

New player/budget guide

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1. Introduction

Hi, here is LordPerth and welcome to my budget guide for Eternal CCG. The goal of this guide is to introduce newer players to all facets of Eternal (points 2 and 3), to provide tips about how to generate and use resources efficiently, especially as a free to play (F2P) player (point 4), and to share decklists for varying deck types that can be built on a budget and more or less compete in throne ranked mode (point 5). If you have already been playing for a while, point 2 and 3 might not be very interesting for you, but you could still get useful information out of point 4 and some new deck ideas out of point 5.

I also refer to a few sources throughout this guide, for an easier overview I linked all of them here:

- Official Direwolf Discord: <https://discord.gg/SDdSb7gY>
- Eternal subreddit: [Eternal Card Game - Discussion and Strategy of Eternal](#)
- Eternalwarcry: [Eternal Warcry | Eternal Card Game Decks and Card Browser](#)
- Eternalcardgamefandom: [Eternal Card Game Wiki | Fandom](#)
- Siatarr grinder's guide: [A Grinder's Guide to Eternal - Google Docs](#)
- Eternal on Twitch + how to link account: [Eternal Card Game - Twitch](#) + [Introducing Interactive Twitch Drops - News - Dire Wolf Digital](#)
- Safe to destroy list: [Safe to disenchant - Mono-faction legends \(fire, time, justice\) by LordPerth | Eternal Decks | Eternal Warcry](#) + [Safe to disenchant - Multifaction legends + Primal and Shadow by LordPerth | Eternal Decks | Eternal Warcry](#)

Lastly, before I start with the introduction into Eternal, I want to thank everyone who helped with the decklists of this guide, namely Random_7945, IronMan, Daskar, str8, Shenaniganry, Anthalon, Stormblessed and IlyaK. Also a special thanks to Random_7945 for proofreading this document.

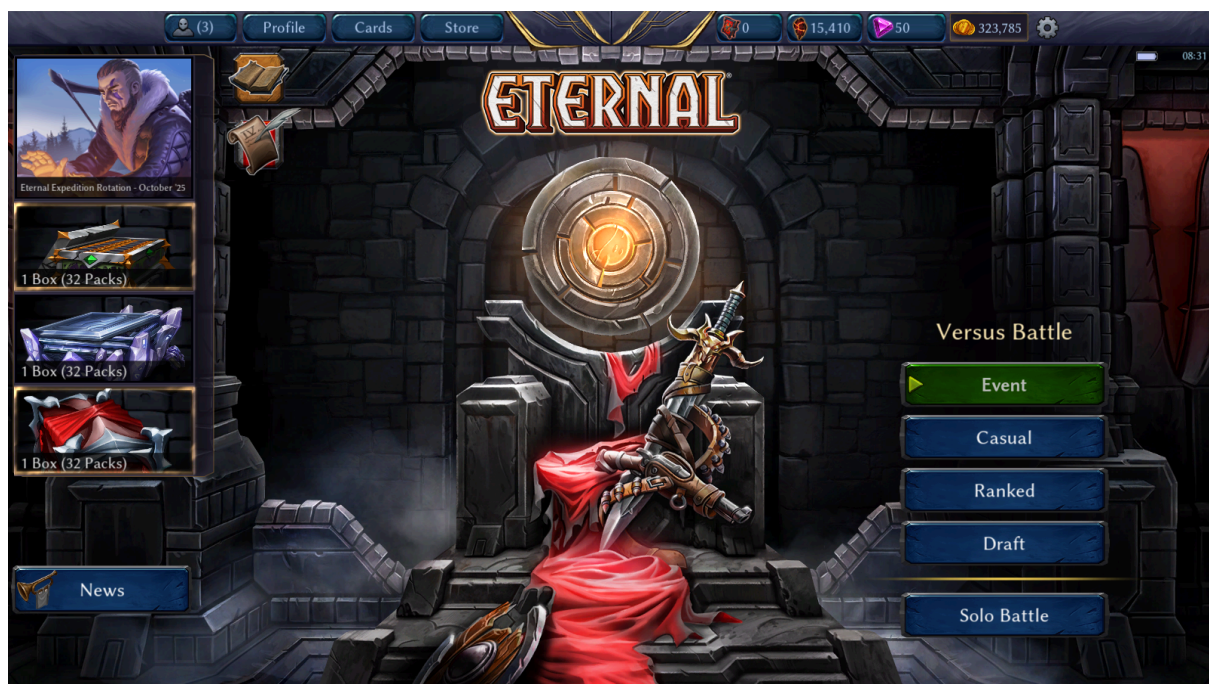
2. What is Eternal - a summary for new players

Eternal CCG is a digital card game that has been around since 2016. It borrows a lot of mechanics and ideas from Magic the Gathering (it was created by professional MTG players), but with a few key differences (e.g. that modifications to cards stay between zone changes, meaning units keep buffs when returned to hand or sent to void), mostly due to the fact that Eternal was designed to be purely digital from the start.

The game now has over 4000 cards, split over 15 big sets (around 250 cards each), 18 expansions (around 25 cards each) and weekly (until early 2022 monthly) promos. The release schedule has slowed down in recent years (we haven't gotten a new set since October 2023 and no new expansion since May 2024), but we still get weekly promos and balance changes every few months. Official tournament support was also stopped in early 2023, but we are supposed to get the infrastructure for community tournaments in the game client soon.

The playerbase is also smaller than it used to be, but there are still enough active players to discuss the game with, occasional community tournaments and people who share decklists on Discord, Reddit or Eternalwacry (for links see point 1). The wait time for games in constructed is still low (very rarely more than a minute), but it can get quite a bit longer in limited (draft, league) formats, up to the point where I'd advise to have something you can do on the side while you play out a draft or your weekly league games.

With all of that out of the way, let's look at what you can do in this game:

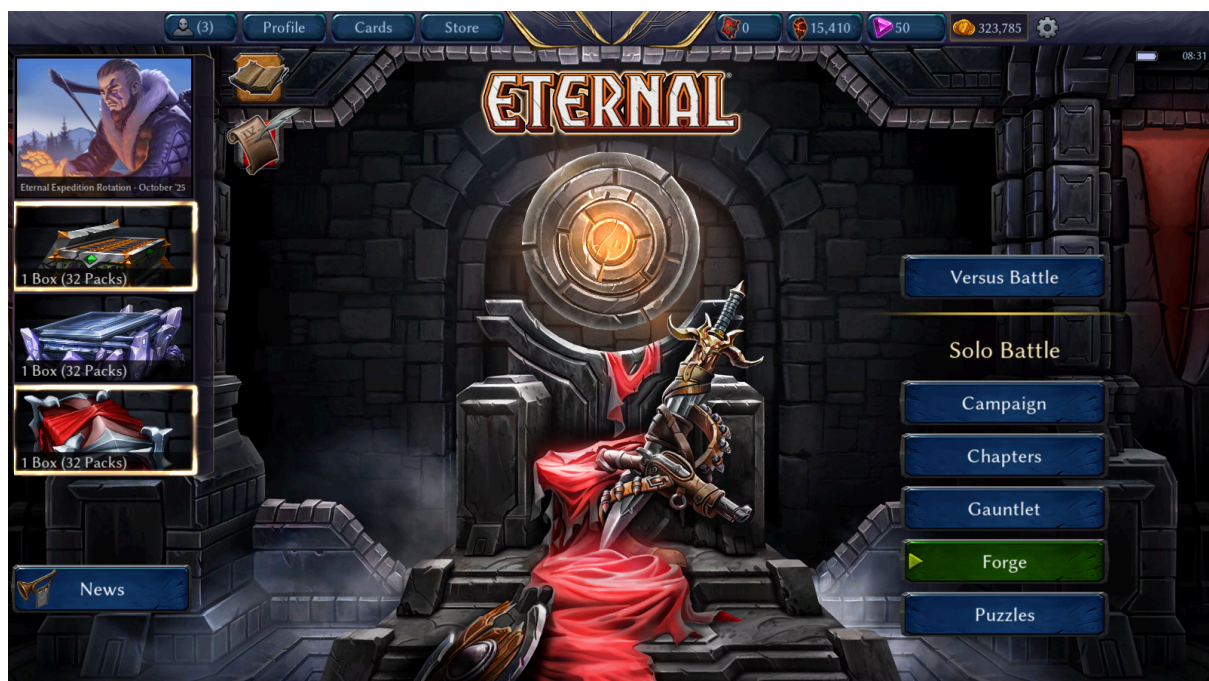


The two player vs. player (PVP) constructed modes, meaning modes where you build your own decks with the cards you have in your collection, are throne and expedition. In throne,

every card is legal, in expedition only a curated card pool that gets changed every three months (one set rotates in, between zero and two rotate out). The expedition pool consists of three to four sets, their respective expansions, promos and all the promos that came out since April 2025. Throne format is easier on a budget because it has a higher number of strong low rarity cards and no rotation to keep up with, but with time it will get easier to also build expedition decks. You can play both modes under “versus battle”, then either “ranked” or “casual”. In ranked you gain and lose ranking points with each win or loss and at the end of each month you get rewards (up to three packs and a premium legendary per format) and your rank for the next month (gold III if you were master) based on your rank. You also get better rewards for the first nine daily wins in each mode compared to casual (a silver chest on the third, sixth and ninth win instead of just a bronze chest, which is about 200 gold more, so 600 total). Both casual and ranked also basically have the same queue because of the low player count, so there isn’t really any advantage to playing in casual.

The two PVP limited modes, meaning modes in which you get packs and build decks with what you get, are league (under “events”) and draft. League is a monthly event that you enter for 12,5k gold or 1,1k gems. You get fourteen packs spread out over the month to build your deck (and all the cards from them are added to your collection) and at the end you get rewards based on your standing. In draft you pick 48 cards (that are also added to your collection) out of four packs for 5k gold or 500 gems, then play until you win seven or lose three games and get rewards depending on the win-count (from five wins onward you get the cost for the draft back in gold, which means the cards you picked were free). Like expedition/throne, draft is a ranked mode, so you also get rewards at the end of the month.

If you click on “solo battle”, you get a new menu:



By clicking on “versus battle” you get back to the old menu. Under “campaign” you find all expansions with single player content (for those you have to unlock the cards by playing games against the AI after purchase), “chapters” are the weekly promos since early 2022 in monthly bundles (2,5k gold for four copies of each promo of the respective month that you also have to unlock through battles against the AI), “gauntlet” is the constructed solo mode (It is free to enter, has ranks (you get better rewards for rank ups and your rank resets every expedition rotation, so every three months), you play until you get seven wins or one/two losses (depending on your rank) and it rewards you with up to three silver chests, so about 750 gold), “forge” is the limited solo mode (it costs 2,5k gold/250 gems to enter, has ranks like Gauntlet, ends if you hit seven wins or two losses and rewards you with up to three gold chests + the 25 cards you pick) and lastly “puzzles” (solve different prebuilt puzzles for a total of 5890 gold in rewards). That was a short summary of all the game modes, for a deeper discussion on which are best to generate/use your resources, see point 4.

The last part of the menu is the bar at the top. In the top left you have your friendlist. You can add people after playing or by using their playernumber+number (you’ll find yours by clicking on the friendlist). After that you can spectate your friends, chat with them, challenge them to games or share decklists. Right next to that is your profile. Here you can see your collection and faction level progress (playing decks with certain factions gives you progress in them, which in turn gives you rewards) and the achievements you have and haven’t yet completed (and the rewards you get for them). In your profile you can also change your emote and cosmetic (playmat, totem...) settings. Right under your profile you find your quests (you get two each day, can have a maximum of three simultaneously and at most one gold chest quest) and the most recent chapter (there is a new one each Wednesday, except for the 5th Wednesday of a month, and they are free to enter in the month they come out).

Your resources, gold (on the top right) and gems (to the left of it and only obtainable with real money), are used to buy things in the store/for entry into the non-free game modes. You can buy everything related to the actual gameplay (packs, expansions, chapters, bundles, entries) with gold, only some purely cosmetic things (gallery, premium expansions, chapter books) can be bought with gems exclusively. The other resource, Shiftstone (to the left of gems), is used to craft cards. You get it from opening packs (100 per pack, also for each pack in draft and league) and from destroying cards you don’t need (definitely everything above the fourth copy, almost all premium cards and rare/legendary cards you don’t intend to play (for a list of legendaries that are safe to destroy, see point 1)). Lastly you have your packs (right of center), your option wheel (top right corner) and your collection (“cards”) in the menu. The first two are pretty self explanatory, but before we go to point 3, I want to give a short introduction into deckbuilding.

If you click on “cards”, you can see your collection and build decks for throne or expedition. You can also import decks from others (by copying the decklist, then clicking on “import”) and export your decks (by clicking on the magnifying glass while building your deck, then clicking “export”). Each deck can have between 75 and 150 cards, but you almost always want to keep it at 75 to see your good cards as often as possible. Each deck needs to have between $\frac{1}{3}$ and $\frac{2}{3}$ (25 and 50) power cards. Usually you want to play 25 raw power and then add cheap cards that can get you more power because of how the mulligan works in Eternal: You can return your full starting hand up to two times (once in Gauntlet/Forge; the third hand only has six instead of seven cards) and the second and third hand are guaranteed to have between two and four power, so you want to play some extra non-power power to consistently reach the third and fourth power quickly. Examples for cards like that are the [Etching cycle](#), cheap cards with Plunder like [Exploit](#) or [Desert Alchemist](#), power search effects like [Seek Power](#), cards with [inscribe](#) and to a lesser degree cheap card draw.

The rest of your deck should have a clear game plan: You could play cheap units with aggressive stats and/or effects early to win fast, go for a grindy plan with a lot of ways to draw/generate cards and interaction to stop the opponent from doing the same, or something in between with early board control, big units and swing cards that win games (among other approaches). Your powerbase needs to fit the chosen gameplan and the influence and power requirements of your deck: Most of the time you want to play two or more factions because that grants you access to better cards at a pretty low cost thanks to all the dual influence power cards, so you need to play enough dual power/flexible power like [Xultan Conclave](#) to consistently hit your influence costs in all of your factions, but you also can't play too much power that is depleted most of the time because it will slow you down a lot (especially in decks that want to curve out starting turn one). For some of these ideas in practice, check out the short texts for each deck under point 5.

3. How to start - a checklist

Play/skip the tutorial: You have to play the first few games, but after that you can skip the rest (the game also informs you about it). Even if you skip, you still get all the rewards (five expedition legal starter decks, some chests and packs) and can always resume it later under “campaigns”. If you are completely new to digital card games, I'd definitely recommend playing it, otherwise you don't really need to.

Register your account: You get the option to do so when you click on the option wheel and you only need an E-mail address, an account name and a password for it. A registered account allows you to log in on different devices and you get some rewards (three packs).

Adapt your settings: Click on the option wheel to change the language, audio, hotkeys.. if necessary. What I would definitely advise to do is to disable smart autopass (if you don't, the

game automatically passes on the opponent's turn when the fast spell you have is not good/only has wrong targets, which does make the gameplay faster, but can have major downsides, e.g. the game not giving you the option to play a fast spell removal on your own unit to prevent it from being transformed).

Play your first chapter: You enter it either when the games ask you after the tutorial or by clicking on the banner under quests on the top left. You can restart as often as you like, so don't be afraid to concede and restart when the game seems lost. While you catch up with the previous chapters of the current month, you can play one per day. Once you're up to date, it's once a week (on Wednesday). Your first completed chapter will also give you a free 2-faction starter deck.

Finish your starter quests:

- Finish a gauntlet (any starter deck is good enough and in the worst case you can retry because it's free to enter)
- Play a forge (you get a ticket for it, so it's free and you can ask for help with your picks in Discord under #single-player or #draft)
- Play 5 games with your Rakano (Fire-Justice) starter deck (another gauntlet run is probably more fruitful than ranked; every three days you will get a new quest like that until you've gone through all 2-faction starter decks)
- Play an expedition game (difficult with your starter deck, but you don't need to win to finish the quest)
- Play a draft (you don't get a ticket this time, but you should have enough gold after finishing the other quests; you can ask for help on Discord again; draft has long wait times and tough opponents, but you should definitely finish this quest)
- Win a game in throne or expedition (the starter decks aren't great and thanks to the lower player count you might run into an experienced opponent, so I recommend crafting your first budget deck at this point, for decklists see point 5 and for which cards to disenchant to get enough shiftstone see the safe to destroy list in point 1)

Unlock events: For that you need to play five games of either throne or expedition ranked with your new deck. After that you can enter your first league (you can ask for help with your league pool on Discord under #leagues; to share it, add all cards you got to your league deck, then export that deck, import it in the deckbuilder on eternalwarcry (you need an account first), then save it there and post the link on Discord).

Play Puzzles: They give you a total of 5890g for free and you can even look up the solutions on Youtube, if you want (but trying to solve them yourselves can be fun and a good way to learn new interactions more effectively).

(Not mandatory) Buy the starter bundle: You can only buy it with real money, but it is a very efficient one-time deal: For 5\$ you get 250 gems, a forge and draft ticket + five packs.

(Not mandatory) Link your Twitch account: You can link your Twitch account with your Eternal account to get drops while watching Eternal streams on Twitch (they give you influence (passively and with chests you have to click on) that you can spend for packs, draft tickets or cosmetics in the community store + premium low rare cards and occasionally draft tickets or high rare cards). For the link on how to do it, see point 1.

4. Playing on a budget - How to gain and use resources

Most of this point has already been covered in a guide written by Siatarr a few years ago (see point 1), but I will expand on it a bit and go over the things that have changed since then.

The two F2P resources are gold and shiftstone and to generate shiftstone, you need gold (or gems, of course), so let's start with that. The two main ways to generate gold are gauntlet and ranked. According to Siatarr, your first 9 wins in either of the two ranked modes nets you about 138 gold per win, after that it's only 99,3 gold/win, while each win in a seven-win gauntlet run nets you 113,6 gold. Two things you have to take into account here are how fast you can play games in ranked vs. gauntlet and how high your win-rate is: AI-opponents don't take time to think and you don't have a waiting time in gauntlet plus it's much easier to get a high game win-rate, which favours gauntlet a lot. On the other hand, you do need to consistently win seven games (because the drop-off in rewards between seven and six wins is quite high) and playing against the AI can become boring over time (which is of course subjective). You should also take quests into account because some are only doable in PVP. To summarise, both modes can be an efficient way to generate gold depending on the decks you have, the quests you have and depending on which mode you prefer to play. I'd always recommend to rank in (play at least one game) each month in both throne and expedition to get a few packs and to always play Gauntlet until you reach master rank every reset (every 3 months) to get the rank up chests for extra packs.

Now that you've made gold, you have to ask yourself what you want to use it for. The two main ways are to use it to generate shiftstone or to buy cards that can't be crafted with shiftstone. The first one has been covered extensively by Siatarr, so a short summary (with a few add ons from me) should suffice: Forge until you reach master > Draft with very good results > Forge with very good results > League > Draft with good results > Forge with good results > Rare draft > Buy theme decks > Buy packs. So my recommendation is that you always rank up forge to master every three months, that you enter league each month if possible and that you spend the rest of the gold (that you don't need for uncraftable cards) for either forge or draft, depending on what you feel more comfortable with/have better results/more fun in (but never spend gold on packs and only on a theme deck if it has a lot of cards, especially high rarity cards, that you want). If you don't want to play anything to

convert your gold into shiftstone, rare drafting (always picking the card that gives you the most shiftstone/cards that you would need to craft anyway) is the best way to go.

The second way to use your gold is to buy uncraftable cards, meaning chapters and expansions. This is not covered by Siatarr and it is difficult to compare regarding efficiency. Basically, if a deck you want to build needs a certain expansion or chapter card, you will have to pay the gold (or gems) for it in the long run. You can always ask the deckbuilder or other players on Eternalwarcry/Discord/Reddit which expansions/chapters are necessary and which are replaceable for any given deck though. You should also take discounts for expansions into account (current expedition ones are 20% cheaper) and if you ever want to spend real money, do it on expansions (because they have about double the gold to gem price ratio compared to everything else).

5. Throne budget lists

The lists here are only for throne format, for expedition you can check out my expedition guide: [Expedition 07/25 - Google Docs](#) (this one is for the last rotation, but I will up-date it as soon as possible and all decks in it are technically still legal because nothing rotated out). For gauntlet, I'll link the most effective budget deck [here](#), but you can also play whichever throne list you crafted in gauntlet (it won't be quite as consistent because they aren't specifically made with the AI in mind (which has some special weaknesses, e.g. it's afraid to attack into regen and deadly, plays into battle tricks and its decklists are eternal and not build for a specific meta), but most of them are still good enough to win a majority of runs).

I wanted to include a lot of different deck types so that everyone can find something they enjoy, but some types (e.g. aggro) are a lot easier to build on a budget than others (e.g. control). To show the high variance in power level, I ascribed each budget deck and each full-budget version a tier list ranking so you know how good they are and can take that into account when you decide which deck to craft.

My definitions for the tiers are as follows: Tier 1 decks are the best decks of the format, they define it and you have to be prepared for them. Tier 2 decks could be tier 1 if they didn't have some kind of smaller flaw and/or a mediocre matchup into some Tier 1 decks, but they still make for an easy climb. Tier 3 decks are playable, meaning you can still climb with them if you play well, but they are just weaker versions of better decks and will lose against tier 1 and tier 2 decks a lot. Tier 4 decks can still be worth optimising and they can climb if you know how to play them, but they have fundamental flaws. Lastly, Tier 5 decks are mostly gimmicky combo decks or decks built around a certain mechanic that are just too inconsistent and/or slow, which is why you will struggle to climb with them even if you play well (not impossible though because you will run into a lot of fun/non-optimal decks thanks to the low player count and because we don't have high-stake tournaments anymore). The tiers

are of course subjective (because we don't have any data to go by), but I asked other experienced players for their opinion while collecting all the decklists to make them a bit less susceptible towards my personal bias. Before I go over each deck in detail, here are all of them sorted by their cost in tables (SS means shiftstone and "Builds towards" is the full-budget version of each deck that you want to reach in the end):

Low Shiftstone, low gold (10k or less SS, 5k or less gold)

Deck	Tier	Builder	SS cost	Gold cost	Builds towards...	Tier
FT Ramp	5	LordPerth	8,9k	2,5k	FT Midrange (IronMan)	2
FP Aggro	4	LordPerth	6,6k	0	FP Aggro	3
FP Control	5	LordPerth	7,9k	0	JP Control	3
ES Dredge	3	LordPerth	5,55k	2,5k	-	-
JPS Blitz	4	LordPerth	6,75k	0	-	-

Low Shiftstone, medium gold (10k or less SS, 30k or less gold)

Deck	Tier	Builder	SS cost	Gold cost	Builds towards...	Tier
FTJ Project	4	LordPerth	7,2k	25k	FTJ Project Aggro	2
FTS Tokens	3	LordPerth	5,7k	27,5k	FTS Tokens (Random_7945)	3

Medium shiftstone, low gold (20k or less SS, 5k or less gold)

Deck	Tier	Builder	SS cost	Gold cost	Builds towards...	Tier
FJ Influence	4	LordPerth	20k	5k	FJ Influence	3
FJ Onis	3	LordPerth	11,8k	5k	FTJ Onis (Shenaniganry)	2
TS Bolster Aggro	2	IlyaK	17,1k	5k	-	-
FPS Frenzy	3	Random_7945	15,9k	0	-	-

Medium shiftstone, medium gold (20k or less SS, 30k or less gold)

Deck	Tier	Builder	SS cost	Gold cost	Builds towards...	Tier
F Stranger Burn	4	Random_7945	12,4k	27,5k	-	-
FP Tamarys Combo	5	Random_7945	14,05k	27,5k	FP Tamarys Combo (Random_7945)	5
TP Jarrall	4	LordPerth	19k	25k	TP Jarrall	3
TS Mandrakes	3	Daskar	19,35k	30k	TS Mandrakes (Daskar) TJPS Mandrakes (imestr8)	3 2
JP Midrange	3	IronMan	20,5k	30k	JP Kira (Stormblessed)	1
JS Reclaimer	5	Random_7945	17,9k	30k	JS Reclaimer (Random_7945)	5
FTJ Endra	5	LordPerth	18,9k	30k	-	-
FTP Aggro	2	Shenaniganry	15k	25k	FTP Aggro (Shenaniganry)	2
FJPS Revenge	4	LordPerth	12,05k	27,5k	FJPS Revenge	4

a) Low shiftstone and low gold cost

i) FT Ramp Midrange

- Decklist: [Budget FT Ramp by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 5

Cost: 8900 shiftstone + 2500 gold

Builds towards: <https://eternalwarcry.com/decks/d/AuLKogO1iFo/ft-midrange-ironman> (T2)

This is basically a combo deck disguised as midrange: The clear (and somewhat repetitive) gameplan is to play ramp units early to get power and flood the board and to then win by going to the market for Rapid Development (and if that gets discarded/is not enough, for Behold the Truth next). The deck can also win in other ways (e.g. by attacking with a lot of cheap units against small boards or with an early Relentless Hare), but those will rarely work against the stronger decks in throne. That coupled with the facts that your main gameplan can easily get interrupted by negates, board wipes, discard effects or a wide board full of chump blockers and that a lot of decks can do similar or even better combos faster and/or more consistently is the reason why this list is only tier 5.

The full-budget version does keep some of the downsides (weak into well timed board wipes, other decks are faster), but the average card quality is a lot higher and the deck has more ways to win games than just Rapid Development. It also has access to stronger hate effects (Trail Scourge, Passage of Eons, Gnash, Tocas) that make it more capable of stopping faster decks, which altogether makes it a solid ladder choice somewhere between tier 2 and 3.

ii) **FP Aggro**

Decklist: [Budget FP Aggro by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 4

Cost: 6600 shiftstone + 0 gold

Builds towards: <https://eternalwarcry.com/decks/d/Miaf90idZGw/fp-aggro> (T3)

This is a very solid aggro deck that you can climb with for little cost and that also doesn't cost much to upgrade. The plan is to curve out and win early with efficient units, some of which play well into removal and board wipes (thanks to aegis, charge or strong summon effects). The efficient removal (Torch, Permafrost, Autotread) helps get attacks through and Scythe Slash can finish games (especially with Passionate Stonehammer or any unit you draw with Dusk Raider out) and get over big blockers, especially ones with endurance (because Permafrost doesn't work against them). The deck can still struggle against decks with cheap board wipes, strong early blockers and big endurance units, but with a bit of practice it can get you to master.

The full budget version makes that even easier thanks to additional evasive units like Plunk or Amaruq and more efficient ways to deal damage (League Explorer, Stonehammer + Gemblazer Cannon). It also has better staying power because it can basically play 17 instead of 25 power (the emblems become additional units around turn 3 or 4). It's still not the best aggro deck around and can struggle with well timed removal and strong blockers, but it's easily good enough for a fast climb with some practice.

iii) FP Control

Decklist: [Budget FP Control by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 5

Cost: 7900 shiftstone + 0 gold

Builds towards: [Deck History #5 - Hooru Control by LordPerth | Eternal Decks | Eternal Warcry](#) (T3)

This deck wouldn't be here if I wasn't trying to include a variety of deck types because it is very hard to climb with this. The gameplan is to control the game with removal, counter spells and board wipes while your card draw spells help you keep up in value or even outgrind the opponent. The only ways to actively win are burn spells (multiple Static Bolts + Prodigious Sorcery) and Tomb of the Azuremage (with some patience you can OTK with it). Hard control like this has a tough time on ladder though because it has to be able to adapt to every single matchup (or at least a majority of them), which is even more difficult when you have to cut a lot of strong cards due to budget reasons. You also need some experience to know what your opponent is planning, otherwise you might use your interaction wrong. If you really enjoy the playstyle, you can try it (it's also not impossible to climb with it, just very difficult), but the other decks in this category are definitely better.

The full budget version here is in Hooru (Justice + Primal) because it works better if you have everything: Stormhalt Plating is a great proactive win-condition for control, you get access to unconditional board wipes and some additional removal. All of that makes the deck a lot better against the average ladder deck (especially classic big unit midrange decks), but it is still difficult to adapt to the wide array of matchups that you will face in throne.

iv) **FS Dredge**

Decklist: [Budget FS Dredge by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#)



Tier: 3

Cost: 5550 shiftstone + 2500 gold

Builds towards: -

This aggro deck is a bit more synergistic than the last: You try to get some units into the void with Darkwater Vines and Sporefolk to set-up early Shoaldredgers and strong Bone Music turns while getting free units (Faceless One) and free card draw with Centaur Raidmaster. All of that makes the deck a little bit less explosive on the first few turns, but better at closing out games against and sometimes even outgrinding midrange decks. On the flip side the deck can get into the crossfire because void decks are popular right now, so some people might play void hate that hits you ([Eavesdrop](#), [Tasbu](#)). Most void hate ([Gavel](#), [Pick Clean](#)) doesn't hurt you much though because you mostly care about having units in your void, not about recurring them. All in all a deck that can climb well if you don't run into too many rough matchups, but it takes some practice regarding mulligans and resource management.

There isn't much you can upgrade here, all the expansion/high rarity cards that you can add are sidegrades (e.g. [Condemn](#), [Nico](#), [Jekk](#), [Cen Wastes Smuggler](#), [Kato](#)), so you can try them out if you have them, but they aren't strictly better than any of the cards already in the deck.

v) **JPS Blitz**

Decklist: [Budget JPS Blitz by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#)



Tier: 4

Cost: 6750 shiftstone + 0 gold

Builds towards: -

This is a mix of aggro and combo: You try to win early with a big swing of a berserk/double damage unit that was buffed with multiple spells and usually also given evasion to go around blockers. The best target for that is Terrazon Echo because he also buffs himself for every spell you played, so he can produce some turn 3 lethals (Echo on turn 2, then 3 spells that buff him by a total attack of 7 is enough because he buffs himself by 3 attack on the first swing (for a total of 11 attack) and another 3 on the second (for a total of 14 attack)), but the other units are also solid targets and you don't always need to win with a single swing either (e.g. if the opponent doesn't pressure you, you can use Rage Grafter to draw a berserk Jennev Merchant, which then draws Stormhalt Concoction to deal a ton of damage and draw a ton of cards). With all that said, the deck does struggle against well timed fast removal, some hate effects ([Tocas](#), [Lawmage](#)), silence effects and sometimes just flying blockers. Add to that that you will sometimes only draw units without buffs or only buffs without units and you get the reason why this list is at best tier 4, meaning it can climb, but it takes a bit of luck and some practice (the games end very fast though, so that's an advantage for climbing).

I couldn't find a good up-graded list, but some expensive cards you could try are [Crafty Infiltration](#) (24 units is a bit low for it though, so you might need a few more), [Condemn](#) instead of Rage Grafter as market access or [Transfer of Power](#) to find Terrazon (might want to play some aegis units then).

b) Low shiftstone cost and medium gold cost

i) FTJ Project

Decklist: <https://eternalwarcry.com/decks/d/PMbArEUUYiM/budget-ftj-project>



Tier: 4

Cost: 7200 shiftstone + 25,000 gold

Builds towards: <https://eternalwarcry.com/decks/d/xrxtnQHAotU/ftj-project-aggro> (T2)

This is another take on fire aggro. Creation Project is a very powerful card that rewards you for going wide early with cheap units/tokens and additionally rewards you for having cards like that in your deck by giving you a free draw each turn as long as the card on top of your deck is cheap enough. The early game is a little bit slower compared to FP or FTP Aggro, but fast enough to punish slow starts. It does also miss on some of the better ways to close out games and on some efficient removal, which is often fine if you can stick a Project, but can lead to problems if you can't. Additionally the deck is a bit more vulnerable to boardwipes thanks to not having aegis units.

Most of those problems get solved by the full-budget version: It has additional protection against board wipes (Stand Together, more charge units), additional ways to generate cards (Auralian Supplier) and access to powerful finishers from the market (Phoenix Stone, Ossuar Longbow), which all together make it a strong ladder choice while still being fairly affordable.

ii) **FTS Tokens**

Decklist: [Budget FTS Tokens by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 3

Cost: 5700 shiftstone + 27,500 gold

Builds towards: [FTS Tokens \(Random_7945\) by LordPerth | Eternal Decks | Eternal Warcry](#) (T3)

This is basically a different variation of FS Dredge. It sacrifices some explosiveness for a stronger grind game with cards like Eremot's Machinations (which is great with all the summon effects and units that buff/get buffed, like Battlefront Dasher, Autotread or sometimes Powercell) and Auralian Supplier. The deck shares most of the same weaknesses (and is even a bit more vulnerable to void hate because of Eremot's Machinations) and strengths, which is why it is in tier 3 as well (a solid deck to climb, but it can struggle against some of the better decks in the format/some specific hate cards).

The full-budget version adds some straight up-upgrades (especially Kato and Raniya), but a lot of the added cards are basically side-grades, which is why it's in tier 3 as well.

c) Medium shiftstone cost and low gold cost

i) FJ Influence

Decklist: [Budget FJ Influence by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 4

Cost: 20,000 shiftstone + 5000 gold

Builds towards: [FJ Influence by LordPerth | Eternal Decks | Eternal Warcry](#) (T3)

This is another highly synergistic aggro deck that doesn't have the most explosive starts, but can win games out of nowhere as early as turn 4 or 5. The goal is to ramp up on justice influence with Kodosh Evangel, Ijin and Justice Symbol, which turns both Mantle of Justice and Ruffian into potent finishers, especially if combined with berserk or double damage. Transfer of Power can give you access to Ruffian (just play it on any unit other than Ruffian himself), berserk/double damage and/or charge (e.g. you can play Transfer on a Stonehammer to get a Riot Detail, then buff it with it's own effect + maybe a Ruffian for a ton of damage). Alternatively you can win with efficient units, removal and maybe some weapon buffs from Ijin. The budget version is very vulnerable to removal, especially fast speed removal, and strong flying blockers and can also get overrun easily because it takes a bit to get going, which is why it's in tier 4.

The full-budget version has a few more ways to ramp influence and better ways to deal with removal, but the other problems still remain, which is why it's at best tier 3.

ii) **FJ Onis**

Decklist: [Budget FJ Onis by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 3

Cost: 11,800 shiftstone + 5000 gold

Builds towards: [FTJ Onis \(Shenaniganry\) by LordPerth | Eternal Decks | Eternal Warcry](#)

This is the best choice for tribal aggro in throne and has the added advantage of being legal in current expedition for the most part. The deck can win by curving out efficient Onis and steamrolling from there with buffs, weapons and Press the Advantage as protection, but it does also have a lot of high value combos that allow you to play the long game against a lot of decks (Quartermaster + Jishu to draw a card for each Oni you play, Quartermaster + Scrivener to draw a lot of cards on Scrivener's mastery, Aeda + Jishu to get your Onis out of the range of a lot of damage based removal and the attack stats of most units, Chizue to draw a lot of cards in case you get boardwiped), which means you can get even more out of the deck if you know when to keep back units against specific matchups to achieve those combos (Press the Advantage also helps a lot with setting them up against removal). Like most aggro decks, the deck can struggle against efficient board wipes/removal and strong early blockers, but thanks to all the aforementioned strengths of the deck, Onis are better equipped to deal with that than most other aggro decks.

The FTJ full-budget version has even more protection (Stand Together), better units (Akko) and additional cheap double weapons (Glaive, Daggers) to get more out of Quartermaster and Chizue. Because of that the deck has both a more explosive early game and a better grind game, which pushes it into tier 2.

iii) TS Lifeforce

Decklist: [Budget TS Lifeforce \(Ilyak\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 2

Cost: 17,100 shiftstone + 5000 gold

Builds towards: -

Thanks to the newly introduced Xenan Painting, this deck has a great powerbase to enable early lifeforce/bolster highrolls. Scavenger and Faithful can allow for bolster/lifeforce activations as early as turn 2, which can easily steam roll games, especially if you can stick a Dran. The deck does also have quite a bit of resiliency between the board wide buffs that counter damage based removal, Eremit's Machinations as a mass revive that often comes with some immediate trigger effects and Condemn for Protective Embrace to counter board wipes or removal. The deck can still struggle with consistency (drawing only enablers or only pay-offs) and lose to hate cards like [Shavkan Dogma](#) or well timed removal/board wipes (especially [Trail Scourge](#) because it dodges Embrace and doesn't set-up Machinations), but that won't happen all that often and when the deck gets going, it's one of the strongest decks in the format.

iv) **FPS Frenzy**

Decklist: [FPS Frenzy \(Random_7945\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 3

Cost: 15,900 shiftstone + 0 gold

Builds towards: -

This is very similar to Bolster aggro: Both decks try to combine pay-offs + enablers (here effects that deal damage/relic weapons + units with frenzy) to highroll games, but this list is even more aggressive and even more reliant on steamrolling the first few turns. When all parts come together, this deck can beat almost any deck (e.g. with Yeti Puglist + some frenzy enablers, or with an uncontested Feln Adept that draws you into more enablers every turn), but sometimes the parts won't come together or you run into strong answers (cheap removal for your frenzy pay-offs, several pieces of face aegis to prevent your damage effect from triggering frenzy...) that slow you down, at which point it gets a lot harder to win. Because of that the deck is at best tier 3, but that still means you can easily climb with it (especially because it once again has the advantage of both winning and losing fast). There are some higher rarity/expansion cards that you could try in this (e.g. [Open Contract](#)), but nothing that is necessary or even a strict upgrade.

d) Medium shiftstone and medium gold cost

i) F Stranger Burn

Decklist: [Budget MonoF Stranger Burn \(Random 7945\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 4

Cost: 12,400 shiftstone + 27,500 gold

Builds towards: -

Another synergistic aggro deck: You play a bunch of usually mediocre units (all the 2/2 strangers) that enable some very powerful cards. Clodagh Ascending is the worst of her cycle, but very strong here because she will be a 5/3 quickdraw with significant upside by turn 4 or 5 consistently. Corrosive Dagger will help you win board stalls or overwhelm decks that can't answer wide boards, Kaleb's Victory (an already strong utility card) becomes a threatening burn spell and Flash Fire becomes an even more threatening one. Next to burn you can also win games by going wide with strangers + buffs (Ruthless Stranger, Mask Maker and Unity Within).

With all that said, you are still playing a bunch of very inefficient units that do nothing but buff other cards. Because of that, the deck will struggle if it doesn't draw enough of its pay-offs and it will struggle against decks that have answers for the pay-offs/don't care about them (decks with efficient negates, board wipes and/or ways to gain face aegis), which is why the deck is only in tier 4.

ii) **FP Tamarys Combo**

Decklist: [Budget FP Tamarys Combo \(Random_7945\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 5

Cost: 14,050 shiftstone + 27,500 gold

Builds towards: [My life's a tragedy by Random7945 | Eternal Decks | Eternal Warcry](#) (T5)

This is one of the more convoluted and difficult to pilot combo lists. Your plan is to play and copy Tamarys (with Learned Imitator as additional copies) at least once, but optimally twice at some point, which allows you to cycle through your deck with a bunch of free draw spells and ways to gain power (mostly playing and recycling Kindle multiple times) until you hit enough power and spells in your void to kill the opponent with the ultimate ability of Tomb of the Azuremage. All of that is very vulnerable to interruption of almost any kind (in most matchups you don't have the time to play Tamarys + copy spells in the same turn, so you have to hope that she survives a turn; the negates in the market help with that, but can't guarantee it), most hate bears ([Combrei Lawmage](#), [Tocas](#), [Waystone Harvester](#), [Dichro's Ruin](#)...) and because you don't have a lot of room for interaction also to early pressure from the opponent. Additionally, the deck will sometimes take too long to find Tamarys + copies and/or get stuck within the combo turn (because you don't find enough card draw and/or ways to generate power), although the latter doesn't happen all that often.

The full-budget version has slightly smaller consistency problems (thanks to additional efficient draw (Icy Scrying) and a better win-condition (Tragedy)), but still struggles against the same roadblocks from the opponent, which is why it's still in tier 5.

iii) TP Jarrall

Decklist: [Budget TP Jarrall by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#)



Tier: 4

Cost: 19,000 shiftstone + 27,500 gold

Builds towards: [TP Jarrall by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#) (T3)

TP Spell based midrange/tempo used to be one of the best decks in the game, but thanks to a number of nerfs and anti-synergistic support cards it is now just a middle of the road deck. Luckily, it's at least fairly budget friendly: The budget version can play the most important threats (Jarrall, Conjurer, Plunk) and most of the important spells (cheap protection spells like Stutterstep and Check-Raise and cheap ways to gain card advantage). Thanks to that, you can consistently implement the gameplan of the full-budget version, which is to play cheap threats that scale with your influence and give you value/tempo each turn + protection/ways to copy them to overwhelm the opponent. The main problems are that your threat number is pretty low and that you won't always draw (the right) protection, so you can lose to removal/discard effects, and that most of your threats take some time to get going, so you can lose to decks that do their powerful things faster (Check-Raise is supposed to help with that, but you only have 4 copies).

The full-budget version does the same things, but is slightly better in some of them (slightly better threats, slightly better interaction, slightly better value generation), which puts it into tier 3.

iv) TS Mandrakes

Decklist: [Budget Xenan Mandrakes by Daskar](#) | [Eternal Decks](#) | [Eternal Warcry](#)



Tier: 3

Cost: 19,350 shiftstone + 30,000 gold

Builds towards: [TS Mandrakes \(Daskar\) by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#) (T3)/
[\[Masters\] Raisein Dran Flakes \(Mandrakes\) by imestr8](#) | [Eternal Decks](#) | [Eternal Warcry](#) (T2)

This is a tribal deck that can have very aggressive starts thanks to Dran and all the cheap Mandrakes that get stronger the more you have of them, but it can also outgrind most decks because of Merriest Mandrake and the powerful void recursion cards Eremot's Machinations, Shoal Stirrings and Krull, Xumuc Occultist (all of which + Remembrance can get you Merriest back for even more value and/or add a lot of tempo, especially if your recursion targets already got buffed by Dran, Venomous Nightshade or Invasive Creeper). The downside of that is that it makes the deck vulnerable to removal that counters recursion ([Nothing Remains](#), [Trail Scourge](#), silence/transform effects) and to void hate in general, but as long as the opponent doesn't have multiple of them/you have a good hand, you have ways to play around them to some degree. The other weakness of the deck is that it doesn't have a lot of interaction, so you do need to win fast against decks that can do better things (especially combo decks), but that isn't impossible to do. Because of all of that, the budget version is already a solid tier 3 deck.

The first full-budget list only adds a few more rare cards and plays basically the same way as the budget version, but the second list is quite a bit different: It sacrifices a little bit of consistency by adding two more factions for some very powerful cards (Crafty Infiltration, Grenahen) that in turn allow you to go off with Merriest Mandrake and/or Dran more often and rebuild your board after a wipe more easily, which puts the deck into tier 2.

v) JP Midrange

Decklist: [Budget JP Midrange \(IronMan\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 3

Cost: 20,500 shiftstone + 30,000 gold

Builds towards: [2025 - Stormblessed Kira by Stormblessed | Eternal Decks | Eternal Warcry](#) (T1)

Hooru Kira is arguably the strongest deck in throne, but it is very expensive and hard to build on a budget because it needs the combination of powerful protection + powerful cheap units worth protecting and/or that have synergy with the protection spells, which is near impossible without several expansions/more than 20k shiftstone. Because of that, the budget version isn't Hooru Kira, but goodstuff Hooru Midrange with Homecoming instead of Awakening as the only expansion because Korovyat Palace does a lot more for this list than Kira would: It turns any single unit into a threat (especially if it has aegis and/or flying), any decent board into a lethal threat and it gives you some extra value. Thanks to the 8 ways to enter the market + Transfer you will see it consistently and Hojan and Ranger Prodigy help with getting it down earlier than turn 6. The rest of the deck are standalone good cards with some light synergies (e.g. Hojan + Finest Hour/Urge). The only thing keeping the deck from being higher than tier 3 is that the average card quality is a bit too low (cards like Prodigy, Mistral and Finest Hour are not quite top-level) and that the best decks of the format can do more powerful things than curving solid units into an early Korovyat Palace.

The full-budget Kira list is one of these decks because it solves the card quality problems (all the mediocre cards get replaced by better ones) and adds strong synergies (Kira + protection spells) and answers (Combrey Lawmage, Steyer's Eyes, Pristine Light).

vi) JS Reclaimer

Decklist: [Budget JS Reclaimer Combo \(Random 7945\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 5

Cost: 17,900 shiftstone + 30,000 gold

Builds towards: [JS Reclaimer Combo \(Random 7945\) by LordPerth | Eternal Decks | Eternal Warcry](#) (T5)

While working on this guide, one of the most powerful promo cards the game has seen to this date got released, Counterfeit Heirloom. It is a bit underrepresented in this guide, partly because most of its best lists are hard to build on a budget and partly because it got released after I already collected/built a lot of lists for this guide, but this is an example of a deck using it to the fullest. The main combo you want to set up here is having a big weapon in your void + a way to shift in an Auric Reclaimer (Remembrance or Reweave) to get a big weapon earlier than you usually could (because getting it by turn 6 is not good enough to beat most decks). Heirloom lets you set that up by sending both a weapon and Reclaimer, so you only need Remembrance to have full combo. Your third send can be Severin (for extra value/tempo), Enforcer or Jadehorn as additional Remembrance target (Jadehorn is your main way to win games where swinging once a turn isn't strong enough, which is most games against good decks) or a Privilege of Rank to draw a sigil. While that sounds good on paper, the deck is only tier 5 because you won't always hit the combo early, don't do much without it and even if you can assemble it by turn 4 or 5, you still lose to a lot of things (void hate, relic removal, regen blockers, charge units...).

The full budget version is only slightly better (slightly better powerbase, weapons, mill and mill pay-offs) and for the most part has the same problems, which is why it's also in tier 5.

vii) **FTJ Endra**

Decklist: [Brewlette Week 20 - Endra's second youth by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 5

Cost: 18,900 shiftstone + 30,000 gold

Builds towards: -

This is another all-in combo deck: You want to play Endra over and over with bounce spells to deal more and more damage, which gets easier with each bounce because you get more and more power back. In the best case your Endra also has her cost reduced to 1 power with either Miner's Musket or Eager Youth (because that means each bounce costs you 2 power less). To maximise that chance, Endra is the only unit in the main deck. When you get that set-up, you can kill people within a single turn, but even with all the search effects (Rujin's Choice, Rise to the Challenge, Olyn) you won't always find Endra (and even less so a cost reduced Endra) or at least it takes you a while to do so and up until you have your set-up, you don't have a lot of ways to slow your opponent down. Additionally the deck doesn't do anything outside of replaying Endra, so you lose to cards that stop you from doing that ([Combrei Lawmage](#), [Grand Suppressor](#), [Deans' Chamber](#), [Tocas](#), [Waystone Harvester](#)) unless you find one of the few answers you have for each of them, you lose to discard effects on Endra (unless you get enough time to find another one) and you lose if you don't find enough bounce spells (which is why the deck also plays some card draw, but you won't always see enough). Thanks to all of that, the deck is tier 5 (and there aren't any clear up-grades that make it better than that).

viii) **FTP Aggro**

Decklist: [Budget FTP Aggro \(Shenaniganry\) by LordPerth | Eternal Decks | Eternal Warcry](#)



Tier: 2

Cost: 15,000 shiftstone + 25,000 gold

Builds towards: [Rank 5 FTP \(Face is The Place\) Aggro by Shenaniganry | Eternal Decks | Eternal Warcry](#)

This is one of the best budget decks out there: It adds a few premium threats (Borderland's Lookout, Kid) to the already solid FP Aggro list for the relatively low cost of cutting Emblems. The gameplan stays the same, you want to curve out units from turn 1 onward, hit hard fast and win the game with wide boards (Lurking Sanguar helps with that), burst damage and/or removal to force attacks through. Like FP Aggro, the deck can lose to the occasional awkward draw or strong aggro answers, but it's so good at what it wants to do (punish any draw that isn't well prepared for a hyper aggressive early game) that it's tier 2 even with the budget restraint. The full budget version only adds Auralian Supplier (instead of Calm Instructor), which is a slight up-grade, but not essential.

ix) FJPS Revenge

Decklist: [Budget FJPS Revenge by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#)



Tier: 4

Cost: 12,050 shiftstone + 27,500 gold

Builds towards: [FJPS Revenge by LordPerth](#) | [Eternal Decks](#) | [Eternal Warcry](#) (T4)

This is one of my favourite decks to play: Your plan is to outgrind the opponent with revenge units + card draw + void recursion (revenge units get destiny when they die and when you redraw them after that, you play it + get a draw for free) and to use Shrine + a sacrifice outlet (like Carver), Piercing Grievs (in the best case buffed by Choice, maybe even with killer and/or exalted (from Immobilize)), Stonepowder Alchemists, wide boards + Burglar/Display of Ambition and/or repeated discards with Zido + Press-Gang and void recursion to actively win games. The deck has a lot of ways to contest the board early (Grenahen, Grafter, Torch, flexible interaction (both Displays, Torch, Choice) and ways to find its revenge units after they died (Grenahen, Press-Gang for Zido specifically, Draconic Looting), but still suffers from a lot of the same weaknesses that other decks in this guide suffer from: It gets countered by a lot of hate bears and void hate ([Steyer's Eyes](#), [Combrei Lawmage](#), [Dichro's Ruin](#)), although it at least has a few answers for each of them, it suffers from some consistency issues (sometimes you only draw void recursion and don't get your revenge units fast enough or you only draw revenge units without any card draw) and it takes a while to get going, which makes it vulnerable to decks that can do broken things faster.

The full budget version is only slightly better (the biggest up-grade is Direwood Pack, which makes the powerbase more consistent and is another win-condition, especially in combination with Choice), but doesn't solve enough problems to be more than tier 4.