Archetypes

drafting on this style is the most difficult, as it requires knowledge of the deck you are attempting to build, the skill to draft around missing cards, and enough luck to get as many important pieces as possible.

really, an archetype is less a deck and more a concept or ideal. [[go into this more]]

archetype drafting is, at its core, very simple. it is a 5-step process

1 you review the cards in the set

2 you determine the best decks that can be built

3 you "fuzz" the decks, to allow for chance (these are the archetypes)

4 after fuzzing, you should have a good idea what the core cards for each deck are. if not, determine those core pieces

5 you draft one of those archetypes

the complexity comes into play when you break down each step.

"review the cards in the set". simple enough, just a long process as there are usually 200-300 cards in a set

"determine the best decks". this is where things get tough. how do we define "best"? is it merely a replacement for "powerful"? or "synergous"? this definition is subjective, but the objective of this step is always the same. find a few decks (try to hit all the colours) that work very well. some examples are:

blue white zombies

green black -1/-1

red black aggro

"fuzz the deck". here, you work out what the core pieces of the decks are. what pieces are necessary for this function? what pieces are flexible? what concepts or keywords must be in the deck? what truly makes the deck shine?

for example, let’s take UW zombies. well, there are no real core cards. as long as you have a lot of blue and white creatures with embalm, you’re good to go. from this conclusion, we can say that all the pieces are flexible, however the keyword "embalm" is a necessity. as for what makes the deck really shine, we can say that the token doubler excels here, as does the white black zombie that drains your opponent’s life. now, when you go draft, you have this archetype to work towards.

now, let’s also look at GB -1/-1 tribal. truly, the deck is lackluster without hapatra. therefore, she is the core of the deck and should be picked over other pieces. after that core, the concept that must be in the deck is -1/-1. things like [[name some cards]]. those pieces are very flexible. if you cannot get enough pf these, how should you proceed? the deck does not have many creatures, so removal and some cheap creatures are good choices. how to make the deck excel? the red black minotaur that puts -1/-1 counters on creatures would do great, as would card draw. you would have a pretty good chance of having the green god be able to attack.

blue white zombies

core cards are the embalm creatures. bonus cards are token doublers and lords.

green black -1/-1 tribal

core card is really hapatra, then enough tribal to make it work

red black aggro

core cards are efficient creatures. bonus cards are things like the minotaur that is removal, burn, and removal

as you can see, these decks are powerful, but can be difficult to draft. therefore, you must be decisive enough to stick with an archetype once you begin drafting it, while flexible enough to deviate from the archetype.