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# Prismatic Treasures 1

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Prismatic  
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First of all, did you go out and build a Prismatic deck since my [last article](#)? Of course you did, so I can ask--isn't the format a blast? Smooove.

Last time I talked about general deckbuilding principles; today we're moving on to individual card choices. This first part is a list of "fetchers and card-drawers"--cards that will help smooth out your Prismatic experience, both in terms of your mana development and your ability to draw the good stuff. For each card or group of cards, I'll suggest some potent analogues (cards that serve as good stand-ins or runners-up for the same role; see my [first article](#) for more discussion of analogues). They may not form the core theme of your deck, but they're the mortar that will fill the gaps, the basic tools you'll need for your Prismatic deck to compete. They're presented in no particular order. Away we go!

## Onslaught Fetchlands And Other Multicolor Lands

In Prismatic, your **Wooded Foothills** can only fetch a forest or a mountain, instead of **Taiga**, **Savannah**, **Badlands**, or any other dual land. But it's not just the ability to grab a basic land and fix your short-term mana problems for a mere 1 life. It's how fetchlands slurp the lands out of your deck, raising your chances of drawing business spells (you know, all the non-land cards in your deck). It's how they bring you closer to threshold, how they give you something nice to target with **Cartographer's** ability. It's how they round out your basic land types for domain spells like **Allied Strategies**, or help you fulfill basic land requirements for Incarnations like **Anger**. Fetchlands shuffle your library, which helps when you've already gotten the good stuff out of your **Sage Owl**. (And shuffling effects, while tedious with physical 250-card decks, are instantaneous in **Magic Online**.) They get you that primary color early, that off-color later on, and more of that primary color even later. They're terrific lands, period, and are especially nice in Prismatic. How many have you collected? Stick 'em all in! (Only four of each, of course.)

In my first article I mentioned many more possibilities for fetching and generating multiple colors, but note especially the **Seventh Edition** and **Apocalypse** painlands, the **Invasion** taplands, **Grand Coliseum**, and the venerable **City of Brass**. Be careful not to overload on pain, however! You are focusing on two or three colors, and including lots of good old basic lands, right?



## Krosan Tusker And Other Land Fetchers

Tech it perhaps isn't, but solid **Krosan Tusker** most certainly is. When putting together your Prismatic deck, don't forget your cuddly, uncounterable, instant-speed, cantrip-ified **Lay of the Land** that doubles as a late-game 6/5 beater. Tusker does so much for you, why not do this little thing for it? It's common. It's practically designed for this format. Get four.

Thanks to **Invasion** block, there are loads of mana-fixing analogues available to you. Again, see my earlier Prismatic [article](#) for an exhaustive (exhausting?) list of rainbow-riffic goodies, but note especially the domain favorites **Lay of the Land** and **Harrow**, the aforementioned **Onslaught** fetchlands, and my personal fave, **Rampant Growth**. It's an old friend that you ought to get reacquainted with. When your deck is 250 cards, two mana is a very small price to pay for a tutor that plunks the chosen card right into play, even if that card is just a basic land. And when your deck sports all five colors, the right basic land is often what you want to be plunking down anyway.



## Fact or Fiction And Other Card Drawers

Step right up, folks--come one, come all. You there, sir. Mr. Beatdown Deck. Having problems keeping on the pressure? Out of

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gas and needing a cheap refill? Looking to beef up the **Werebears** and **Nimble Mongeese** for that last push through the defenses? **Fact or Fiction** is the product for you!

And you, Ms. Control Deck. Looking for answers to all those threats that keep popping up? Need to skim through your top five for a desperate **Wrath of God**, or grab a few lands to open up your mid-game? Surviving pleasantly and looking for a way to wrap things up? **Fact or Fiction** is your card!

And last but not least, you, Mr. Combo Deck! Looking for that last combination piece? Looking to dump some fatties in the grave? Looking to bait a counter so you can go for the enormous **Twilight's Call**? Look no further!

Try **Fact or Fiction** today--you'll be glad you did!

(Paid for by the Prismatic Fact or Fiction Corp., Inc., a division of Massive Prismatic Card Advantage Company. Underwritten by other quality card-drawers such as **Allied Strategies**, **Deep Analysis**, **Concentrate**, **Skeletal Scrying**, **Compulsion**, **Jayemdae Tome**, **Undead Gladiator**, **Arcanis the Omnipotent**, a host of other assorted cantrips and tutors, and viewers like you. Patent pending. All rights reserved.)



## Judgment Wishes And Other Tutors

Your casual playgroup's 1000-card decks may dwarf the 250 required for Prismatic. My group's did, and we loved 'em...until it was time to shuffle. But when it comes to consistently drawing the card you need, 250 is a lot. If the card you need is 10% of your deck away in a 60-card deck, you might just see it in time. If it's 10% of your deck away in Prismatic, you'll need to go ahead and make funeral arrangements.

That's why there are tutors--cards that allow you to search your deck for just the trick you need. The straight-up most basic example is **Diabolic Tutor**, which is a great card for Prismatic--one you should definitely consider if you have a strong enough commitment to black mana. **Planar Portal** is pricey to drop and pricey to operate. Of course, once you get it running, it's a game-winner. **Diabolic Intent** is a cheaper tutor but can only be used effectively in creature-heavy decks. **Entomb** drops a card in your graveyard instead of in hand, but is surprisingly useful in a format full of flashback cards, Incarnations, and **Pyre Zombies**. **Tainted Pact** is an excellent tutor-like effect that will dig and dig and dig through your Prismatic deck for the card you need, especially if it's light on basic lands.

Most other tutors get you only a certain type of card. **Eladamri's Call** is a terrific card for Prismatic--it's cheap, it's multicolored, it's an instant, and it grabs you a handy utility creature or some honest beatdown from anywhere in your deck. **Sterling Grove** is a bit slow, but fetches **Worship**, **Pernicious Deed**, **Mirari's Wake**, or whatever other enchantment-based trick your deck depends on. **Wild Research** takes some dedicated deck design, but can certainly fill your tutoring needs for a control deck.

The champs of the tutor classification, the ones that bend the rules so well it hurts, are the *Judgment wishes*. **Living Wish**, **Burning Wish**, and **Cunning Wish** are your main tools here. They fetch creatures (and lands!), sorceries, or instants for a very cheap, color-friendly price. **Death Wish** costs an uncomfortable 1 blue mana and up to 10 life, and **Golden Wish** costs 5 mana and just doesn't seem to grab the game-winners in this environment. (Every time I've drawn **Golden Wish**, I would rather have just drawn the **Riptide Replicator** I probably would have tutored for anyway.) You'll be amazed at the brutal efficiency your gargantuan deck achieves when it's running 12 wishes. Then it isn't just your 250-card library to consider for answers, but the thousands (right?) of cards in your entire **Magic Online** collection.

Here's a quick list of what I commonly tutor for with the three main wishes:

- **Living Wish:** **Grand Coliseum** (I often run only three maindeck so I can grab one with a Wish), **Wild Mongrel** (to kick-start some beatdown, if I'm not already running four), or **Desolation Giant**.
- **Burning Wish:** **Lay of the Land** or another land-fetching spell, **Pyroclasm**, or **Tranquility**.
- **Cunning Wish:** **Dark Banishing**, **Jilt**, or **Cremate**.

## Quiet Speculation And Other...Well, Just Quiet Speculation

The reason people like card-searchers like **Diabolic Tutor** is because they turn a random draw into the pleasant activity of hunting through their



libraries for their favorite evil tricks, humming quietly to themselves, and trying not to grin too much. The reason people like card-drawers like **Concentrate** is because they turn a random draw into *three*, and any time you get three for the price of one you're some kind of amazing shopper and should be congratulated.

When you're building your Prismatic deck and you get a good look at **Quiet Speculation**, you should proceed to both grin evilly *and* congratulate yourself on your shopping job, because it gives you both tutoring and a three-for-one draw effect all for the low, low price of 1. The tiny catch is that it only fetches cards with flashback, but that's pretty tiny considering cards like **Roar of the Wurm**, **Roar of the Wurm**, and **Roar of the Wurm** have flashback. Look into it. Oh, and see also **Deep Analysis** I suppose, and **Crippling Fatigue**, **Ray of Revelation**, and **Recoup**, among others. (Quiet Speculation for **Recoup** and two other cards, and then **Recoup** my Quiet Speculation to go get three more? Why, yes, please!) But there's nothing that gets your opponent testing that profanity filter like Quietly Speculating for a triad of four-mana 6/6 Wurms on turn two.

**Quiet Speculation**, sadly, has no direct analogues. It's one of a kind in this environment, and might be the most powerful combination of card-drawing and tutoring in the **Magic** game. I would advise you to trade for some, or at the very least expect to face it.



## Off You Go!

That's it for now! I hope your brain is already abuzz with changes you want to make to your Prismatic deck, or new decks you want to build. Join me next time when I discuss more meaty Prismatic good stuff. But for now, I'm done--it's all you now. Go trade for another **Burning Wish** and fire up some games.

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