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A River of Scry

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Swimming With Sharks
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So how do you like Scry? Mark Rosewater introduced the mechanic in [his Monday column](#) with a peek at Magma Jet. I am a big fan of this mechanic and I hope that the unrevealed cards that exploit this new mechanic are as useful as Monday's preview card. Scry generates no card advantage but is the epitome of card selection, an often overlooked component of the game. It allows you to push past dead draws finding lands when needed and shipping them to the bottom of your deck when they are not. The idea that this nifty little effect is part of an inexpensive and useful removal spell is very exciting and bodes well for the new mechanic. Wouldn't it be great if there was a **Counterspell** that had Scrying? Or a **Disenchant**? Or **Wrath of God**?

Well, actually there is...sort of. (Cue the preview card)



With this intriguing enchantment in play you can use your excess available mana to dig though your deck anytime you play an instant or sorcery. I had mixed feelings about this card at first since it will rarely do anything on the turn it is cast. On the other hand in the right deck the quality of your draws after a few turns of spellcasting should be excellent. Eyes of the Watcher is clearly not going to fit into just any pile of sixty cards but I was certain that it would find a deck to call home.

My first thought was a counter burn deck. Something red-blue that is always looking for its next spell. Combined with other cheap blue cards that rip through your deck like **Opt** or **Sleight of Hand** you could probably put together a fun little deck that once it got rolling would always have the right answer to any situation. MaRo already revealed a new **Power Sink** called **Condescend** that has Scry and while you are at it you could even throw Magma Jet into the mix. You could actually Scry for 4 when you cast either with Eyes of the Watcher in play—actually you would Scry for 2 and then Scry for 2 again which is very different than Scrying for 4 but if you didn't like the first two cards it would be like Scrying for 4...but I digress.

My next thought was combo and it was quickly followed by an image of a **Rampant Growth**. **Rampant Growth** seemed like a great card to play in a deck that wants to pay an extra mana when it casts its spells. Hmmm...a blue-green combo deck with **Rampant Growth**? **Eyes of the Watcher**? Sounds like a perfect time to whip out Tight Sight.



Tight Sight is one of my favorite decks. It started somewhere in Japan and I started working on it with a group of friends from Neutral Ground. It became part of the tournament landscape when Gerard Fabiano played a slightly altered version at the Gateway tournament for the Chicago Masters a while back. At the time the format was Standard although now it would have to be considered Extended. Here is the version he played.

Tight Sight		
Gerard Fabiano - Chicago Masters Gateway		
Main Deck 60 cards		Sideboard
1 Flooded Strand	4 Careful Study	2 Delusions of Mediocrity
9 Forest	3 Cunning Wish	3 Mana Short
11 Island	3 Deep Analysis	1 Memory Lapse
1 Windswept Heath	4 Early Harvest	1 Moment's Peace
22 lands	4 Far Wanderings	1 Naturalize
	4 Future Sight	1 Opportunity
	2 Krosan Reclamation	3 Ravenous Baloth
	4 Mental Note	1 Ray of Revelation
0 creatures	3 Moment's Peace	2 Roar of the Wurm
	3 Predict	15 sideboard cards
	2 Quiet Speculation	
	2 Rampant Growth	
	38 other spells	

Somewhere along the way after *Mind's Desire* saw print the deck was adopted by the Germans for Nationals and Worlds. Just this past week Kai Budde played a version of the deck at the **Magic** Invitational during the Online Extended portion of the competition.

Kai Budde		
MI04 Online Extended Deck		
Main Deck 60 cards		Sideboard
13 Forest	3 Cunning Wish	1 Brain Freeze
8 Island	4 Deep Analysis	1 Chain of Vapor
1 Plains	3 Early Harvest	1 Early Harvest
22 lands	2 Fact or Fiction	1 Fact or Fiction
	4 Fertile Ground	1 Future Sight
	2 Future Sight	1 Mana Short
3 Sunscape Familiar	2 Memory Lapse	4 Moment's Peace
3 creatures	4 Mind's Desire	3 Oxidize
	1 Nostalgic Dreams	2 Stifle
	2 Rampant Growth	15 sideboard cards
	4 Twiddle	
	4 Wild Growth	
	35 other spells	

I think you could fit the card into Kai's build, perhaps by replacing one *Memory Lapse* and one *Future Sight* for a pair of Eyes. The *Sunscape Familiar* and the *Eyes of the Watcher* have some funny interactions, reducing the cost of the blue or green spells so you can pay one more to activate your Eyes. The card is clearly ridiculous if it is in play at the same time as a *Future Sight*. I can't even imagine how broken it must feel to cast *Rampant Growth* off the top of your deck and then Scry into an *Early Harvest* and Scry into *Mind's Desire* and then Scry into... Well, I am sure you get the idea.

While we are talking Extended—online or otherwise—I can easily see this card fitting into a Psychatog deck or any blue-black control deck. *Innocent Blood* and *Ghastly Demise* are still easy to cast at two mana and a *Counterspell* for three is still cheaper than any of the current Standard options for a hard counter. Basically any deck with a specific kill card and plenty of spells would be an ideal home for this enchantment.

Last week I wrote about a Standard combo deck I encountered at Regionals that featured Brain Freeze. It may be possible to improve the deck with Eyes of the Watcher although we probably need a couple of additional spells as well.



RetractoFreeze II

Main Deck		
60 cards		
4 Darksteel Citadel	3 Frogmite	3 Brain Freeze
7 Island	4 Ornithopter	4 Chromatic Sphere
4 Seat of the Synod	4 Vedalken Archmage	4 Chrome Mox
15 lands	11 creatures	2 Eyes of the Watcher
		3 Machinate
		4 Retract
		2 Scale of Chiss-Goria
		1 Spellbook
		3 Thirst for Knowledge
		4 Thoughtcast
		4 Welding Jar
		34 other spells

It is difficult to squeeze in more than two or three copies of the enchantment although in the right deck you might be able to run four. Once you have the first one in play you should be able to Scry past the remaining copies. This deck only has seventeen spells that activate the triggered ability of the Eyes so I was loathe to cut any to fit more copies of the enchantments in.

Next week: *Fifth Dawn* will be fully revealed and we may find some better cards to combo with this intriguing new enchantment. We will start to look at what impact *Fifth Dawn* might have on Constructed and I'll share my [Prerelease](#) experience with you as I am likely going to be at the Midnight prerelease in New York at Neutral Ground. I probably don't have to say this too much for this column's crowd, but if you've never been to a prerelease trust me when I say you're really missing out. Shameless plug time, take a look at [my prerelease primer](#) on the site this week and then get out there and play!

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Brian David-Marshall has been involved in Magic since 1994 when he was violently shaken by someone searching for the game. He has organized tournaments, run a store, and is currently the Pro Tour Historian. His latest venture is Top8Magic.com, the publishing house that is releasing Michael J. Flores: Deckade.



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