the Youtube video that accompanied the release of this guide).

2. Throne tier list (with decklists)

I used the tiers from 1 to 5 to sort decks in both formats by strength:

- T1 are the best decks of ladder
- T2 will make for an easy climb, but they are weaker/less consistent than T1
- T3 are either strong combo decks (win fast, but still have some slight consistency issues or weakness to specific interaction) or “normal” decks that are just a bit weaker than T1 and T2
- T4 decks will have a tougher time on ladder due to bigger internal flaws or being weaker versions of better decks
- T5 decks are meme tier, they lose to themselves a lot and/or are way weaker than the competition

The decks are ordered by tier, but the order within each tier is based on the alphabet, not strength. Not all the decklists are from the last few weeks, so some of them aren't fully up-to-date (I tried to update the really old ones myself though). If they only require one newer card, I've written that card under “Updates?”.

The “Cost” column is written as follows: First the number of expansions (the number before the comma is the number of the expansions that are difficult to replace, the 5 behind the comma indicates that there is at least one expansion that you can easily replace and if there is more than one, that number is written in brackets right after), then the number of chapters (same principle as for expansions), then the amount of shiftstone needed for the optimal list.

The colors mark the budget friendliness for each category:

- Green: Budget friendly (2 or less EXP/1 or less for expedition, 1 or fewer CHP, less than 30k SS)
- Black: Average (2,5-3,5 EXP/1,5-2 for expedition, 1,5-2,5 CHP, 30-50k SS)
- Red: Expensive (4 or more EXP/more than 2 for expedition; 3 or more CHP, more than 50k SS)

Chapters are easy to acquire, so I would put more weight on the number of expansions and the shiftstone cost

Tier	Name	Source	Cost	Updates?
1	JP Kira	Slepher (EWC)	4,5 EXP + 0 CHP + 46k SS	
1	FPS Throne Room	IlyaK (EWC)	2,5 (2) EXP + 0 CHP + 33k SS	Execution Pit
2	FT Midrange	IronMan (Discord)	2,5 (2) EXP + 1 CHP + 43k SS	
2	FS Aggro	IlyaK (EWC)	2 EXP + 1 CHP + 50k SS	Execution Pit
2	FS Midrange	Me	1 EXP + 2 CHP + 43k SS	
2	TS Katra Midrange	PhOenix (EWC)	2,5 EXP + 1 CHP + 55k SS	
2	TS Midrange	LightsOutAce (Discord)	3,5 EXP + 2 CHP + 51k SS	

2	FTJ Onis	Shenaniganry (EWC)	2 EXP + 2 CHP + 38k SS	
2	FTS Aggro	Puchpuchacz	1,5 (2) EXP + 1 CHP + 33k SS	
2	FTJS Relic Aggro	BatterieZ (Discord)	3 EXP + 1,5 CHP + 18k SS	
3	Factionless	Fxyang (EWC)	3,5 (2) EXP + 0,5 CHP + 61k SS	Crystalline Wanderer
3	Factionless Shadow version	Imestr8 (EWC)	4,5 (2) EXP + 0 CHP + 60k SS	
3	F Aggro	Neonharvest (EWC)	2,5 EXP + 1 CHP + 20k SS	
3	FT Aggro	Sto650 (EWC)	1,5 EXP + 0 CHP + 42k SS	
3	FT Aggro Alhed version	Ilyak (EWC)	3 EXP + 0 CHP + 12k SS	
3	FT Midrange 8trice version	me	3,5 (3) EXP + 2 CHP + 38k SS	
3	FT Rebuild Combo	Chaostehjace (EWC)	5 EXP + 1 CHP + 24k SS	
3	FJ Midrange	me	3,5 EXP + 1 CHP + 57k SS	
3	FJ Aggro Give Chase version	Random_7945	2,5 EXP + 0 CHP + 32k SS	
3	FJ Onis	me	2 EXP + 2 CHP + 47k SS	
3	FP Aggro	me	2,5 EXP + 0 CHP + 23k SS	
3	FP Sling	me	2,5 EXP + 0 CHP + 49k SS	
3	FS Dragons	me	3,5 (3) EXP + 0 CHP + 34k SS	
3	TJ Relic Control	me	3 EXP + 1 CHP + 77k SS	
3	TS Dredge	Chaostehjace (EWC)	2,5(2) EXP + 3 CHP + 22k SS	
3	TS Relic Aggro	BatterieZ (Discord)	1 EXP + 1 CHP + 32k SS	
3	JP Control	Slepher (EWC)	5 EXP + 1 CHP + 29k SS	
3	PS At any cost	Thewamts (EWC)	1 EXP + 1 CHP + 40k SS	
3	PS Dredge	Shenaniganry (EWC)	1 EXP + 1 CHP + 21k SS	
3	PS Mother	Slepher (EWC)	2 EXP + 0 CHP + 48k SS	
3	FTJ Project Bolster	me	4 EXP + 0 CHP + 26k SS	

3	FTJ Project Midrange	me	4 EXP + 0 CHP + 54k SS	
3	FTJ Skyline Combo	Dudrosa (EWC)	5 EXP + 1 CHP + 28k SS	
3	FTJ Stranger Armory	PremiumAlex (EWC)	1,5 EXP + 0 CHP + 86k SS	
3	FTP Aggro	Shenaniganry (EWC)	1 EXP + 0 CHP + 15k SS	
3	FTS Tokens	Random_7945 (Discord)	1 EXP + 2 CHP + 27k SS	
3	FJP Overloader Combo	Slepher (Discord)	1,5 EXP + 0 CHP + 32k SS	
3	FJS Armory	me	2 EXP + 2 CHP + 44k SS	
3	FJS Paladins	me	6,5 EXP + 3 CHP + 35k SS	
3	TJS Midrange	IlyaK (EWC)	4,5 EXP + 0 CHP + 69k SS	
3	TPS Even Deadly	Random_7945 (EWC)	2,5 EXP + 1 CHP + 46k SS	
3	FTPS Relic Aggro	BatterieZ (Discord)	5 EXP + 1 CHP + 17k SS	
3	FTJS Volatility Control	Random_7945 (EWC)	3 EXP + 0 CHP + 76k SS	
3	FJPS Overloader Combo	Imestr8 (Discord)	2,5 EXP + 0 CHP + 36k SS	
3	FTJPS Suppressor Project	Shenaniganry (Discord)	3,5 EXP + 1 CHP + 44k SS	
4	FT Charge Rod	Random_7945 (EWC)	4 EXP + 0 CHP + 35k SS	Timejumper or Soulfire instead of Instructor
4	FJ Aggro	Coltim (EWC)	1 EXP + 0 CHP + 45k SS	
4	FJ Armory	me	5,5 EXP + 1 CHP + 43k SS	
4	FJ Overloader Combo	Patomaru (EWC)	2,5 EXP + 1 CHP + 23k SS	
4	FP Dragons	me	5 EXP + 0 CHP + 46k SS	
4	FP Midrange	me	3,5 EXP + 0 CHP + 36k SS	
4	FP Tragedy Combo	Random_7945 (Discord)	3 EXP + 0 CHP + 20k SS	
4	FP Yeti Aggro	me	1,5 EXP + 0 CHP + 39k SS	
4	FS Aggro Pull version	me	3,5 (2) EXP + 2 CHP + 69k SS	

4	FS Aggro Rifle version	me	1,5 EXP + 2 CHP + 51k SS	
4	TJ Midrange	me	5,5 EXP + 1 CHP + 45k SS	
4	TP Dinosaurs	me	4 EXP + 1 CHP + 27k SS	
4	TP Midrange	me	3,5 EXP + 1 CHP + 60k SS	
4	TP Spell Midrange	IlyaK (EWC)	3 EXP + 1 CHP + 29k SS	
4	TP Spell Midrange Echo version	Random_7945 (EWC)	3,5 EXP + 1 CHP + 28k SS	
4	TP Transform Midrange	me	6 EXP + 1 CHP + 40k SS	
4	TS Bolster Aggro	241ackerman (EWC)	0,5 (2) EXP + 1 CHP + 34k SS	
4	TS Elves	Random_7945 (EWC)	3 EXP + 1 CHP + 47k SS	
4	JP Curses	me	6 EXP + 1 CHP + 50k SS	
4	JP Honor the Fallen	me	6 EXP + 1 CHP + 30k SS	
4	JS Armory Midrange (Daisuke version)	me	1,5 EXP + 4 CHP + 45k SS	
4	JS Armory Tokens	DefMiksi (Discord)	3,5 (2) EXP + 1 CHP + 44k SS	Steelfang Glaive
4	JS Armory Midrange	me	4 EXP + 1 CHP + 67k SS	
4	PS Devour	Random_7945 (Discord)	2 EXP + 0 CHP + 45k SS	
4	PS Mill	me	3,5 (2) EXP + 0,5 CHP + 64k SS	
4	PS Stranger Mill	Random_7945 (Discord)	1,5 (2) EXP + 0 CHP + 54k SS	
4	FTJ Evacuation Midrange	Giannig (EWC)	3 EXP + 1 CHP + 16k SS	
4	FTJ Officer Combo	Imestr8 (Discord)	1 EXP + 0 CHP + 44k SS	
4	FTJ Sentinel Aggro	Bettorup (EWC)	1 EXP + 0 CHP + 20k SS	
4	FTP Sentinel Reanimator	Imestr8 (Discord)	3 EXP + 1 CHP + 61k SS	
4	FTS Sentinel Reanimator	me	1 EXP + 1 CHP + 70k SS	

4	FTS Tokens Vox version	Icecoffee (EWC)	3 EXP + 3 CHP + 47k SS	
4	FTS Wisps	Random_7945 (Discord)	3 EXP + 1 CHP + 28k SS	
4	FJS Valkyries	Firewood (EWC)	3,5 EXP + 3 CHP + 51k SS	
4	FPS Edge Tokens	Random_7945 (Discord)	3 EXP + 1 CHP + 30k SS	
4	FPS Edge Tokens Crisis version	BatterieZ (Discord)	2 EXP + 1 CHP + 34k SS	
4	FPS Frenzy Aggro	Random_7945 (Discord)	0,5 EXP + 0 CHP + 16k SS	
4	FPS Marksmen Combo	Random_7945 (Discord)	2,5 (2) EXP + 1 CHP + 23k SS	
4	FPS Tesseract	Imestr8 (EWC)	2,5 EXP + 0 CHP + 39k SS	
4	TJP Aggro	me	2,5 EXP + 1 CHP + 49k SS	
4	TJP Endurance Rod	Random_7945 (EWC)	4 EXP + 1 CHP + 54k SS	
4	TJP Flier Aggro	FreeGC (EWC)	2 EXP + 0 CHP + 17k SS	
4	TPS Control	Random_7945	4,5 EXP + 1 CHP + 40k SS	
4	TPS Elves	Shenaniganry (Discord)	2,5 EXP + 0 CHP + 42k SS	
4	TPS Ruin Control	Random_7945 (EWC)	4,5 EXP + 3 CHP + 54k SS	
4	JPS Curses	Random_7945 (Discord)	5 EXP + 0 CHP + 30k SS	Paranoid Sheriff
4	JPS Herald Combo	Imestr8 (EWC)	1 EXP + 1 CHP + 45k SS	
4	JPS Reanimator	me	3 EXP + 1 CHP + 51k SS	
4	FTPS Uxu Tokens	me	3 EXP + 1 CHP + 30k SS	
4	FJPS Revenge	me	3 EXP + 1 CHP + 26k SS	
4	FTJPS Endra Hero Combo	Random_7945 (Discord)	2,5 EXP + 3 CHP + 23k SS	
5	F Dogma	Entrapta (EWC)	2 EXP + 2 CHP + 10k SS	
5	FT Pledge	me	4 EXP + 1,5 CHP + 57k SS	

5	FP Dogma	me	2,5 EXP + 1 CHP + 24k SS	
5	FP Yeti Heroes	me	2,5 EXP + 0 CHP + 46k SS	
5	TJ Hatebear Aggro	me	2,5 EXP + 1 CHP + 34k SS	
5	TJ Minotaurs	me	4 EXP + 1 CHP + 24k SS	
5	TP Control	me	4,5 EXP + 0 CHP + 37k SS	
5	TP Killer	abbaabbaabba	5 EXP + 0,5 CHP + 37k SS	
5	TP Nightfall Aggro	Trotheus (EWC)	2 EXP + 0 CHP + 31k SS	
5	FTJ Endra Combo	me	1 EXP + 2 CHP + 22k SS	
5	FTP Diogo Combo	me	2 EXP + 0 CHP + 33k SS	
5	FTP Savant Combo	Tayloromadetactics (EWC)	2,5 EXP + 2 CHP + 52k SS	Rifffeeder Wasp, Rapid Development
5	FTP Savant Combo (Recruit)	me	2,5 EXP + 1 CHP + 28k SS	
5	FJS Scavenger Combo	Isomorphic (EWC)	3 EXP + 0 CHP + 42k SS	
5	FPS Herald Combo	Chaostehjace (EWC)	1,5 (2) EXP + 0 CHP + 31k SS	
5	TJP Spellcraft	me	5 EXP + 1 CHP + 46k SS	
5	TPS Kindo Combo	Chaostehjace (EWC)	2,5 EXP + 0 CHP + 31k SS	
5	JPS Blitz Aggro	me	0,5 (2) EXP + 0 CHP + 15k SS	
5	JPS Keelo Combo	me	3,5 EXP + 1 CHP + 60k SS	
5	FTJP Cloak Combo	Random_7945 (Discord)	2 EXP + 3 CHP + 39k SS	
5	FTPS Relic Combo	BatterieZ (Discord)	3 EXP + 3 CHP + 39k SS	
5	FTJPS Beacon Control	me	4,5 EXP + 0 CHP + 25k SS	
5	FTJPS Keelo Strangers	Almost (EWC)	3,5 EXP + 0 CHP + 23k SS	

3. Tier list expedition

For an explanation, see start of point 2.

Tier	Name	Source	Cost	Updates?
1	FT Midrange	Xcepti0n (EWC)	2 EXP + 0 CHP + 35k SS	
1	FTJ Relic Midrange	Knife (EWC)	2 EXP + 3 CHP + 45k SS	
2	FT Midrange 8trice version	Neonharvest (EWC)	2 EXP + 3 CHP + 24k SS	
2	FS Aggro	Dudrosa (EWC)	2 EXP + 1 CHP + 25k SS	Execution Pit
2	FS Midrange	LightsOutAce (EWC)	3 EXP + 2 CHP + 33k SS	
2	PS Midrange	LightsOutAce (Discord)	1 EXP + 2 CHP + 44k SS	
2	FTP Midrange	sPyke (Discord)	2 EXP + 2 CHP + 42k SS	
2	JPS Renown	LightsOutAce (Discord)	2 EXP + 1 CHP + 31k SS	
3	FT Aggro	Neonharvest (EWC)	0 EXP + 0 CHP + 20k SS	
3	FJ Aggro	Neonharvest (EWC)	1 EXP + 2 CHP + 37k SS	
3	FJ Armory	Neonnharvest (EWC)	2 EXP + 3 CHP + 58k SS	
3	FS Bone Music	Neonharvest (EWC)	3 EXP + 3 CHP + 27k SS	
3	TJ Midrange	Bobbysnow (EWC)	2 EXP + 2 CHP + 51k SS	
3	TS Midrange	Ranger_Trivette (EWC)	2 EXP + 5 CHP + 41k SS	
3	JP Hunt	Jeffreypizzaro7 (EWC)	0 EXP + 3 CHP + 54k SS	
3	JS Renown Armory	me	2 EXP + 4 CHP + 25k SS	
3	FPS Midrange	Thewamts (EWC)	2 EXP + 2 CHP + 40k SS	
3	TJS Control	Thewamts (EWC)	2 EXP + 2 CHP + 50k SS	First Shipment
3	TPS Midrange	Cheebamunky (EWC)	2 EXP + 4 CHP + 44k SS	Lipa, Frogs of War
3	FTPS Midrange	Murderofcrowss (Discord)	3 EXP + 1 CHP + 27k SS	
3	FTJPS Control	me	1 EXP + 3 CHP + 49k SS	

4	FP Aggro	me	1 EXP + 2 CHP + 41k SS	
4	FP Midrange	Nauminous (EWC)	0 EXP + 1 CHP + 58k SS	
4	TS Bone Music	Barnacle (Discord)	3 EXP + 3 CHP + 23k SS	
4	JP Control	Slepher (EWC)	2 EXP + 3 CHP + 27k SS	
4	TJS Bolster Midrange	Slepher (EWC)	2 EXP + 3 CHP + 62k SS	
4	JPS Control	me	2,5 EXP + 3 CHP + 38k SS	
5	TP Spellcraft	me	3 EXP + 1 CHP + 37k SS	

4. Throne decklist and expansion/chapter card glossary

In the following 2 sections you mostly see the same stuff as in the tier lists, but they also include a list of all expansion and chapter cards for each deck. The importance rating in brackets means the following:

- 3: The deck doesn't work without this card (**essential**)
- 2,5: The card is very important for the deck, but can be replaced at a big cost
- 2: The card is part of the optimal list and doesn't have an equal replacement, but you can still play the deck without it (**good**)
- 1,5: The card is either essential for a fringe version, part of the optimal list but with an (almost) equal replacement or I'm not sure if the card is optimal
- 1: The card is niche (can be good depending on the meta, but not part of the optimal list right now) (**niche**)

Name	Strength	Pages	EXP/CHPT Cards (importance)
Factionless Shadow version (T3)	T3	53 57 61 78 63 - 82 - - 79 43 77	Star Charts (2) Grand Suppressor (2,5) Broken Contract (2) Tempting Offer (2) Sealed Writ (1,5) Supply Cache (1,5) Crystalline Wanderer (2) Signing Bonus (1) Waystone Alignment (1,5) Eremot's Designs (1,5) Silverblade Menace (1,5) Stormhalt Knife (1)
F Aggro	T3	42 53 66 75 86	Jekk, Mercenary Hunter (2) Star Charts (1,5) Ruinous Rift (1) League Explorer (2,5) Chizue, Silver Hit (2)
F Dogma	T5	- 82 94 -	Catalyze (2) Grand Builder (3) Shavkan Dogma (3) Sign of the Reborn (1,5)
FT Aggro Alhed variant (T3)	T3	42 75 45 61 94	Auralian Supplier (2) League Explorer (2) Bore (1) Alhed Ascending (1,5) Exodus (1)
FT Charge Rod	T4	42 58 -	Auralian Supplier (2) Reactor Forge (2) Talir, Headmistress (2)

		64	Waystone Titan (2)
FT Midrange 8trice version (T3)	T2	42 45 67 67 69 63 82 81 83 83 86 88 95 106	Auralian Supplier (1) All-Nighter (1) Logistic's Expert (2) Impound (1) Master Archivist (1) Sea of Teeth (1) Rifffeeder Wasp (2,5) Passage of Eons (1,5) Gnash, Desert Prince (1,5) Saber-Tooth Prideleader (1) Krogar, Burdened Hero (1) Rapid Development (2,5) Patrice, Outcast Queen (1,5) The Hive Falls (1)
ET Pledge	T5	77 - 45 67 82 106 88	Glasshopper (3) Gunrunner (2) All-Nighter (1,5) Logistics Expert (2) Rifffeeder Wasp (2) The Hive Falls (1,5) Rapid Development (2)
FT Rebuild Combo	T3	43 65 51 48 71 82 98 101	Wrath of Caiphus (2) Nomnom's Feast (1,5) Chronostorm (2) Lured Away (2) Grand Builder (2,5) Deeprail Vanguard (2) Surveying the Rift (2) Tight-Lipped (1)
FJ Aggro Give Chase version (T3)	T4	54 53 65 66 75 75 47 86	Campus Security (1,5) Collision Course (1) Steelfang Glaive (1,5) Quick Study (1) League Explorer (2) Varbuk, Hand of Anarchy (1) Scalesworn Patrol (1,5) Chizue, Silver Hit (1,5)
FJ Armory	T4	53 75 47 47 75 82 69 77 90	Steelfang Glaive (2) Auren Condemnation (1,5) Furious Magniventris (2) Lunar Claw (1) Steyer's Eyes (2) Adamantine Pangolin (2) Ageless Knight (2,5) Stormhalt Knife (1,5) Monarch Cloak (2)

		100 45	Lystia, Flighty Mistral (1) Bore (1)
FJ Midrange	T3	42 53 75 75 77 45 47 89 90 100	Silverblade Intrusion (1) Collision Course (1,5) Steyer's Eyes (2) Varbuk, Hand of Anarchy (2) Stormhalt Knife (2) Icaria, Valkyrie Captain (2) Furious Magniventris (2) West, on the Trail (1) Monarch Cloak (2) Lystia, Flighty Mistral (1)
FJ Onis	T3	53 47 86 86 90 101	Steelfang Glaive (2,5) Lunar Claw (2) Bladesmash (2) Chizue, Silver Hit (2,5) Monarch Cloak (1,5) Camrin's Sniper Rifle (1)
FJ Overloader Combo	T4	42 71 98	Jekk, Mercenary Hunter (1,5) Nacas, Bastion Prodigy (3) Surveying the Rift (2)
FP Aggro	T3	52 54 66 75 71	Lethrai Marauder (1) Volatile Reaction (1,5) Quick Study (2) League Explorer (2) Crafty Occultist (1)
FP Dogma	T5	71 45 69 77 94 -	Grand Builder (2,5) Hailstorm (1) Icy Scrying (2) Honor of Claws (1,5) Shavkan Dogma (3) Sign of the Reborn (1)
FP Dragons	T4	52 and 69 57 45 53 79 73 64	Deans' Chamber (1) Grand Suppressor (2,5) Oni Dragonsmith (2,5) Star Charts (1,5) Cinder Clutch (2) Crimson Firemaw (2) Poaching Drake (1)
FP Sling	T3	52 and 69 57 57 45 69 78	Deans' Chamber (3) Grand Suppressor (3) Sling of the Chi (3) Hailstorm (1,5) Icy Scrying (2) Guardian of Spring (1,5)
FP Spell Midrange	T4	42 62	Jekk, Mercenary Hunter (1) Dazzle (2)

		61 71 69 52	Jarral Ascending (2,5) Crafty Occultist (2) Icy Scrying (2) Lethrai Marauder (1,5)
FP Tragedy Combo	T4	48 69 74	Tragedy (3) Icy Scrying (2) Kindle (2)
FP Yeti Aggro	T4	54 46 83	Volatile Reaction (1,5) Pokpok, Rockpacker (1) Yeti Pioneer (2)
FP Yeti Heroes	T5	43 46 69 78	Mother of Skies (2) Pokpok, Rockpacker (2) Icy Scrying (1,5) The Throne Room (1,5)
FS Aggro Pull version (T4) Rifle version (T4)	T2	42 42 43 65 66 75 45 62 64 86 87 89 101	Jekk, Mercenary Hunter (1,5) Open Contract (2) Silverblade Menace (1) Execution Pit (1,5) Quick Study (1) League Explorer (1,5) Bore (1) Pull into Nightmares (1,5) Shakedown (1) Chizue, Silver Hit (1) Syl's Stronghold (2) Raniya, Miviox Maniac (1,5) Camrin's Sniper Rifle (1,5)
FS Dragons	T3	42 52 and 69 57 45 70 79 73 87	Open Contract (1,5) Deans' Chamber (1) Grand Suppressor (2,5) Oni Dragonsmith (2,5) Unstable Hellion (2) Cinder Clutch (1) Crimson Firemaw (1,5) Syl's Stronghold (1)
FS Midrange	T2	42 42 43 65 74 61 79 73 64 87 89	Jekk, Mercenary Hunter (2) Open Contract (2) Silverblade Menace (2) Execution Pit (1) Sinister Rumors (1) Acantha Ascending (1) Eremot's Designs (1) Auric Interrogator (1) Vara, Vengeance Seeker (1) Syl's Stronghold (2) Raniya, Miviox Maniac (2)
TJ Hatebear Aggro	T5	57	Grand Suppressor (2)

		61 67 91 84	Alhed Ascending (2) Logistics Expert (1,5) Dran the Farmer (2) Veena's Masterpiece (2)
TJ Midrange	T4	45 67 67 47 82 83 91 97 88	All-Nighter (2) Logistic's Expert (1,5) Impound (1) Furious Magniventris (1,5) Rifffeeder Wasp (2) Sabertooth Prideleader (2) Dran the Farmer (1) Save the Day (1) Rapid Development (2)
TJ Minotaurs	T5	54 58 80 53 90	Campus Security (2) Broti, Bastion of Hope (3) Harga, Armory Warden (2) Steelfang Glaive (2) Monarch Cloak (2)
TJ Relic Control	T3	65 75 73 77 82 84 90 97 101	Nomnom's Feast (1) Auren Condemnation (1) Power Stone (2) Stormhalt Knife (2) Rifffeeder Wasp (2) First Shipment (1) Monarch Cloak (2) Save the Day (1) Tight-Lipped (1)
TP Control	T5	54 69 - 73 48	Celestial Discovery (2) Icy Scrying (2) Call for Aid (2) Power Stone (2) Thicket Trap (1,5)
TP Dinosaurs	T4	- 46 47 47 61 81 84	Rolling Spikeback (1) Equivocate (2) Dinosaur Nest (3) Finned Herbasaur (2) Alhed Ascending (2) Avisaur Patriarch (2,5) Veena's Masterpiece (2)
TP Killer	T5	61 47 52 83 63 -	Alhed Ascending (2) Dinosaur Nest (2) Lethrai Marauder (2) Preyfinder (3) Sea of Teeth (2) Lethrai Opportunist (1,5)
TP Midrange	T4	61 67	Alhed Ascending (2) Impound (1)

		65 46 69 82 83 83 84	Lipa, Frogs of War (1) Equivocate (2) Master Archivist (2) Rifffeeder Wasp (2) Gnash, Desert Prince (1,5) Sabertooth Prideleader (1) Veena's Masterpiece (2)
TP Nightfall Aggro	T5	63 46 48	Maul (2,5) Equivocate (2) Lured Away (1)
TP Spell Midrange Echo version (T4)	T4	66 66 46 69 69 61 62 81 84 109	Haven Augur (1) Windswept Rift (1) Equivocate (2) Icy Scrying (2) Master Archivist (1,5) Jarral Ascending (2,5) Dazzle (1,5) Cliffside Porter (1,5) Veena's Masterpiece (2) Eilyn, Battle Ready Queen (1,5)
TP Transform Midrange	T4	44 65 58 69 52 46 69 72 64 84	Turn To Seed (1) Lipa, Frogs of War (2) Fertile Soil (1) Icy Scrying (2) Lethrai Marauder (2) Equivocate (2) Master Archivist (2) Glen Fasciata (1) Poaching Drake (2) Veena's Masterpiece (2)
TS Bolster Aggro	T4	66 57 75 67 101 92	Interference from beyond (1) Send an Agent (2) Sinister Rumors (1,5) Impound (1) Cuno, Localized Rewind (1,5) Lost Traveler (1)
TS Dredge	T3	43 57 67 67 47 48 91 92	Clocktower Sentinel (2,5) Send an Agent (1) Dark Purveyor (1) Impound (1) Huntmaster Vikrum (2) Valles Rex (2) Injustice (2) Lost Traveler (2)
TS Elves	T4	47 61 79	Huntmaster Vikrum (2) Acantha Ascending (2) Sunset Stone (3)

		67 75 84	Impound (1) Sinister Rumors (1) Veena's Masterpiece (2)
TS Katra Midrange	T3	44 57 75 47 63 63 69 82 93	Icaria, First Reaper (1) Send an Agent (2) Sinister Rumors (1) Huntmaster Vikrum (1) Azindel, Revealed (2,5) Last Chance (2) Master Archivist (1) Rifffeeder Wasp (2) Subversion of Nature (2)
TS Midrange	T2	57 67 47 61 63 64 65 82 81 83 83 84 88	Send an Agent (2) Logistic's Expert (1) Huntmaster Vikrum (2) Alhed Ascending (1) Azindel, Revealed (1) Vara, Vengeance Seeker (1) Nomnom's Feast (1,5) Rifffeeder Wasp (2) Passage of Eons (1) Gnash, Desert Prince (1) Sabertooth Prideleader (1) Veena's Masterpiece (2) Rapid Development (2,5)
TS Relic Aggro	T3	47 84	Dinosaur Nest (2) Veena's Masterpiece (2,5)
JP Control	T3	44 75 45 69 73 77 77 97	Turn to Seed (1,5) Auren Condemnation (2) Hailstorm (2) Icy Scrying (2) Vision of Austerity (2) Stormhalt Knife (1,5) Honor of Claws (1,5) Save the Day (2)
JP Curses	T4	48 79 75 65 77 73 95 92	Thicket Trap (1,5) Archgryffyn Patriarch (3) Steyer's Eyes (2) Steelfang Glaive (2) Korovyat Palace (2) Vision of Austerity (2) Tripwire Trap (1) Paranoid Sheriff (2)
JP Honor the Fallen	T4	75 52 46 77	Steyer's Eyes (2) Lethrai Marauder (2) Honor the Fallen (3) Korovyat Palace (2,5)

		77 81 83 96 92	Honor of Claws (2) Cliffside Porter (2) Aika, Whirling Death (2,5) Nomnom's big pan (1) Proof of the Journey (2,5)
JP Kira	T1	42 75 45 47 61 73 77 77 90 100 108	Silverblade Intrusion (2,5) Steyer's Eyes (1,5) Icaria, Valkyrie Captain (2) Scalesworn Patrol (1) Kira Ascending (3) Vision of Austerity (1,5) Korovyat Palace (2,5) Stormhalt Knife (1) Monarch's Cloak (1,5) Listya, Flighty Mistral (1) Working Together (1)
JS Armory Midrange Daisuke version (T4)	T4	43 57 75 47 73 73 77 65 90 100 112 -	Silverblade Menace (2) Know thy Enemy (2) Sinister Rumors (1) Furious Magniventris (2) Auric Interrogator (1) Tavrod, Auric Broker (2,5) Stormhalt Knife (1,5) Steelfang Glaive (1,5) Monarch's Cloak (2) Lystia, Flighty Mistral (1,5) Daisuke the Imposing (1,5) Murgo, Reluctant Councilor (1)
JS Armory Tokens	T4	- 44 69 65 82 77 90	Rolant's Warblade (1,5) The Nightmare Gates (2) Ageless Knight (2) Steelfang Glaive (1) Adamantine Pangolin (2) Stormhalt Knife (1,5) Monarch Cloak (2)
PS At any cost	T3	52 and 69 45 69 71 77	Deans' Chamber (1,5) Hailstorm (2) Icy Scrying (2) Grand Builder (1,5) Honor of Claws (1)
PS Devour	T4	79 52 71	Tome of Horros (3) Direwood Pack (1) Grenahen (2)
PS Dredge	T3	52 53 67 91	Lethrai Marauder (2) Star Charts (1,5) Dark Purveyor (1,5) Injustice (2)

		96	Nomnom's big pan (1,5)
PS Mill Stranger version (T4)	T4	43 75 79 71 52 77 91	Silverblade Menace (2) Sinister Rumors (2) Tome of Horrors (1,5) Grenahen (2) Direwood Pack (1,5) Honor of Claws (1,5) Injustice (1,5)
PS Mother	T3	43 52 71 85 110	Mother of Skies (3) Direwood Pack (2) Grenahen (2) Tenacious Heron (1) Corrupted Riftborn (1)
FTJ Endra Combo	T5	79 91 98	Endra, Champion of Shavka (3) Seek Refuge (2,5) Surveying the Rift (2)
FTJ Evacuation Midrange	T4	42 82 71 91	Auralian Supplier (2) Deeptrail Vanguard (2) Evacuation Plan (3) Seek Refuge (1,5)
FTJ Officer Combo	T4	71	Eccentric Officer (3)
FTJ Onis	T2	65 47 90 86 86	Steelfang Glaive (2,5) Lunar Claw (2) Monarch Cloak (1,5) Bladesmash (2) Chizue, Silver Hit (2,5)
FTJ Project Bolster	T3	42 69 52 78 111 47 48	Auralian Supplier (2) Ageless Knight (1) The Creation Project (3) Elham, Keen-Eyed (2,5) Zora, First Responder (1) Dinosaur Nest (1,5) Abundance (1,5)
FTJ Project Midrange	T3	52 47 53 67 82 83 83 88 97	The Creation Project (3) Furious Magniventris (1,5) All-Nighter (2) Impound (1) Riftfeeder Wasp (2) Gnash, Desert Prince (1,5) Sabertooth Prideleader (2) Rapid Development (2) Save the Day (1)
FTJ Sentinel Aggro	T4	72 67 75	Shoal Custodian (1,5) Vulk Autoforge (2,5) League Explorer (1)
FTJ Skyline Combo	T3	67 68	Vulk, Autoforge (2) Inferno Den (2)

		67 - 47 61 73 94	Logistic's Expert (1,5) Arcanum Corridors (1,5) Chronostorm (2) Reactor Forge (2,5) Power Stone (1,5) Exodus (2)
FTJ Stranger Armory	T3	65 45	Steelfang Glaive (2) Bore (1)
FTP Aggro	T3	42 75	Auralian Supplier (1) League Explorer (2)
FTP Diogo Combo	T5	77 67	Diogo Málaga, Elonze (3) Logistics Expert (2,5)
FTP Savant Combo Recruit version (T5)	T5	53 57 99 94 82 83 88	Summoner Savant (3) Sling of the Chi (1) Tight-Lipped (1,5) Exodus (1,5) Rifffeeder Wasp (2) Gnash, Desert Prince (1,5) Rapid Development (2)
FTP Sentinel Reanimator	T4	58 46 77 104	Near Perfect Imitation (2,5) Equivocate (2) Honor of Claws (2) Finneas and Finneas (2)
FTS Aggro	T2	42 65 75 53 89 87	Open Contract (1,5) Execution Pit (1) League Explorer (2) Star Charts (1,5) Raniya, Miviox Maniac (2) Syl's Stronghold (1)
FTS Sentinel Reanimator	T4	43 81 91	Clocktower Sentinel (1) Quarry (2) Injustice (2)
FTS Tokens Vox version (T4)	T3	42 42 42 65 47 78 89 87 93 - 94 92	Auralian Supplier (2,5) Jekk, Mercenary Hunter (2) Open Contract (1,5) Execution Pit (1) Dinosaur Nest (1) Vox, nurturing Sadist (1,5) Ranya, Miviox Maniac (2) Syl's Stronghold (2) Vikrum's Bomb (1) Furious Accusation (1) Exodus (1,5) Lost Traveler (1)
FTS Wisps	T4	42 66 57	Auralian Supplier (2) Interference from beyond (1) Send an Agent (1)

		46 70 89 63	Milotic Wisp (2,5) Marvelous Imperion (1) Raniya, Miviox Maniac (2) Azindel, Revealed (2)
FJP Overloader Combo	T3	47 71 103 66 66	Finned Herbasaur (2) Nacas, Bastion Prodigy (3) Take a Stand (1) Ruinous Rift (1,5) Windswept Rift (1)
FJS Armory	T3	42 65 65 67 73 90 87	Open Contract (1) Execution Pit (1,5) Steelfang Glaive (2) Dichro, Conqueror (2) Tavrod, Auric Banker (2) Monarch Cloak (2) Syl's Stronghold (2)
FJS Paladins	T3	42 65 45 47 69 67 71 65 90 45 87 89	Open Contract (1,5) Steelfang Glaive (2) Anointer of the Faithful (3) Scalesworn Patrol (2) Ageless Knight (2) Dichro, Conqueror (2) Tarra, Ever Loyal (2) Execution Pit (1,5) Monarch Cloak (2) Bore (1,5) Syl's Stronghold (2) Raniya, Miviox Maniac (2)
FJS Scavenger Combo	T5	44 74 63	Ordnance Scavenger (3) Kindle (2) Gravewatch Guardian (3)
FJS Valkyries	T4	67 75 45 89 100 89 87	Dichro, Conqueror (2,5) Steyer's Eyes (2) Icaria, Valkyrie Captain (1) West, on the Trail (1) Lystia, Flighty Mistral (1,5) Raniya, Miviox Maniac (2) Syl's Stronghold (1,5)
FPS Edge Tokens Crisis of Faith version (T4)	T4	43 71 71 81 96 102	Edge of Uprising (3) Grenahen (2) Crafty Occultist (1,5) Cliffside Porter (2) Nomnom's Big Pan (2) Crisis of Faith (1,5)
FPS Frenzy Aggro	T4	42	Open Contract (1,5)
FPS Herald Combo	T5	81 81	Cabal Spymaster (3) Quarry (2)

		45 42	Bore (1) Open Contract (1)
FPS Marksmen Combo	T4	52 65 66 42 45 -	Direwood Pack (2) Execution Pit (2) Windswept Rift (1,5) Open Contract (1,5) Bore (1,5) Gareth's Advice (2)
FPS Tesseract	T4	42 - 71 69 45	Open Contract (1,5) Rickety Ramcart (1) Grenahen (2) Icy Scrying (2) Tripwire Grenadin (1)
FPS Throne Room	T1	42 45 45 65 78	Open Contract (1,5) Bore (1,5) Tripwire Grenadin (2,5) Execution Pit (2) The Throne Room (3)
TJP Aggro	T4	66 47 58 46 84 67 77	Haven Augur (2) Dinosaur Nest (1) Broti, Bastion of Hope (1) Equivocate (2) Veena's Masterpiece (2) Impound (1,5) Korovyat Palace (2)
TJP Endurance Rod	T4	62 89	Goldplate Valkyrie (2) West, on the Trail (2)
TJP Flyer Aggro	T4	68 75	Hilfos, Reach Captain (2) Steyer's Eyes (1)
TJP Spellcraft	T5	78 63 77 - 82 - 66 84	Kaspar, Oren of Kosul (2) Tome of Repetition (2,5) Korovyat Palace (2) Glorious Mistral (2) Livestock Aphid (2) Secluded Rift (1,5) Windswept Rift (1,5) Veena's Masterpiece (2)
TJS Midrange	T3	57 57 80 63 64 82 83 84 93 97	Send an Agent (2) Know thy enemy (2,5) Ixtol, Champion of Grodov (1) Azindel, Revealed (1) Vara, Vengeance Seeker (1,5) Rifffeeder Wasp (2) Sabertooth Prideleader (2) First Shipment (1) Subversion of Nature (1,5) Save the Day (1)

		69	Master Archivist (2)
TPS Control	T4	54 84 47 44 63 79 57	Celestial Discovery (2) First Shipment (2) Chronostorm (2) Turn to Seed (2) Sea of Teeth (2) Eremot's Designs (1,5) Send an Agent (1,5)
TPS Elves	T4	47 61 52 79 53	Huntmaster Vikrum (2) Acantha Ascending (2) Lethrai Marauder (2) Sunset Stone (3) Containment Sphere (1,5)
TPS Even Deadly	T3	69 73 63 57 73 84	Master Archivist (1) Yetipult (2) Last Chance (2) Send an Agent (2) Auric Interrogator (2) Veena's Masterpiece (2,5)
TPS Kindo Combo	T5	76 63 64 57 79	Repel Darkness (1) Last Chance (1,5) Shakedown (2) Send an Agent (2) Tome of Horrors (3)
TPS Ruin Control	T4	43 54 47 48 80 81 63 102 99 84	Wrath of Caiphus (2) Celestial Discovery (1) Chronostorm (2) Lured Away (1,5) Lys, Champion of Linrei (1,5) Passage of Eons (1,5) Maul (1,5) Crisis of Faith (1) Tight-Lipped (1,5) First Shipment (2)
JPS Blitz Aggro	T5	58 -	Metallic Razorbeak (1,5) Ominous Rift (1,5)
JPS Curses	T4	79 48 57 73 92	Archgryffyn Patriarch (3) Thicket Trap (2) Know thy Enemy (2) Vision of Austerity (2) Paranoid Sheriff (2)
JPS Herald Combo	T4	52 93 91	Lethrai Marauder (2) Subversion of Nature (2) Injustice (2)
JPS Keelo Combo	T5	78 43 52	Keelo, Bold Innovator (3) Mother of Skies (2) Direwood Pack (2)

		63 73 85	Last Chance (1,5) Vision of Austerity (1) Tenacious Heron (2)
JPS Reanimator	T4	44 52 63 91 79 52	Icaria, First Reaper (1) Lethrai Marauder (2) Azindel, Revealed (2,5) Injustice (2) Eremot's Designs (2) Direwood Pack (2)
FTJP Cloak Combo	T5	53 66 65 88 94 91	Summoner Savant (2,5) Embargo Runner (2) Execution Pit (2) Rapid Development (2) Exodus (1,5) Seek Refuge (1,5)
FTJS Relic Aggro	T2	42 52 65 57 67 47 53 84 84 100 86	Auralian Supplier (1) The Creation Project (2) Execution Pit (2) Send an Agent (1) Vulk, Autoforge (2) Dinosaur Nest (1) Collision Course (1,5) Veena, Rising Queen (1,5) Veena's Masterpiece (2,5) Scared Beetender (1) Krogar, Burdened Hero (1,5)
FTJS Volatility Control	T3	65 63 43	Nomnom's Feast (2) Sea of Teeth (2) Wrath of Caiphus (2)
FTPS Relic Aggro	T3	52 and 69 53 65 65 47 77 84 100	Deans' Chamber (1) Containment Sphere (2) Execution Pit (2) Lipa, Frogs of War (1,5) Dinosaur Nest (2) Severin, the Mad Mage (2) Veena's Masterpiece (2,5) Scared Beetender (1)
FTPS Relic Combo	T5	58 53 - 92 99	Okessa Málaga (3) Containment Sphere (2) Supply Cache (2) Proof of the Journey (3) Tight-Lipped (2)
FTPS Uxu Tokens	T4	58 71 42 52 89	Uxu, Carnivorous Bloom (3) Grenahen (2) Auralian Supplier (1) Direwood Pack (2) Raniya, Miviox Maniac (2)

FJPS Overloader Combo	T3	47 81 42	Finned Herbasaur (2) Quarry (2) Open Contract (1,5)
FJPS Revenge	T4	71 52 67 67 89	Grenahen (2) Direwood Pack (2) Dichro Conqueror (2) Dark Purveyor (1) Raniya, Miviox Maniac (2)
FTJPS Beacon Control	T5	58 - 69 -	Beacon of the Reach (3) Valley Spring (2) Master Archivist (2) House Alliance (2)
FTJPS Endra Hero Combo	T4	42 - 79 101 91 92	Open Contract (1,5) Horus Traver (2) Endra, Champion of Shavka (3) Cuno, Localized Rewind (2) Seek Refuge (2) Lost Traveler (3)
FTJPS Keelo Strangers	T5	78 73 - 67 63	Keelo, Bold Innovator (3) Triumphant Stranger (3) Horus Traver (1,5) Logistics Expert (2) Last Chance (1,5)
FTJPS Suppressor Project	T3	42 52 57 52 and 69 69 67 67 84	Open Contract (1,5) The Creation Project (3) Grand Suppressor (2,5) Deans' Chamber (3) Master Archivist (2) Dichro, Conqueror (2) Vulk, the Autoforge (1) Veena's Masterpiece (2)

5. Expedition decklist and expansion/chapter card glossary

For an explanation, see start of point 4.

Name	Strength	Pages	EXP/CHPT Cards (importance)
FT Aggro	T3	121 119	Gareth, Veteran Lantern (1) Defy Authority (1)
FT Midrange 8trice version (T2)	T1	51 55 59 114 118 119 117	Nomnom's Feast (1) Rifffeeder Wasp (2,5) Master Archivist (2) Veena's Masterpiece (1,5) Patrice, Outcast Queen (1,5) Tight-Lipped (1) Steelwarren Rebel (1,5)
FJ Aggro	T3	50 - 49 123 49 -	Quick Study (2) Glorious Mistral (1) Steelfang Glaive (2) Monarch Cloak (2) Ruinous Rift (1,5) Working Together (1,5)
FJ Armory	T3	49 55 56 59 49 116 121 123	Steelfang Glaive (2) Adamantine Pangolin (2,5) Riftshard Axe (1) Ageless Knight (1,5) Overgrown Rift (1,5) Lystia, Flighty Mistral (2) Save the Day (2) Monarch Cloak (2)
FP Aggro	T4	50 135 119	Quick Study (2) Conscriptor General (2) Defy Authority (2)
FP Midrange	T4	59 126 124 133 134	Icy Scrying (1) Enormous Anura (1,5) Corrupted Riftborn (1) Telia, Perfect Timing (1) Eilyn, Battle Ready Queen (2)
FS Aggro	T2	49 50 55 56 59 121 122	Execution Pit (2) Quick Study (1) Centipede Keeper (2) Traitorous Lantern (1) Unstable Hellion (2) Gareth, Veteran Lantern (1) Morbid Deal (1,5)

FS Bone Music	T3	49 50 50 55 56 127	Execution Pit (2) Misleading Guide (1) Spider Rider (2) Centipede Keeper (2) Brood of Hecaton (1) Deathless Lurker (1,5)
FS Midrange	T2	49 55 59 128 122 120	Execution Pit (2) Centipede Keeper (2) Unstable Hellion (2) Murgo, Reluctant Councilor (1) Morbid Deal (1,5) Akalur, Hecaton's Chosen (2)
TJ Midrange	T3	51 55 55 59 60 114 121 117 -	Nomnom's Feast (1) Riftfeeder Wasp (2) Adamantine Pangolin (1,5) Master Archivist (2) Ooze Tower (1,5) Veena's Masterpiece (2) Save the Day (2) Dran the Farmer (2) Paranoid Sheriff (1)
TP Spellcraft	T5	49 49 56 55 - 59 114	Secluded Rift (2) Windswept Rift (2) Livestock Aphid (2) Riftfeeder Wasp (2) Lira, Honeyed Words (1,5) Master Archivist (2) Veena's Masterpiece (2)
TS Bone Music	T4	50 50 55 59 55 56 127 129 114	Misleading Guide (2) Spider Rider (2) Riftfeeder Wasp (2) Master Archivist (2) Centipede Keeper (2) Brood of Hecaton (1) Deathless Lurker (1,5) Lost Traveler (2) Veena's Masterpiece (2)
TS Midrange	T3	55 59 50 114 119 129 117	Riftfeeder Wasp (2) Master Archivist (2) Spider Rider (1,5) Veena's Masterpiece (2) Tight-Lipped (1,5) Lost Traveler (2) Steelwarren Rebel (1,5)
JP Control	T4	56 - 56 59	Riftshard Axe (1) Crooked Sentry (1) Turnabout (2) Icy Scrying (2)

		118 116 121 130	Tripwire Trap (2) Lystia, Flighty Mistral (2,5) Save the Day (2) The True-Sight Map (1)
JP Hunt	T3	50 124 116	Haven Augur (1) Corrupted Riftborn (1,5) Lystia, Flighty Mistral (2)
JS Renown Armory	T3	49 50 55 56 59 59 116 128 125 123	Steelfang Glaive (2,5) Spider Rider (1) Adamantine Pangolin (1) Riftshard Axe (2) Ageless Knight (1) Zadia, Fearsome Outcast (1) Lystia, Flighty Mistral (2) Murgo, Reluctant Councilor (2) Daisuke, the Imposing (2,5) Monarch Cloak (2)
PS Midrange	T2	55 55 59 114 126 124	Centipede Keeper (1) Kelmak's Spear (1) Icy Scrying (2) Tenacious Heron (2) Enormous Anura (1) Corrupted Riftborn (2)
FTJ Relic Midrange	T1	49 49 50 55 56 59 114 114 115 116 119 117 123	Caravan Wingwright (2) Steelfang Glaive (1) Embargo Runner (1) Riftfeeder Wasp (2) Deeptrail Vanguard (1) Master Archivist (1) Veena, Rising Queen (2,5) Veena's Masterpiece (2,5) First Shipment (1) Scared Beetender (2) Tight-Lipped (1,5) Dran the Farmer (2) Monarch Cloak (1)
FTP Midrange	T2	50 55 56 59 119 126 124 120	Lipa, Frogs of War (2) Riftfeeder Wasp (2,5) Deeptrail Vanguard (1) Master Archivist (1,5) Tight-Lipped (1,5) Enormous Anura (1) Corrupted Riftborn (1) Feral Centipede (1,5)
FPS Midrange	T4	55 59 49 114	Kelmak's Spear (1) Icy Scrying (2) Execution Pit (2) Tenacious Heron (2)

		126 124 120	Enormous Anura (2) Corrupted Riftborn (1) Akalur, Hecaton's Chosen (1)
TJS Bolster Midrange	T4	55 56 59 60 115 132	Riftfeeder Wasp (2) Brood of Hecaton (1) Ageless Knight (2,5) Ooze Tower (1) First Shipment (1) Invitation (1)
TJS Control	T3	55 55 59 59 115 121 119 123 124	Riftfeeder Wasp (2) Centipede Keeper (1,5) Master Archivist (2) Zadia, Fearsome Outcast (2) First Shipment (1) Save the Day (2) Tight-Lipped (1) Monarch Cloak (2) Boundless Hunger (1)
TPS Midrange	T3	50 55 59 - 114 114 118 119	Lipa, Frogs of War (2) Riftfeeder Wasp (2) Master Archivist (2) Listening Bug (1,5) Tenacious Heron (2) Veena's Masterpiece (2) Tripwire Trap (1,5) Tight-Lipped (1,5)
JPS Control	T4	51 56 59 121 123 130 116	Poison the Well (1,5) Turnabout (2) Icy Scrying (2) Save the Day (2) Monarch Cloak (1) The True-Sight Map (1) Lystia, Flighty Mistral (2)
JPS Renown	T2	49 55 59 114	Steelfang Glaive (1) Kelmak's Spear (2) Zadia, Fearsome Outcast (2) Tenacious Heron (2)
FTPS Midrange	T3	49 50 55 59 114 114	Execution Pit (2) Lipa, Frogs of War (2) Riftfeeder Wasp (2) Master Archivist (2) Veena's Masterpiece (2) Tenacious Heron (2)
FTJPS Control	T3	56 49 56 115	Deeprail Vanguard (1) Execution Pit (2) Turnabout (1,5) First Shipment (2)

		118 130 121	Tripwire Trap (2) The True-Sight Map (1) Save the Day (1,5)
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6. Throne budget replacement guides

Here you can find step by step guides on how to get the full version of a deck: Which expansions/chapters/legendaries to get first and how to replace, if possible, the cards you're missing until you get all of those.

- **FT Midrange**
 - *The Devouring* is the 1st expansion you should get for this deck (Rifffeeder Wasp), then *Buried Memories* (Logistics Expert). *Trials of Grodov* (Gnash, Desert Prince) and *Jekk's Bounty* (Passage of Eons) are part of the optimal list, but have solid replacements
 - The 1st and only chapter you should get is 08/22 (Rapid Development)
 - **Replacements for expansions/chapters:**
 - **The Devouring:** Barely replaceable ([Moonstone Vanguard](#) instead of Wasp, but that's a big decline in card quality)
 - **Buried Memories:** Hard to replace (You can replace 2 copies of Expert with 2 more copies of Adept and the other 2 with another 2-drop ramp dork, e.g. [Trail Maker](#), but that makes the dream 1-3-5 curve less likely; alternatively [Torch](#) as general problem safer)
 - **Trials of Grodov:** Replaceable ([Cloudscraper](#) or [Emperor Cobra](#) are both decent Gnash replacements)
 - **Jekk's Bounty:** Replaceable (If you have *Into Shadow*, replace Passage with [Sea of Teeth](#), otherwise your best replacement is [Display of Realities](#))
 - **Chapter 08/22:** Not replaceable (Rapid Development is the most important win-condition of this deck and all similar cards, e.g. [Behold the Truth](#) or [Unlikely Pack](#), are significantly weaker and/or more expensive)
 - **Replacements for legendaries:**
 - **Tocas, Waystone Harvester:** Barely replaceable (Other ramp units have a weaker baseline and don't have the crippling hate effect that can win some games on its own, your best shots are [Ramba](#), [Arena Showman](#) or one of the better 2- or 4-cost ramp units, e.g. [Hexamancer](#) (then you also have to play 1 Fire Sigil))
 - **Skysplitter:** Hard to replace (if you have him, [Sandstorm Titan](#) is the best replacement, but he is still significantly weaker (doesn't give you market fodder/ramp into your power plays); other options are [Moonstone Vanguard](#), [Alluring Predator](#) or [Dunehill Clan](#) or again [Torch](#))
 - **Kairos, Grand Champion:** Hard to replace (very unique game ender, your best options are [Grodov's Burden](#) or, if you want to go full budget, [Relentless Hare](#); alternatively you use this spot for something completely different, e.g. [Dismantle/Impound](#), [Edict of Grodov](#) or [Worldbearer Behemoth](#))

- **FS Midrange**

- *Shadow of the Spire* is the 1st expansion you should get for this deck (Jekk, Open Contract, Silverblade Menace), any other expansion is optional
- The 1st chapter you should get is 04/22 (Stronghold), the 2nd is 09/22 (Raniyah) (but both are similarly important)
- **Replacements for expansions/chapters:**
 - **Shadow of the Spire:** Barely replaceable ([Suffocate](#) instead of Open Contract; [Raniyah](#) instead of Jekk, but you lose a lot of strength)
 - **Chapter 04/22:** Hard to replace (not a lot of cards are as efficient and strong both pro- and reactively like Stronghold, best you can try is [Ziat, Steelwarren Reeve](#))
 - **Chapter 09/22:** Hard to replace (you can try other removal instead of Raniya, e.g. [Edict of Makkar](#), but nothing will be as flexible as her (usable both pro- and reactively and a unit you can recur with Krull))
- **Replacements for legendaries:**
 - **Tasbu, the Forbidden:** Barely replaceable (No card provides the same value, but you can try something like [Ziat, Steelwarren Reeve](#) instead)
 - **Pale Rider's Timepiece:** Hard to replace (worth the craft thanks to being good in most S midrange markets and nothing does quite the same job, but you can try [Icaria, First Reaper](#) instead)
 - **Krull, Xumuc Occultist:** Not replaceable (this card transforms all your cheap market access into tempo machines, don't cut it)

- **TS Katra Midrange**

- *Into Shadow* is the 1st expansion you should get for this deck (Azindel and Last Chance), then *The Devouring. Bastion Rising* (Send an Agent) is optional.
- Chapter 03/22 (Subversion) is the 1st and only chapter you should get for this deck
- **Replacements for expansions/chapters:**
 - **Into Shadow:** Not replaceable (Azindel is the optimal ramp and reanimation target for this deck because he allows you to outvalue most decks and has immediate impact; Last Chance is replaceable with 1-cost recursion spells, e.g. [Sinister Rumors](#) (if you have *Hour of Glass*) or [Through the Unknown](#), but that cost can mess up your curve, so better to play Last Chance when you need this expansion anyway)
 - **The Devouring;** Barely replaceable (Wasp is just one of the best midrange units in the game and this deck really wants to hit a high maximum power, additionally Wasp has synergy with Katra; nothing will come close, your best options are 2 more Tasbus and then 2 [Ziat](#), [Steelwarren Reeve](#) or 2 [Huntmaster Vikrum](#) (if you have *Valley Beyond*), but both don't really fill Wasp's role, or 4 copies of [Master Archivist](#) (if you have the *Community bundle*))
 - **Bastion Rising:** Replaceable ([Banish](#) replaces Send very well)
 - **Chapter 03/22:** Barely replaceable (Subversion has a very unique effect, it can basically win the game on the spot in a lot of scenarios; you can try another top-end card, e.g. [Icaria, First Reaper](#) (if you have *Shadow of the Spire*), or [Dizo's Office](#), but none does close to the same thing)
- **Replacements for legendaries:**
 - **Katra, the First Seal:** Not Replaceable (The deck doesn't function without her)
 - **Tasbu, the Forbidden:** Hard to replace (Nothing does quite the same, but you he isn't fully necessary and can be replaced with other strong units, e.g. [Master Archivist](#) or [Huntmaster Vikrum/Lost Traveler](#), or if you're desperate and don't have any of their chapters/expansion, something like [Moonstone Vanguard](#) or [Ziat, Steelwarren Reeve](#))
 - **Fear:** Barely replaceable (discarding with S influence power is unique and very strong in this deck, especially because it doubles up as unit for Brenn's Insight and a threat in the late game; best shot is another cheap discard effect, e.g. [Injustice](#), but that's a lot less versatile)
 - **End of an Era:** Not replaceable (in a meta with fewer cheap relics it might be replaceable with [Eremot's Designs/Malediction](#), but right now you really need a sweeper to consistently beat decks like FPS Throne Room or FTJS Relic Aggro)
 - **Pale Rider's Timepiece:** Hard to replace (you can try other removal on a stick, e.g. [Icaria, First Reaper](#) or [Huntmaster Vikrum/Lost Traveler](#), but nothing offers removal + life gain + evasion as efficiently as Timepiece)

- **JP Kira**

- *Awakening* is the 1st expansion you should get for this deck (Kira), then *Homecoming* (Palace), then *Shadow of the Spire* (Intrusion), then *Dead Reckoning* (Icaria). *The Tale of Horus Traver* (Vision of Austerity) is not strictly necessary.
- **Replacements for expansions:**
 - **Awakening:** Not replaceable (the deck simply doesn't work without Kira)
 - **Homecoming:** Barely replaceable (hard to find a market finisher with a similar strength as Palace, the best options are [Mantle of Justice](#), [Lord Steyer's Tower](#) or [Svetya, Lightbringer](#), but all are severely weaker and/or less flexible than Palace)
 - **Shadow of the Spire:** Barely replaceable (there are other decent 1-cost fast spells you can play instead of Intrusion, e.g. [Finest Hour](#) or [Bless the Wild](#), but none of them combines double targeting, protection and value like Intrusion, so they are severe downgrades)
 - **Dead Reckoning:** Hard to replace (Icaria helps you hit your J influence and your power goals while also being a threat later, but she is quite vulnerable early and there are a few other strong 2-drops you can play instead; the best option is [Steyer's Eyes](#) (if you have *Hour of Glass*), alternatively you could try [Kodosh Evangel](#) or [West, on the Trail](#))
 - **The Tale of Horus Traver:** Replaceable (if you want relic removal, you can easily swap Vision with [Monarch Cloak](#); otherwise you can also fill the spot with something completely different, like [Stomhalt Knife](#) or [Mantle of Justice](#))
- **Replacements for legendaries:**
 - **Combrei Lawmage:** Hard to replace (a very unique 2-drop that makes it harder for the opponent to interact with your threats and to develop their threats simultaneously; best options are [Aniyah, Master Sleuth](#) or [Kodosh Evangel](#), but both don't really do the same thing; if you have *Hour of Glass*, [Steyer's Eyes](#) is an option again too)
 - **Crafty Infiltration:** Barely replaceable (helps you find whatever you need more consistently and buffs it and/or gives you market fodder/free power to keep up protection immediately; nothing does the same or is as good here, best shot is another strong 3-drop, e.g. [Scalesworn Patrol](#) or [Helena, Skyguide](#))
 - **Pristine Light:** Not replaceable (no card doubles up as single target removal, one sided board wipe and unit recursion quite as Pristine Light, and all 3 use cases are very strong in this deck)

- **FTS Aggro**
 - *Hour of Glass* (League Explorer) is the 1st expansion you should get for this deck. *Shadow in the Spire* (Open Contract) and *Enter the Arcanum* (Star Charts) are replaceable.
 - Chapter 09/22 (Raniya) is the 1st and only chapter you should get for this deck
 - **Replacements for expansions/chapters:**
 - **Hour of Glass:** Barely replaceable (Explorer is a very strong card in any F aggro deck, but you can get away with another good 2-drop if necessary, e.g. [D'Angolo Houndmaster](#) or [Skullbreaker](#))
 - **Enter the Arcanum:** Replaceable (Star Charts can enable some early power plays, but any other power is fine)
 - **Shadow of the Spire:** Replaceable (Open Contract is the most efficient removal, but [Edict of Makkar](#), [Execution Pit](#) (if you have *Separate Ways*) or [Phase Out](#) all do a similar job)
 - **Chapter 09/22:** Hard to replace (Raniya's flexibility is tough to replace here; your best bet is [Syl's Stronghold](#), so another chapter, or a F finisher, e.g. [Karrina](#), [Embercaster](#), [Inferno Phoenix](#) or [Ossuar's Longbow](#))
 - **Replacements for legendaries:**
 - **Bandit Queen:** Barely replaceable (Very powerful finisher with all the cheap units here, other game enders (see "replacements for Chapter 09/22") don't work as well with that and are also expensive to get)
 - **Málaga Amphitheatre :** Hard to replace (very good when ahead, something similar could be [Syl's Stronghold](#) or [Ossuar's Longbow](#))

7. Expedition budget replacement guides

For an explanation, see the start of point 6.

- **FT Midrange**
 - *The Devouring* (Rifffeeder Wasp) is the 1st expansion you should get for this deck, *The Community Bundle* (Master Archivist) the 2nd.
 - **Replacements for expansions:**
 - **The Devouring:** Barely replaceable (Wasp is a must have for almost every T deck in expedition, including this; you could try something like [Alluring Predator](#), [Zuberi](#), [Alhed](#) or, more budget friendly, [Insatiable Anteater](#), but all are significantly weaker than Wasp)
 - **The Community Bundle:** Barely Replaceable (Archivist helps with power droughts, influence problems and is a late game threat that you can recruit on board with all recruiters; no other card offers that package, your best option is playing [Seek Power](#), but that's not great with 12 recruit effects; realistically you should probably play FTJ or FTP without Archivist because pure FT doesn't have enough strong cards in the Archivist spot to make up for the loss; if you don't run Archivist, you can also cut Hive Delivery and main deck Trail Scourge)
 - **Replacements for legendaries:**
 - **Skysplitter:** Barely Replaceable (by far the best 4-drop for a deck like this because it can ramp into your big plays, threaten a lot of damage and block most units in the format; nothing does the same, your best options are [Druid of the Sands](#) (only if you run Archivist) or [Emperor Cobra](#) (which also answers problematic flyers))

- **PS Midrange**

- *The Community Bundle* (Icy Scrying) is the 1st and only expansion you should get for this deck.
- The 1st Chapter you should get for this deck is 04/24 (Tenacious Heron), the 2nd is 12/23 (Corrupted Riftborn).
- **Replacements for expansions:**
 - **The Community Bundle:** Hard to replace (no other card spell is as good as Scrying, so better to play something different that can go +1 instead if you don't have it, e.g. [Reusable Femur](#) or [Enormous Anura](#))
 - **Chapter 04/24:** Hard to replace (Heron can win games against unit centric decks by itself, exhaust for Feed and almost always requires 2 removal effects; you can play another 4-drop instead, e.g. [Torgov](#), [Impending Doom](#) or [Anura](#), but all of them are a bit worse)
 - **Chapter 12/23:** Hard to replace (Same as for Heron, but Riftborn is slightly less important)
- **Replacements for legendaries:**
 - **Dire Bonecleaner:** Hard to replace (nothing does exactly the same, but you can play another midrange threat instead, e.g. [Torgov](#) or [Impending Doom](#))
 - **Dizo's Office:** Hard to replace (even more unique than Cleaner, your best shot is probably another big midrange threat again (see above))
 - **Hecaton, Omnidevourer:** Replaceable (only there in case Bonecleaner draws a [Delivery](#), you can easily play anything else instead or cut the market as a whole if you don't play Bonecleaner)

- [FTJ Relic Midrange](#)

- *The Devouring* (Rifffeeder Wasp) is the 1st expansion you should get for this deck, *Separate Ways* (Caravan Wingwright) the 2nd.
- Chapter 04/24 (Veena, Rising Queen and Veena's Masterpiece) is the 1st Chapter you should get for this deck, then 10/23 (Scared Beetender). 05/23 (Tight-Lipped) is optional.
- **Replacements for expansions/chapters:**
 - **The Devouring:** Barely replaceable (Wasp is a must have for almost every T deck in expedition, including this; you could try something like [Uther](#), [Skysplitter](#) (both need some adjustments to the powerbase), [Alluring Predator](#) or, more budget friendly, [Insatiable Anteater](#), but all are significantly weaker)
 - **Separate Ways:** Hard to replace (Wingwright does speed up the deck, but a ramp dork, like [Apprentice Mage](#), or [Master Archivist](#) (if you have the *Community Bundle*) for somewhat similar results)
 - **Chapter 04/24:** Not replaceable (both Veena and her Masterpiece are essential for the deck)
 - **Chapter 10/23:** Barely replaceable (Beetender is a nice scaling threat, good early and late, which is tough to come by in expedition; best replacement for the same role are [Drifting Drone](#) or [Borderlands Lookout](#), or you could try something completely different (cheap removal, e.g. [Ignite](#) or [Purify](#), or another proactive Honey source, e.g. [Enraged Drone](#)))
 - **Chapter 05/23:** Replaceable (The one copy of Tight-Lipped could just be [Seek Power](#))
- **Replacements for legendaries:**
 - **Dran the Farmer:** Replaceable (You can just play [Apprentice Mage](#) instead, who is slightly weaker, but still fine, or [Master Archivist](#) (if you have the *Community Bundle*); you can also get this card as promo in chapter 09/23)
 - **Lystia, Winged Lantern:** Hard to replace (The best replacement for the same role is [Enraged Drone](#), but he doesn't quite offer the same long term value)

8. Expansion tier list

Expansions are card bundles, usually including about 20 to 25 cards, that you can buy for either 25 000 gold or 1000 gems in the in-game store under “expansions” (the Community Bundle is a bit of an exception, I mention that when I talk about the cards in it). After the purchase you get 4 copies of each card in that expansion (you can find the set-lists for each bundle in this article (the link on the expansion name) or by going to “cards”, then “my collection”, then “advanced filters” (the right-most symbol in the faction symbol bar at the bottom), then select the set you are looking for on the right, then “accept”, then “crafting” on the top left), but keep in mind that some expansions are tied to single player content, meaning you have to play through single player missions to get the cards (under “solo battle”, then “campaign”), so if you don’t get the cards immediately after buying an expansion, look there.

If you want all the cards in premium, you have to use gems instead of gold (either 2000 gems to get it immediately or 1000 gems to up-grade from normal to premium after you bought the normal one with gold or gems, but some older expansions can’t be up-graded), but keep in mind that you can’t disenchant any campaign cards for shiftstone, so only get the premium version if you really want it for aesthetic reasons. The same is true in the other direction: You can’t craft any expansion cards with shiftstone, you have to buy the full expansion instead. That means if a deck that you want to build really needs a specific expansion card, you don’t have a choice but to get that expansion (which is why you should keep in mind that a tier 4 expansion can be worth more than a tier 1 expansion to you if it has a very important card for whatever deck you want to build).

a) Tier 1 expansions

i) Shadow of the Spire

Shadow of the Spire has been one of, if not the best campaign, since its release in May 2020. It doesn't really have many cards that are essential for T1 or even T2 decks, but it has a lot of cards that make those decks better and it also has a lot of interesting build-arounds for more casual decks.

Tier 1 cards:

- **Auralian Supplier:**
 - An aggro staple because those decks can set up draw 2's the best, but also an option for FT Midrange and any token deck, like Rat Cage piles or FTS Token decks, especially because he can be revived with [Eremot's Machination](#).
 - Good to essential in: [FTS Tokens](#)
 - Good in: [FT Aggro](#), [FT Aggro Alhed](#), [FT Charge Rod](#), [FT Midrange 8trice](#), [FTJ Evacuation Midrange](#), [FTJ Project Bolster](#), [FTS Vox Tokens](#), [FTS Wisps](#)
 - Niche in: [FT Midrange](#), [FTP Aggro](#), [FTJS Relic Aggro](#), [FTPS Uxu Tokens](#)
- **Jekk, Mercenary Hunter:**
 - Great card in any fire aggro or midrange deck as long as the deck has some sigils (natural sigils + ways to draw them (like [Fire Etchings](#) or [Kaleb's Persuader](#)) + Plunder effects like [Passionate Stonehammer](#)), but sometimes still good even without a sigil in hand. Strong with recursion/bounce effects.
 - Good in: [F Aggro](#), [FS Aggro Rifle](#), [FS Midrange](#), [FTS Tokens](#)
 - Niche in: [FJ Overloader Combo](#), [FP Spell Midrange](#), [FS Aggro](#)
- **Open Contract:**
 - One of the most efficient removal spells in throne. Contrary to [Torch](#), it doesn't miss [Champion of Chaos](#) or cheap units with weapons, contrary to Permafrost it doesn't lose to Endurance and contrary to [Annihilate](#) or [Pit](#) it costs 1. It still has weaknesses in some matchups, like missing [Wasp](#) or [Patrice](#) against FT Midrange and being bad against control like almost all removal, but it's very good.
 - Good in: [FS Aggro](#) (and [Pull](#) and [Rifle](#) version), [FS Midrange](#)
 - Niche to good in: [FS Dragons](#), [FTS Aggro](#), [FTS Tokens](#), [FJS Paladins](#), [FPS Frenzy Aggro](#), [FPS Marksmen Combo](#), [FPS Tesseract](#), [FPS Throne Room](#), [FJPS Overloader Combo](#), [FTJPS Endra Hero Combo](#), [FTJPS Suppressor Project](#)
 - Niche in: [FJS Armory](#), [FPS Herald Combo](#)
- **Silverblade Intrusion:**
 - This is a T1 card because it's essential, or at least very good, for a throne classic and a deck I'd still consider to be one of the best, JP Kira. It can trigger the effects of key cards like [Kira Ascending](#), [Hojan](#) or [Hooru Envoy](#) and protect them or other units against some board wipes, removal or blocking/attacking damage all while drawing you another unit. You can try to

replace it with another targeting protection spell, like [Bless the Wild](#), but it will be a lot worse.

- Good to essential in: [JP Kira](#)
- Niche in: [FJ Midrange](#)

Tier 2 cards:

- **Clocktower Sentinel:**
 - This card is essential or at least very difficult to replace in one specific deck I'd consider T3, TS Dredge. You try to discard it early with cards like Sporefolk so it can buff your milled [Dawnwalkers](#) and [Endless Nightmares](#) and to get to your [Valles Rex](#) earlier.
 - Good to essential in: [TS Dredge](#)
 - Niche in: [FTS Sentinel Reanimator](#)
- **Mother of Skies:**
 - This card is usually essential in the decks she is played in because she is a build around card: If your deck doesn't have 16+ cheap to mid-priced multi-faction units, you probably don't want her, but if you do have them, she is very strong, especially if the deck also has pay-offs for an army of small flyers, like [Champion of Cunning](#) or [Majestic Skies](#). The only reason for her being a T2 instead of T1 card is that there is only one good deck playing her, PS Mother, and a few other experimental decks.
 - Essential in: [PS Mother](#)
 - Good in: [FP Yeti Heroes](#), [JPS Keelo Combo](#)
- **Silverblade Menace:**
 - Menace is a good market option if you see a lot of control or heavily spell based midrange/combo deck or if you play a deck that discards a lot of cards from the opponent, but right now she feels very replaceable because spell based decks aren't heavily played, but she has the advantage of flexibility because she does a decent job in every shadow market.
 - Good in: [FS Midrange](#), [JS Armory Midrange](#), [PS Mill](#)
 - Niche to good in: [Factionless Shadow](#)
 - Niche in: [FS Aggro](#)
- **Wrath of Caiphus:**
 - Wrath is a worse version of [Petition](#) in most decks, but the second mode can be very strong in the right deck. In Rebuild it prevents powerscrew on 2 and can find [Rebuild](#) again after casting it for 7, in Ruin control it has obvious synergy with [Dichro's Ruin](#) and other cards like [Disciplinary Studies](#) and it is a cheap power draw that can be drawn with [Volatility](#).
 - Good in: [FT Rebuild Combo](#), [TPS Ruin control](#), [FTJS Volatility Control](#)

Tier 3 cards:

- **Edge of Uprising:**
 - Edge is kind of a build around: If your deck doesn't have a lot of 1 attack units it's really bad, but [Carver](#) style token decks often do that naturally, so it's a good fit for those.
 - Essential in: [FPS Edge Tokens](#), [FPS Edge Crisis Tokens](#)
- **Ordnance Scavenger:**

- He is not good enough in normal midrange or control decks, but essential for one specific and still kind of playable combo deck, Scavenger OTK.
- Essential in: [FJS Scavenger combo](#)

Tier 4 cards:

- **Icaria, First Reaper:**
 - This used to be a great card when it cost 6, but now it just gets outclassed by cards like Pale Rider's Timepiece. You can still play her in shadow midrange markets or as a reanimator target for Vara decks if you really want to though.
 - Niche in: [TS Katra Midrange](#), [JPS Reanimator](#)
- **The Nightmare Gates:**
 - This is a neat card that you can play in armory decks with sacrifice fodder and/or use for OTK plays with unblockable relic weapons like [Hidden Garrote](#), but it doesn't fit into every relic weapon deck.
 - Good in: [JS Armory Tokens](#)
- **Turn to Seed:**
 - This is a decent removal spell, but it's a bit too expensive to be considered a staple in any deck but TPS Control at this point. It still has some potential in other grindy control decks (to take out a problematic unit in the long run) or if you have synergy with transform effects though.
 - Good in: [TPS Control](#)
 - Niche to good in: [JP Control](#)
 - Niche in: [TP Transform Midrange](#)

ii) [Dead Reckoning](#)

This expansion doesn't have a lot of strong staples, but it does have several cards that are strong in specific decks, especially tribal decks, which means its value highly depends on what you want to build.

Tier 1 cards:

- **[Bore:](#)**
 - Still one of the strongest relic hate effects that you can play in your market. Right now usually better than [Melt Down](#) because decks with multiple problematic relics are more common than decks with just one, but you can definitely replace Bore with it.
 - Niche to good in: [FJS Paladins](#), [FPS Marksmen Combo](#), [FPS Throne Room](#)
 - Niche in: [FT Aggro](#), [FJ Armory](#), [FS Aggro](#), [FTJ Stranger Armory](#), [FPS Herald Combo](#)
- **[Icaria, Valkyrie Captain:](#)**
 - A cheap unit that both ramps and is a pay-off for ramping (as long as you use J power) is very strong in the right deck, but the ramp ability is costly and Icaria's body fragile, so she's only a staple in JP Kira and decks with a lot of Valkyries and even in those you can replace her if necessary.
 - Good in: [FJ Midrange](#), [JP Kira](#)
 - Niche in: [FJS Valkyries](#)
- **[Tripwire Grenadin:](#)**
 - Not a very strong stand alone card but it fulfills a very important job in one of the strongest throne decks, FPS Throne Room, because there aren't a lot of other 2-drops that can trigger [Throne Room](#) and similar cards easily, especially not ones that do it twice.
 - Good to great in: [FPS Throne Room](#)
 - Niche in: [FPS Tesseract](#)

Tier 2 cards:

- **[Anointer of the Faithful:](#)**
 - A strong cheap tribal pay-off because she enhances the early pressure in Paladin decks by a lot, especially in combination with [Hojan](#), [Crownbreaker](#).
 - Essential in: [FJS Paladins](#)
- **[Hailstorm:](#)**
 - The release of [Heavy Hail](#) has sidelined Hailstorm a bit and it's definitely replaceable now, but it still has a spot as a market spilt (usually Heavy Hail in the main deck and Hailstorm in the market) or even in the main deck in metas where aegis and 4 health units aren't too prevalent.
 - Good in: [JP Control](#), [PS At Any Cost](#)
 - Niche to good in: [FP Sling](#)
 - Niche in: [FP Dogma](#)
- **[Oni Dragonsmith:](#)**
 - A very strong tribal pay-off that suffers from the absence of strong cheap dragons. Nonetheless, FP and FS Dragons are both very close to being competitive and Dragonsmith is an important reason for that.

- Good to essential in: [FP Dragons](#), [FS Dragons](#)

Tier 3 cards:

- **Equivocate:**
 - A tempo-efficient removal spell, but TP+ decks aren't in a great spot right now or have better options.
 - Good in: [TP Dinosaurs](#), [TP Midrange](#), [TP Nightfall Aggro](#), [TP Spell Midrange](#), [TP Transform Midrange](#), [FTP Sentinel Reanimator](#), [TJP Aggro](#)
- **Honor the Fallen:**
 - A fun build-around that allows you to win with one big swing if you set-up your void with units like [Aika](#) and [Icaria](#) + have a big unit or a way to buff a small one (like [Ruffian](#)).
 - Essential in: [JP Honor the Fallen](#)
- **Mitotic Wisp:**
 - Another cheap tribal pay-off that reduces the cost of your units. Less aggressively slanted than the former two, but Wisps like grindy effects like Milotic's ultimate.
 - Essential in: [FTS Wisps](#)

Tier 4 cards:

- **Pokpok, Rockpaker:**
 - Yetis are past their prime, but Pokpok works well in a hero centric midrange version because he can be free card draw with [Xultan Ambassador](#). That deck is not very competitive though, so he stays in T4.
 - Good in: [FP Yeti Heroes](#)
 - Niche in: [FP Yeti Aggro](#)

iii) [Valley Beyond](#)

This expansion has a lot of solid midrange cards for different factions, but only a few cards that are irreplaceable for their respective decks. That makes this expansion easy to replace for a while, but at some point you want it to give your decks a final up-grade.

Tier 1 cards:

- **[Dinosaur Nest:](#)**
 - A relic that plays and later buffs multiple units for just 2 power fits perfectly into all the aggressive relic synergy decks and in decks with pay-offs for going wide, like [Creation Project](#) decks.
 - Essential in: [TP Dinosaurs](#)
 - Good in: [TP Killer](#), [TS Relic Aggro](#), [FTS Vox Tokens](#), [FTPS Relic Aggro](#)
 - Niche to good in: [FTJ Project Bolster](#)
 - Niche in: [FTS Tokens](#), [TJP Aggro](#), [FTJS Relic Aggro](#)

Tier 2 cards:

- **[Chronostorm:](#)**
 - A good way to buy some time for combo and stall decks and inscribe gives it some extra utility.
 - Good in: [FT Rebuild Combo](#), [FTJ Skyline Combo](#), [TPS Control](#), [TPS Ruin Control](#)
- **[Finned Herbasaur:](#)**
 - Good dinosaur tribal support with use cases outside of TP Dinosaurs, mostly in combo (allows you to combo earlier if it stays alive and face aegis protects you from hand/void hate).
 - Good in: [TP Dinosaurs](#), [FJP Overloader Combo](#), [FJPS Overloader Combo](#)
- **[Furious Magniventris:](#)**
 - A strong stand alone unit that you can play in any J midrange deck, especially if you have explicit (armor, relic weapons) or implicit synergy (ways to give it charge, cheap removal) with it.
 - Good in: [FJ Armory](#), [FJ Midrange](#), [JS Armory Midrange](#)
 - Niche to good in: [TJ Midrange](#), [FTJ Project Midrange](#)
- **[Huntmaster Vikrum:](#)**
 - A strong tempo swing that can really hurt an opponent without appropriate removal. Especially good if you have good void recursion to repeat it and/or sacrifice effects to get value out of the stolen unit before the opponent can remove Vikrum.
 - Good in: [TS Dredge](#), [TS Elves](#), [TS Midrange](#), [TPS Elves](#)
 - Niche in: [TS Katra Midrange](#)
- **[Lunar Claw:](#)**
 - A bit too weak to see play in normal midrange decks, but a good 1-off if you can tutor it (e.g. with [Jishu](#) or [Dragon Forge](#)) and a solid weapon for armory decks.
 - Good in: [FTJ Onis](#), [FJ Onis](#)
 - Niche in: [FJ Armory](#)
- **[Scalesworn Patrol:](#)**

- A strong standalone card in any aggro or aggressive midrange J deck: Inscribe helps with power screw and the unit side can put on a lot of pressure if your deck is good at sticking units to the board (especially units with aegis, flying and/or double damage/berserk).
- Good in: [FJS Paladins](#), [FJ Aggro Give Chase](#)
- Niche in: [JP Kira](#)

Tier 3 cards:

- **Lured Away:**
 - Lured has some nice flexibility, but it is still a niche card: It can be used to get value out of tokens, but those decks usually have better options (e.g. [Carver](#) or [Devour](#)), and it can be used in [Dichro's Ruin](#) decks because the downside is basically upside there.
 - Good in: [FT Rebuild Combo](#)
 - Niche to good in: [TPS Ruin Control](#)
 - Niche in: [TP Nightfall Aggro](#)
- **Tragedy:**
 - Has some potential in Dredge decks, but mostly here because it is an essential in a FP combo deck with [Tamarys](#).
 - Great in: [FP Tragedy Combo](#)
- **Valles Rex:**
 - A strong pay-off for the TS Dredge deck because it naturally plays some big units and because [Clocktower Sentinel](#) buffs all units in your void high enough for Valles Rex to cost (next to) nothing fairly quickly.
 - Good in: [TS Dredge](#)

Tier 4 cards:

- **Abundance:**
 - A lot weaker post nerf, but still decent if you have a lot of synergy with it (spell trigger effects, bolster, a lot of cheap cards/token generators)
 - Niche to good in: [FTJ Project Bolster](#)
- **Thicket Trap:**
 - Inscribe on a reasonable card is nice, but still a very fringe card. Decent with curse or relic synergy.
 - Good in: [JPS Curses](#)
 - Niche to good in: [JP Curses](#), [TP Control](#)

b) Tier 2 Expansions

i) Separate Ways (expedition)

This expansion is still fairly new, so there is a chance that my ratings are a bit off, but I do firmly believe that it is a very strong purchase for the expedition format. It will be legal there for another set, which, with our current release schedule, should be equal to at least 1 year and it has a ton of cards with staple potential in a number of different decks, despite having no card I would call T1.

Tier 1 cards:

- Caravan Wingwright:
 - FTJ Honey decks were already very strong thanks to the release of [Veena](#) and her [masterpiece](#) and this card looks like it should slot into pretty much every version of that deck because she has decent stats with an effect that makes curving out while activating Honeys or Masterpieces' buff a lot easier.
 - Good in: [FTJ Relic Midrange](#)
- Execution Pit:
 - This is good removal by itself, but if your deck has devour or relic synergy it gets even better. Not a card that is essential for any deck, but a good addition to almost every deck that can pay the influence cost, at least until more people start running relic removal in the main deck.
 - Good in: [FS Aggro](#), [FS Bone Music](#), [FS Midrange](#), [FPS Midrange](#), [FTPS Midrange](#), [FJTPS Control](#)
- Steelfang Glaive:
 - This is one of the best cards in the set, but I don't think it is essential for any T1 or T2 deck. It is very efficient on its own as long as you have at least 1 unit, but it gets even better with relic synergies, armor (if it has more armor and you play it on yourself first, the copy you play on a unit has more life) and renown effects. The only problem for some decks, especially 3-faction ones, is the high influence cost.
 - Good to essential in: [JS Renown Armory](#)
 - Good in: [FJ Aggro](#), [FJ Armory](#)
 - Niche in: [FTJ Relic Midrange](#), [JPS Renown](#)

Tier 2 cards:

- All the Rifts:
 - Thanks to the weaker powerbase in expedition, all the Rifts are at least decent there, especially in faction combinations with fewer Marks because they have more free spots. Outside of using them as better sigils in the decks that can cut enough sigils, the F one can be a 1- or 2-of if you want more relic removal in slower decks, the T one can be used as decent removal in any time midrange deck, the J one is pretty bad, but can do some work in armory decks (especially with [Ageless Knight](#)), the P one is a good answer to aegis and smaller units, especially for control decks and the S one can help with

triggering renown. They are also very good with spellcraft synergies like [Horde Plunderer](#).

- Good in: [TP Spellcraft](#)
- Niche to good in: Any deck that can cut some sigils without it making seats undepleted too often
- **[Lipa, Frogs of War:](#)**
 - Lipa easily slots into FTP Midrange because she is strong interaction against other midrange decks and a way to push damage in board stalls pro-actively as a unit, which means you can recruit her into play with [Patrice](#) or [Boar Riders](#). Theoretically she seems good in any deck that can play her, but she gets a lot better with recruit cards or cheap tokens to transform aggressively.
 - Good in: [FTP Midrange](#), [TPS Midrange](#), [FTPS Midrange](#)

Tier 3 cards:

- **[Embargo Runner:](#)**
 - He looks like a perfect fit for FTJ Honey decks on paper because he can infinitely recycle Honeys, but I think 4TT is a bit too expensive for what he offers. It doesn't help that he doesn't attack well into big time units like [Skysplitter](#) or [Wasp](#) either, but you can still try him.
 - Niche in: [FTJ Relic Midrange](#)
- **[Quick Study:](#)**
 - A good 1-drop for any F aggro deck because all of them have at least some units with good battle skills for it: FJ has a lot of flying and nomad, Stonescar has deadly and flying and Skycrag has aegis and flying.
 - Good in: [FJ Aggro](#), [FP Aggro](#)
 - Niche in: [FS Aggro](#)
- **[Spider Rider:](#)**
 - Rider is not quite good enough without any synergy, but I don't think it needs a full renown deck either. If your deck has a few ways to trigger it, Rider is solid and that allows some decks that are very interested in getting those tokens, like [Misleading Guide](#) and [Bone Music](#) decks, to play them with enablers like [Devour](#) or [Ominous Rift](#).
 - Good in: [FS Bone Music](#), [TS Bone Music](#)
 - Niche to good in: [TS Midrange](#)
 - Niche in: [JS Renown Armory](#)

Tier 4 cards:

- **[Haven Augur:](#)**
 - I'm a bit doubtful about this card in expedition, but it does have some potential in decks with a lot of hunt and other cheap spells, like [Urge to Feed](#) or [Ignite](#), but I'm not fully convinced that it really makes the optimal versions.
 - Niche in: [JP Hunt](#)
- **[Misleading Guide:](#)**
 - Guide is a very strong card, but I think he is better in throne because the cheap sacrifice fodder and cheap evasive units are rarer and worse in expedition. It still has some potential in [Bone Music](#) decks and with new cards like [Spider Rider](#).

- Good in: [TS Bone Music](#)
- Niche in: [FS Bone Music](#)
- **[Nomnom's Feast:](#)**
 - I don't think any deck really wants to play this in the main deck, but it seems like a good refill for Hive Delivery markets. [Hive Delivery](#) is sketchy in most midrange decks though because it's a bit slow, like all deliveries, and because it is not a recruit hit.
 - Niche in: [FT Midrange](#), [TJ Midrange](#)
- **[Poison the Well:](#)**
 - With the lower quality of removal in expedition, this seems like a decent card for control decks. It could also be an option for a [Skullmarket Delivery](#) market.
 - Niche to good in: [JPS Control](#)

ii) [Enter the Arcanum](#)

Enter the Arcanum is most famous for one of the strongest cards of all time, 3 power Creation Project, which got swiftly nerfed to 4 power. But even then it is still a very strong build around for throne and it's also far from the only strong card in this expansion.

Tier 1 cards:

- [Dean's Chamber](#): (also available in the community bundle)
 - Chamber and [Grand Suppressor](#) are 2 of the most hated cards in the game because they completely shut off one of the most common mechanics, summon effects. Chamber is also hard to remove, not a lot of decks play main deck relic removal and most market access is tied to a summon effect. It still is a bit meta dependent, it's not as impactful against control or relic centered decks, but even if it's weaker as a counter to your opponent's deck, you can still use it proactively with units like [Belax](#).
 - Essential in: [FP Sling](#), [FTJPS Suppressor Project](#)
 - Niche to good in: [PS At Any Cost](#)
 - Niche in: [FP Dragons](#), [FS Dragons](#), [FTPS Relic Aggro](#)
- [The Creation Project](#):
 - This card can win games on its own if the opponent can't answer it quickly and the recent relic support makes it even better. It can get cleared with cheaper single target relic removal or, if you play a lot of relics, get mass cleared with something like [Passage of Eons](#), but not every deck has access to them and you don't necessarily lose to them every time, which is why it remains a staple in any deck with a low curve that can pay its influence cost.
 - Essential in: [FTJ Project Bolster](#), [FTJ Project Midrange](#), [FTJPS Suppressor Project](#)
 - Good in: [FTJS Relic Aggro](#)

Tier 2 cards:

- [Direwood Pack](#):
 - Dual faction inscribe is a very nice effect to have and getting it on a card that would already be decent without it is a very nice bonus. Pack is a strong unit in midrange decks: You can just play him on turn 4, while you usually have a few units on board, to have it grow while you trade or eat removal. It is hard to kill and especially good against board wipes because it grows thanks to them, works well with [Mother of Skies](#) and sacrifice effects + tokens and can end games quickly with evasion, like [Pale Rider's Timepiece](#), which overall makes it a strong card that you can play in almost every deck with PS influence.
 - Good in: [PS Mother](#), [FPS Marksmen Combo](#), [JPS Keelo Combo](#), [JPS Reanimator](#), [FTPS Uxu Tokens](#), [FJPS Revenge](#)
 - Niche to good in: [PS Mill](#)
 - Niche in: [PS Devour](#)
- [Lethrai Marauder](#):
 - Another very flexible card that isn't perfect at anything, but that can fulfill different jobs well. You can just proactively go for tempo with the 2/1, remove relics, which P often struggles with, or take out problematic units with killer.

She is usually a flex spot at best in generic midrange decks, but gets a lot better with Elf, killer, discard or token synergies.

- Good in: [TP Killer](#), [TP Transform Midrange](#), [JP Honor the Fallen](#), [PS Dredge](#), [TPS Elves](#), [JPS Herald Combo](#), [JPS Reanimator](#)
- Niche to good in: [FP Spell Midrange](#)
- Niche in: [FP Aggro](#)
- **Star Charts:**
 - This is a natural fit for any [Cast Iron Furnace](#) deck, so pure factionless or factionless with a light splash in one faction, but even outside of that it is a decent card for any deck with a good enough powerbase and/or low enough influence costs to make up for 0 influence power, especially in aggro or combo decks because both want to win by doing broken stuff earlier than the opponent.
 - Good in: [Factionless](#), [Factionless Shadow](#)
 - Niche to good in: [F aggro](#), [FP Dragons](#), [PS Dredge](#), [FTS Aggro](#)

Tier 3 cards:

- **All-Nighter:**
 - This is both efficient removal and less efficient, but still decent proactive ramp in the same card, which makes it very flexible. Against aggro it can take out most threats and fast speed means you can even keep it up and let them waste a weapon or buff on your removal target, against midrange it can take out scaling threats like [Kira](#) or [Cryptic Master](#), problematic hate effects like [Suppressor](#) or [Lawmage](#) or ramp dorks like [Initiate of the Sands](#) and against decks with less targets for the removal you can at least use it for ramp.
 - Good in: [FT 8trice Midrange](#), [TJ Midrange](#), [FTJ Project Midrange](#)
 - Niche to good in: [FT Pledge](#)
 - Niche in: [FT Midrange](#)
- **Collision Course:**
 - Another dual faction inscribe card with a decent effect. Not quite as generically good as Pack, but if you want some power in the market that can fix for two factions, act as pseudo removal or push some damage, this is a strong option. It can also trigger Renown, but outside of [Hojan](#) and niche FJ [Kira](#) decks that won't matter too much.
 - Niche to good in: [FJ Midrange](#), [FTJS Relic Aggro](#)
 - Niche to good in: [FJ Give Chase Aggro](#)
- **Containment Sphere:**
 - Contrary to the other dual faction inscribe cards this doesn't have a real proactive effect and it is only impactful against some decks, so you don't want to play several copies, but it's a good power + hate effect in the market or as a 1-of in the main deck to search with [Display of Knowledge](#) when necessary.
 - Good in: [FTPS Relic Aggro](#), [FTPS Relic Combo](#)
 - Niche to good in: [TPS Elves](#)
- **Summoner Savant:**
 - Savant has a very strong and unique effect, but most normal decks can't take enough advantage out of it to risk playing a 2/2 on turn 3. He does enable a dedicated combo deck though, with cheap ways to give him charge or killer to

play a big threat like [Kairos](#) or [Scourge](#) on turn 3, 4 or 5. The deck is very fragile and not very consistent though.

- Essential in: [FTP Savant Combo](#), [FTP Savant Recruit Combo](#)
- Good to essential in: [FTJP Cloak combo](#)

Tier 4 cards:

- **Campus Security:**
 - Curves well into [Steelfang Glaive](#), but that alone is not good enough to include her in any Midrange and most aggro decks.
 - Good in: [TJ Minotaurs](#)
 - Niche to good in: [FJ Aggro](#)
- **Celestial Discovery:**
 - A better [Wisdom of the Elders](#) if you can pay the influence cost, especially in decks with a lot of relics, but Wisdom is only playable in control decks at this point and most control decks aren't playing time influence right now. For those that do and that play at least a few relics, this is a staple though.
 - Good in: [TP Control](#), [TPS Control](#)
 - Niche in: [TPS Ruin Control](#)
- **Talir, Headmistress:**
 - A decent threat for midrange decks, but just a little bit too expensive for most of them and the few that want 6 cost units rather play [Patrice](#), but she does have a place in [Divining Rod](#) decks focused on charge.
 - Good in: [FT Charge Rod](#)
- **Volatile Reaction:**
 - This is decent removal for aggressive decks because paying some life for a big tempo swing is great, especially against slower decks where your life total rarely matters. Not really necessary for the best classical aggro deck in Primal, Skycrag aggro, because of [Torch](#), but still a solid card.
 - Niche to good in: [FP Aggro](#), [FP Yeti Aggro](#)

iii) The Devouring (expedition)

This expansion will rotate out of expedition with the next set, which will probably come out within the next few months, but until then it is still a very good purchase for expedition. The biggest selling point is Rifffeeder Wasp, which is also the best card for throne, but there are some nice cards for other decks as well.

Tier 1 cards:

- **Centipede Keeper:**
 - A 1-drop that scales well into the mid- and even late game is something a lot of decks want. Keeper is exactly that: A reasonable unit on turn 1, especially in decks with a lot of removal or sacrifice synergy, that gets bigger over the course of the game but that is also fine as a later topdeck thanks to the spellcraft effect. Good in any aggro, aggressive midrange, token and hunt deck.
 - Good in: [FS Aggro](#), [FS Bone Music](#), [FS Midrange](#), [TS Bone Music](#)
 - Niche to good in: [TJS Control](#)
 - Niche in: [PS Midrange](#)
- **Rifffeeder Wasp:**
 - Wasp is one of the best cards in expedition and makes any midrange and most control decks a lot better by her sheer stand-alone power. She usually enters the board as a 5/5 flier for 5, because you want to play her before you play your power for the turn, that draws you 2 power cards, which can be quite valuable in decks with Cylixes and/or Rifts. She is also one of the best recruit hits for [Patrice](#) and [Boar Riders](#), which makes her even more important for Praxis and FTP Midrange.
 - Good to essential in: [FT Midrange](#), [FT 8trice Midrange](#), [FTP Midrange](#)
 - Good in: [TJ Midrange](#), [TP Spellcraft](#), [TS Bone Music](#), [TS Midrange](#), [FTJ Relic Midrange](#), [TJS Control](#), [TPS Midrange](#), [FTPS Midrange](#)

Tier 2 cards:

- **Adamantine Pangolin:**
 - Pangolin is decent on rate alone, but it gets really good if you also play some relic weapons and [Ageless Knight](#). Flying or aegis units as targets for the buff are nice too, but not necessary (relic/versatile weapons like [Ossuar's Longbow](#) are already good enough).
 - Good to essential in: [FJ Armory](#)
 - Niche to good in: [TJ Midrange](#)
 - Niche in: [JS Renown Armory](#)
- **Kelmak's Spear:**
 - Spear's influence cost makes it a bit sketchy and the fact that the last set and expansion didn't have quite as many good heroes as the sets before doesn't help either, but it still has potential in midrange decks as repeatable removal, renown trigger, buff and/or board wipe.
 - Good in: [JPS Renown](#)
 - Niche in: [PS Midrange](#), [FPS Midrange](#)

Tier 3 cards:

- **Deeptrail Vanguard:**
 - This card would have been T1 before it got nerfed, but now it's only a niche card for a few different decks, mostly ones with high value spells like [From the Rubble](#).
 - Niche in: [FTJ Relic Midrange](#), [FTP Midrange](#), [FTJPS Control](#)
- **Riftshard Axe:**
 - Axe is very expensive, but it offers a lot of value and flexibility. Against decks with little removal, like FT Midrange, it can add a ton of pressure if played on a unit, especially one with flying. Against decks with more removal, like most S decks, it's usually too risky as a unit weapon, but you can still use it as a big relic weapon then (its effect makes protecting it easier).
 - Good in: [JS Renown Armory](#)
 - Niche in: [FJ Armory](#), [JP Control](#)
- **Turnabout:**
 - Turnabout is strong reactive removal, mostly held back by the fact that control isn't great in this expedition format.
 - Good in: [JP Control](#), [JPS Control](#)
 - Niche to good in: [FTJPS Control](#)

Tier 4 cards:

- **Brood of Hecaton:**
 - Brood is one of the better token pay-offs in expedition, but still quite expensive and the amount of good sacrifice fodder is quite low. With the release of [Misleading Guide](#) it will be even tougher to find room for it.
 - Niche in: [FS Bone Music](#), [TS Bone Music](#), [TJS Bolster Midrange](#)
- **Livestock Aphid:**
 - A niche build-around that I haven't seen a deck for yet, but with the release of Rifts it might have enough good spellcraft cards to be worth it, probably in combination with P for access to [Horde Plunderer](#).
 - Good in: [TP Spellcraft](#)
- **Traitorous Lantern:**
 - Lantern is a solid card for aggressive FS decks because it either forces the opponent to use removal, to skip their turn to not give you a free +1 or to just eat it if they already had units on board, all of which, except for it being removed, are very good outcomes. All those scenarios become a bit worse going second though and this card is not great against control.
 - Niche in: [FS Aggro](#)

iv) [Bastion Rising](#)

This expansion has some competitive staples, but is even better if you are looking for fun build-arounds. The tier 3 collection of this expansion is just a who is who of interesting, but not very good deck centerpieces.

Tier 1 cards:

- **[Grand Suppressor:](#)**
 - One of the strongest hate-bears in Eternal that can completely shut off some decks. You can play him in any deck that doesn't rely on summon effects and that isn't board wipe control), but he is especially good in decks that also have active synergy with him (like [Belax](#)) and/or important relics (because he counters most market access and most decks play their relic removal in the market).
 - Essential in: [FP Sling](#)
 - Good to essential in: [Factionless](#), [FP Dragons](#), [FS Dragons](#), [FTJPS Suppressor Project](#)
 - Good in: [TJ Hatebear Aggro](#)
- **[Send an Agent:](#)**
 - A very efficient and flexible removal spell that can fit into the main deck or market of most TS and a lot of TS+ decks. Can be format dependent (worse in formats with strong multi-faction units/relics or in heavy control formats), but usually it's at least a strong market card.
 - Good in: [TS Bolster Aggro](#), [TS Katra Midrange](#), [TS Midrange](#), [TJS Midrange](#), [TPS Even Deadly](#), [TPS Kindo Combo](#)
 - Niche to good in: [TPS Control](#)
 - Niche in: [TS Dredge](#), [FTS Wisps](#), [FTPS Relic Aggro](#)

Tier 2 cards:

- **[Know thy Enemy:](#)**
 - The boardwipe is a bit expensive, compared to something like [Eremot's Designs](#), but the amplify effect makes it interesting for unit based control decks. You still need ramp and ways to consistently curve out, but that is easily achievable in faction combinations like TJS.
 - Good to essential in: [TJS Midrange](#)
 - Good in: [JS Armory Midrange](#), [JPS Curses](#)
- **[Sling of the Chi:](#)**
 - Sling already went through multiple nerfs, but it is still a strong build-around because it can take over games against any unit centric deck. The standard version right now stays FP for strong influence pay-offs like [Kenna](#), [Uncontained](#) and [Rost](#) and plays the [Suppressor](#) + [Belax](#) package (cheap Sling enabler and strong hate, especially against most combo decks), but you could also try different options.
 - Essential in: [FP Sling](#)
 - Niche in: [FTP Savant Combo](#)

Tier 3 cards:

- **Beacon of the Reach:**
 - A fun win-condition for 5-faction control decks that can help you outgrind any opponent, but that is a bit too slow, vulnerable and luck dependent to be competitive. Face aegis (to protect it from removal and the generated cards in hand from discard effects) and plunder (to transform hard to play generated cards into easy to play sigils to keep the streak alive) are important with it.
 - Great in: [FTJPS Beacon Control](#)
- **Broti, Bastion of Hope:**
 - Broti is a 1 cost 3/3 on attack, which is great for aggressive decks. He can make your other attacking units weaker though, so he doesn't just fit into every aggro deck, but if you have a lot of units with higher or at least equal health than attack, like [Harga](#), he works well.
 - Essential in: [TJ Minotaurs](#)
 - Niche in: [TJP Aggro](#)
- **Near Perfect Imitation:**
 - Similar to [Grasping at Shadows](#), but with some important differences that make it weaker in most, but better in a few reanimator decks: You don't get summon effects/on summon triggers, so [Azindel](#) or [Kairos](#) won't work well with it, but if you want to revive units like [Scourge](#) it doesn't matter and the fact that the unit can immediately attack can be a massive upside if you want to revive something like [Valiant Guardian](#). It still suffers from the problems Reanimator has right now (the targets aren't strong enough to justify the set-up) and even more so because it also requires a unit on board and loses to fast removal, but it's still a fun build-around.
 - Good to essential in: [FTP Sentinel Reanimator](#)
- **Okessa Málaga:**
 - Another inconsistent but fun build-around. You can either use her with ramp dorks and other tokens to cheat out big relics like [Stormhalt Plating](#) or [Martyr's Chains](#) or use her draw ability to draw your whole deck with the new promo, [Proof of the Journey](#).
 - Essential in: [FTPS Relic Combo](#)
- **Uxu, Carnivorous Bloom:**
 - The last T3 card is also a fun build-around. Uxu is great in decks that can get a lot of units into your void quickly. The best options for that are selfmill effects and tokens + sacrifice effects, but you can also combo it with [Eavesdrop](#).
 - Essential in: [FTPS Uxu Tokens](#)

Tier 4 cards:

- **Fertile Soil:**
 - This card got a nice boost with the release of [Lipa](#), but it still has the problem of being a bad topdeck later on and of needing another synergy piece to really do something because waiting five turns is way too slow.
 - Niche in: [TP Transform Midrange](#)
- **Metallic Razorbeak:**
 - This doesn't really see play right now, but it does have potential in decks with big attack buffs, like [Dark Purveyor](#).
 - Niche to good in: [JPS Blitz Aggro](#)

v) Community Bundle (expedition)

This is different from all other expansions: You can buy it normally for 25k gold in the store, but you can also get it for 50k influence, which you get by watching Eternal streams on Twitch while you have your [account linked](#), in the community store. It also has fewer cards and they are all from the retired community card design project, made in cooperation with players who managed to get 1,75 million influence. You also get copies of all older community designed cards, so you can save some shiftstone, and despite only having a few exclusive cards, it is still an important expansion for several decks.

Tier 1 cards:

- **Master Archivist:**
 - The slower pace in expedition makes depleted power less problematic, which makes Archivist a lot better. She prevents power and often also influence problems (you can inscribe multi-faction units for any of their factions) and becomes a huge threat quickly. Also still a good top-deck and recruit hit later into the game, especially in decks with a lot of Cylaxes and/or Rifts.
 - Good in: [FT Midrange](#), [TJ Midrange](#), [TP Spellcraft](#), [TS Bone Music](#), [TS Midrange](#), [TJS Control](#), [TPS Midrange](#), [FTPS Midrange](#)
 - Niche to good in: [FTP Midrange](#)
 - Niche in: [FTJ Relic Midrange](#)
- **Unstable Hellion:**
 - With less competition than in throne, Hellion is a reasonable card to just play in aggro and aggressive midrange decks that can cast it on curve reliably, so mostly FS Midrange.
 - Good in: [FS Aggro](#), [FS Midrange](#)

Tier 2 cards:

- **Ageless Knight:**
 - A nice enabler for armory and bolster decks. You either need to live with him not being a 2-drop or play a heavy J powerbase (which usually limits you to 2-factions in expedition), but that's a worthy trade-off if you have good armor synergy.
 - Good to essential in: [TJS Bolster Midrange](#)
 - Niche to good in: [FJ Armory](#)
 - Niche in: [JS Renown Armory](#)
- **Icy Scrying:**
 - Hard control isn't quite as prevalent in expedition and most of them play at least factions and try to not play many 2+ influence cards, but Scrying is still a strong card for midrange and some control decks.
 - Good in: [JP Control](#), [PS Midrange](#), [FPS Midrange](#), [JPS Control](#)
 - Niche in: [FP Midrange](#)
- **Zadia, Fearsome Outcast:**
 - A flexible pseudo removal on a decently stated unit is very strong in expedition, especially for more aggressive decks. Usually you want to take out a blocker, but in a race/if you are behind, preventing a big threat from attacking can be strong too.

- Good in: [JPS Renown](#), [TJS Control](#)
- Niche in: [JS Renown Armory](#)

Tier 3 cards:

- [Ooze Tower](#):
 - Big units that can take over games if not removed are more reasonable in expedition thanks to slower speed and lower quality of removal, but Tower is still a pretty fringe card because T midrange decks usually have better options.
 - Niche to good in: [TJ Midrange](#)
 - Niche in: [TJS Bolster Midrange](#)

vi) Awakening

The main selling point of this expansion is the Ascending cycle, especially Kira, but it has a few cards for some niche decks as well.

Tier 1 cards:

- **Kira Ascending:**
 - A cornerstone of the format for years, mostly in JP. With the plethora of strong 1-cost protection spells in JP she is hard to remove because she finds more of them by herself and then she takes over the late game with her other abilities.
 - Essential in: [JP Kira](#)

Tier 2 cards:

- **Alhed Ascending:**
 - A strong baseline with abilities that threaten to kill very fast later in the game. Not as strong as Kira or Jarrall as a build-around, but easier to fit into any midrange deck that goes for heavy T influence.
 - Good in: [FT Alhed Aggro](#), [TJ Hatebear Aggro](#), [TP Dinosaurs](#), [TP Killer](#), [TP Midrange](#)
 - Niche in: [TS Midrange](#)
- **Jarrall Ascending:**
 - Very strong if your deck is heavy P influence and has a high amount of spells (at least around 18), but still wants to proactively play units (don't just play him in Hooru Control) . Especially good with cheap protection (e.g. [Pause](#) and [Bubble Shield](#)) and evasion/cheap removal to enable better attacks (e.g. [Accelerated Evolution](#)).
 - Good to essential in: [FP Spell Midrange](#), [TP Spell Midrange](#), [TP Echo Spell Midrange](#)
- **Reactor Forge:**
 - An important enabler for some specific combo decks because it ramps faster than any other cheap ramp relic. It is risky though, so you need some ways to not die to aggro when you play it and having some ways to get rid of it later can help too.
 - Good to great in: [FTJ Skyline Combo](#)
 - Good in: [FT Charge Rod](#)

Tier 3 cards:

- **Acantha Ascending:**
 - The fourth playable Ascending unit (sorry [Clodagh](#)). Very vulnerable early and the SSSS influence isn't quite as strong as some others, but a really big threat in the late game. If your deck is fine with her being a bad 2-drop, but strong later, and has heavy S influence and/or Elf synergy, she is a good fit.
 - Good in: [TS Elves](#), [TPS Elves](#)
 - Niche in: [FS Midrange](#)
- **Broken Contract:**

- A good target for Know when to hold'em or Petition and one of the better power cards in Factionless decks. Also a good option for aggressive mono-faction decks that don't go for heavy influence pay-offs.
- Good in: [Factionless](#), [Factionless Shadow](#)
- **[Dazzle:](#)**
 - A flexible negate that also has use cases against unit heavy decks, but thanks to stronger competition over the years ([Beastly Disruption](#), [Stormblast](#), [Skycrag Synthesis](#)) and non-control decks dropping counter spells for the most part, it's a more niche card now. Still strong with echo/fate cards though.
 - Good in: [FP Spell Midrange](#), [TP Spell Echo Midrange](#)
- **[Pull into Nightmares:](#)**
 - An interesting revival spell, mostly because of the F effect. Doesn't really have a dedicated deck right now, but could be good as a finisher in an aggressive FS Midrange deck with strong charge/burn units.
 - Essential in: [FS Aggro Pull Version](#)

Tier 4 cards:

- **[Goldplate Valkyrie:](#)**
 - Too expensive for most midrange decks, but gives some flexibility to [Divining Rod](#) decks built around flying and/or endurance.
 - Good in: [TJP Endurance Rod](#)

c) Tier 3 Expansions

i) Into Shadow

As the name suggests, mostly good for S decks, especially ones centered around void recursion, but it also has its fair share of other build-arounds.

Tier 1 cards:

- Last Chance:
 - The only 0-cost recursion spell, which makes it very good in decks that don't care about recurring the targeted unit over and over, especially decks built around having access to a specific unit.
 - Good in: [TS Katra Midrange](#), [TPS Even Deadly](#)
 - Niche to good in: [TPS Kindo Combo](#), [JPS Keelo Combo](#), [FTJPS Keelo Strangers](#)

Tier 2 cards:

- Azindel, Revealed:
 - Strong ramp pay-off and reanimation target. Also possible as top-end in normal midrange decks, but even he is barely good enough to make up for that hefty cost.
 - Good to essential in: [TS Katra Midrange](#), [JPS Reanimator](#)
 - Good in: [FTS Wisps](#)
 - Niche in: [TS Midrange](#), [TJS Midrange](#)
- Sea of Teeth:
 - Mass relic removal is very nice right now and this is main-deckable because it also does something ok against non-relic decks (and main-deckable relic removal has the additional upside of not losing to [Suppressor](#) and [Chamber](#)). Keep in mind that it kills your attachments too though.
 - Good in: [FT 8trice Midrange](#), [TP Killer](#), [TPS Control](#), [FTJS Volatility Control](#)
 - Niche in: [FT Midrange](#)

Tier 3 cards:

- Gravewatch Guardian:
 - The best finisher for [Scavenger](#) combo, not really playable otherwise.
 - Essential in: [FJS Scavenger Combo](#)
- Maul:
 - A strong finisher for decks that have bounce spells and/or effects that let the opponent draw cards (e.g. [Nightfall](#)), but risky (loses to cheap counterspells and face aegis).
 - Good to essential in: [TP Nightfall Aggro](#)
 - Niche to good in: [TPS Ruin Control](#)
- Sealed Writ:
 - Playable in factionless, but not necessary (enough other power that is similarly strong).
 - Niche to good in: [Factionless](#), [Factionless Shadow](#)

- **Tome of Repetition:**
 - Important for spellcraft synergy decks because it can lead to some explosive turns, especially with [Horde Plunderer](#). Not playable without a lot of Spellcraft.
 - Good to essential in: [TJP Spellcraft](#)
- **Vara, Vengeance Seeker:**
 - A bit outclassed, but still a decent midrange unit that helps stabilize against aggro and counters aegis reliant decks (makes removing JP Kira units easier and allows you to force burn/hand hate through against control with face aegis). Still not really a mainstay anywhere, but if your deck has problems with aegis decks and some recursion, she is a solid option.
 - Niche to good in: [TJS Midrange](#)
 - Niche in: [FS Midrange](#), [TS Midrange](#)

Tier 4 cards:

- **Poaching Drake:**
 - A solid midrange unit, but not quite good enough outside of decks with transform or Dragon synergy.
 - Good in: [TP Transform Midrange](#)
 - Niche in: [FP Dragons](#)
- **Shakedown:**
 - Decent hand hate, but can whiff against some decks and nightfall means it is reserved to aggro (because the lower your curve, the better is nightfall), slower decks rather play [Exploit](#). Even in aggro it is usually better to play cheap removal, but if you are afraid of some cheap board wipes/other aggro hate, it can be good.
 - Good in: [TPS Kindo Combo](#)
 - Niche in: [FS Aggro](#)
- **Waystone Titan:**
 - A solid addition to charge rod decks, outside of that not really good enough.
 - Good in: [FT Charge Rod](#)

ii) Separate Ways (throne)

Separate Ways is also a solid purchase for throne. It doesn't really have a standout card like Rifffeeder Wasp, but it has multiple strong cards that make certain archetypes significantly stronger.

Tier 1 cards:

- **Execution Pit:**
 - Rat Cage decks are all the hype right now and that's for good reasons: They got strong support with [Veena](#) and her masterpiece and removal that also has synergy with many of its cards, Execution Pit. This is a fairly efficient removal that works with all the relic synergies and [Pause for Reflection](#), but you can even play it outside of that in FS aggro or midrange.
 - Good in: [FPS Marksmen Combo](#), [FPS Throne Room](#), [FTJP Cloak Combo](#), [FTJS Relic Aggro](#), [FTPS Relic Aggro](#)
 - Niche to good in: [FS Aggro](#) (and [Pull](#) and [Riffle](#) version), [FJS Armory](#), [FJS Paladins](#)
 - Niche in: [FS Midrange](#), [FTS Aggro](#), [FTS Tokens](#)
- **Steelfang Glaive:**
 - The rate of Glaive (4/2 stats split up between 2 targets for just 2 power) is very good in throne and it has even more synergy here. Strong with cards that trigger when you play relics/weapons/attachments (like [Oni Quartermaster](#)), cards that give you armor (like [Stormhalt Plating](#)), renown units (like [Hojan](#), [Crownbreaker](#)) and weapon recursion ([Voprex's Choice](#)).
 - Good to essential in: [FJ Onis](#), [FTJ Onis](#)
 - Good in: [FJ Armory](#), [TJ Minotaurs](#), [JP Curses](#), [JS Armory Midrange Daisuke](#), [FTJ Stranger Armory](#), [FJS Armory](#), [FJS Paladins](#)
 - Niche to good in: [FJ Aggro](#)
 - Niche in: [JS Armory Tokens](#)

Tier 2 cards:

- **Nomnom's Feast:**
 - It's still a bit up in the air if Feast will be a staple in any deck, but I think it's good in the main deck of FT Rebuild because it can dig towards the namesake efficiently and because going to 15 health will more often be an upside in a combo deck like this, and maybe in the market of some Midrange decks, especially in [Crack the Earth](#) markets, to refill your hand.
 - Good in: [FTJS Volatility Control](#)
 - Niche to good: [FT Rebuild Combo](#), [TS Midrange](#)
 - Niche in: [TJ Relic Control](#)

Tier 3 cards:

- **Lipa, Frogs of War:**
 - Lipa's ability is still strong in throne, but 5-drops have to be very powerful here and TP is not in a great spot, so that nudges her down a tier. I'd only play here if you can use her effect well in a proactive way, such as in decks with tokens/a lot of cheap units, and mostly in the market.

- Good in: [TP Transform Midrange](#)
- Niche to good in: [FTPS Relic Aggro](#)
- Niche in: [TP Midrange](#)
- **[Quick Study:](#)**
 - Not quite as an auto include for F aggro decks as in expedition because it has more competition, but still strong in decks with cheap aegis, flying, double damage and/or berserk units.
 - Good in: [FP Aggro](#)
 - Niche in: [FJ Aggro](#), [FS Aggro](#)
- **[Ruinous Rift:](#)**
 - A very expensive way to remove relics, but if your deck is F heavy or you're in a faction combination with bad relic removal you can try out a copy or two.
 - Niche to good in: [FJP Overloader Combo](#)
 - Niche in: [F Aggro](#)

Tier 4 cards:

- **[Embargo Runner:](#)**
 - Even slower in throne, but there are some interactions with it that we don't have in expedition, mainly [Blitz Stone](#). Still only a fun synergy card for niche decks.
 - Good in: [FTJP Cloak Combo](#)
- **[Haven Augur:](#)**
 - Throne has a lot of cheap protection and draw spells to make this a scaling threat that you can make hard to remove. Worse than [Alessi](#), but copies 5-8 of Alessi in TJP Aggro or an alternative to Alessi in TP Spells seems interesting.
 - Good in: [TJP Aggro](#)
 - Niche in: [TP Spell Midrange](#)
- **[Interference from beyond:](#)**
 - In pure TS decks [Curtain Call](#) will usually be better, but has some potential in aggressive decks if the influence for Call is too difficult.
 - Niche in: [TS Bolster Aggro](#), [FTS Wisps](#)
- **[Windswept Rift:](#)**
 - Low impact, but one or two copies can help control decks remove small units, relic weapons or aegis. Also good with spell damage, Snowball and Amplify synergies.
 - Niche to good in: [FPS Marksmen Combo](#), [TJP Spellcraft](#)
 - Niche in: [TP Spell Midrange](#), [FJP Overloader Combo](#)

iii) [Buried Memories](#)

A strong expansion for some 3-faction and a lot of T midrange decks, but very niche outside of those.

Tier 1 cards:

- [Dichro, Conqueror:](#)
 - Dichro is a very strong stand alone card that fits into most decks with FJS influence because he allows you to pressure the opponent while making their board weaker. Especially strong against token decks ([Rat Cage](#), [Grenadin Drone](#)...), aggro and JP Kira.
 - Good to essential in: [FJS Valkyries](#)
 - Good in: [FJS Armory](#), [FJS Paladins](#), [FTJPS Suppressor Project](#)
- [Logistics Expert:](#)
 - 1-cost ramp dorks can help midrange and combo decks accelerate to their strong power plays (like [Rifffeeder Wasp](#) or [Patrice](#)), especially in combination with 3-cost ramp (like [Tocas](#) or [Auralian Merchant](#)), which gets more and more important because of how fast other decks are. Expert is slightly weaker than [Initiate](#) early on, but a better top-deck in the late-game. In FT Midrange you usually want both, but in other T midrange decks you can replace her with Initiate (if you want to play any 1-cost dorks at all).
 - Good to essential in: FTP Diogo Combo
 - Good in: [FT Midrange](#), [FT 8trice Midrange](#), [FT Pledge](#), [FTJPS Keelo Strangers](#)
 - Niche to good in: [TJ Hatebear Aggro](#), [TJ Midrange](#), [FTJ Skyline Combo](#)
 - Niche in: [TS Midrange](#)

Tier 2 cards:

- [Vulk, the Autoforge:](#)
 - Very strong in aggressive decks with relic synergies. The baseline can already be problematic for some decks and the fact that he triggers all your relic synergies and can come back over and over again doesn't make it easier to deal with him, especially if you have additional ways to buff him.
 - Good to essential in: [FTJ Sentinel Aggro](#)
 - Good in: [FTJ Skyline Combo](#), [FTJS Relic Aggro](#)
 - Niche in: [FTJPS Suppressor Project](#)

Tier 3 cards:

- [Dark Purveyor:](#)
 - A way to win games in a single swing in token and dredge decks. Usually one copy in the market is enough because it can be a bit clunky early on, but you can also play her in the main deck if you play enough ways to get units into your void and enough good targets for the buff (like [Gustrider](#) or [Blight Pass Smuggler](#)).
 - Niche to good in: [PS Dredge](#)
 - Niche in: [TS Dredge](#), [FJPS Revenge](#)
- [Impound:](#)

- The best option if you safely want to remove one relic, but right now mass relic removal is usually better and even if you want a cheap option for one relic, you can replace Impound with cards like [Dismantle](#) (although it will occasionally cost you a game against decks like FP Sling).
- Niche to good in: TJP Aggro
- Niche in: [FT Midrange](#), [FT 8trice Midrange](#), [TJ Midrange](#), [TP Midrange](#), [TS Bolster Aggro](#), [TS Dredge](#), [TS Elves](#), [FTJ Project Midrange](#)
- **[Inferno Den:](#)**
 - A strong option for [Crack the earth](#) markets and an important OTK enabler for [Striding Skyline](#) decks. Outside of that it is usually a bit too clunky, aggro decks don't want to spend 5 before going for a damage push (just play Inferno Phoenix instead) and other decks can't use the charge well enough.
 - Good in: [FTJ Skyline Combo](#)

Tier 4 cards:

- **[Hifos, Reach Captain:](#)**
 - Hifos won't always feel efficient, but he is very flexible and can fit into both aggressive and midrange decks. Usually wouldn't play him without additional synergies though.
 - Good in: [TJP Flyer Aggro](#)

iv) Community Bundle (throne)

This is different from all other expansions: You can buy it normally for 25k gold in the store, but you can also get it for 50k influence, which you get by watching Eternal streams on Twitch while you have your [account linked](#), in the community store. It also has fewer cards and they are all from the retired community card design project, made in cooperation with players who managed to get 1,75 million influence. You also get copies of all older community designed cards, so you can save some shiftstone, and despite only having a few exclusive cards, it is still an important expansion for several decks.

Tier 1 cards:

- **Deans' Chamber:** (also available in Enter the Arcanum)
 - Chamber and [Grand Suppressor](#) are 2 of the most hated cards in the game because they completely shut off one of the most common mechanics, summon effects. Chamber is also hard to remove, not a lot of decks play main deck relic removal and most market access is tied to a summon effect. It still is a bit meta dependent, it's not as impactful against control or relic centered decks, but even if it's weaker as a counter to your opponent's deck, you can still use it proactively with units like [Belax](#).
 - Essential in: [FP Sling](#), [FTJPS Suppressor Project](#)
 - Niche to good in: [PS At Any Cost](#)
 - Niche in: [FP Dragons](#), [FS Dragons](#), [FTPS Relic Aggro](#)
- **Icy Scrying:**
 - A strong draw spell for all control and some midrange decks, especially with echo or fate cards, but control often has dead cards in a matchup (removal against control/combo, expensive card draw against aggro...) that you can transform for free with Scrying (and a snowball can come in handy, especially against aggro). Being fast speed makes it better than [Strategize](#) for control because you usually want to keep power up to react to problems immediately.
 - Good in: [FP Sling](#), [FP Spell Midrange](#), [FP Tragedy Combo](#), [TP Control](#), [TP Spell Midrange](#), [TP Spell Echo Midrange](#), [TP Transform Midrange](#), [JP Control](#), [PS At Any Cost](#), [FPS Tesseract](#)
 - Niche to good in: [FP Yeti Heroes](#)

Tier 2 cards:

- **Ageless Knight:**
 - A nice enabler for armory and bolster decks. You either need to live with him not being a 2-drop or play a heavy J powerbase, but that's a worthy trade-off if you have good armor synergy.
 - Good to essential in: [FJ Armory](#)
 - Good in: [JS Armory Tokens](#), [FJS Paladins](#)
 - Niche in: [FTJ Project Bolster](#)
- **Master Archivist:**
 - A bit weaker in throne than expedition because depleted power gets punished harder by more efficient decks, but still a strong card in unit heavy midrange decks with some depleted power.

- Good in: [TP Midrange](#), [TP Spell Echo Midrange](#), [TP Transform Midrange](#), [TJS Midrange](#), [FTJPS Beacon Control](#), [FTJPS Suppressor Project](#)
- Niche in: [FT Midrange](#), [TS Katra Midrange](#), [TPS Even Deadly](#)

Tier 3 cards:

- **Unstable Hellion:**
 - A decent midrange card, but not quite good enough for throne unless your deck has specific synergies with it (dragon tribal pay-offs, [Haunting Scream](#), ways to OTK with it...).
 - Good in: [FS Dragons](#)

Tier 4 cards:

- **Marvelous Imperion:**
 - A fun pay-off for Wisps, but playing a strong blocker for the opponent does make him awkward.
 - Niche to good in: [FTS Wisps](#)

v) [Stormbreak](#)

Another build-around heavy expansion, so mostly good if you want to build specific combo/synergy heavy decks, but it also has an important midrange and token staple with Grenahen.

Tier 1 cards:

Tier 2 cards:

- [Grenahen:](#)
 - A 1/3 with lifesteal that replaces itself for two power is a very nice card for midrange decks. You still need to make sure that you have enough hits though, usually around 38 for a 90% chance to draw a card.
 - Good in: [PS Devour](#), [PS Mill](#), [PS Mother](#), [FPS Edge Tokens](#), [FPS Tesseract](#), [FTPS Uxu Tokens](#), [FJPS Revenge](#)
- [Grand Builder:](#)
 - An enabler for combo decks that require a lot of influence in one specific faction because it's the best option to speed up influence gain.
 - Essential in: F Dogma
 - Good to essential in: [FT Rebuild Combo](#), [FP Dogma](#)
 - Niche to good in: [PS At Any Cost](#)
- [Nacas, Bastion Prodigy:](#)
 - Speeds up Overloader combos, but not really playable outside of that deck.
 - Essential in: [FJ Overloader Combo](#), [FJP Overloader Combo](#)

Tier 3 cards:

- [Crafty Occultist:](#)
 - The influence makes her a bit restrictive and summon effects are awkward in the best FP deck, FP Sling, but a decent card in most other FP+ decks.
 - Good in: [FP Spell Midrange](#), [FPS Edge Crisis Tokens](#)
 - Niche in: [FP Aggro](#)
- [Eccentric Officer:](#)
 - A combo enabler for a strong, but slightly slower list than some other combo decks. Allows you to play [Kairos](#) and [First Flame](#) for cheap if you play enough cheap cards and some tutors in your deck.
 - Great in: [FTJ Officer Combo](#)
- [Evacuation Plan:](#)
 - A good way to recycle battle skills that also leaves behind a unit that can be very hard to remove with the right battle skill combination.
 - Great in: [FTJ Evacuation Midrange](#)
- [Tarra, Ever Loyal:](#)
 - Tarra is a decent standalone card, but not quite strong enough to make the core of any deck except for FJS Paladins. Good if you have evasive 1- or 2-drops.
 - Good in: [FJS Paladins](#)

Tier 4 cards:

- **Glen Fasciata:**
 - Decent in decks with a lot of transform decks (e.g. [Lipa](#) or [Unstable Form](#)).
 - Niche in: [TP Transform Midrange](#)
- **Shoal Custodian:**
 - A strong tempo play against midrange decks with utility against control as well, but usually a little bit weaker than the competition outside of Sentinel tribal decks.
 - Niche to good in: [FTJ Sentinel Aggro](#)

vi) The Tale of Horus Traver

Without Tavrod being the powerhouse he used to be, this isn't really essential for any competitive deck, but it does still have some role players for tier 3 and below decks and a few fun build-arounds, like Tavrod.

Tier 1 cards

Tier 2 cards:

- **Power Stone:**
 - Decent ramp for decks that don't want to use ramp dorks (because they have relic synergies and/or play board wipes), but worse than [Pillar of Progress](#), so it sometimes gets sidelined.
 - Good in: [TJ Relic Control](#), [TP Control](#)
 - Niche to good in: [FTJ Skyline Combo](#)
- **Tavrod, Auric Broker:**
 - Not quite as menacing as he used to be because more efficient removal exists, but still a strong card in decks with some Minotaurs and weapons. Especially strong with evasive weapons (e.g. [Hidden Garrote](#) and [Longbow](#)).
 - Good to essential in: [JS Armory Midrange](#)
 - Good in: [FJS Armory](#)
- **Vision of Austerity:**
 - Not the best relic removal, but JP doesn't have a lot of options, so it sees a lot of market play (although at this point you can often replace it with [Monarch Cloak](#)).
 - Good in: [JP Control](#), [JP Curses](#), [JPS Curses](#)
 - Niche to good in: [JP Kira](#)
 - Niche in: [JPS Keelo Combo](#)

Tier 3 cards:

- **Auric Interrogator:**
 - A bit slow, but a good draw engine if you can buff his attack (e.g. with [Vine Grafter](#)).
 - Good in: [TPS Even Deadly](#)
 - Niche in: [FS Midrange](#), [JS Armory Midrange](#)
- **Crimson Firemaw:**
 - A solid 4-drop for Dragon decks, but not really good enough outside of those. Can still try it if you have to replace some aggro top-end units.
 - Good in: [FP Dragons](#)
 - Niche to good in: [FS Dragons](#)
- **Triumphant Stranger:**
 - Strong standalone pay-off for playing 5-faction midrange, but even better with some specific tutor effects (e.g. [Reweave](#), [Keelo](#) or [Learned Imitator](#)).
 - Essential in: [FJTPS Keelo Strangers](#)
- **Yetipult:**
 - Strong with ways to give it deadly (e.g. [Waxing Moon](#)) and decent with effects that trigger when a unit hits the opponent (e.g. [Veena's Masterpiece](#)).

- Good in: [TPS Even Deadly](#)

Tier 4 cards:

- **Kindle:**
 - Helps speed up some combo decks, not playable outside of them.
 - Good in: [FP Tragedy Combo](#), [FJS Scavenger Combo](#)

d) Tier 4 Expansions

i) Hour of Glass

Hour of Glass is very important for aggressive F decks thanks to League Explorer, but outside of that most of its cards are replaceable or niche at this point.

Tier 1 cards:

- League Explorer:
 - FF influence costs means you can't play Explorer in every aggro deck, it's hard to fit into FTJS Relic aggro for example, but Explorer is a staple in every F heavy aggro deck because she puts the opponent on a quick timer. Gets even better if you have cheap removal to force her through.
 - Good to essential in: [F Aggro](#)
 - Good in: [FT Aggro](#), [FJ Aggro](#), [FP Aggro](#), [FS Aggro Riffle Version](#), [FTP Aggro](#), [FTS Aggro](#)
 - Niche in: [FS Aggro](#), [FTJ Sentinel Aggro](#)
- Steyer's Eyes:
 - A flexible 2-drop that is strong both early and late and that has relevant modes for both aggro and midrange. The standard use is to draw a J sigil, but you can also use her buff effect to push damage, stabilize against aggro or to draw a card with [Kira Ascending](#) or you can use Gavel against void reliant decks like TS Dredge or TS Katra. Additionally, discarding a card can be useful for some decks as well.
 - Good in: [FJ Armory](#), [FJ Midrange](#), [JP Curses](#), [JP Honor the Fallen](#), [FJS Valkyries](#)
 - Niche to good in: [JP Kira](#)
 - Niche in: [TJP Flyer Aggro](#)

Tier 2 cards:

Tier 3 cards:

- Auren Condemnation:
 - A strong removal spell in decks that can keep up three power consistently, which limits it to specific control decks, especially ones with relic weapons or other armor synergy and without access to more efficient removal.
 - Good in: [JP Control](#)
 - Niche to good in: [FJ Armory](#)
 - Niche in: [TJ Relic Control](#)
- Sinister Rumors:
 - Not very efficient, but flexible. If your deck wants the void recursion, but is also vulnerable to aggro, it is a good choice. The discard mode is usually irrelevant, but can come up in [Savage Incursion](#) decks and to counter some very specific combo decks.
 - Good in: [PS Mill](#)
 - Niche to good in: [TS Bolster Aggro](#)

- Niche in: [FS Midrange](#), [TS Elves](#), [TS Katra Midrange](#), [JS Armory Midrange](#)
- **[Varbuk, Hand of Anarchy:](#)**
 - Removal on a unit is often good and Varbuk does it very efficiently, but his strength does depend on the meta. Right now he is a decent counter against cards like [Execution Pit](#) or [Creation Project](#), but not great in every matchup.
 - Good in: [FJ Midrange](#)
 - Niche in: [FJ Aggro](#)

Tier 4 cards:

- **[Repel Darkness:](#)**
 - Another modal spell, but none of the mods is efficient enough to make it a mainstay anywhere outside of combo decks that can make use of the protection effect (you can loop [Kindo's](#) effect infinitely for example).
 - Niche in: [TPS Kindo Combo](#)

ii) [Homecoming](#)

A very important expansion for JP Kira and a few other niche decks and it also has a few decent control cards, but outside of Palace mostly outclassed by now.

Tier 1 cards:

- [Korovyat Palace:](#)
 - Important market finisher for JP Kira decks. Puts immediate pressure on the opponent with Withstand, which also triggers [Kira](#), or Sack the City and grants you long term value with Wisdom and its passive effect.
 - Good to essential in: [JP Honor the Fallen](#), [JP Kira](#)
 - Good in: [JP Curses](#), [TJP Aggro](#), [TJP Spellcraft](#)

Tier 2 cards:

- [Stormhalt Knife:](#)
 - A strong market or tutor option against aggro decks, especially if you have relic weapon synergy. Can also be played from the deck with [Elvish Swindler](#) if you are low on life.
 - Good in: [FJ Midrange](#), [TJ Relic Control](#)
 - Niche to good in: [Factionless Shadow](#), [FJ Armory](#), [JS Armory Daisuke Midrange](#), [JS Armory Tokens](#)
 - Niche in: [JP Kira](#)

Tier 3 cards:

- [Diogo Málaga, Elonze:](#)
 - Enables a combo deck with [Aid of the Hooru](#) as its own spell, but that deck is not great and he isn't playable outside of that.
 - Essential in: [FTP Diogo Combo](#)
- [Glasshopper:](#)
 - FT Pledge used to be a powerhouse in 2019, but we only got a few new pledge cards since, so Glasshopper isn't in a great spot now. You can still play it + 16-18 Pledge units in FT Midrange if you want though.
 - Essential in: [FT Pledge](#)
- [Honor of Claws:](#)
 - A powerful draw spell, but too expensive for non-control decks (unless they have very strong discard synergy). Even in control decks it is replaceable with cards like [Boundless Knowledge](#).
 - Good in: [JP Honor the Fallen](#), [FTP Sentinel Reanimator](#)
 - Niche to good in: [FP Dogma](#), [JP Control](#), [PS Mill](#)
 - Niche in: [PS At Any Cost](#)
- [Severin, the Mad Mage:](#)
 - A strong unit for aggressive relic decks. He is quite expensive, but can make up for that by cheapening your relic abilities and you can still pledge him early on if you need power.
 - Good in: [FTPS Relic Aggro](#)

iii) Whispers of the Throne

This expansion gets carried by the sheer power of The Throne Room, but it also has several cards that are very important for less competitive decks.

Tier 1 cards:

- The Throne Room:
 - The centerpiece of one of the strongest throne decks, FPS Throne Room. Strong with cheap units that can deal damage via effects and cheap heroes (especially ones that can recur themselves, like [Nico](#) and [Severin](#)).
 - Essential in: [FPS Throne Room](#)
 - Niche in: [FP Yeti Heroes](#)

Tier 2 cards:

- Elham, Keen-Eyed:
 - A strong bolster enabler, especially because she can trigger her own armor gain effect in the late game.
 - Good to essential in: [FTJ Project Bolster](#)

Tier 3 cards:

- Guardian of Spring:
 - Playable in decks with [Suppressor](#) and [Chamber](#), especially in FP [Sling](#) because it also triggers both halves of that.
 - Niche to good in: [FP Sling](#)
- Keelo, Bold Innovator:
 - A fun build-around that can get you specific units fast if you play cheap units with a lot of battle skills and/or bridge units like [Learned Imitator](#).
 - Essential in: [JPS Keelo Combo](#), [FTJPS Keelo Strangers](#)
- Tempting Offer:
 - Good in exactly Factionless (but you can also replace it there).
 - Good in: [Factionless](#), [Factionless Shadow](#)

Tier 4 cards:

- Kaspar, Oren of Kosul:
 - A weaker version of [Veena](#), but still has some potential in aggressive relic decks and great with spellcraft relics.
 - Good in: [TJP Spellcraft](#)
- Vox, Nurturing Sadist:
 - Requires a lot of sacrifice fodder, but if your deck has that and play a lot of Nightmares and/or corrupt units (the shades are all Nightmares) he can be very good, especially against midrange decks that rely on big units.
 - Good in: [FTS Tokens Vox version](#)

iv) Promises by Firelight

Mostly an expansion for niche T4 and T5 decks because it mostly has interesting, but weak/insufficiently supported build-arounds. The one exception is Eremot's Designs, a consideration for the market of every slower S deck.

Tier 1 cards:

Tier 2 cards:

- Archgryffyn Patriarch:
 - A very strong pay-off for curses, but sadly we don't have that many great ones. Still solid if you can make it draw 2 or 3 cards consistently though.
 - Essential in: [JP Curses](#), [JPS Curses](#)
- Eremot's Designs:
 - A counter to aggro and token decks, usually in the market because it is bad against most other decks. If your deck is already very strong against aggro or if you play a lot of cheap units yourself it might not be great, but otherwise a strong option for midrange markets.
 - Good in: [JPS Reanimator](#), [Factionless Shadow](#)
 - Niche to Good in: [TPS Control](#)
 - Niche in: [FS Midrange](#)
- Sunset Stone:
 - The main reason to play Elves and the card that pushes the deck into TS and a go-wide aggro playstyle.
 - Essential in: [TS Elves](#), [TPS Elves](#)

Tier 3 cards:

- Endra, Champion of Shavka:
 - Once the strongest card in the game, but even in her nerfed form still a decent build-around. Good with cheap bounce, recursion and copy spells, but vulnerable to hate-bears like [Suppressor](#) or [Lawmage](#).
 - Essential in: [FTJ Endra Combo](#), [FTJPS Endra Hero Combo](#)
- Tome of Horrors:
 - A decent enabler for mill and devour decks and important for some specific combo decks. Slow in the early game, but can enable devour loops and early [Savage Incursions](#).
 - Essential in: [PS Devour](#), [TPS Kindo Combo](#)
 - Good in: [PS Stranger Mill](#)
 - Niche in: [PS Mill](#)

Tier 4 cards:

- Cinder Clutch:
 - An inconsistent, but very powerful pay-off for Dragon decks. Especially good if you can buff it with [Acedonis](#), but that is pretty slow and requires Acedonis to survive a turn.
 - Good in: [FP Dragons](#)
 - Niche in: [FS Dragons](#)

- **[Harga, Armory Warden:](#)**
 - A powerful 2-drop for Minotaur tribal decks that can high-roll with Broti. Also fun in decks that can equal attack and defense of your units (e.g. with [Yisha](#) and [Black Book's Enforcer](#)).
 - Good in: [TJ Minotaurs](#)
- **[Ixtol, Champion of Grodov:](#)**
 - Has potential in midrange decks with a lot of removal and pay-offs for ramping, but seems too vulnerable to removal (especially silence) to be worth playing over better options unless you don't have them.
 - Niche in: [TJS Midrange](#)
- **[Lys, Champion of Linrei:](#)**
 - Has strong synergy with [Dichro's Ruin](#) and similar cards, but seems too slow for those decks.
 - Niche to good in: [TPS Ruin Control](#)

v) [Jekk's Bounty](#)

The first and sadly one of the worst expansions, only necessary for niche (tier 3 at best) decks.

Tier 1 cards:

Tier 2 cards:

- [Passage of Eons](#):
 - Very strong counter to relic aggro decks and still fine against decks that just play a few strong relics and against decks with strong unit effects, although not very efficient there, which is why it's only playable in the market. Kind of replaceable with [Display of Realities](#).
 - Niche to good in: [FT Midrange](#), [TPS Ruin Control](#)
 - Niche in: [TS Midrange](#)
- [Quarry](#):
 - A solid draw spell, especially if you have discard synergy or need the power discount to combo off earlier, otherwise easily replaceable.
 - Good in: [FTS Sentinel Reanimator](#), [FPS Herald Combo](#), [FJPS Overloader Combo](#)

Tier 3 cards:

- [Avisaur Patriarch](#):
 - Very strong in Dinosaur tribal because it makes your early game more explosive and is still strong later on thanks to its ultimate.
 - Good to essential in: [TP Dinosaurs](#)
- [Cabal Spymaster](#):
 - Enables a combo with [West-Wind Herald](#), but that deck needs a lot of set-up. Not playable outside of that.
 - Essential in: [FPS Herald Combo](#)
- [Cliffside Porter](#):
 - Echo is free card board, so strong with discard, market, plunder and similar effects, and Porter is the cheapest echo unit, so he is perfect for decks that have the above + want sacrifice fodder, chump blockers, something to buff or other pay-offs for small units (e.g. [Edge of Uprising](#)).
 - Good in: [TP Spell Echo Midrange](#), [JP Honor the Fallen](#), [FPS Edge Tokens](#)

vi) [The Devouring \(throne\)](#)

A lot weaker than in expedition, outside of Wasp it doesn't have a single tier 1 or 2 card. But Wasp is so strong in most T midrange decks that this expansion has high priority for you if you are interested in any of those.

Tier 1 cards:

- [Riftfeeder Wasp:](#)
 - Very strong midrange unit. Threatens to win games fast, especially with a market copy of [Rapid Development](#), but thanks to the summon effect you get value out of it even if removed. Helps ramp to bigger threats and is a threat by itself. Great hit for [Patrice](#) and [Know thy enemy](#).
 - Good to essential in: [FT Midrange](#), [FT 8trice Midrange](#)
 - Good in: [FT Pledge](#), [TJ Midrange](#), [TJ Relic Control](#), [TP Midrange](#), [TS Katra Midrange](#), [TS Midrange](#), [FTJ Project Midrange](#), [FTP Savant Recruit Combo](#), [TJS Midrange](#)

Tier 2 cards:

Tier 3 cards:

- [Adamantine Pangolin:](#)
 - Worse rate than in expedition, but still solid in unit heavy armory decks.
 - Good in: [FJ Armory](#), [JS Armory Tokens](#)
- [Crystalline Wanderer:](#)
 - Good stats, but not good enough to play it anywhere but factionless, and the effect is usually meaningless.
 - Good in: [Factionless](#), [Factionless Shadow](#)
- [Deeptrail Vanguard:](#)
 - Post-nerf only good in Rebuild combo and Evacuation Plan decks, but could have some potential in the long run as one of the few ways to efficiently get a spell back from void.
 - Good in: [FT Rebuild Combo](#), [FTJ Evacuation Midrange](#)

Tier 4 cards:

- [Livestock Aphid:](#)
 - Strong in decks with a lot of Spellcraft, not playable otherwise
 - Good in: [TJP Spellcraft](#)

vii) [Trials of Grodov](#)

This expansion has some decent tech cards for T midrange decks and a few fun build-arounds, but not much else.

Tier 1 cards:

Tier 2 cards:

- [Gnash, Desert Prince:](#)
 - Very powerful market card if your deck struggles against decks with a lot of flyers, e.g. JP Kira, and if you don't play too many flyers yourself. Usually fine to replace with [Cloudscrapper](#) or [Cobra](#) though.
 - Niche to good in: [FT Midrange](#), [FT 8trice Midrange](#), [TP Midrange](#), [FTJ Project Midrange](#), [FTP Savant Recruit Combo](#)
 - Niche in: [TS Midrange](#)
- [Saber-Tooth Prideleader:](#)
 - Flexible and strong enough to be played in some main decks, at least if you struggle with aggro and/or relic decks. Also fine in the market, although then it's usually better to either play mass relic removal or more efficient options like [Impound](#).
 - Good in: [TJ Midrange](#), [FTJ Project Midrange](#), [TJS Midrange](#)
 - Niche in: [FT Midrange](#), [TP Midrange](#), [TS Midrange](#)

Tier 3 cards:

- [Aika, Whirling Death:](#)
 - The unique combination of battle skills make Aika essential for some combo decks. Not playable outside of those.
 - Good to essential in: [JP Honor the Fallen](#)
- [Preyfinder:](#)
 - Enables Killer Midrange decks, but those are usually a bit too slow and match-up reliant (bad against decks with low unit counts).
 - Essential in: [TP Killer](#)

Tier 4 cards:

- [Yeti Pioneer:](#)
 - Good in Yeti tribal decks, but those are weaker than other tribal aggro decks thanks to a myriad of nerfs. Outside of Yetis you usually have better options.
 - Good in: [FP Yeti Aggro](#)

9. Chapter Tier List - Throne

Chapters come out monthly and include 4 cards. You can get all of them for free by playing the weekly promo missions within the month they come out, but if you miss those, you have to buy them for 2500 gold under “solo battle”, then “Chapters”. Then you get 4 copies of each card, but like expansion cards you can’t disenchant them for shiftstone.

a. Tier 1 Chapters

i. 04/24 - A New Queen



Tier 1 cards:

- [Veena, Rising Queen:](#)
 - Very strong in relic centric aggro decks because she provides a ton of value and tempo and always grants you something, even if removed.
 - Niche to good in: [FTJS Relic Aggro](#)
- [Veena's Masterpiece:](#)
 - Also a must have in relic aggro decks, but also good outside of relic synergy piles because it has an easier influence cost and is good with any bigger unit (especially if they are cheap and/or can deal damage to the opponent via effects).
 - Good to essential in: [TS Relic Aggro](#), [TPS Even Deadly](#), [FTJS Relic Aggro](#), [FTPS Relic Aggro](#)
 - Good in: [TJ Hatebear Aggro](#), [TP Dinosaurs](#), [TP Midrange](#), [TP Spell Midrange](#), [TP Transform Midrange](#), [TS Elves](#), [TS Midrange](#), [TJP Aggro](#), [TJP Spellcraft](#), [FTJPS Suppressor Project](#)

Tier 3 cards:

- **First Shipment:**

- Decent way to make your powerbase more consistent, but throne has better options.
- Good in: [TPS Control](#), [TPS Ruin Control](#)
- Niche in: [TJ Relic Control](#), [TJS Midrange](#)

Tier 4 cards:

- **Tenacious Heron:**

- A solid addition to PS Mother Midrange decks, but not necessary for them.
- Good in: [JPS Keelo Combo](#)
- Niche in: [PS Mother](#)

ii. 06/22 - Krogar's Choice



Tier 1 cards:

- **Chizue, Silver Hit:**
 - Important in the exact same deck because she helps with pushing damage and makes sure that you don't get 2-for 1'ed with removal on your equipped units.
 - Good to essential in: [FJ Onis](#), [FTJ Onis](#)
 - Good in: [F Aggro](#), [FJ Give Chase Aggro](#)
 - Niche in: [FJ Aggro](#), [FS Aggro](#)

Tier 2 cards:

- **Bladesmash:**
 - Insanely efficient removal in decks with cheap weapons, mostly Onis because a lot of their units either play, search or synergise with weapons (in other aggressive decks it is hard to play enough weapons without cutting too many units).
 - Good in: [FJ Onis](#), [FTJ Onis](#)

Tier 3 cards:

- **Krogar, Burdened Hero:**
 - A solid market option for Crack the Earth markets that want a flexible unit that is decent against aggro and most midrange decks. T markets are very crowded though and [Trail Scourge](#) covers the aggro match-up better, so more of a niche choice.
 - Niche to good in: [FTJS Relic Aggro](#)
 - Niche in: [FT Midrange](#)

b. Tier 2 Chapters

i. 04/22 - Syl's Ambition



Tier 1 cards:

- **Syl's Stronghold:**
 - One of the strongest sites in throne: It can protect itself by removing a big threat and then make your attacks much more threatening. Especially good if you are ahead, which is why it's best in aggro and aggressive midrange decks (and in slightly slower decks better in the market to only pick it up when you are ahead and/or really need the removal).
 - Good in: [FS Aggro](#) (and [Pull](#) and [Riffle](#) version), [FS Midrange](#), [FTS Tokens](#), [FJS Armory](#), [FJS Paladins](#)
 - Niche to good in: [FJS Valkyries](#)
 - Niche in: [FS Dragons](#), [ETS Aggro](#)

ii. 08/22 - A Risky Investment



Tier 1 cards:

- **Rapid Development:**
 - The strongest finisher you can play in any T midrange market. Any big unit on your board turns all your small ramp dorks and merchants into big threats for a turn and easily allows you to go for lethal, especially if you have evasive units.
 - Good to essential in: [FT Midrange](#), [FT 8trice Midrange](#), [TS Midrange](#)
 - Good in: [FT Pledge](#), [TJ Midrange](#), [FTJ Project Midrange](#), [FTP Savant Recruit Combo](#), [FTJP Cloak Combo](#)

iii. 09/22 - West's Disgrace



Tier 1 cards:

- **Raniya, Miviox Maniac:**
 - She can help you stabilize against aggro thanks to the lifegain and removal effect, put on pressure against midrange and end games by stealing a big flier or the opponent's only unit. Especially good with a [Vine Grafter](#) buff (deadly, taunt and regen). Can feel a bit bad if the opponent's board doesn't line up well, which is why she is often played in the market instead.
 - Good in: [FS Pull Aggro](#), [FS Midrange](#), [FTS Aggro](#), [FTS Wisps](#), [FJS Paladins](#), [FJS Valkyries](#), [FTPS Uxu Tokens](#), [FJPS Revenge](#)
 - Niche in: [FS Aggro](#)

Tier 4 cards:

- **West, On the Trail:**
 - A decent, but not outstanding unit for aggressive J heavy midrange decks. Very good in Gauntlet.
 - Good in: [TJP Endurance Rod](#)
 - Niche in: [FJ Midrange](#), [FJS Valkyries](#)

iv. 02/23 - The Gates of Steelwarren



Tier 1 cards:

- **Monarch Cloak:**
 - Flexible relic removal, especially for J markets because they struggle to find efficient relic removal. Can be played in the main deck as well, especially in decks with relic, weapon or renown synergy.
 - Good in: [FJ Armory](#), [FJ Midrange](#), [TJ Minotaurs](#), [TJ Relic Control](#), [JS Armory Midrange](#), [JS Armory Daisuke Midrange](#), [JS Armory Tokens](#), [FJS Armory](#), [FJS Paladins](#)
 - Niche to good in: [FJ Onis](#), [JP Kira](#), [FTJ Onis](#)

v. 09/23 - No One Special



Tier 2 cards:

- **Injustice:**
 - One of the most efficient mill and self-mill enablers. In self-mill decks (reanimator, dredge) it also digs towards your power cards and in mill you can put a bad card on top of your opponent's deck.
 - Good in: [TS Dredge](#), [PS Dredge](#), [FTS Sentinel Reanimator](#), [JPS Herald Combo](#), [JPS Reanimator](#)
 - Niche to good in: [PS Mill](#)

Tier 3 cards:

- **Seek Refuge:**
 - Sort of a smaller [Evacuation Plan](#), like that good with summon units. Even with the reduction it is slow with most summons and you need the right set-up, so not good in every deck.
 - Good to essential in: [FTJ Endra Combo](#)
 - Good in: [FTJPS Endra Hero Combo](#)
 - Niche to good in: [FTJ Evacuation Midrange](#), [FTJP Cloak Combo](#)

Tier 4 cards:

- **Dran the Farmer:** (craftable as legendary)
 - A solid ramp dork for TJ Midrange, but easily replaceable.
 - Good in: [TJ Hatebear Aggro](#)
 - Niche in: [TJ Midrange](#)

vi. 07/24 - Lost



Tier 3 cards:

- **Lost Traveler:**
 - Strong tempo play, but usually worse than [Vikrum](#). So he is only played in decks with a lot of bounce effects, in which case he is better, or in decks that want more than 4 copies of Vikrum.
 - Good in: [TS Dredge](#), [FTJPS Endra Hero Combo](#)
 - Niche in: [TS Bolster Aggro](#), [FTS Tokens](#)
- **Paranoid Sheriff:**
 - Not quite good enough as a standalone unit, but strong in unit heavy curse decks.
 - Good in: [JP Curses](#), [JPS Curses](#)
- **Proof of the Journey:**
 - Strong discard outlet, but needs to be built around. Can enable some infinite/near infinite loops (e.g. with [Okessa](#)).
 - Essential in: [FTPS Relic Combo](#)
 - Good to essential in: [JP Honor the Fallen](#)

c. Tier 3 Chapters

i. 03/22 - Valley Disturbed



Sidenote: You also get a starter deck when buying this chapter.

Tier 2 cards:

- [Subversion of Nature](#):
 - Very expensive, but can steal games by going for lethal with the board steal or by outgrinding the opponent thanks to the hand steal. Only good in the market of decks with a lot of ramp or in the main deck of decks that can cheat out spells.
 - Good in: [TS Katra Midrange](#), [JPS Herald Combo](#)
 - Niche to good in: [TJS Midrange](#)

Tier 4 cards:

- [Vikrum's Bomb](#):
 - Flexible removal, but 3-cost slow removal is slightly below rate in throne and not a lot of the decks that can pay the influence cost are interested in removal spells.
 - Niche in: [FTS Tokens](#)

ii. 05/22 - Shavka Reborn



Tier 3 cards:

- **Exodus:**
 - Inscribe on a strong dual-faction spell is very strong. Especially good in decks that go wide, but can be played in any other unit heavy midrange FT deck as well and enables some combos.
 - Good in: [FTJ Skyline Combo](#)
 - Niche to good in: [FTP Savant Combo](#), [FTS Vox Tokens](#), [FTJP Cloak Combo](#)
 - Niche in: [FT Aggro](#)
- **Shavkan Dogma:**
 - Build-around that is a bit too slow and vulnerable to be competitive.
 - Essential in: [F Dogma](#), [FP Dogma](#)

iii. 01/23 - The Outcast Queen



Tier 2 cards:

- [Patrice, Outcast Queen:](#)
 - Build-around for an alternative version of FT Midrange that can outgrind slower decks easier, but is weaker against aggro and [Suppressor](#).
 - Essential in: [FT 8trice Midrange](#)

Tier 4 cards:

- [Tripwire Trap:](#)
 - One of the more efficient curses, so you definitely play some copies in curse centric decks, but not good enough outside of that (even in relic and control decks).
 - Niche in: [JP Curses](#)

iv. 07/22 - Journey of the Six



Tier 3 cards:

- **Nomnom's Big Pan:**
 - Strong finisher for Dredge decks that just got a buff with the release of the new promo [Proof of the Journey](#).
 - Good in: [FPS Crisis Edge Tokens](#)
 - Niche to good in: [PS Dredge](#)
 - Niche in: [JP Honor the Fallen](#)

v. 11/22 - The Long Path



Tier 3 cards:

- Save the Day:
 - Good removal for decks that can keep up 4-power, so mostly control decks. Can also be good in midrange decks with enough ramp to play it as a board stall breaker later on.
 - Good in: [JP Control](#)
 - Niche in: [TJ Midrange](#), [TJ Relic Control](#), [FTJ Project Midrange](#), [TJS Midrange](#)

vi. 12/22 - The Bird Whisperer



Tier 3 cards:

- **Surveying the Rift:**
 - Important draw spells for some non-P combo decks because it is the most efficient option. Usually too slow for aggro and midrange and all control decks play P for better draw effects.
 - Good in: [FT Rebuild Combo](#), [FJ Overloader Combo](#), [FTJ Endra Combo](#)

vii. 05/23 - Crackdown



Tier 3 cards:

- **Tight-Lipped:**
 - Can help protect against cards like Equalize and Exploit while drawing a sigil and triggering relic synergies, but not every deck can fit enough sigils or afford to do nothing proactive on turn 2.
 - Good in: [FTPS Relic Combo](#)
 - Niche to good in: [FTP Savant Combo](#), [TPS Ruin Control](#)
 - Niche in: [FT Rebuild Combo](#), [TJ Relic Control](#)

viii. 10/23 - Flames of Empathy



Tier 3 cards:

- [Lystia, Flighty Mistral:](#)
 - Can be a strong road block for aggro and annoying for some control decks, but you need to play enough J sigils and not too many units and most decks have ways to deal with her.
 - Niche to good in: [JS Armory Daisuke Midrange](#), [FJS Valkyries](#)
 - Niche in: [FJ Armory](#), [FJ Midrange](#)

Tier 4 cards:

- [Scared Beetender:](#)
 - Solid early play in relic aggro lists with a high amount of honeys and similar relics. Can be a bit inconsistent, but at least he can always make himself a 2/2.
 - Niche in: [FTJS Relic Aggro](#), [FTPS Relic Aggro](#)

ix. 01/24 - The Specialists



Tier 3 cards:

- [Cuno, Localized Rewind](#):
 - Decent standalone unit that can trigger bolster or keep you alive against aggro, especially good if your deck keeps up some power anyway.
 - Niche to good in: [TS Bolster Aggro](#), [FTJPS Endra Hero Combo](#)

Tier 4 cards:

- [Camrin's Sniper Rifle](#):
 - Strong mastery enabler, but mastery decks aren't in a great place.
 - Good in: [FS Riffle Aggro](#)
 - Niche in: [FJ Onis](#)

x. 06/24 - Renewed Faith



Tier 3 cards:

- **Crisis of Faith:**
 - Helps fill the opponent's void in mill decks and works well with [Dichro's Ruin](#) and similar effects. Can also be used to fill your void or to get card advantage with echo and fate cards.
 - Essential in: [FPS Crisis Edge Tokens](#)
 - Niche in: [TPS Ruin Control](#)

d. Tier 4 Chapters

i. 10/22 - Alone



Tier 4 cards:

- Take a Stand:
 - Can loop with [Overloader](#) and [Nacas](#), but the deck has better ways to start the combo.
 - Niche in: [FJP Overloader Combo](#)

ii. 03/23 - Constellation



Tier 4 cards:

- **Finneas and Finneas:**
 - Slow value generator and discard outlet, most decks have better options.
 - Good in: [FTP Sentinel Reanimator](#)

iii. 04/23 - The Greatest Hunt



Tier 4 cards:

- Bounty Board:
 - Another pay-off for Killer decks, but those don't really want to play S and Board doesn't help much with the inconsistency issues either.
 - Good in: Nothing right now

iv. 06/23 - Rise of the Hermit



Tier 4 cards:

- **The Hive Falls:**
 - Decent mass relic removal that you can play in a [Crack the Earth](#) market. Not playable outside of that (F markets have [Bore](#) or [Melt Down](#) and it's too specific for the main deck).
 - Niche to good in: [FT Pledge](#)
 - Niche in: [FT Midrange](#)

v. 07/23 - Desperation



Tier 4 cards:

- **Rift's Edge:**
 - Can win games if it sticks, but very slow and vulnerable. Best place are control decks with a lot of draw and some burn spells, but those are usually better of playing more card draw or removal instead.
 - Niche in: Any control deck

vi. 08/23 - The End of Skullmarket



Tier 4 cards:

- **Working Together:**
 - Very efficient removal, but the set-up cost makes it inconsistent. Only playable in decks with pay-offs for targeting your units and/or token decks (and variants with FS can just play [Combust](#) instead).
 - Niche in: [JP Kira](#)

vii. 11/23 - War Effort



Tier 4 cards:

- **Eilyn, Battle Ready Queen:**
 - Quite slow and vulnerable, but can take over games if your deck has enough ways to keep your hand stocked.
 - Good in: [TP Spell Echo Midrange](#)

viii. 12/23 - Riftbreakers



Tier 4 cards:

- **Corrupted Riftborn:**
 - A strong midrange unit that you can theoretically play in any P deck, but it's usually not great against aggro and very unit centric midrange decks.
 - Niche in: [PS Mother](#)

ix. 02/24 - Stand Strong



Tier 4 cards:

- Zora, First Responder:
 - Niche [Crack the Earth](#) option if you have armor synergy and want an anti-aggro pick.
 - Niche in: [FTJ Project Bolster](#)

x. 03/24 - The Hermit's Control



Tier 4 cards:

- **Daisuke the Imposing:**
 - Very strong if he can grab a big weapon but very bad if he whiffs, which means you need a lot of weapons (20 at the very least) to make him playable. Those decks are a bit too slow and clunky, but still niche playable.
 - Good in: [JS Daisuke Armory Midrange](#)

xi. 05/24 - For Profit



Tier 4 cards:

- **Friendly Discount:**
 - A very unique effect that could become relevant in the future because it combines well with cost-based renown effects.
 - Good in: Nothing right now

10. Chapter Tier List - Expedition

Chapters come out monthly and include 4 cards. You can get all of them for free by playing the weekly promo missions within the month they come out, but if you miss those, you have to buy them for 2500 gold under “solo battle”, then “Chapters”. Then you get 4 copies of each card, but like expansion cards you can’t disenchant them for shiftstone.

a. Tier 1 Chapters

i. 04/24 - A New Queen



Tier 1 cards:

- **Tenacious Heron:**
 - A lot better in expedition thanks to the slower pace, less competition and worse removal. Can be very oppressive against unit centric decks without efficient removal, but will also sometimes get cleared efficiently by a relic weapon.
 - Good in: [PS Midrange](#), [FPS Midrange](#), [TPS Midrange](#), [JPS Renown](#), [FTPS Midrange](#)
- **Veena, Rising Queen:**
 - FTJ Relics is one of the strongest decks in expedition and Veena is one of the main reasons for that. The deck loses some explosive plays compared to FTJS Relic in throne, but it plays even more Honeys to double with her effect.
 - Good to essential in: [FTJ Relic Midrange](#)
- **Veena's Masterpiece:**

- Also a staple in FTJ Relics, but again also good in other T midrange decks because it's one of the cheapest and easiest to achieve draw engines in expedition (especially with units like Master Archivist).
- Good to essential in: [FTJ Relic Midrange](#)
- Good in: [FT 8trice Midrange](#), [TJ Midrange](#), [TP Spellcraft](#), [TS Bone Music](#), [TS Midrange](#), [TPS Midrange](#), [FTPS Midrange](#)

Tier 3 cards:

- **First Shipment:**
 - With less competition and a higher number of sigils in every deck, Shipment gets a lot better in expedition. Still too slow for the more aggressive FTJ Relic versions, but decent in the slower and in any other control or slow midrange deck.
 - Good in: [FTJPS Control](#)
 - Niche in: [FTJ Relic Midrange](#), [TJS Bolster Midrange](#), [TJS Control](#)

b. Tier 2 Chapters

i. 10/23 - Flames of Empathy



Tier 1 cards:

- **Scared Beetender:**
 - Again a strong early play for aggressive relic decks, but with the lower card quality also fine in Honey centric midrange decks.
 - Good in: [FTJ Relic Midrange](#)

Tier 2 cards:

- **Lystia, Flighty Mistral:**
 - A lot harder to get rid of in expedition, especially outside of S decks. Midrange and control Decks also have no units on turn two more often, which makes Lystia quite good.
 - Good to essential in: [JP Control](#)
 - Good in: [FJ Armory](#), [JP Hunt](#), [JS Renown Armory](#), [JPS Control](#)

ii. 09/23 - No One Special



Tier 1 cards:

- **Dran the Farmer**: (craftable as legendary)
 - Well-stated ramp dork for midrange decks. The ultimate is also a nice pay-off for ramping and will come up more often than in throne.
 - Good in: [TJ Midrange](#), [FTJ Relic Midrange](#)

Tier 3 cards:

- **Steelwarren Rebel**:
 - Relic removal is hard to come by in expedition, especially one strong enough to be played in the main deck ([Deliveries](#) are the only market access and they can be awkward in non-control decks). Especially good in decks with a lot of recruit.
 - Good in: [FT 8trice Midrange](#)
 - Niche to good in: [TS Midrange](#)

iii. 01/23 - The Outcast Queen



Tier 2 cards:

- [Tripwire Trap](#):
 - Better in expedition because there is less competition. Flexible removal that your opponent can play around a bit, but you always get something and it might slow them down significantly. Gets better with relic synergy.
 - Good in: [JP Control](#), [FTJPS Control](#)
 - Niche to good in: [TPS Midrange](#)

Tier 3 cards:

- [Patrice, Outcast Queen](#):
 - [Suppressor](#) doesn't exist in expedition, but the pool of oddcosted units is also smaller and aggro still exists. Not a bad card, but not necessarily worth restricting your deck building heavily.
 - Essential in: [FT &trice Midrange](#)

iv. 05/23 - Crackdown



Tier 1 cards:

- **Tight-Lipped:**
 - Not quite as much hand hate, but stops [Feed the Hecaton](#) and [Ziat](#). Sigils are also easier to include. Still not an auto-include anywhere.
 - Niche to good in: [FT 8trice Midrange](#), [TS Midrange](#), [FTJ Relic Midrange](#), [FTP Midrange](#), [TPS Midrange](#)
 - Niche in: [FT Midrange](#), [TJS Control](#)

Tier 4 cards:

- **Defy Authority:**
 - Solid removal in aggro because it can also go face, but three damage for two power can be a bit clunky.
 - Good in: [FP Aggro](#)
 - Niche in: [FT Aggro](#)

v. 06/24 - Renewed Faith



Tier 2 cards:

- [Akalur, Hecaton's Chosen](#):
 - Flexible midrange unit that blocks and attacks well and that can either help you push damage or slowly remove problematic units.
 - Good in: [FS Midrange](#)
 - Niche in: [FPS Midrange](#)

Tier 3 cards:

- [Feral Centipede](#):
 - Not the best rate, but removal as a unit can be nice for recruit decks (because it is a recruit hit).
 - Niche to good in: [FTP Midrange](#)

c. Tier 3 Chapters

i. 11/22 - The Long Path



Tier 2 cards:

- Save the Day:
 - With the lower power level this is also a very reasonable card in any midrange or control deck. Good players will try to play around it, but at least that slows them down quite a bit.
 - Good in: [FJ Armory](#), [TJ Midrange](#), [JP Control](#), [TJS Control](#), [JPS Control](#)
 - Niche to good in: [FTJPS Control](#)

Tier 4 cards:

- Gareth, Veteran Lantern:
 - Decent aggro unit because it can enable attacks, but dies easily and pings don't kill much in this format.
 - Niche in: [FT Aggro](#), [FS Aggro](#)

ii. 12/22 - The Birdwhisperer



Tier 2 cards:

- **Morbid Deal:**
 - Solid removal, but SS limits it to 2-faction decks and the fact that the unit has to hit first makes it bad in aggro (because you can't proactively remove blockers). Decent in midrange though, but replaceable.
 - Niche to good in: [FS Aggro](#), [FS Midrange](#)

iii. 02/23 - The Gates of Steelwarren



Tier 2 cards:

- Monarch Cloak:
 - Flexible removal that can also buff units. Decent in any deck, but especially good in decks with renown and/or relic/relic weapon synergy.
 - Good in: [FJ Aggro](#), [FJ Armory](#), [JS Renown Armory](#), [TJS Control](#)
 - Niche in: [FTJ Relic Midrange](#), [JPS Control](#)

iv. 12/23 - Riftbreakers



Tier 2 cards:

- **Corrupted Riftborn:**
 - Another strong primal 4-drop. Worse than Anura against most aggro decks, but strong against spell heavy midrange (e.g. PS and FPS) and control.
 - Good in: [PS Midrange](#)
 - Niche to good in: [JP Hunt](#)
 - Niche in: [FP Midrange](#), [FTP Midrange](#), [FPS Midrange](#)

Tier 4 cards:

- **Boundless Hunger:**
 - A way to permanently get rid of problematic cards, but not worth paying four for in most matchups. Can be played in very greedy decks, but definitely not necessary.
 - Niche in: [TJS Control](#)

v. 03/24 - The Hermit's Control



Tier 2 cards:

- **Daisuke the Imposing:**
 - Six power is a bit less problematic in expedition and the versatile weapons are less bad compared to the rest of the format, so Daisuke is a lot more reasonable in expedition. The deck can still brick on too many weapons, but them being versatile helps to alleviate that a bit.
 - Essential in: [JS Renown Armory](#)

vi. 06/23 - Rise of the Hermit



Tier 3 cards:

- **Enormous Anura:**
 - Decent midrange unit: Can kill smaller units, or bigger ones with additional removal or [Sashenka](#), and protect you from burn or [Feed the Hecaton](#). Has a lot of competition though, so not essential for anything.
 - Good in: [FPS Midrange](#)
 - Niche to good in: [FP Midrange](#)
 - Niche in: [PS Midrange](#), [FTP Midrange](#)

vii. 01/24 - The Specialists



Tier 3 cards:

- **Deathless Lurker:**
 - Infinite sacrifice fodder, but very slow and there aren't enough pay-offs for that in expedition. Still good enough for Bone Music decks and a card to look out for in the future because of its unique effect.
 - Niche to good in: [FS Bone Music](#), [TS Bone Music](#)

viii. 05/24 - For Profit



Tier 3 cards:

- **Murgo, Reluctant Councilor:**
 - Strong unit in any midrange deck, but gets a lot better with versatile weapons. Also a good hit off of [Patrice](#).
 - Good in: [JS Renown Armory](#)
 - Niche in: [FS Midrange](#)

ix. 07/24 - Lost



Tier 3 cards:

- Lost Traveler:
 - Strong tempo play, especially good with fast bounce effects like [Recovery](#).
 - Good in: [TS Bone Music](#), [TS Midrange](#)

d. Tier 4 Chapters

i. 03/23 - Constellation



Tier 4 cards:

- **The True-Sight Map:**
 - Infinite value is hard to come by in expedition and relic removal is sparse, so Map is a bit better than in throne. Solid win-condition for control decks, but still very slow.
 - Niche in: [JP Control](#), [JPS Control](#), [FTJPS Control](#)

ii. 04/23 - The Greatest Hunt



Tier 4 cards:

- **Unlikely Pack:**
 - You will rarely get the full effect naturally and building your deck around it isn't worth it because there is no other incentive for that, but you can still play Pack as finisher in the market of some midrange decks (although most of them don't really want to play [Hive Delivery](#)).
 - Niche in: Any T market

iii. 07/23 - Desperation



Tier 4 cards:

- **Invitation:**
 - Can highroll with bolster effects or [Ziat's Triumph](#), but can also feel like a dead draw at times and the set-up is pretty slow, which makes it a risky inclusion.
 - Niche in: [TJS Bolster Midrange](#)

iv. 08/23 - The End of Skullmarket



Tier 4 cards:

- **Telia, Perfect Timing:**
 - Decent 2-drop, but will often just be a 3/2 for two because most decks will have either cheap removal or a blocker and paying for the ultimate + removal is costly.
 - Niche in: [FP Midrange](#)

v. 11/23 - War Effort



Tier 4 cards:

- **Eilyn, Battle Ready Queen:**
 - Requires the right set-up (a good unit on board and some cards in hand, in the best case a way to give her charge or killer, e.g. Patrice), but if those circumstances are there, she can be very good. That won't happen often enough to make her a staple anywhere though.
 - Good in: [FP Midrange](#)

vi. 02/24 - Stand Strong



Tier 4 cards:

- **Conscriptor General:**
 - Good aggro unit for expedition standards, especially with tokens and evasive units, but FP aggro is weaker than its competitors.
 - Good in: [FP Aggro](#)