

Prismatic enters the Atomic Age

Prismatic in the *Ravnica* Era

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Prismatic has just entered the Atomic Age.

Every time a set comes out, it's like a whole new set of scientific discoveries, discoveries that contribute either little modern conveniences or sweeping technological advances to the format. *Odyssey* brought the steam power of graveyard-active cards. *Onslaught* added the coal technology of landcycling. *Champions of Kamigawa* was the petroleum fuel of amazing mana fixing.



Ravnica is nuclear power. It split the atom. It opens up new fields of study and new sources of energy after some [genius in a patent office](#) had a brainstorm.

I know I'm hopping up and down on the metaphor. But it's that revolutionary.

Now, the effect on the Prismatic metagame might be subtle at first. The *Ravnica* spoiler teems with fun cards to stick into your Prismatic deck, and you may initially be hard-pressed to notice any significant power difference as people add Prismatic goodies to their collections. But there are some mechanics and individual cards in this set that will grow to become staples of the format—or find their way on the banned list. Today I'll be looking at these potent goodies and discussing what possibilities they offer for your Prismatic decks, and pointing out what changes the atomic-powered *Ravnica* may bring the future of our favorite format.

Important: Doug does not speak for R&D

It's important to note at this point that, while I am an employee of Wizards of the Coast, I am not a member of R&D, and I do not make decisions regarding the Prismatic banned list. My job at Wizards is web

A Pit Stop: Tutors and Prismatic



Let's step back a moment and talk about inconsistency. Part of the point of both Prismatic's 250-card minimum deck size and its five-color requirements is to encourage inconsistency. You get to fill your deck with the most bombtastic bombs available in **Magic Online**, yet the format doesn't degenerate into turn-two, three-card, game-over combos. With that 250-card, five-color library, you're very unlikely to draw those three perfect combo cards *and* have the correct mana to cast them. This keeps the format kooky and fun—sometimes your deck comes out of the blocks like a finely-tuned Ferrari, rumbling with powerful spells and the proper mana to hurl them opponentward; and sometimes it behaves like a nigh-dead jalopy, coughing up a goofy mixture of [Rampant Growth](#), cycling lands, and a mana myr, and eventually keeling over. It's that variation that we look for in, and love about, Prismatic.

However, one type of spell can squash this randomness almost out of existence: the “tutor”—a card that lets you search your library (or collection) for just the card you need. Most of the cards banned in Prismatic (such as [Diabolic Tutor](#), the [Wishes](#), and [Eladamri's Call](#)) are tutors. The other cards banned in Prismatic are cards that effectively end the game as soon as you draw and cast them ([Sundering Titan](#), [Upheaval](#), [Rude Awakening](#))—these cards would also squash the usual Prismatic variety of games into dreary sameness.

Now, some of the cards that qualify as tutors in the *Magic Online* card pool are restricted enough that they don't pose a power or boringness problem in Prismatic. If a card can only fetch you a narrow class of cards, R&D has seen fit to let it slide. [Eerie Procession](#) only gets you an Arcane spell, for example. [Steelshaper's Gift](#) only gets equipment. [Diabolic Intent](#) forces you to sacrifice a creature. [Trinket Mage](#) almost reads “search your library for a card named [Sensei's Divining Top](#), reveal it, and put it into your hand”—good, but still not game over. [Fierce Empath](#) might be the best tutor in the format, and it can only get you a 6-or-more-mana creature in hand along with a 1/1.

Ravnica's Tutoring Powers

Ravnica represents some of the most powerful tutoring a **Magic** set has ever seen. In the coming weeks and months, I'm sure R&D will have their eye on how *Ravnica* changes Prismatic, especially when it comes to how its tutors turn out in the fun department. In the meantime, let's run down the conspicuous library-searchers and compare them to tutors both banned and legal.

Chord of Calling. This card fetches a creature and drops it onto the board for . The banned [Eladamri's Call](#) is much cheaper, but note that the essentially nine-mana [Tooth and Nail](#) is also banned in Prismatic. [Chord of Calling](#) has [Tooth and Nail](#)'s advantage of putting the creature directly into play, overcoming tough mana costs that you might find on [Faceless Butcher](#) or [Lightning Angel](#) if you can spare the . The fact that it's an instant is huge as well—an instant-speed [Flametongue Kavu](#) is much more likely to take down two creatures when it appears during the time between your opponent's declare attackers step and your own declare blockers. This card may prove an annoying powerhouse or merely a great trick for deploying utility creatures.

developer—I am simply a fan of Prismatic and I do not know what R&D's plans are, if any, about *Ravnica* cards in the format. While I discuss the issue of bannings in this article, I am in no way speaking for R&D and I will be just as curious to see what effects *Ravnica* has on the Prismatic banned list, if any, as you are.



Congregation at Dawn. This card searches for three creatures and puts them on top of your library for GGW . It can become a stream of threats, an arsenal of utility, or both—consider a stack of [Phyrexian Rager](#), [Nekrataal](#), and [Eternal Witness](#). I've found, however, that I'd rather not lock in my next three draw phases with creatures, and so it becomes an overpriced [Worldly Tutor](#). Even that, however, is pretty good. With the variety of creatures available to us in Prismatic, this card can single-handedly turn GGW into an avalanche of momentum by taking the randomness out of your next one, two or three draws.

Three Dreams. The three-aura tutor. The other cards that let you tutor for multiple cards -- [Gifts Ungiven](#), [Buried Alive](#) and [Quiet Speculation](#) -- are all banned. [Three Dreams](#) is probably of lesser power, however, even with the multitalented auras available now in Prismatic such as [Galvanic Arc](#) and [Persuasion](#). Auras require you to have creature targets for them, are generally playable only at sorcery speed, and create the potential for 2-for-1 card disadvantage should your opponent kill that [Armadillo Cloaked Trinket Mage](#). Still, you've already drawn three cards of your choice from your deck for a very splashable GW .




Sunforger. Equipment is already a strong card type in Prismatic for the way it turns utility creatures, mana elves, previously dropped man-lands and other random creature draws into a consistent fighting force. For three mana to play and three to equip, a $+4/+0$ bonus already turns the odd [Solemn Simulacrum](#) or [Nantuko Monastery](#) into a fearsome threat, often straining your opponent's removal by forcing him to choose between the equipment and the creature wielding it. But it's [Sunforger](#)'s tutoring ability that puts exclamation points above a Prismatic player's head—and it's not just tutoring, but *repeatable* tutoring along with the *free playing* of the tutored-for card. With a properly-stocked library, one lowly [Nantuko Vigilante](#) can pick up and put down that [Sunforger](#) over and over, each time plucking out the perfect answer to whatever your opponent spends his mana on, and meanwhile hitting for damage turn after turn. Burn your chump-blocker with [Lightning Helix](#) at the end of your turn; untap, equip [Sunforger](#), swing for 7. Destroy your [Cage of Hands](#) with [Seed Spark](#); untap, equip [Sunforger](#), swing for 7. With enough mana fed into it, this magic maul can turn into a one-card engine that can turn around the game or simply end it in your favor.

These are some amazing tutors that have found their way into the Prismatic cardpool. If any of them end up getting themselves banned in Prismatic, they may be shown the door even if they are not

particularly overpowered on their own, but because they would contribute to the overall number of good-but-not-broken tutors available in the format.

Which brings us to transmute.

Transmute in Prismatic

Cards with House Dimir's transmute mechanic let you tutor for any card of the same converted mana cost. The transmute cost is always 1CC, either , , or , and it can only be played as a sorcery. The thirteen cards that have the mechanic are as follows:

1. [Brainspoil](#)
2. [Clutch of the Undercity](#)
3. [Dimir House Guard](#)
4. [Dimir Infiltrator](#)
5. [Dimir Machinations](#)
6. [Dizzy Spell](#)
7. [Drift of Phantasms](#)
8. [Ethereal Usher](#)
9. [Grozoth](#)
10. [Muddle the Mixture](#)
11. [Netherborn Phalanx](#)
12. [Perplex](#)
13. [Shred Memory](#)

The transmute mechanic adds thirteen library-searchers to the format. Is the mechanic itself too strong for Prismatic? After some serious study (which means, building a bunch of Prismatic decks and playing them—yeah, life is hard), I'm not sure it's too powerful—and I'm pretty sure it's fun. Let's look at how best to use transmute in Prismatic, and you can judge for yourself.

Deckbuilding with Transmute: Anticipating Needs

The transmute ability lets you search your deck for any card with the same converted mana cost as the transmuted card. The mana cost is not prohibitive: it's always one generic mana and two colored. But transmuting isn't like cycling a [Krosan Tusker](#) at end of turn, then untapping and using your new toys; it's only playable whenever you could play a sorcery. This slows down the mechanic a bit—you'll often want to transmute only when necessary, and otherwise you're better off spending your mana on other castable spells already in your hand. But there's still quite a bit of power to transmute.



So far I've found that the decision to transmute during a game of Prismatic means one of three things: one, you're against the ropes and scrambling for a solution to something nasty; two, your mana is undeveloped and you need a way to ramp up or color-fix your mana to cast spells in your hand; or three, the game-state is stable, you've got time and mana to spare, and you're looking to win the game. Essentially, you're looking for either an answer, a threat (and see my article on [Prismatic control decks](#) for more detail on answers and threats), or mana-fixing. If you're considering adding transmute cards to your Prismatic deck, you'll need to anticipate these three needs and build the rest of your deck accordingly.

Preparing your deck so that you can transmute for mana and threats is generally easy. If you've played much Prismatic, you're already running both mana-fixing and efficient creatures to play in the early goings of the game, and the one- to three-mana transmute cards can get you to them easily. If you're already at four mana and up, you're probably in less need for mana-fixing, and you're probably already deploying threats at a steady rate. But answers—cards that disrupt your opponent's strategies and drain his resources—may take a bit more forethought.


To this end, I've built a "need vs. cost" chart. Each column of the chart represents a type of card I've wanted to tutor for, and each row is cards of a transmutable converted mana cost. The first two columns are examples of mana-fixing spells and game-winning threats—if you drew [Dimir Infiltrator](#) and needed mana-fixing, for example, you could transmute it into [Sakura-Tribe Elder](#). If you drew [Brainspoil](#) but really just needed a way to win the game, you could transmute it into [Genju of the Realm](#) and get the hurt on.

The rest of the chart is mostly types of answers—ways to blow up the bad things on your opponent's side of the line and stop his overall strategy. It's very common for you to want a way to kill one or more creatures, for example, so there are columns for pinpoint creature removal and for mass creature removal. But Prismatic is also full of harder-to-deal-with menaces such as [Mirari's Wake](#), [Crystal Shard](#), or [Eternal Dragon](#), so it also includes columns for artifact/enchantment removal and for cards that deal with graveyard recursion. Okay, hit 'em with the chart already!

TUTOR TARGETS MANA COSTS	Mana-	Threats	Pinpoint	Mass creature	Artifact and	Graveyard	Card advantage
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	fixing		creature removal	elemental removal	enchantment removal	removal	age
1 mana: <u>Dimir</u> <u>Spell</u>	<u>Weathered Wayfarer, Tarrarion</u>	<u>Fireball, Isamaru, Hound of Konda</u>	<u>Reciprocate, Firebolt</u>	<u>Earthquake, Hail of Arrows</u>	<u>Oxidize, Demystify</u>	<u>Scrabbling Claws, Coffin Purge</u>	<u>Sensei's Divining Top, Skeletal Scrying</u>
2 mana: <u>Shard</u> <u>Memory, Muddle the Mixture, Dimir Infiltrator</u>	<u>Sakura-Tribe Elder, Farseek</u>	<u>Wild Mongrel, Gaia's Skyfolk</u>	<u>Terminate, Reprisal</u>	<u>Pyroclasm, Starstorm</u>	<u>Hull Breach, Naturalize</u>	<u>Withered Wretch, Reito Lantern</u>	<u>Life from the Loam, Isochron Scepter</u>
3 mana: <u>Drift</u> <u>of Phantasms, Dimir Machinations, Perplex</u>	<u>Kodama's Reach, Spectral Searchlight</u>	<u>Psychatog, Granite Shard</u>	<u>Rend Flesh, Putrefy</u>	<u>Oblivion Stone, Pernicious Deed</u>	<u>Vindicate, Terashi's Grasp</u>	<u>Gravegouger, Reminisce</u>	<u>Bloodletter Quill, Thirst for Knowledge</u>
4 mana: <u>Dimir House Guard, Clutch of the Undercity</u>	<u>Explosive Vegetation, Solemn Simulacrum</u>	<u>Mystic Enforcer, Ninja of the Deep Hours</u>	<u>Flametongue, Kavu, Eradicate</u>	<u>Wrath of God, Hideous Laughter</u>	<u>Seed Spark, Nantuko Vigilante</u>	<u>Mourner's Shield, Mnemonic Nexus</u>	<u>Fact or Fiction, Etched Oracle</u>
5 mana: <u>Brain</u> <u>spoil</u>	<u>Frenzied Tilling, Mirari's Wake</u>	<u>Arc-Slogger, Genju of the Realm</u>	<u>Ribbons of Night, Persuasion</u>	<u>Rout, Dregs of Sorrow</u>	<u>Rain of Rust</u>		<u>Allied Strategies, Mind's Eye</u>
6 mana: <u>Ethereal</u> <u>Usher</u>	<u>Elvish Aberration, Twisted Abomination</u>	<u>Rith, the Awakener, Triskelion</u>	<u>Duplicant, Betrayal of Flesh</u>	<u>Akroma's Vengeance, Solar Tide</u>	<u>Looming Hoverguard, Confiscate</u>		<u>Opportunity, Arcanis the Omnipotent</u>
9 mana: <u>Green</u> <u>sooth</u>		<u>Bringer of the Whatever Dawn, Dragonstorm</u>	<u>Volley of Boulders, Searing Wind</u>	<u>Plague Wind, Kuro Pitlord</u>			<u>Bringer of the Blue Dawn, Myojin of Life's Web</u>

The cards in the chart are just examples—as a five-color format spanning six blocks, Prismatic offers plenty of goodies at most converted mana costs, especially from two to four. But it's a huge chart—how can you integrate transmute smoothly into a Prismatic deck?

Choose either black or blue. One strategy might be to run only black or blue transmute cards. One of the difficulties in using transmute effectively is being able to cast your tutored-for card immediately: try transmuting [Shred Memory](#) into a needed [Withered Wretch](#)—that's ! If you only run black transmute spells, for example, you can emphasize black in your mana base, and *de-emphasize* black in your transmute toolbox, so you stand a better chance of being able to transmute and cast smoothly.

Choose one or two converted mana cost slots. You could almost fill your 250 slots with only transmute targets if you ran all thirteen transmute spells. And some of the transmute spells have more useful targets than others. So why not emphasize only one or two converted mana cost? Stick with CMC 2 for early game utility targets, and 5 for more dramatic late-game spells. Or just go with the 3-mana sweet spot.

Stick with the cheaper transmute spells. Transmuting for a spell that costs more than three, and then casting it in the same turn, can get pretty mana-intensive. You might try steering clear of [Ethereal Usher](#) in favor of [Dimir Infiltrator](#) and [Perplex](#). And even though Prismatic is a relatively slow format, 9 mana is still a lot—still, I'd love to try running [Grozoth](#) sometime.

Here's a deck that tries to split the difference between several tutoring toolboxes: it's got 2- and 3-mana transmute targets, [Sunforger](#) targets, [Fierce Empath](#) targets, and [Trinket Mage](#) targets. Want to know whether heavy tutoring wins Prismatic games? Give this deck a spin.

Transmute 23 Skidoo!



Main Deck

250 cards

4 Barren Moor	1 Blind with Anger
1 Bloodstained Mire	1 Bloodletter Quill
2 Dimir Aqueduct	1 Breaking Point
1 Flooded Strand	1 Call of the Herd
10 Forest	1 Chainer's Edict
4 Forgotten Cave	1 Chastise
2 Golgari Rot Farm	1 Compulsion
4 Grand Coliseum	1 Crystal Shard
10 Island	1 Death Grasp
4 Krosan Verge	4 Dimir Machinations
4 Lonely Sandbar	1 Disenchant
2 Mirrodin's Core	1 Dismantling Blow
4 Mountain	1 Engineered Explosives
1 Overgrown Tomb	4 Farseek

4	Plains	4	Fellwar Stone
1	Polluted Delta	4	Fire // Ice
1	Sacred Foundry	1	Granite Shard
4	Salt Marsh	1	Grim Reminder
4	Secluded Steppe	1	Honden of Infinite Rage
1	Sunhome, Fortress of the Legion	4	Kodama's Reach
11	Swamp	1	Life from the Loam
1	Temple Garden	4	Lightning Helix
4	Tendo Ice Bridge	4	Muddle the Mixture
4	Tranquil Thicket	1	Naturalize
2	Vitu-Ghazi, the City-Tree	1	Night's Whisper
1	Watery Grave	1	Oblivion Stone
1	Windswept Heath	1	Orim's Thunder
1	Wooded Foothills	1	Pernicious Deed
<hr/>		4	Perplex
93 lands		1	Probe
4	Chartooth Cougar	2	Putrefy
1	Civic Wayfinder	1	Pyrite Spellbomb
4	Dimir Guildmage	1	Pyroclasm
4	Dimir Infiltrator	1	Reminisce
4	Drift of Phantasms	1	Rend Flesh
4	Etched Oracle	1	Reprisal
1	Eternal Dragon	1	Scrabbling Claws
4	Eternal Witness	4	Sensei's Divining Top
4	Fierce Empath	1	Shunt
1	Firemane Angel	1	Starstorm
2	Flametongue Kavu	2	Steelshaper's Gift
1	Genesis	4	Sunforger
1	Golgari Guildmage	1	Sword of Fire and Ice
1	Grave-Shell Scarab	1	Sword of Light and Shadow
1	Merfolk Looter	1	Tainted Pact
1	Nantuko Vigilante	1	Terashi's Grasp
1	Nezumi Graverobber	1	Terminate
4	Noble Templar	1	Terror
1	Phyrexian Rager	1	Thirst for Knowledge
1	Plated Slagwurm	1	Vindicate
1	Psychatog	<hr/>	
4	Sakura-Tribe Elder	82	other spells
1	Selesnya Guildmage		
4	Shadowmage Infiltrator		
1	Shambling Shell		
1	Skullsnatcher		

- 1 [Stinkweed Imp](#)
- 1 [Sunscape Battlemage](#)
- 4 [Thornscape Battlemage](#)
- 3 [Thunderscape Battlemage](#)
- 4 [Trinket Mage](#)
- 1 [Troll Ascetic](#)
- 1 [Viridian Shaman](#)
- 1 [Viridian Zealot](#)
- 1 [Wild Mongrel](#)
- 1 [Withered Wretch](#)

75 creatures



But wait, there's more

All this library-searching is certainly head-spinning for us Prismatic players. But tutoring is not the only Atomic-Age development that *Ravnica* offers. Let's look at one more advanced mechanic and some individual cards that hold promise for the format.

Dredge: Grave Threats

What [Eternal Witness](#), Black mages, and the entire *Odyssey* block have known for years, Prismatic is still learning: the graveyard is a great place to keep your stuff. If your biggest hurdle to winning the game is your opponent killing all your creatures, why not use creatures that enjoy dying? Graveyard-

friendly mechanics like flashback and cycling are already big hits in Prismatic, and dredge enhances those strategies while presenting a powerful new twist.

"If you strike me down, I shall become more powerful than you can possibly imagine."

- Obi-Wan Kenobi, Jedi Knight and inspiration for the Judgment [Incarnations](#)

Almost every removal spell, from [Flametonque Kavu](#) to [Putrefy](#), makes the assumption that the zone of concern is *in play*. Your opponent will usually be worried about your creatures turning sideways and knocking their power numbers off their life total, so he'll be packing flexible and powerful removal for anything with a toughness value.



But the Golgari guild brings us a new way to wear down, or evade entirely, that sort of removal. Let's look at the deceptively simple [Shambling Shell](#). A 3/1 might not be the most durable creature in the format, but one that just won't stay down, and one that gives out little +1/+1 packages of joy as it dies repeatedly, is a force to be reckoned with. Your opponent's normally efficient removal spells now only trade with the first incarnation of your 3/1, leaving you the option of drawing it as many times, plus one, as your opponent manages to kill it.

Now tack on the ability to fill your graveyard as it does its dirty work, and you've got a beatdown machine, a creature-pumper, and a card selection engine all in one efficient three-mana package. In fact, the most powerful facet of a dredge card might not be its *effect* of replacing your draw with itself, but its *cost* -- of milling yourself of a set number of cards, for zero mana and almost at will.

Dredge cards can create a synergistic alliance with *Odyssey* block mechanics such as flashback, threshold, and Incarnations, and other Prismatic mainstays such as [Eternal Witness](#), [Pyre Zombie](#), and [Oversold Cemetery](#). Use [Stinkweed Imp](#) to trade with your opponent's rampaging [Etched Oracle](#), then fill your graveyard with [Deep Analyses](#) and [Angers](#). Cast increasingly larger [Golgari Grave-Trolls](#) while stocking the bin with [Roar of the Wurm](#) and tasty targets for [Gravedigger](#). Take a page from the Pro Tour and combine [Life from the Loam](#) with cycling lands and *Onslaught* fetchlands (and after December 5th, [Mirage](#) fetchlands!) to create a sick card-drawing engine that, for the cost of a cycled [Barren Moor](#), can leap to the safety of your hand in response to a [Nezumi](#)

[Graverobber](#) activation. Or pick apart your opponent's hand with a steady assault of [Nightmare Voids](#) until you're ready to drop a game-winning threat.

And dig this, House Dimir -- our decks are 250 cards or bigger! We can dredge with impunity without worrying about running out of library! I've seen Prismatic mages [Traumatize](#) themselves for the benefits of an extremely well-stocked graveyard; this format offers unique opportunities to abuse a runaway [Golgari Grave-Troll](#) that *never even sees play*.

I think you'll see a lot of dredge in Prismatic games to come. As a sample, here's a dredge-intensive Prismatic deck for the budget-minded, featuring zero rare cards.

Budget Dredge *Lite!*



Main Deck

250 cards

4	Barren Moor	4	Breath of Life
2	Boros Garrison	4	Chainer's Edict
2	Dimir Aqueduct	4	Compulsive Research
4	Elfhame Palace	2	Crippling Fatigue
20	Forest	4	Darkblast
4	Forgotten Cave	4	Deep Analysis
4	Golgari Rot Farm	1	Dragon Breath
4	Island	1	Dragon Fangs
4	Krosan Verge	1	Dragon Scales
4	Lonely Sandbar	1	Dragon Shadow
4	Mountain	1	Dragon Wings
4	Plains	4	Firebolt
4	Salt Marsh	3	Grizzly Fate
4	Secluded Steppe	4	Kodama's Reach
2	Selesnya Sanctuary	4	Moldervine Cloak
4	Shivan Oasis	2	Morgue Theft
14	Swamp	4	Nightmare Void
4	Tranquil Thicket	2	Ray of Distortion
4	Urborg Volcano	1	Ray of Revelation
<hr/>		2	Reckless Charge
96	lands	2	Recoup
		4	Roar of the Wurm
2	Anarchist	1	Shower of Coals
3	Ancestor's Chosen	1	Strands of Night
4	Anger	2	Vigor Mortis
3	Barkhide Mauler	4	Wayfarer's Bauble
3	Centaur Safeguard	2	Zombify
4	Chartooth Cougar		

- 3 [Diligent Farmhand](#)
- 3 [Elvish Aberration](#)
- 2 [Golgari Thug](#)
- 4 [Gravedigger](#)
- 4 [Greater Mossdog](#)
- 4 [Krosan Tusker](#)
- 3 [Mystic Visionary](#)
- 3 [Mystic Zealot](#)
- 2 [Nezumi Graverobber](#)
- 4 [Noble Templar](#)
- 4 [Sakura-Tribe Elder](#)
- 4 [Shambling Shell](#)
- 4 [Shoreline Ranger](#)
- 4 [Stinkweed Imp](#)
- 4 [Thought Courier](#)
- 4 [Twisted Abomination](#)
- 4 [Wild Mongrel](#)
- 2 [Wirewood Guardian](#)
- 4 [Wonder](#)

69 other spells

85 creatures



The Rest of the *Ravnica* Lineup

Ravnica offers delectable treats in all the other accepted areas of treat-categorization.

Mana-fixing. As the herald of the return of gold cards, *Ravnica* offers plenty of ways to fix your mana. Enough can't be said about the power of the *Ravnica* duals ([Sacred Foundry](#), [Temple Garden](#), [Overgrown Tomb](#), and [Watery Grave](#)). Even if you never use their ability to come into play untapped, Prismatic offers so many ways to search for them, you may never need a set of four. Search for them with the [Onslaught](#) fetchlands. Search for them with landcyclers. Search for them with [Wood Elves](#). Search for them in multiples with [Gift of Estates](#) or [Krosan Verge](#). *Ravnica* even offers the handy [Farseek](#), which can get you any color you need if you have one of each in your deck.



If the cost of the new duals has you down, the common bouncelands ([Boros Garrison](#), [Selesnya Sanctuary](#), [Golgari Rot Farm](#), and [Dimir Aqueduct](#)) are quite handy for fixing your mana, bringing you two colors for the cost of a short wait. It's important to give these lands serious consideration in Prismatic -- it can be hard to appreciate the kind of advantages they confer. It's not only about the two colors of mana in one card -- it's two *actual* mana in one card. Two lands in your opening hand, including one of these bouncelands, means getting to the often-crucial three-mana mark with only two cards, which allows you to keep more hands and fix your mana along the way.

Ravnica also offers [Civic Wayfinder](#), a sort of beefier cousin to [Sakura-Tribe Elder](#), or a slightly cheaper and more straightforward [Solemn Simulacrum](#). He only fetches a basic land, only puts that land into your hand instead of into play, and doesn't draw you a card when he dies—but I must confess, I love [Civic Wayfinder](#). He's just the sort of solid card I love to draw—he develops your board with a warm body *and* develops your mana at the same time, all for a reasonable price tag. In the same vein, [Spectral Searchlight](#) trades [Darksteel Ingot](#)'s indestructibility for the potential to ping your opponent for a few points of mana burn here and there—along with the guild signets and [Terrarion](#), it's a dependable addition to the Prismatic artifact-mana lineup.

And did you know [Birds of Paradise](#) was reprinted in *Ravnica*? Yeah, I thought you may have heard.

Removal and card-drawing. The City of Guilds also brings us lovely ways to blow things up and draw us into our game-winners. Prismatic players are always looking for flexible removal at a cheap price, and [Putrefy](#) doesn't get much better, supplementing (or kicking to the curb) both [Rend Flesh](#) and [Naturalize](#) for cheap, instant-speed creature/artifact removal. There's also [Seed Spark](#) which may get the nod over [Orim's Thunder](#) or [Dismantling Blow](#) as ways to get card advantage while taking out a Horden. I'm already fond of [Ribbons of Night](#) as a lovely way to shred an attacking opponent's momentum and dig for the light at the end of the tunnel.

For fans of full hands, there's the flexible [Consult the Necrosages](#) or [Compulsive Research](#). I think you'll see more and more of [Bloodletter Quill](#) and [Bottled Cloister](#) in Prismatic, and some Prismatic decks will be able to take advantage of swifty card-drawers like [Flow of Ideas](#) and [Primordial Sage](#).



The beatdown. Then, of course, there's the new beasties to add to your creature mix. The guildmages are all high-quality tricksters and good attackers for a cheap and flexible-to-cast price. I'm especially interested in [Dimir Guildmage](#) and [Golgari Guildmage](#) for their late-game potential, but [Selesnya Guildmage](#)'s army-creation and [Boros Guildmage](#)'s [Lightning Greaves](#)-like haste-granting can also help you bust through going long. [Dimir Cutpurse](#) offers a new-fangled variation on the [Ninja of the Deep Hours](#) or [Thieving Magpie](#), and can really run wild on Prismatic's often-empty board. But it's not all cheap, compact weenies. Tipping the other end of the scales are such game-winners as [Mindleech Mass](#), [Firemane Angel](#), and [Gleancrawler](#). These heavy hitters join the ranks of Dragons, Bringers, and Pit-Fighter Legends as ways to pose a very serious question that your opponent's hand better have an answer for, and quick. I've even got a mind to try out [Szadek](#)... Didn't Gottlieb have a [Prismatic milling deck](#) sometime?

Atom-Smashing Fun

I think you'll have fun with Prismatic's new capabilities with *Ravnica*. We may all be playing with fire for a time, in the Wild West days before R&D and the Prismatic community discover whether any *Ravnica* cards are just not appropriate for the format. But for now—run anything you want, and enjoy atomic-powered Prismatic!

Postscript: (Almost) Mono-Color Prismatic Decks?

As an aside, I've seen more than one player in the Casual Room try an almost mono-color Prismatic deck. How is that possible? By playing an extremely—and I mean *extremely*—large deck (and by using cycling cards and other tricks to “feel” as mono-color as possible), you can minimize your off-color

spell requirements and bulk up on your main color. It's a fun idea—you get to run one color of mana almost exclusively, and you'll discover advantages of consistency and speed over a deck that actually expects to cast spells of all five colors. The drawback is that you'll have to run a tremendous number of spells in that one color to effectively dilute down the ratios of your other eighty colored spells. Here's a shot at a “Prismatic White Weenie” deck I built that weighs in at over 800 cards—and I'm pretty sure it still needs to be bigger in order to feel more consistently mono-white. Still, *I get to play [Dawn Elemental](#) in Prismatic!* Have fun!

The 800-Pound Albino Gorilla



Main Deck

865 cards

4 Abandoned Outpost	4 Aether Vial
4 Adarkar Wastes	4 Akroma's Blessing
4 Archaeological Dig	4 Akroma's Vengeance
4 Battlefield Forge	4 Armadillo Cloak
4 Bloodstained Mire	4 Arrest
4 Boros Garrison	4 Banshee's Blade
4 Brushland	4 Battle Screech
4 Caves of Koilos	4 Bonesplitter
4 City of Brass	4 Break Asunder
4 Cloudcrest Lake	4 Breath of Life
4 Coastal Tower	4 Cage of Hands
1 Eiganjo Castle	4 Charge Across the Araba
4 Elfhame Palace	4 Chromatic Sphere
4 Flooded Strand	2 Claws of Wirewood
12 Forest	4 Death Grasp
4 Grand Coliseum	4 Decree of Justice
4 Island	4 Devouring Light
4 Krosan Verge	4 Divine Sacrament
4 Mirrodin's Core	4 Empyrial Plate
4 Mountain	4 Fact or Fiction
159 Plains	4 Faith's Fetters
4 Polluted Delta	4 Fellwar Stone
4 Sacred Foundry	4 Fire // Ice
4 Secluded Steppe	4 Fireball
4 Selesnya Sanctuary	4 Gerrard's Verdict
4 Skycloud Expanse	4 Gift of Estates
4 Sungrass Prairie	4 Gilded Light
4 Sunhome, Fortress of the Legion	4 Glorious Anthem
4 Swamp	4 Guided Strike
	4 Leonin Sun Standard

- 4 [Temple Garden](#)
- 4 [Tendo Ice Bridge](#)
- 4 [Tranquil Garden](#)
- 4 [Vitu-Ghazi, the City-Tree](#)
- 4 [Windswept Heath](#)
- 4 [Wooded Foothills](#)

300 lands

- 4 [Arcbound Slith](#)
- 4 [Auriok Champion](#)
- 4 [Auriok Glaivemaster](#)
- 4 [Aven Cloudchaser](#)
- 4 [Barkhide Mauler](#)
- 4 [Benalish Trapper](#)
- 4 [Benevolent Bodyguard](#)
- 4 [Boros Guildmage](#)
- 4 [Boros Swiftblade](#)
- 4 [Cathodion](#)
- 4 [Celestial Kirin](#)
- 4 [Chartooth Cougar](#)
- 4 [Daru Cavalier](#)
- 4 [Dawn Elemental](#)
- 4 [Disciple of Grace](#)
- 4 [Diving Griffin](#)
- 4 [Eight-and-a-Half-Tails](#)
- 4 [Elvish Aberration](#)
- 4 [Emissary of Hope](#)
- 4 [Eternal Dragon](#)
- 4 [Exalted Angel](#)
- 4 [Galina's Knight](#)
- 4 [Gempalm Avenger](#)
- 4 [Goblin Legionnaire](#)
- 4 [Gravedigger](#)
- 4 [Gustcloak Harrier](#)
- 4 [Hand of Honor](#)
- 4 [Intrepid Hero](#)
- 4 [Isamaru, Hound of Konda](#)
- 4 [Juggernaut](#)
- 4 [Kabuto Moth](#)
- 4 [Kami of Ancient Law](#)
- 4 [Keeneye Aven](#)
- 4 [Kentaro, the Smiling Cat](#)
- 4 [Krosan Tusker](#)

- 4 [Lightning Greaves](#)
- 4 [Lightning Helix](#)
- 4 [Loxodon Warhammer](#)
- 4 [Mask of Memory](#)
- 1 [Meekstone](#)
- 4 [Oblivion Stone](#)
- 4 [Otherworldly Journey](#)
- 4 [Pacifism](#)
- 4 [Pithing Needle](#)
- 4 [Promise of Bunrei](#)
- 4 [Pyrite Spellbomb](#)
- 4 [Raise the Alarm](#)
- 4 [Rally the Righteous](#)
- 4 [Renewed Faith](#)
- 4 [Reprisal](#)
- 4 [Sensei's Divining Top](#)
- 4 [Shared Triumph](#)
- 4 [Starstorm](#)
- 4 [Steelshaper's Gift](#)
- 2 [Stir the Pride](#)
- 4 [Sunforger](#)
- 4 [Suppression Field](#)
- 4 [Sword of Fire and Ice](#)
- 4 [Sword of Light and Shadow](#)
- 4 [Umezawa's Jitte](#)
- 4 [Vindicate](#)
- 4 [Vulshok Morningstar](#)
- 4 [Wayfarer's Bauble](#)
- 4 [Whispersilk Cloak](#)
- 4 [Wrath of God](#)

233 other spells

- 4 [Lantern Kami](#)
- 4 [Leonin Shikari](#)
- 4 [Leonin Skyhunter](#)
- 4 [Leonin Squire](#)
- 4 [Lieutenant Kirtar](#)
- 4 [Lightning Angel](#)
- 4 [Llanowar Knight](#)
- 4 [Longbow Archer](#)
- 4 [Master Decoy](#)
- 4 [Meddling Mage](#)
- 4 [Moonwing Moth](#)
- 4 [Mystic Crusader](#)
- 4 [Mystic Visionary](#)
- 4 [Ninja of the Deep Hours](#)
- 4 [Noble Templar](#)
- 4 [Obsidian Acolyte](#)
- 4 [Paladin en-Vec](#)
- 4 [Pegasus Charger](#)
- 4 [Phantom Nomad](#)
- 4 [Pianna, Nomad Captain](#)
- 4 [Planar Guide](#)
- 4 [Samurai of the Pale
Curtain](#)
- 4 [Savannah Lions](#)
- 4 [Selesnya Guildmage](#)
- 4 [Sensei Golden-Tail](#)
- 4 [Shoreline Ranger](#)
- 4 [Silver Knight](#)
- 4 [Skyhunter Cub](#)
- 4 [Skyhunter Skirmisher](#)
- 4 [Slith Ascendant](#)
- 4 [Solemn Simulacrum](#)
- 4 [Soulcatcher](#)
- 4 [Spectral Lynx](#)
- 4 [Standard Bearer](#)
- 4 [Stoic Champion](#)
- 4 [Suntail Hawk](#)
- 4 [Taj-Nar Swordsmith](#)
- 4 [Thundersong Trumpeter](#)
- 4 [Trinket Mage](#)
- 4 [Twisted Abomination](#)
- 4 [Veteran Armorer](#)
- 4 [Veteran Cavalier](#)
- 4 [Watchwolf](#)

- 4 [Weathered Wayfarer](#)
- 4 [Whipcorder](#)
- 4 [White Knight](#)
- 4 [Wingbeat Warrior](#)
- 4 [Wirewood Guardian](#)

332 creatures

