How to Play This Deck

Viktor, Herald of the Arcane — Mind / Order

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Viktor, Herald of the Arcane



Viktor, Leader



Karthus, Eternal

Game plan

Your Legend, Herald of the Arcane, pays 1 Energy and exhausts to play a 1-Might Recruit token — a fresh body every turn. Viktor, Leader adds another Recruit whenever one of your other non-Recruit units dies, and Watchful Sentry, Soaring Scout, and LeBlanc pay you on the way out. Shrink or stun their fighters with Stupefy, Smoke Screen, Orb of Regret, and Facebreaker, then Conquer and Hold to 8 with a wide board.

Key cards

- **Herald of the Arcane (Legend)** — 1 Energy, exhaust: play a 1-Might Recruit unit token. Once per turn, since it exhausts.
- **Viktor, Leader (Chosen Champion)** — When another non-Recruit unit you control dies, play a 1-Might Recruit token to your base. (A second copy is in the main deck.)
- **Karthus, Eternal** — Your Deathknell effects trigger an additional time (Sentry draws 2, Scout channels 2 runes, LeBlanc draws twice).
- **Cull the Weak** — Each player kills one of their units. You pick a Recruit or a Deathknell unit; they may lose their best.
- **Kennen, Keeper of Balance** — Hidden. When you play him or he attacks, you may pay 2 to Stun a unit; +2 Might while a stunned enemy is here.
- **Temporal Breach** — Hidden. Banish a unit; its owner plays it to the same location, ignoring its cost — re-triggers your "when you play me" units.

Mulligan

(set aside up to 2, draw that many, recycle the rest)

- **Keep:** a 2-Energy unit (Watchful Sentry, Soaring Scout, Ravenbloom Student, Trifarian Captain), Concert Poster or Orb of Regret, and/or Stupefy.
- **Send back:** expensive cards with no early board (Progress Day, Imperial Decree, Consult the Past, extra Viktor, Leader) if you can't take a battlefield on turn 1–2.
- Viktor, Leader starts in your Champion Zone — you don't need him in the opening hand.

How this deck wins

Score by Conquer (take a battlefield) and Hold (still control it in your Beginning Phase). Default victory is **8 points**, and you can score each battlefield only once per turn. Make a Recruit with Herald most turns, trade cheap Deathknell units for value, and keep enough bodies to contest both battlefields and push to 8.

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Viktor, Herald of the Arcane — play notes

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Progress Day



Salvage

Early game

Channel runes and get a cheap unit onto an open battlefield. Concert Poster deploys to a battlefield; when you play it or conquer there, you may pay 1 for a Recruit at base. Trifarian Captain digs the top 4 for a cheap unit or gear. Prefer Rakelstake when you want to Predict off the first unit or gear you play there each turn; Ruined Monastery to discard 1 and channel a rune on Conquer; Forbidding Waste to give a lone defender there -2 Might.

Mid game

Spend 1 Energy on Herald whenever you can spare it. With Viktor, Leader out, each of your other non-Recruit deaths makes a Recruit — chump with Sentry or Scout, or Cull the Weak your own Deathknell unit. Lecturing Yordle (Tank, draw 1) soaks damage. Ravenbloom Student gets +1 Might each time you play a spell. Stupefy and Smoke Screen are Reactions: shrink an attacker mid-fight (minimum 1 Might). Hidden Blade kills a battlefield unit, but its controller draws 2. Salvage kills a Gear and draws.

Late game

Karthus doubles every Deathknell, so a Cull the Weak on your own Sentry draws 2. Imperial Decree kills any unit that takes damage this turn — cast it before a big fight, and remember it hits your units too. Progress Day draws 4; Consult the Past draws 2 at Reaction speed or from Hidden. Temporal Breach on Kennen can re-stun (pay 2) or on Trifarian Captain re-digs. Don't empty a held battlefield for a greedy Conquer unless that score wins the game.

Common mistakes

1. Forgetting to use Herald — 1 Energy for a body every turn adds up.
2. Expecting Viktor, Leader to replace Recruits — Recruit deaths don't trigger him.
3. Casting Cull the Weak with no cheap unit of your own to give up.
4. Imperial Decree on a turn your own damaged units will die too.
5. Hidden Blade on a unit worth less than the 2 cards they draw.
6. Hiding Kennen / Facebreaker / Temporal Breach and never reacting them face-up.

Optional upgrades

(not in this box — buy separately if you want to tune)

Competitive Mind/Order Viktor lists often add: **Siphon Power** (Viktor's Signature spell), **Viktor, Innovator** (play a Recruit token to base whenever you play a card on an opponent's turn — pairs with Reactions and Hidden cards), and extra copies of **Karthus, Eternal** and **LeBlanc, Fragmented**. Swap in what you open; this premade is a complete, legal starting list, not a tuned tournament build.

Reminders

- Chosen Champion: Viktor, Leader · Domains: Mind / Order · Runes: 5 Mind, 7 Order
- Battlefields included: Forbidding Waste, Ruined Monastery, Rakelstake
- Legal for Constructed under Core Rules & Tournament Rules dated October 9, 2026, and the ban list dated September 18, 2026.

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