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Prismatic Treasures 2

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Prismatic

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[Last time](#) I talked about card-drawers and deck-searchers, the cards that fatten your hand with morsels of Prismatic deliciousness. But just what are those morsels? This time I close my discussion of the gems of the Prismatic format with those power cards for which you'll want to draw and tutor. Again, for each card or group of cards, I'll suggest some analogues (cards that serve as good stand-ins or runners-up for the same role). And again, these cards may not form the core theme of your deck, but they're the bread and butter that round out a complete Prismatic meal. They're presented in no particular order. Here we go!

Genesis And Other Graveyard-Active Cards

I don't care how you get it there--dump it to [Merfolk Looter](#), throw it recklessly into combat, [Buried Alive](#) it, [Millstone](#) yourself--but get [Genesis](#) into your graveyard and your opponent's in for hard times. You only see a tiny percentage of your deck in any given Prismatic game, so being able to reuse the ones you do see an arbitrary number of times is huge.

Furthermore, once the [Judgment Incarnations](#) start doing their dirty work, they usually don't stop. It's not that removing a card from a graveyard is that hard. Any number of convenient spells--from [Krosan Reclamation](#) to [Cremate](#) to [Morningtide](#)--is up to the task. It's that those cards, while effective and cost-efficient, are just not played in adequate numbers to be a threat in Prismatic.

Not that I blame anyone for that. Graveyard removal cards are situational, as they don't affect the main board where most of [Magic](#) is played. And except for [Withered Wretch](#) (which has casting-cost problems for Prismatic), they don't give you much functionality other than dealing with that one Incarnation or flashback spell.

So your graveyard is generally a cozy, safe place for all kinds of trickiness. Play [Genesis](#). Play [Glory](#). Play [Anger](#) and [Wonder](#). Play [Filth](#), even, and punish your opponent for going to all that trouble to get a swamp. The Incarnations are, at worst, medium-sized creatures for 4 or 5 mana that your opponent doesn't want to destroy. At best they're uncounterable, almost unremovable enchantment-like things that wreck Mr. Player-Across-the-Table.

Nothing else is an exact analogue of the Incarnations, but there are other undying friends you'll enjoy. [Pyre Zombie](#) and [Undead Gladiator](#) are utility creatures that keep on giving, and [Gigapede](#) is the big bug that won't fall down. Fetch them with [Entomb](#) or [Buried Alive](#).

Vindicate And Other Gold Goodies

Deliciously sick cards generally come with bad news: like an appropriately hefty mana cost in the upper right corner. Everybody would play a card as flexible as [Desert Twister](#) if it didn't read a wince-worthy ☹☹☹ up there. But it's not always just the amount of mana that balances cards. Everybody would play [Vindicate](#) in their decks, too, if they could afford the ☹ and ☹ sitting so uncomfortably next to one another.

Lucky for you, you're already playing white and black (and every other color) by definition. You're already playing cards that fetch basic land types, filter colored mana, and generate every color under the [Magic](#) rainbow. [Gaea's Skyfolk](#)? No problem! [Cromat](#)? Child's play! (Well, at least young adult's play, depending on how many [Harrows](#) you've drawn.) So the lesson is, take advantage of the more uncomfortable multicolored mana costs out there. Play enemy-color combinations in a heartbeat. Embrace the gold.

Let's talk about flexibility. I can't stress this enough--of the 250 cards in your deck, you're only going to see about twenty of them in a typical game. Make them count. You don't want to sit there holding creature removal when you want artifact removal, artifact removal when you want land removal, land removal when you want enchantment removal, and so on. Play something flexible, so when you draw it you're happy you did. That's why [Vindicate](#) is such a great Prismatic card; it whacks any offending permanent for a single draw phase and polite three mana.



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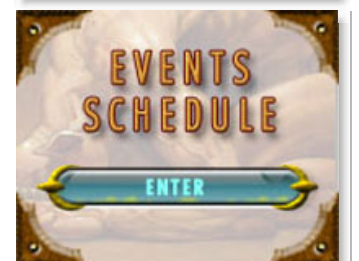
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There are more multicolored goodies, from flexible modal spells such as the *Invasion* dragon charms (*Treva's Charm*, *Dromar's Charm*, *Crosis's Charm*, *Darigaaz's Charm*, *Rith's Charm*) to the 2-mana "gold bears" from the *Invasion* and *Apocalypse* sets. *Terminate*, *Prophetic Bolt*, and *Orim's Thunder* all deal with the board efficiently and with style.

Fire/Ice And Other Split Cards

All that is multicolor is not gold, however. One of *Invasion* block's kookiest features was the split cards. Although the *Invasion* allied-color split cards and the *Apocalypse* enemy-color ones vary in power level, they all give you that flexibility you're looking for in a Prismatic card. You draw one, and you've instantly got options for a reasonable price. At the high end of the quality scale is *Fire/Ice*--a great way to bust up your opponent's quick *Birds of Paradise* start, poke holes in her goblin army, or draw a card while keeping a naughty permanent at bay for a turn. I also recommend *Assault/Battery* and *Spite/Malice*--both great rejoinders to a variety of threats your opponent might throw your way.



Flametongue Kavu And Other Comes-Into-Play Effect Creatures

This critter is such a champ. It offs your opponent's best creature and shows up for attacking and blocking duty. It is so prevalent, it single-handedly sets the "fattie" boundary at 5 toughness. Prismatic is about creatures and about flexible, get-more-than-you-pay-for effects, and Flametongue is a shiny example of both. Get four.

In fact, get sixteen or twenty. *Thornscape Battlemage* may not pack the same punch, but it throws in the ability to take out an enemy *Mirari* or *Riptide Replicator* for the price of a little white mana. And Thorny can hit annoying protection from red creatures.


Pardic Arsonist's comes-into-play ability takes a bit more work to pull off with its threshold requirement, but can send its damage at your opponent's dome. *Faceless Butcher* and its little cousin *Slithery Stalker* also fit the bill. Be aware of those tough double-black mana costs, however.



Dozens of other creatures have comes-into-play effects, and all are worthy of consideration for your Prismatic deck. Recover lost resources with *Gravedigger*, *Anarchist*, or *Cartographer*. Dig deeper in your deck with *Phyrexian Rager*, *Vodalian Merchant*, or *Jungle Barrier*. Take out naughty permanents with *Cloudchaser Eagle*, *Petravark*, or *Verduran Emissary*. The sky (and your collection) is the limit.

Wild Mongrel And Other Multitalented Weenies

Mongrel: sickening. What, this critter is common? Hard to kill with burn and potentially invulnerable to *Dark Banishing* and other color-specific effects? Plays nicely with madness cards, threshold cards, flashback cards, the Incarnations, reanimation strategies, and kitchen sinks? All that for two mana, one of which is colorless? Oh, I suppose I could throw four Mongrels in my Prismatic deck. It'll work well in there, assuming the rest of my deck features, you know, *Magic* cards (combo!).

While *Wild Mongrel* holds the heavyweight title when it comes to lots of useful abilities for a small price, there are other creatures that do a good job at mimicking some of its talents. *Aquamoeba*, *Patrol Hound*, and *Merfolk Looter* do well as both madness outlets and threshold-getters. *Spectral Lynx*, *Undead Gladiator*, *Mystic Crusader*, *Call of the Herd*, *Nimble Mongoose*, and *Wretched Anurid* are worth a look as efficient beaters that stand up to some punishment and/or frustrate your opponent's attempts to remove them. And check out *Grizzly Bears* for...well, check out what green used to get for .



Erhnam Djinn And Other Efficient Fatties

Beef--it's what's for Prismatic. But assuming you're not on the **Buried Alive/Zombify** plan, you'll want to be able to cast your fat. Find something that costs 4-5 mana and has big numbers in the lower right, and you're golden. Ernie of course qualifies, as do **Skizzik**, **Ravenous Baloth**, **Goblin Goon**, and mighty morphs like **Exalted Angel**, **Silent Specter**, and **Quicksilver Dragon**. Six mana buys you a cycle of **Invasion 6/6** flying dragon legends, and five equally facesmashery-possessing **Onslaught pit fighter legends**. Another winner in this environment is the massive 5-mana tower of gold-colored inevitability, **Spiritmonger**.

About the only big requirement for selecting a Prismatic fatty is that your large friend's mana costs don't have too much of a color commitment. If in doubt, go multicolored. In my experience, a creature of more than one color is easier to cast than one with a double-mana requirement of a single color, and you usually get more bang for your buck with a multicolored card anyway.



Akroma's Vengeance And Other Mass Removal

You've untapped, you've done your upkeep, and you're reaching for that draw. You know you need an answer to that army, that intricate network of enchantments, or that combination of artifacts and critters across the table that won't go away. You draw...**Vindicate**, wonder what that schmuck was raving about in those Prismatic articles, and you lose horribly. You probably wanted mass removal instead.



Mass removal cards--cards that destroy more than one permanent at a go--have been in the **Magic** game as long as **Grizzly Bears**. There's no big secret as to why they're terrific--they take out your opponent's resources on a many-to-your-one basis, they work equally well against two threats or a hundred, and they have cool names like "**Wrath of God**." **Wrath** itself is the venerable favorite, and **Earthquake** and **Starstorm** fill the same shoes snugly. Ripping a **Tranquility** at just the right time can be crucial. **Mutilate** can be hard to pull off without a black-heavy deck, but **Pyroclasm** and **Infest** deal with weenies nicely. **Desolation Giant** and **Desolation Angel** are mass removal effects on legs--very handy to tutor for. Finally, multiple-target spells such as **Swelter**, **Fire/Ice**, **Shower of Coals**, and **Jilt** are also useful.

But there's no card I'd rather draw in a game of Prismatic than **Akroma's Vengeance**.

Yes it costs 6 mana. But it "disks" the entire board away, enchantments and all, and it cycles its way out of your hand if you're not ready for it yet. No matter when you draw it, it's going to be useful. That's why it wins my Security Blanket of the Year Award. Congratulations, **Akroma's Vengeance**!

Pernicious Deed, of course, is the bitter runner-up here--be sure to consider it as well. It may actually be the more powerful card, but as sweepers go, there's no arguing with the immediacy of **Akroma's Vengeance**.

Time to Build

Thus concludes my list of Prismatic gems. Now I challenge you to make a shopping list, head off to the **Trading Post**, grab some goodies and build a new Prismatic deck. Prismatic is unproven ground, a format unique to **Magic Online**. Go blaze a trail!

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