

GUIDING LIGHT

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Prism, Awakener of Sol Primer

CONTENT

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0	FOREWORD	4
1	GUIDING LIGHT	7
	<i>Introduction & Fundamentals</i>	
	INTRODUCTION	8
	STARTING POINT	9
	HISTORY LESSON	10
	WHY LOW HP	12
	WARD	13
	HERALDS	15
	FIGMENTS & ANGELS	16
	SOUL	17
	PRISM ON BUDGET	19
	COMMON MISTAKES	23
2	SOLANAS GIFTS	27
	<i>Detailed Card Study & Use Cases</i>	
	EQUIPMENT	28
	RAPTURE VS VESTIGE	46
	HERALDS	53
	FIGMENTS	71
	AURAS	90
	GOLDEN CARDS	110
	SIDEBOARD TECH	124
3	CODEX OF WAR	143
	<i>Strategy & Gameplans</i>	
	THE ALS LOOP	144
	MERCIFUL COMBO	152

4

MATCH UP GUIDES

INTRO	155
GUARDIAN	156
ASSASSIN	157
PRISM	162
BRUTE	167
KANO	171
VERDANCE	175
FLORIAN	179
VYNNSET	184
OSCILLIO	190
GRAVY	196
WARRIORS	202
CINDRA	207
DASH IO	213
	218

CONTENT

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Foreword

This **Prism, Awakener of Sol** Masterclass has been created with two clear purposes - to help players grow, and to encourage more players to experience and enjoy Prism before she gracefully bows out of the game. Whether you're taking your first steps with the hero or refining your path toward mastery, **MattW**, a devoted lover of the Light Illusionist, wanted to share his hard-earned experience and specialist knowledge for the benefit of all - freely and without reservation.



At **Codex Journals**, we share a great deal of confluence with the author's vision. Our mission is to empower players, no matter where they are on their journey, by providing tools, insights, and resources that nurture confidence, growth, and understanding. This guide represents that spirit in its purest form - a work of dedication, passion, and generosity toward the Flesh and Blood community.

If you find value within these pages and wish to show your appreciation or support the author, you are warmly invited to do so in any of the following ways (though never expected to):

- **Support Matthew directly** via (<https://ko-fi.com/mattw1707>).
- **Use the code “MattW” for 10% off** any Codex Journals purchase - proceeds go directly toward supporting the author.

From all of us at **Codex Journals**, and from **MattW** himself - thank you for reading. We remain dedicated to contributing to, and growing, this wonderful game and its community. We hope this guide inspires you, strengthens your play, and helps you see the light that shines within **Prism, Awakener of Sol**.

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Codex Journals is **not affiliated with, endorsed by, or sponsored by Legend Story Studios** in any way. This guide has been created and produced purely as a **community resource and educational companion**, intended to support players and celebrate the depth and creativity of *Flesh and Blood*.

Every effort has been made to respect and credit the original creators and their work.

This publication is, above all, a **love letter** - to *Flesh and Blood*, to the brilliance of LSS's design, and to the passionate community of players who continue to bring this game to life.

GUIDING LIGHT



Introduction & Fundamentals

Prism Primer

This guide will be primarily covering the value and use of cards for Prism awakener of sol, primarily in CC, as she approaches her inevitable rotation. Some people might say making a guide this late into a hero's life is a waste of time. They're correct of course, but I am a hopeless Prism fan, and I wanted to give back to the community

The main focus will be on the classic constructed format.

For those of you who don't know me, I am **Matthew Whewell**, better known in the Discord community as Mattw (the english one).

Notable Finishes:

10th at Battle Hardened Liverpool (on Dromai)

26th / 626 at Calling Amsterdam (on Prism, Awakener of Sol)

Competed at Pro Tour Lille (though admittedly bombed out!)

Achievements:

Multiple Road to Nationals and Skirmish wins, all on various Illusionists. Most recently, I won a Pro Quest on Prism to qualify for Pro Tour Yokohama — so hopefully I'll see many of you there, still on this version of Prism.

At heart, I'm a dedicated Illusionist player, a self-confessed "illusionist simp." And for once, instead of being the villain, I'd like to be the good guy: sharing what I've learned about one of the most unique and rewarding heroes in Flesh and Blood.

Thanks for reading, and I hope this guide proves both useful and enjoyable.

PRISM, Awakener of Sol



A Starting Point

Below is what I consider Prism's **core package** — the must-plays across formats. While flex slots and numbers will change with the meta, this shell is a solid foundation for anyone starting Prism.

👉 [Prism Core Decklist on Fabrary](#)

Once upon a time

Prism, awakener of Sol was released in Dusk Till Dawn on July 7th 2023, however did not take off until early the next year in Battle Hardened Liverpool. She went from a complete joke pick, to a slowly emerging powerhouse, with big shoes to fill.

I was at the calling where the original Prism hit living legend, and even though I loved her, I still cheered with the rest of the room all the same when the news hit. The original Prism was a much maligned, hated hero, who ruined peoples day. This one is slightly less annoying.

The original Prism was not the real hero, the real hero was the card Luminaris, the shield text on Prism was just to enable Luminaris to be better. The deck was structured around amassing an impossible to deal with board of auras, and have infinite, free, go again, to chip your opponents down to nothing, so naturally people assumed that new Prism would be massively based around go again as part of her identity, but that's not the case.



Prism, Awakener of Sol is a much more aggressively slanted hero, one who cannot, in the exact same manner, simply tank all damage sent her way.

The main play lines of Prism AoS generally involve carefully swinging heralds while dodging poppers, and gaining large jumps of advantage when your on-hits are able to connect, and it's common to see a Prism absolutely claw a game back from single digit life totals, simply due to the massive raw power her cards have.



I'm going to treat this guide as a complete starting off point from nothing, and try to fully explain every little aspect.

(See subchapters below)

If you're a more experienced player, you may think that the first few sections going over cards aren't of any use to you, however stepping back and breaking things down has always helped me, so I encourage you to read on.

[Why Prism Starts Low Health](#)

[Ward](#)

[The Heralds](#)

[Figments and Angels](#)

[Soul](#)

[Starting Point](#)

[Budget Options](#)

[Common Mistakes](#)

Why Prism Has a Low Life Total

To start with, the first thing you might notice with Prism is that she has an almost wizard level life total, this was done intentionally, as Prism in effect actually has a life total somewhere in the **40-50** range on an average game. She pads her life total by bringing out powerful allies with ward 4 that demand immediate respect, so where's better to start than to go over what ward actually is.

Starting with Ward itself

Ward is a game mechanic that acts like a floating barrier against damage. Permanents with Ward remain on the battlefield until damage is dealt, then reduce incoming damage by their Ward value before being destroyed.



The sequence looks like this:

1. Opponent attacks/Sends Arcane, you declare blocks/Pay AB.
2. Any damage not covered by blocks/Arcane Barrier is calculated.
3. Ward reduces this remaining damage (non-optional).
4. If damage remains after Ward is depleted, it's applied to your life total.

Ward values usually show up as **1** (Spectral Shields) or **4** (Prism's angels).

Prevention as a whole, but particularly ward, operates in that whenever damage gets through blocks/arcane barrier, the total amount of damage remaining is then calculated. Following

this, for as long as you have ward remaining, you will reduce your board of ward however you would like, until the damage count hits 0, or there are no more permanents with ward remaining, at which point, all damage still remaining is subtracted from your life total.

Each permanent with ward has a ward value that you reduce the damage by, however for Prism, the numbers you'll be more familiar with is 1 and 4. Ward is non optional. In the event that you have ward value higher than the damage being taken, nothing different happens, and you simply "waste" ward value.

Example 1

- Opponent attacks for 5.
- You block with a 3-block and control 3 Spectral Shields.
- 2 damage leaks through, so Ward reduces it: you lose 2 Shields, take no life loss, and keep 1 Shield.

Example 2

- Opponent attacks for 1.
- You don't block with a card, but you have a Ward 4 angel.
- Ward triggers, your angel is destroyed, you take no life.
- Here you "waste" value — a common tension Prism players must weigh.

So now that you understand what ward is, and why Prism has such a low life total

Heralds



Heralds are Prisms main source of damage, under-costed attack actions, that block 3, often have go again, and have moderately powerful on hits. They also feature one of the worst keywords in the game, **phantasm**. Phantasm is how LSS justifies giving us turbo powerful attacks that let us do guardian level swings off of just two cards. It's a mechanic that says any time this attack is

blocked by an attack with power six or greater, destroy the attack and close the combat chain. Prism will often be in situations towards the late game where all skill and nuance is thrown out the window, and she wins purely off the back of sending out high value undercosted attacks, and just hoping the opponent is unable to pop it.

Figments & Angels

The second element of Prism's hero ability are **figments**. Figments are permanents that sit on the field until they are awakened (flipped) by Prism's hero ability. There are currently 8, one for each herald and angel, and they have varying degrees of power. They enter the arena as figments, but with the cost of 2 resources and a soul, transform into powerful angel allies. These allies attack for 4 base power, for the cost of 2 resources, and have ward 4 and life 4, meaning they can either be attacked directly for a surefire kill, or ignored, and potentially sacrificed as ward.



Each of them have an enter the arena ability for when Prism summons them from deck, and an additional ability when they attack. The additional ability is paid for with an extra soul, and is a more powerful extension of their enter the arena ability.

Soul

The final aspect of Prisms text is soul. Soul is a secret 3rd graveyard. Graveyard is graveyard, banish is super graveyard, soul is the banish waiting area. Soul is an area that all heroes technically have, however it is only utilised as a zone by Prism, Boltyn, and for confusing lore reasons, Teklovossen. Whenever you are told to by a card, you will put it, or another specified card, into your soul. These cards are effectively removed from the game, however they are there as food to be used to fuel various different purposes. For this Prism, that primary use is to either flip figments, or to pay for the additional abilities of the angels, once you activate the ability, you will remove the cards from your soul, and place them into your banish zone. Ideally you will have as many cards go to soul as possible, however in a standard game, the most you will find you placing there is somewhere between 6-10.



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The Path of the Austere

(Budget Options)

Prism is a notoriously expensive hero, with all high end builds playing at least two fables, some even three. It can be very expensive to build her, especially from scratch. So here I would like to discuss a few budget alternatives you can play.

First of all, you'll be happy to know that the core of the deck is not very expensive. Monarch was so over drafted, so opened that the cards are effectively worthless, maybe a dollar a card for most things.

Here's a list of everything you will commonly see in a prism list that is worth more than a dollar or two, in the order I would advise getting them.

- The figments
- Empyrean rapture
- Vestige of sol
- Soul shield
- Phantasmal footsteps
- That all you got
- Light of sol
- Library
- Riches of trophal dani

Here's a quick breakdown on what I would play in place of each of these heroes.

Figments: I simply wouldn't play prism. They're just so integral to the plan, that it can't work without them. They're not too expensive, so just get them as quick as you can, and play with an incomplete set if you have to.

Empyrean rapture/vestige of sol: Thankfully these have dropped substantially lately, with empyrean rapture being barely worth the price of a pack. If you didn't have empyrean rapture, the next best bet would be heartened cross strap, which doesn't help the angels, but it's a free angel, which will indirectly help the plan all the same.

If you have rapture but no vestige, I would actually just play rapture into everyone, the effect still kicks in through a genesis, or a merciful putting them in, so you'll still get your value. If you have neither, just cross strap again.

Soul shield: unfortunately it's not very comparable to anything, but at least it's not too expensive. For this, I would actually play some of the more niche defensive options instead, something like essence of ancestry:body, something to add a little bit of extra survivability into a few of the aggro matchups, or you can always just play something like sink below, however that won't help you too much into the big attack decks like guardian or marilyn.

Phantasmal footsteps: Once again there is no comparison here, however there are a few interesting things you can play in its place. The closest card is silent stiletto, which gives you

some extra AB, however paying 1 every time compared to 3 once, is not the same. A much more interesting replacement is actually snapdragons scalers, opening up the possibility of sending a 3 herald attack when used on a wartune herald.

That all you got: Really helps into the small attack, daggery matchups, this is actually a very easy switch out for essence of ancestry. Prevents the damage all the same, and stops their turn dead, these sort of decks aren't built to be able to make weird lines, and this can absolutely ruin their plans.

The fables: All three of these cards are utterly unique and irreplaceable, nothing can truly be a replacement for them unfortunately. That being said, if these are the only cards your deck is missing, you still have a mighty fine prism list.

To replace light of sol, id recommend just playing an extra herald, maybe a yellow rebirth/judgement, or in my opinion, blue ravages, as they just help all the plans along by just being good material for everything and anything.

For library and riches however, these are only ever played in aura matchups, and aura matchups are generally popper heavy decks, so if you're missing a tool that helps into popper heavy decks, then replace it with another, more wallet friendly, tool for popper heavy decks. Namely, reprimand and herald of sekem. These absolutely dont do the same job as the fableds, but they add in a few percentage points into the matchup, and that will help keep you going.

A perfect Prism deck just isn't cheap unfortunately, but that doesn't mean dont build her. She is still an incredibly powerful

pick at any level, and with enough practice, you'll still be able to take down anyone.

Sins of the Faithful

(Common Mistakes)

Finally, I would like to discuss a few common issues I see new Prism players make, but first of all, **I would just like to remind you that Prism IS a difficult deck.** There are so many possible lines you can take at all times, so many deck building choices, and halo just has a million things it can do, that it can be so easy to get decision paralysis and just feel put off, and that's fine to feel that way.

Persevere

You may feel like she's too complicated for you, or she isn't fun because you're not winning, but please trust me, it gets so much easier. In 4 months I went from never having touched Prism, to the top Prism player at one of the biggest callings ever, and she was daunting to me at the start too! But if you just keep pushing through, playing the games with your friends, and at armoury, the lines become so much clearer, and it all just clicks.

*Ultimately at the start play games with the notion of winning more akin to a sidequest with the Main quest being that of rapid learning.
- Limit test and explore.*

Greeding on Hand Value

One common issue people have is they value hands poorly. They look at a hand of two yellow heralds and two red, non

wartune heralds, and they instantly just tank any damage, their heads clouded with thoughts of hitting for 14 and on hits, **failing to consider what happens if the first herald gets popped.** Make sure you're looking for the best line, but make sure you consider all possibilities before committing to the no block, you dont want to risk ending your turn with two cards in hand and nothing to do, so dont be afraid to block, you might not have a perfect hand, but you also insulate yourself from an intellect penalty.

ALS Discipline

Another common card people have an issue grasping is arc light sentinel. Its an incredibly complicated card, and a hard one to know how to use right. The real thing to grasp is that its not meant to just be thrown out, its meant to be alongside something. Obviously you'll have the emergency ALSs versus a ranger or such, however its true strength is when its lined up with something else, a blue aura, a swing for 7, or better yet, off a Suraya. Focus on playing it not as a means to reduce damage, but on developing an overall strategy through a game.

Halo

The other card people have a lot of trouble with is halo, purely due to its arching decision trees, luckily, its not as complicated as it might seem. First of all, I would say read up on my list of the additional use cases, to decide if this matchup it has an extra purpose, like using judgement, or ravages, or purely as spellvoid, and if not, it narrows down into at most, three lines.

1. Searching for/enabling erudition on the pop off turn
2. Searching for erudition/rebirth for the loop
3. Getting triumph to stop a popper.

These three lines are the vast majority of cases you'll find yourself using halo, just focus on these, and knowing the big matchup dependant lines, and you can happily spend your turns not even worrying about it

Tutoring the Figments

In a similar vein to that, is searching up figments, especially early game, but luckily its actually quite simple.

If your herald hits and you can use up all your cards, get erudition, if you cant use up all your cards, go get either protection or war, depending on the matchup and what you'll be arsenalling, its really that simple. None of the others give any long term value, and all have specific uses, so just get them as the game progresses.

My general order for searching is erudition, protection, war, rebirth, ravages, with triumph being haloed for at some point ideally.

Unless you were able to go turn 0 soul shield, dont flip turn 1 on the draw, the pay off is just purely unnecessary compared to using your cards to their full power, and setting up stronger turns later down the line, and unless the hand is truly bizarre, the power of just launching another herald when your opponent is off blocking will always outpace an early game angel.

Aura Farming

The final thing I want to discuss is the aura strategy as a whole. I've had several people who are fairly new to Prism tell me that

they dont enjoy the aura strategy, they find it unfun, and they dont like how it sometimes feels that you're completely at the whim of your deck, and I do understand those concerns. The aura strategy is hard, and the play pattern isn't enjoyable to a lot of people at first. Its played because its the most efficient way to beat people on certain decks, but that doesn't make it fun.

At the end of the day, if the deck isn't enjoyable, why bother?

So, to these people I say you have two options. You can either keep trying at the aura plan, and hopefully as you play more and more with it, and the lines become easier to see where to gain value, you start to like it more, or you can always go for the alternative, and simply play a mono rapture list.

Mono rapture cuts out a lot of the auras, and just fills up with extra hate pieces, like warmongers, extra wraths, and reprimands. It has a much harder time into guardians but there have been metas where its perfectly acceptable to just forego those matchups all together.

So if you just dont like the gameplan, substitute your own, dont be afraid to experiment, because this is your deck, and you get to play her how you want.

Conclusion

There are probably still a ton of small things I'm forgetting, but this hero has such depth that I could write a novel and only scratch the surface. More than anything, just keep playing, keep getting better, and before you know it, you'll be an expert!

SOLANAS GIFTS



Detailed Card Study & Use-cases

Equipment

Before I can move on to the figments and the heralds, the framework they sit within is important to understand first of all. Starting off with Prism's weapon.



Luminaris Angel's Glow

Luminaris is the only real choice for a weapon Prism has available in CC currently. The second Luminaris is just far too weak to be a real contender, and Iris of reality is just incredibly niche, and a wholly different game plan.

It allows for two lots of go again a turn, provided we have pitched at least one yellow over the course of the turn. Ideally this will be a set up of 7 power herald attack ==> 4 power Angel attack => 7 power Herald attack, which is where aggro Prisms received their nickname of 747.

Ignoring phantasm, this is a 5 card hand that attacks for 18, creates ward 4, and can have a litany of other on hit effects, numbers that the average deck has to draw perfectly for, we just need minor set up.

The requirement for yellows does not come without its cost however, which leads Prism to be built unlike any other hero in the game, and requires her yellow count to be exceptionally high.

This is of course assisted by game design having many of her powerful cards be innately yellow, however it is still a deckbuilding consideration that must be met.

For Prism to function as a deck, your yellow count will need to be at around the **60% mark**, in other terms, **36/60** cards in a deck. This is all in service of ensuring that your hands always have a yellow, and at these numbers that will result in around a 2-3% chance of drawing a hand lacking a yellow altogether, happening maybe once or twice in a whole tournament.

When this does happen, just plan your turn around sending out only a single attack, and blocking as smartly as you can in order to maintain tempo.

RATING 8/10

(i miss original Luminaris)

Empyrean rapture



Empyrean is the key to one of our main game plans, that being, the aggressive, angel swinging, red herald build. It combines with Prism's hero ability, allows instant awakening of a figment, for the low low cost of hitting with a herald on your turn.

Upon damage, you now have the ability to flip a figment for no cost, this means a 3 card hand can

still threaten 11 damage, and an effective gain of up to 4 life, that's important for you to consider but also for your opponent.

It means that even a smaller hand requires respect from your opponent, as they will understand that the engine of hit with herald, find figment, flip for free, swing angel, is always a possibility.

This is why you will often find your opponents fully blocking your heralds, allowing you to often set up an arsenal. The potential of a turn being solely dictated on whether your opponent blocks a herald out, will often leave you in a situation where you need to consider your blocks carefully, as

you need to map out what will happen on your turn whether your attack hits, or doesn't hit.

That hand of yellow card, herald of triumph, herald of ravages may lead you to want to send out the triumph, however if your opponent is on a lower popper count, and has shown to be defensive, then it may be better to swing ravages, give the opponent the more enticing block, and set up a 5 card hand leading on triumph. A very key part of playing Prism is being aware of what you can do, but also knowing the opponent knows that as well.

There will also be games where you find yourself with a 4 card hand that cannot convert into the 7-4-7 that you want, which will then lead you to a decision tree, am I swinging 2 heralds, or am I swinging a herald, an angel and setting up an arsenal. While there is no strict way to outline what you should do in each situation, simply ensure you are considering the context of your hand fully, both before you make the first attack, and when/if the first attack lands.

You will also have times, usually late game, where you are swinging two heralds only, as they represent the most raw damage, and not swinging with an angel at all, however your ability is still free this turn, even if the angel just sits there. If you are overwhelmed with soul, and in a position where you want to protect your life total, then flipping over one of the weaker figments is a completely acceptable play, if only to net 4 life in effect, and potentially dampen any on hits. While each game is different, I often find figment of war or rebirth are the ones most often thrown into the grinder for a life buffer.

Finally, there is the matter of its block value. Rapture is a null block, which while nice for t bone, means it can only provide value in the form of ward. This is costly, however it can be combined with other equipment, or flipping a figment with a blue to lessen the impact. The utility of having ward 1 on demand is actually quite strong, and while you will want to do this after flipping most, if not all of your figments, being able to protect a figment from a flick knives, cover annoying break points, or as a cheeky “ arcane barrier” for the kano set up turns, is VERY relevant.

One additional play is giving it ward when you simply want a card out of your hand, this does come up, so if your hand is a stinker, or you simply want to filter on turn 0, keep it in mind. There is also the fact that rapture’s cost reduction ability, is not solely reliant on the herald going to soul through attacks, and as I will discuss later, there are additional ways of getting one in there.

In other formats, this sees play in original Prism, in both blitz and living legend, simply as a way to convert hitting with heralds into instant life and damage, and keep the aggression up.

RATING 9/10

(it could have worked on their turn too)

Vestige of Sol

(Sol is where Prism is from, so these are just normal clothes there I guess)

Vestige of Sol is the counterpart to empyrean rapture, where rapture wants you to play aggressive and do as much damage, while trading angels for tempo, vestige wants you to go to 3 life, and then make an insurmountable force.

Upon a card, and unlike rapture, that's any card, entering your soul, your vestige is “turned on” for the turn, increasing the pitch count of all your light cards, reds become yellows, yellows become blues, and blues become obscene. This enables you to enact absolutely filthy turns, previously you would utilize a tome of divinity to churn through your deck, and dump all your auras. Nowadays you have to work extra hard to enable that, but even just gaining one resource can make the difference in a turn.

There are a few main ways you will have a card enter your soul.



- The first is heralds, they are the most straightforward, but usually the most costly, and reduce your potential output once they hit, to usually a single card.
- The second is auras, either merciful retribution on an aura being hit/ herald being destroyed, or genesis somehow surviving, simply proccing at the start of your turn, genesis ofcourse being the most powerful, it comes with a heavy target on its back.
- The next is soul shield. A common play line is to pitch a non light blue card, such as passing mirage, floating one resource, to play soul shield. Then, upon the chain closing, and soul shield hitting soul, you pitch a yellow card, which is now worth 3 resources, and cast a light aura, such as a merciful or a genesis.
- Next up is Light of sol, a random chance, though very high shot, of just putting the top card of your deck to soul when pitched, so long as the top card is yellow. Completely random, but if it hits, you're gaining several cards worth of value for zero cost, particularly if the card was a herald, triggering Prism's ability.
- The newest way to trigger vestige is with angelic attendant. By putting itself to soul it kickstarts everything, and is the absolute perfect turn starter for when you're ready to annihilate an opponent.
- The final, and strongest way, is with a halo of illumination. The on demand ability to enable vestige,

tutor up figment of erudition, and draw cards, is the main appeal to even play vestige in the first place.

It is worth noting that some people will choose not to play vestige, and the aura package at all. This strategy is basically playing the gem lottery, and you will see it in aggressive formats, or formats where Prism is under the radar. People will only play aggressive herald based Prism, and accept the fact that if they are paired into a guardian or brute, they will lose 100% of the time. The main appeal of this is that the vestige package can take up to 10 slots, freeing these slots up with things to make the aggro matchups better. While this strategy can be effective, I find there are too many different decks and strategies, that even in the pro tour you can randomly find yourself playing against a levia, and instantly regret your choices.

RATING 7/10

(playing auras makes people not be your friend)

Halo of illumination

Halo is the glue that keeps Prism running, comboing with both chest pieces, her hero ability to enable your plays to work from small hands, and to enable killer turns on larger hands, alongside various tricky plays. I could wax poetically about this card for hours, but instead, here's a bullet point list of some of the cool plays you can make with it.

- Get figment of triumph to reduce a popper to 5 power, negating phantasm
- Get triumph to give a go wide turn -1 power. Doing this with a blue will allow you to flip an angel for either defense, or offence on your turn. With a yellow lets you use footsteps.
- Get triumph to stop a 4 power attack from killing an angel
- Get figment of erudition/ another figment with Erudition out, to trigger Empyrean Rapture/Vestige of Sol, to start off an erudition turn from a small hand
- Get ravages to end a game
- Get ravages to end an ally
- Get ravages to ping yourself when an opponent directly attacks an angel, killing that angel with the ward, which breaks the chain with no go again or on hits
- Get judgement to counter a hero targeting their own card in banish, i.e. vynnset
- Get judgement to slow the earth heroes down a decompose
- Get judgement to flip your own blue face down vs Nuu

- Get judgement vs Katsu between him getting the combo card and actually playing it
- Get protection to cover a breakpoint, while allowing for the flip with a blue.

There's also random tricky things you can do with rebirth, and there may be things i've missed, keep an eye out for any opportunity to do interesting things.

The card also has spellvoid 2, an incredibly important line of text vs any arcane based hero, such as Kano or Verdance. In matchups where arcane can put you under, you will often find yourself not using its activated ability at all, and saving it purely for the spellvoid. This is used vs Kano to dampen a super lethal turn, and vs Verdance and Oscillio it will often be used to protect an angel from any instant speed arcane damage.

RATING 10/10

(Literally the only fault is that it makes justifying any other head hard)

Phantasmal footsteps

(I'm not making any feet jokes.)

This card is everything Prism needs to ignore the only line of text that keeps her fair. It means that decks with few 6+ power cards can't just end your turn with no backlash, and lets us keep going in multiple different directions.

First of all, the block value. It's one of the few equipment that can block unending, and we should be using it to our advantage.

Consider utilising it any time you have a spare resource on your opponents turn, this can be from in conjunction with arcane barrier, halo, playing out an aura, flipping a figment, or with soul shield. It can also be worth considering when facing down a source with dominate, i.e. an opponents herald of erudition.

The six power line of text IS important to note however, we don't just get a free rampart, we have to actually be careful when using this. Now obviously you won't just instantly throw it against a CNC, however, the effect works retroactively, for example, you're being attacked by a snatch, and you block with footsteps, and a 3 block card, then your opponent lightning presses the snatch, this is an incredibly powerful turn as it allows them to get over your blocks, draw a card, and destroy



your footsteps for good, this is why even if you have the resources, it's worth considering if the power value on the attacking card, is all it will be.

The footsteps will never blow up vs an illusionist attack however, so in a mirror throw these are anything and everything.

The block value does not reset with subsequent blocks in a turn, so if your opponent breaks the chain after you have paid for footsteps, you will NOT have to pay again, this was massively relevant vs Dash IE and Chane, so keep an eye out for when this happens.

Secondly, the rebuying of action points. There's not much to say about this, the line is fairly clear in its uses, so I will keep it brief. Utilise the fact that wartune pairs well with the rebuy, allowing you to make two swings so long as you have two yellow cards in hand, and a second herald of any kind. Leading on Wartune represents the fact that you have footsteps up, however it is also the one they want to pop the least, which makes saving a popper for a theoretical second attack risky.

Also worth noting is that even though Luminaris only allows you two herald swings a turn, if the second herald is popped, for example if the first attack was a herald of triumph, you will regain your action point and have the capability for a third herald attack.

Pairing Wartune with a yellow also means that hit, block or pop you WILL be able to play a blue aura after the fact, which

is a very strong 3 card hand, leaving the fourth for blocking or arsenal.

RATING 9/10

(I don't like the reputation i've gained from this card)

Dream Weavers

Dream weavers are a key tool in the arsenal of Prism, they are simple, effective, but sometimes they do literally nothing EXCEPT give you freedom to do something you could have done anyways.

So, to start, they simply remove phantasm from a card, meaning it is no longer capable of being popped by a large attack, or by Burn Bare, as it literally removes the line of text from the card.

This means that you are able to swing your attack with complete confidence that it will demand 2 cards minimum. Now, vs a Guardian or Brute deck where almost every single hand has one or more poppers, of course this is great, but what about the decks that run 3 or 6 poppers, what about when you've already seen a couple and you don't reckon they have it?

It's perfectly fine to just put them to the test if a hand can get by without connecting, however it represents so much more than that, Dream Weavers represents freedom, its the ability to patiently wait, and set up a turn as long as it takes, until you're sure that no matter what happens, removing phantasm from an attack is going to absolutely RUIN your opponent.



The best, easiest, and just go to line is to wait for an opponents armour to be depleted, and swing in with a Herald of Erudition, knowing that short of a defence reaction in arsenal, you are going to hit, and you're going to draw 2 cards due to dominate. In this scenario often your opponents wont even block at all, and will just resign themselves to their fate.

Other good uses for the end game are to wait until you're trying to cement tempo, and find a 7 power herald, because of figments your opponent really does not want to allow you to gain soul, and a guaranteed 7 power hit, or hand shred, or even just leaking a point over will drastically flip tempo and allow you to ensure they NEVER get it back.

"But Matt, I don't WANT to wait until turn 17 to use my equipment!" Ok, so just park an Erudition, or a Wrath in your arsenal and wait for the other to show up, swing an Erudition with no phantasm, make them use up valuable resources to keep you from stealing the game, and then do it anyway, and watch the joy drain from their eyes, and make them consider getting back into magic instead.

The mid game value dream weavers is still fine, just ensuring that tempo stays on your side of the field, however it's not where it's best, and unless you are committed to needing an attack not be popped, it's recommended you save it until you're getting as much value as possible.

Unfortunately for Dream Weavers, its spellvoid is generally worse, as it takes up the slot of our dedicated arcane barrier, and will struggle to see use. The only matchup where I

personally like it for its spellvoid is in the Prism mirror, because it prevents your opponent from Ravages pinging your angel, and unlike calming gesture, it can be done for no pitch. This is however a matter of preference for one single matchup, so please play at your discretion.

RATING 7/10

(if they didn't have the popper, don't feel dumb, you still did the right play)

Calming Gesture

The newest card in our armoury, and the cleanest. We do not ask for much in the way of equipment, but we got a whole lot with this, any Nullrune equipment with upside is obviously just fantastic, however this one is deceptively strong, and has an incredibly high amount of use cases. Arcane barrier is arcane barrier, I know I explained what ward was, but you should be able to handle this one on your own, so let's move on to the utility of a shield on demand.

The combined utility of Nullrune that can split into a shield once is subtle, but still very strong when the use cases come up. The

obvious answer is for vs Runeblades, as they combine arcane and physical attacks, there is always the possibility to prevent all the runechants, and then with pitch floating, destroy this to in effect gain one block value vs the oncoming attack.

Obviously this sort of play is a last resort, leaving you with no Nullrune, and should be used only if it locks a game up. Using it in a way to protect an ally is a key way to get utility from the shield, as you can then leverage the tempo of having an on



board attack, while also maintaining some form of protection against arcane, even if it is only a single source of ward.

I cannot count the number of games I have won vs Verdance where I have in conjunction with an amount of Merciful Retributions turned a Calming Gesture into a shield, purely for it to die, and then do an amount of arcane back at them. It's a cute play, it's a greedy play, and it's a hilarious play and it works.

It's my gloves of choice for Cindra, as they are incredibly popper light, and the utility of just gaining an effective additional life is important, but also when utilised right it can prevent a Mask of Momentum chain link, or prevent your opponent from wasting an angel for just one point of damage.

It is worth noting that its shield ability DOES NOT cooperate with its Arcane Barrier ability, there is no way to turn this into a 2 block on any arcane damage, you CAN do that with Emphyrean Rapture and arcane barrier when in a pinch however.

Of note, this has additional utility in both living legend and in blitz, where for original Prism it doubles up as an on demand swing for 1 with a shield, and for Dromai, where its a turn 0 pitch engine, and just nets you an ash and a shield. (Dromai had very bad gloves).

RATING 10/10 (Its only getting this rating because I feel asking for more from your AB would be greedy)

Rapture VS Vestige

So, now that you understand a little bit about each of the pieces of equipment, I thought it would be important to really narrow down how to decide if something should be a rapture matchup, or if it should be a vestige matchup.

Vestige

To summarise, a vestige matchup, aka an aura matchup, is one where you're relying on the inherent power, and gameplay warping abilities of the spectra auras, to slow your opponent down further and eventually hit a turning point, and, using your massive amounts of soul, monopolise the board, and whittle an opponents life away with angels.

Rapture

Conversely, a rapture matchup, or a herald matchup, will be one where you don't really have the set up time to play auras, and you instead want to use the raw power of the 7 power heralds to break through your opponents defenses, and use the angels aggressively as a way to just take large chunks out of your opponents life total, until both blocking you out, and allowing damage to leak, just becomes impossible.

With this information, it becomes clear that the majority of the decision making is based on two things, time, and action points..

The best way to determine if an opponent should be approached as a rapture matchup is time, do I have the time to block and set up auras, or is my opponent planning on rushing me down, and because of this, I must try and rush them down further. Take Cindra for example, a cindra game is not slow, thought provoking and methodical. A cindra matchup is two idiots screaming at each other, trying to make the other hit 0 first, that isn't one where you're granted lots of time.

So instead of trying to play the slow vestige value game, you have to focus on getting out the most damage as soon as you can, and get your opponent to blink first.

The best way to decide if an opponent is a vestige game on the other hand however, is action points. To put it basically, spectra says that if you attack it, your turns over, but this is wildly different if they're attacking it as their seventh attack, versus their first. You're comparing essentially skipping a turn, to a minor inconvenience.

Take for example Marlynn. Marlynn, for the most part, likes to use non attack actions, or her weapon, to make one single arrow nice and big, and send just the one single attack for 10+ damage. Because of the way her deck is formatted, she isn't really able to get in any extra damage if her arrow has to go against a genesis or something similar, if you can create such a pressing board that she has no choice but to attack an aura,

you're basically stealing away her turn, all the while progressing your game plan, and that's what we call tempo.

Another factor that can lead you to want to go for an aura strategy is the presence of poppers. Once an opponent goes above 10 poppers generally, which is where you will expect to see a popper in most hands, going straight aggro becomes harder and harder, because you're going to fall behind on card value. Whereas if you can be dedicating time to the auras, that opens up strategies that make your opponents poppers worse, or less appealing.

Passing mirage, merciful retribution, and even parables make popping a nightmare, and these little edges in power can snowball into turning a game over.

Obviously each deck is built differently, however there are a few general rules in sideboarding that I would like to just go over.

For the aura plan

- Remove all reds, with the exception of herald of sekem. They aren't aligned with the plan of auras, and they make playing them even harder.
- Don't be afraid to take damage to set up your auras, these are grindy games, but there's no back and forth, a win on 1 life is just as good.
- Prism decklists are tight, you may find you have to play that all you got as a 59th/60th card. This is much better than a red herald.

- As enticing as it is to just run out a genesis, try and get at least one use out of it, the extra one soul goes a long way in the early game.
- Don't run out a blue aura for fun if you can help it. Playing multiple spectra in one turn is a death sentence for some heroes.
- Library is incredibly key in a lot of matchups, but can be clunky to get out due to the cost curve. If you can't run it out the turn you see it, pocket it and wait for a turn where you can run it out as a matter of priority.

For the aggro plan

- Play all your reds, no auras except for ALS, and a few blue auras. I generally go for 4 blue auras, 2-2, and adjust if one seems particularly better in a matchup.
- Just because you're aggro doesn't mean you have to be full send all the time, blocking smart and just sending one attack, to set up an arsenalled 7-4-7 is a great way to win.
- Dream weavers are key, don't waste them. Save it for either the combo turn with angelic wrath, or on a turn where you're able to threaten a full 3 swing turn if it connects, or two powerful swings that soak up their whole hand.
- You will still struggle for arc light sentinel at times, however it is still an incredibly powerful card to set up in your arsenal. Your blue count is still quite high, so you will just walk into it, and once in arsenal, you can set up an ALS suraya turn when your opponent decides to be greedy and no block your 7s

Sideboarding plans are mostly similar for each individual plan, with minor changes depending on certain factors. Small attacks for tayg, reasons to bring in judgement, and the gloves to bring in are really almost all that ever changes. Once you understand how you want your build, and how each hero operates, you'll be able to quickly build a sideboard strategy of your own for everyone, however, with the goal of showing rather than telling, I have attached a generic aura version of my deck, and a generic aggro version of my deck. Cards may change, and strategies evolve, but once you really understand the core, you'll be able to adapt too.

Generic aura strategy:

<https://fabrary.net/decks/01K9352XNK6MNF35J8HCMBB0H3>

Generic aggro strategy:

<https://fabrary.net/decks/01K9359NS8SD3W35DTOS9WEKYV>

On the Following page is also a brief list of each matchup and how I would approach it, purely in terms of chest pieces.

Vestige:

All warriors
All guardians, except lyath
All earth heroes
All brutes
Marlynn
Puffin
Vynnset
Ira
Maxx
Riptide
Teklovossen
uzuri

Rapture:

Cindra/fai
All araknis
Dio
Gravy bones
Kano
Lyath
Oscillio
Prism
katsu

HERALDS

Heralds are your main source of damage in Prism, undercosted beat sticks straddled with phantasm to keep them “fair”, they can range from being unfair, go again, undercosted fatties, to light 3 blocks that get popped, depending on the matchup, but regardless they will be the largest chunk of your deck.

Herald of Erudition

And of course we start with one of the most fundamentally unfair cards in all of flesh and blood. A hard to block, well statted pot of greed, nothing in the game pulls armour faster, and nothing pisses people off more. This will never come out of your deck, there is no situation wherein cheap, card advantage cannot be considered top tier, and this is CERTAINLY not an example.

This will be the first herald you send out in most turns, as the lack of go again on second swing is a real detriment to having 2 additional cards, however there are still scenarios where playing it second happens, and is perfectly fine. It is worth noting that the draw for erudition does happen



before the search for Prisms ability, so plan accordingly based on what was drawn, not the plan you had in your head.

For example, in any aura matchup, should this end up being your second attack due to whatever reason, you put yourself in a scenario where you will be able to play an aura post drawing cards, and before arsenal, and if you don't draw anything that can be played at instant speed, flipping an angel and setting up an arsenal is still a solid line.

You may also wish to swing with this second if you draw a hand of all yellows and simply wish to swing an angel before trying to end the game with erudition. Yes Erudition is the cooler and flashier play, but finding lethal and not punting the game is worth so much more.

Saving Erudition for the late game is obviously preferred, as the later the game, the higher the chance of your opponent burning through their armour, using up poppers, and playing any arsenal D reacts. There is also the obvious line of pocketing an Erudition or an Angelic Wrath, and waiting for the other to come up, and combining this with Dream Weavers for an all but guaranteed hit, stealing back tempo due to the fact that a blocked erudition that still gets through just takes away cards and keeps your train moving.

In ally matchups, its also the best card to send at an ally, as for essentially 0 cards, you kill their ally, tutor up a figment, add to soul, meet the Luminaris conditions and trigger vestige, i dont even know whether to call that a +3 or a +4 or what, but its insane, do it literally all the time.

RATING 10/10 (*draw, monsta cardo*)

Herald of Judgement

Herald of Judgement is incredibly unique for Prism, as it's the only herald that can be considered a true hate piece, it does something actively impactful to your opponent, and isn't about gaining resources, or doing slightly more damage, or evasion, it HURTS people. On hit, your opponent cannot play cards from banish, and when it's good, it's GOOD.

It has a shocking amount of utility versus a variety of decks, yet at the same time its completely vanilla into the vast majority of decks, which leads it to an interesting position. As of writing, June 2025, it is currently played in CC Prism lists, not because its an overall good card, but because the value it gains when played against decks where it matters, completely outshines the value presented from the non played heralds, despite their effects being active in every game.

When playing against a deck that uses their banish, It's text most of the time however does just read, "*your opponent must block this*", however in all honesty, that's almost as good. Many decks interested in playing from banish will still be weakened



should they have to throw away cards on blocking, meaning you will still be able to hinder their oncoming turn.

Common effects impacted by herald of judgement are:

- Preventing Vynnset from playing any runegate cards
- Preventing Levia from playing any blood debt cards
- Preventing Chane from doing anything
- Preventing Kano from playing his own ability
- Preventing Katsu from playing from his own ability
- Preventing Zen from playing the card he searches up
- Preventing Teklo from using his ability
- Bonds of ancestry
- Mask of the pouncing lynx
- Double strike
- Ancestral harmony
- Devotion never dies
- Rising resentment/mounting anger

And many more!

RATING 8/10

(weirdly hits ninja cards like all the time)

Herald of Protection

This is one of the all stars, the best of the best, this will be in your deck as a 9 of and you will beg and plead with LSS to let you play 12. The sheer utility of a shield is utterly ridiculous, from assisting with break points, to stopping kodachis and the like from threatening your angels, to countering a flick knives, you cannot go wrong with a FAT stack of damage that gains you a life but better.

Definitely the weakest of our “9 of” trio, and SHOULD you wish to cut a red from them, this would definitely be the one to go, however, the fact of the matter is, when you’re sending a breakpoint that also gains you life on hit, there's no winning for your opponent, either they take the smack and not only are closer to death, they’re further away from winning, they block out some and allow you to claw your way back off of small value, or they block it all out, which is an amazing trade. No matter which way you spin it, protection is an absolute KILLER of a card, and NEEDS to be in your deck.



RATING 9/10

(go look up the full art, its metal AF)

Herald of ravages

Herald of ravages is the awkward middle child of the heralds. It doesn't do what the top tier heralds do, it doesn't offer any protection, it doesn't work better with resources or phantasm,



it doesn't have any crazy on hits, it just simply does an extra damage. It's without a doubt, the weakest of the commonly played heralds, however, that's like being the dumbest person in your class to graduate, you still graduated, and Herald of Ravages is still a herald. It is usually played as filler, wherein the maths has told you you want more attacks, more 3 blocks, and usually that means 3 yellows, and either 2 or 3 reds. It was played at blue at one point,

but that was before tome of divinity was banned, and the deck lost its use for so many light blues

The additional damage becomes more and more threatening as the game goes on, which puts ravages in a strange spot. It is incredibly threatening as a one card play, it demands blocking more and more as the game progresses, however BECAUSE its so low power comparatively, its also the herald you'll be most

happy to block with, or just send out early, uncaring if it gets popped. The wording does allow it to still do arcane damage, even when attacking allies, leaking more and more damage through to your Gravy, Dromai, or even Prism opponents. I can't advise on every single hand or boardstate, all I can say is be aware of how powerful just one extra point can be, and make the best use of this beat stick.

RATING 7/10
(good enough!)

Herald of Rebirth

The first runner up of the heralds, the *almost* good enough one, the one you theory craft about playing over judgement and never do. This herald is *soooooo* close to being good, the threat of being able to bring a herald back from grave, any you want!, always seems so enticing, but here's the thing, we don't NEED any additional help to make our cards desirable to block. Your opponent is already terrified of our heralds hitting, gaining soul, searching a figment, and keeping the chain going, they're going to be blocking everything out that comes their way, so you'll hardly ever actually see this connecting at a point where you're desperate for it to hit.



Not to mention the fact that any of our cards which DO connect will be put into soul, and from soul to banish, meaning it's even harder for this to get the herald you want it to get for the matchup, because odds are if you wanted a specific one, it's probably connected.

Finally, there's the fact that many newer players don't seem to grasp, and I'll hopefully be able to expand on this later, because ego is the true heart of a Prism player ;

You are playing Prism

Your deck is 80 insane cards.

Besides Erudition, there's no herald that is so head and shoulders better than all the rest that the thought of setting it to the top of your deck should fill you with glee. While it would certainly be nice to put a triumph on top of your deck vs the hero playing 6's, your deck probably plays 9 of them, and if you need 10, you're just being greedy. Your deck is absolutely chock full of powerful, devastating cards, you do not NEED to put in any effort to buy back good cards, because chances are, you were gonna draw 4 good cards anyways.

Herald of Rebirth has seen a resurgence with the advent of gravy bones, the fact that you're guaranteed for it to hit allowing you to put back one of your blocked heralds is shockingly relevant when the game can very easily go to long game, and now that there are very few banish decks in the format, it could very reasonably be rebirths time to shine.

The last thing I want to touch on is the comparison I made with Herald of Judgement earlier.

Herald of Judgement is purely played as a tech herald, you play it with the express knowledge that in most games it has no

text, and even in the games where it has text, it's not necessarily every turn, and even THEN, it can still be blocked. Herald of Rebirth, though superfluous, unnecessary, and hard to get exactly what you want, has text in every single game, its just its not amazing text. Replacing Herald of Judgement with herald of Rebirth is a call you can make, if you truly believe that the judgement text is simply never coming into play for the meta at large, or even just your local scene, so make sure you consider wisely to what works best for you!

RATING 6/10

(put a Phantasmaclasm back on top for the meme)

Herald of Sekem

The newest addition to our arsenal of heralds, defying our previous understanding of how heralds could work, herald of sekem has made a brand new niche for itself as our designated



guardian hate.

The ability to ensure soul, sneak damage through, while also being barely worth a popper. It's completely front loaded and allows for completely unique lines.

My personal favourite is to play this, charge a yellow, search up Figment of Triumph to make it harder to pop, then, pitching a blue, flip an already on board Figment of

Erudition and just have a fat damage turn that's hard to pop, but also completely unappealing to block, since the majority of its damage will be fully vanilla.

The card is not without its downsides however, which as the format has progressed and we have played more with the card, it has become more evident. For starters, it is an utterly

abysmal 2 card hand. Now, a 2 card 7 is not awful as far as fab goes, however I did not come here and sleeve up Prism, to do what I could do with a blue and a red raging onslaught. The other factor working against it is that while its effect is certainly powerful, it requires you to warp your deck around it, you simply cannot play this, and expect to use its ability in any matchup where you have other reds, you will be struggling to first of all find it in a hand featuring two yellows, or, you'll be struggling to have a turn once the effect has gone off, so you're hurting yourself either way.

That's not to say that this card isn't powerful, guaranteed arcane, and guaranteed soul vs a guardian, or perhaps floriam is very strong, it's just that it asks far too much to be in a list when it won't be the star of the show. Perhaps in a more fatigue meta this will be quite strong, but for now, I simply cannot see it.

RATING 6/10

(angelic attendant showed this thing up as an expansion slot)

Herald of Tenacity

Anyone who has spoken to me about this card, or simply had me in the vicinity when discussing this card will know my exact thoughts on it, so I will try and do my best to stay professional, and discuss this with sincerity. That being said, this card is garbage, and I absolutely do hate it whenever I see it in decklists..

“Oh but Matt, this card strips their armour for erudition!” Yeah, nobody plays armour who also cares enough to block. Seriously, think about it, all the decks with a high armour count, are the ones happy to block, and can usually block this

alongside a piece of armour, and still maintain their armour count long into the game. And the decks with little armour, dont care enough to block anyways. So all you’ve accomplished by playing this is either sent a vanilla herald with LESS attack than any other herald into someone who was never going to



block, or you've sent the worst popper magnet into someone who could block this, or any other herald for that matter, with their hands tied behind their back.

The thing that truly irks me about this card is not just the fact that it is straight up weaker, and it's not the fact that its ability is basically filler text, it's the opportunity cost. Prism is incredibly tight on space, she is DESPERATE for a single space to make everything perfect, and here you are filling up slots in your deck with a bad herald, stealing space that can be used on something much MUCH better. It's not that running this makes your deck bad, it's that running it over a herald with an all around better effect, makes your deck WORSE.

RATING 3/10

(its funny to pummell I guess???)

Herald of Triumph

I've waited so long, its finally time to talk about the **goat**, the OG, the absolute BEHEMOTH, that is Herald of Triumph. This is without a doubt, the strongest herald outside of erudition, it is so simple, so elegant, and yet it does its job PERFECTLY. The undeniable strongest on hit effect, it turns out, was just to hit. Making your opponents game plan simply weaker, making them go from giving you one card to hopefully end your turn, to giving you half of their grip on one single attack, no notes, no problems, just pure gas.

There are many ways to use this card, with possibly the strongest being to simply lead off on it, with the confidence that you will be either stripping a serious portion of your opponents next turn, or connecting for a fat chunk of damage. Alternatively, this can be a secondary swing, perhaps after the first attack had its phantasm removed, either through dream weavers or



passing mirage. This play pattern leads your opponent to a path wherein they try and hold their popper for as long as possible, with the intent of popping your final attack, and once they're met with the crushing reality that that play does not exist, you leave them with a choice, give me everything, or tank my damage to have a reasonable turn.

Whether as a turn starter to ensure that you can make two swings off an all yellow hand, or as a turn ender to punish an opponent trying to catch you out, the strength of counteracting our own downfall in phantasm is as strong an effect as we can ask for, and has only been made even stronger for new Prism, giving all heralds an additional on hit means that simply hitting is the name of the game. This is undoubtedly one of the strongest cards in your deck, and should in all cases be played as a 9 of.

RATING 11/10

(call her 007, 0 faults, 0 downsides, 7 power scares her)

Wartune Herald

The final, and most crucial herald to our plan is wartune herald. This plain looking herald trades in all the bells and whistles, all the extra on-hits, everything fancy, and in return, it's just cheaper, and god damn if that isn't a trade i'd make



every single day. The utility of being able to deploy a threat, visibly holding up Phantasmal Footsteps is back breaking, for the low low cost of “only” triggering Prism’s figment ability and her chests on hit.

Wartunes main power comes around its utility in three specific cases, but cases that come up all the god damn time. The first scenario is when your

hand is all yellows, or rather, all your cards to pitch are all yellows, you lead on a herald, let's say protection, and the protection gets popped, not to worry, you just pay into

footsteps with your other yellow, and here comes wartune. It makes up for our requirement to absolutely stuff our deck full of yellow cards, with the smallest of sacrifices. It also combos quite nicely with the blue auras, pitch a yellow, swing wartune, pay for footsteps, here's a passing mirage.

The second situation where wartune is key is in the larger hands, allowing for an easier time getting out our crushing 3 attack turns. You lead on any herald, pitching a yellow, the herald hits, you search up a figment, you use Empyrean Rapture's ability and flip an angel. You pitch a blue, and attack for 4 with the angel, and with your final remaining pitch, you swing in a wartune. This is a 4 card hand that threatens between 14 and 18 damage, with several on hits and 4 value of ward, these are the lines that people fear, and the reason for the sheer contempt Prism can receive.

The final scenario is also the most simple. Two wartunes and a yellow in hand, swing, swing, steal back stupid amounts of tempo, potentially threaten 14 with on hits on a 3 card hand. Absolute filth, ban Prism.

Try to utilise wartune in your smaller hands as best as possible, and on your larger hands, it may be worth attacking with wartune first of all, as it can potentially conserve the herald with an on hit for the final swing, and possibly draw out a popper on a lower value target.

RATING 10/10

(also, look at the original art, its like kaiju sized)

FIGMENTS

The core gameplan of Prism, awakener of Sol is two parts, swinging heralds for phat phantasm attacks, then searching up figments, effectively (but importantly not) auras, that come in for a small effect, then at the cost of one soul, turn into angels that both pad your life total, swing for four, and for the fee of one more soul, do their effect once again, but in most cases, better.

I will go through each figment talking mostly about its core strength in relation to its abilities both as a figment, and as an angel. The utility and niche cases with halo have already been discussed, and there is no real difference in power level regardless of chest, however it is worth noting that rapture does also allow you to more readily flip them PURELY for their ward 4 value.



Figment Of Erudition/Suraya, Archangel Of Erudition

Alright lets get this one out of the way, this is like the best card in our deck, you will be getting this with your first herald hit 9 times out of 10, it steals games, it ENDS games, its your biggest threat, and it's the one your opponent is thinking about the whole way through.

On entry it brings with it a ponder token, setting up your arsenal, and effectively drawing a card.

This is the whole reason Prism generally performs better going second, because we can devote a full grip to swinging face, and so long as at least one herald hits, you'll be looking at a five card hand going into an opponent who either has significantly LESS cards than you do, or has had a chunk of life stripped away from them, this lets you juice up the pressure and keep the value train going.

In the event that you cannot get it out early, due to either having it be in your hand when you connect, or being unable to deploy all cards & having an arsenal already, it can be tricky. Try your best not to search it up if you will be going over on cards, as the ponder value is quite significant, and in the event that you are searching it up off of halo, to then swing on the same turn, just commit yourself to the fact that you most likely WONT be getting ponder value, however if going for this line, it will probably be worthwhile.

If Figment of Triumph is the figment searched up most to be reactive, then erudition is the one searched up most to be proactive. The play of search, to flip instantly, to swing, to set up a fat turn is one of Prisms most common lines with the card, and allows us to extend further than our cards should allow. A hand of yellow card, blue card, herald, sets up for a very easy 3 attack chain, assuming you don't draw dead.

The line consists of pitch yellow, Halo away your herald, search up erudition, or any other figment, leaving you with one resource, a blue, and an extra card. You then flip Erudition for free from rapture, pitching the blue to swing for four and draw two cards. This scenario leaves you with 3 fresh cards, and two

resources, allowing for most hands to continue to send over at bare minimum, an extra ten damage with on hits.

One issue of flipping erudition on a large hand is the inability to actually make use of all of your cards, in these scenarios you will be looking for non action cards to bridge the gap, such as Angelic Wrath, yellow auras, or potentially other tools such as dissolve reality, this prevents you from IPing (intellect penalty) yourself, and ending a turn with more cards than action points.

The ideal line to combine with suraya, is to utilise those additional cards to play an Arc Light Sentinel, drawing the attack to it, and allowing you to have additional turns utilising erudition. This is significantly easier in vestige matchups, as you will have both the vestige to turn your cards into more resources, but also because you are less likely to see red cards. These lines destroy opponents, and effectively skip their turn, and often if you see an ALS in these scenarios, you will attempt to arsenal it, with the full intention of making the erudition play.

RATING 10/10 (*JAMES WHITE, give me herald of Suraya, and my life is yours*)



Figment Of Judgement/Themis,Archangel Of Judgement

Figment of Judgement is our number 7 figment, its the one that does not make the core list because quite simply, into 90% of matchups, the cards only real text is ward 4, however, the matchups where it is wanted, the card is so completely unfair, completely incomparable to anything, that it will always have a spot in the 80.

I have long bemoaned the state of hate pieces in flesh and blood,in my more “angry at losing to Cindra” moments, you may even see me wishing that blizzard was a generic, this right

here is an actual factual solid hate piece. I have already spent time earlier in the halo section outlining all the times where it simply steals a card on entry from your opponent, so here I will simply discuss its utility outside of that, as in, when you use its on attack effect.

Judgement is one of the few angels where the effect does not increase in power level on attack, however it really didn't need to. The ability to steal a card from some opponents again cannot be understated for how powerful it is. Many heroes where you're searching up judgement in a very specific scenario won't have any further use for turning more cards face down, however in the case of shadow heroes, new earth heroes, and NuU, you may find yourself paying the additional soul if there are any targets, keeping your opponent further and further from enacting their own game plan. All in all, as low value as it can be in a given meta, I can't see myself EVER cutting this, as the utility it can prevent, is utterly incomparable.

Due to ratios, and being a no block, I find you only really want the additional angel in very certain matchups, that's why in most cases, I recommend just switching figments for figments. Due to the addition of angelic attendant, and the fact that a loop is now more realistic than ever, if a loop state is possible, play all seven, if it's not realistic but you still want to bring in judgement, swap out rebirth.

RATING 7/10

(I don't care if the card spells it like that, the card is wrong)



Figment Of Protection/Aegis, Archangel Of Protection

If Figment of Erudition is what we get first 90% of the time, then Protection is what we get 9% of the time. No thrills, no chills, just gain a shield, hard to utilise into any specific gameplan like war can be, doesn't offer anything in terms of turn to turn set up like rebirth, doesn't do anything of note on the turn it comes in like triumph, and doesn't have tricks like ravages, its just good solid value, gain a life.

Aegis on the other hand, has an insane amount of value offered. Whereas a single shield is hard to turn into too much, two shields with four ward on the back end offer so much protection, she earns her name. Due to common break points,

and the ability to fill in the gaps with shields, after Suraya, Aegis is the most common one to see people simply attack directly, as the possibility of failing to kill her is simply too high, and the shields just add to the likelihood of that scenario.

Aegis is still one of the angels you will just send out without using her additional effect, however there are certain matchups where you will want to try and ensure its being utilised. Anyone who sends in several small, weapon based attacks or has flick knives, such as Cindra, Katsu, and any Assassin.

Riptide to prevent him being able to kill her with a trap on your second attack.

Any decks with a significant arcane source of damage

And finally anyone with hard to block attacks, such as Marlynn, or Guardians.

On the topic of Guardians, aegis is usually instrumental to victory, as because they are so unable to swing face as often as they want, you can amass a significant amount of shields, which can be used either to pad your life total obviously, or to set up powerful kill turns using a Merciful Retribution.

The last thing I want to say on the topic of Aegis is something that goes for all angels.

It's fine to let them die, they exist to die for you, and while obviously protecting them as long as possible can and will lead to victory at times, its also important to note when its simply

better to stop fighting, and let the attack kill them off. Aegis, due to being able to cover a whole 6 damage between her and her two shields, is the shining example of this. Obviously everything is contextual, however sometimes, just let her eat a CNC.

RATING 9/10 (*try and use the additional effect for her whenever possible, it's so hard to overstate that*)



Figment Of Ravages/Sekem,Archangel Of Ravages

Ravages is our go to killer, it ends the game, and it punishes players for not bringing in AB.

If you can leave this sitting there menacingly until the end game, and your opponent is on 6 or less life, it can completely change the course of a game, and steal cards from someone who wanted to go for the kill, even if it dies afterwards.

The obvious goal however, is to wait for the opponent to be under 3 life, unfortunately, materializing this plan is not always as important as pressuring the opponent, perfect is the enemy of good and so on. Would you rather play in a way that enables you to steal a victory, in a way that makes it unloseable if certain things happen, or would it not just be better to force

your opponent into a lose lose scenario, that's the true strength of ravages.

While both lines come up, the value therein of bringing your opponent down lower on cards, and sort of playing the tempo game, is infinitely stronger than trying to play towards a sure fire kill line, as it takes active agency away from your opponent, and forces them to react right now, rather than have the possibility of ignoring your threats and killing you before you can enact your combo.

Regardless, both lines are incredibly powerful, and the burst damage of Sekem just allows for end games just to wildly swing in our favour, and as such should be prioritised as your final figment flip whenever possible.

RATING 8/10 (*Also kills allies, but you have eyes, you know that.*)



Figment Of Rebirth/Avalon,Archangel Of Rebirth

Avalon is certainly on the lower end of powerful for most games, as i've stated before, when your entire deck is just big attackers, the power of putting something back on top from graveyard isn't all that impressive, Avalon can at times be something else entirely however.

While putting a yellow Protection or Triumph back on top is nice, her real power kicks in when you swing with her and reactivate her effect, this time, jumped up to allow you to put any yellow card back on top. Now there are two things you can be doing with this, either; you're putting a figment back on top,

usually either erudition to keep the value rolling, or Ravages, to kill people or allies, and this is amazing, you can even immediately search those figments into play if you follow up the Avalon swing with another herald.

Or.

Or you can be doing some UTTER bullshit. First theorised when we had nothing but Luminaris 2 to try and build with, there exists a secret combo, one that locks your opponent out of the game completely, unless they have a very specific out.

The base combo is having a genesis in play, avalon in play, an Arc Light Sentinel in hand, and one in graveyard. Genesis puts a card into soul, this is important as it feeds avalon, and triggers vestige of sol. You then swing avalon, putting the second arc light sentinel on top of deck, your opponent blocks, taking 1, and you play arc light sentinel, your opponent is then forced to kill ALS, and the exact same turn begins again.

This results in your opponent losing a card to blocks, you losing a card to genesis, and your opponent taking 1 each turn, and so long as you have more cards in deck than your opponent has life, this will in most cases, result in a victory.

Now, there is a difficult to arrange combo, so there are a few tools to make it easier, and there are some things your opponent can use to break out of it. The addition of either erudition, or Library allows you to play additional cards within this combo, but most importantly, swing with two angels, speed is the name of the game, as there is no guarantee that you will be able to pull this off in a position where your do

actually have enough damage long term, or that your opponent won't be able to find something.

You will often find hands of a yellow and two blues, which will over two turns allow you to swing with a second angel at least once, if this is war, then the additional counter on avalon will either double the pressure on your opponent, or draw more cards out, at which point fatigue becomes a genuine strategy.

Halo is the easiest way to get this going, as it can be very tricky to have a genesis survive for long, speed is the name of the game, and the best way to go for it would be to save ALS in arsenal, and rush out the combo the second your opponent opts to leave a genesis on the board. Angelic attendant is another easy way to get the ball rolling once all the pieces are in line.

The combo is not without weakness, as anything that would draw cards from your hand is enough to knock you back a turn, ending it. Now, you're not blocking, however, runechants still trigger when attacking spectra, and because ward is not optional, you would be forced to pay into it, potentially knocking you out of the combo set up, however with a library out, this can usually be played around. Midas touch is a new addition that just kills it dead too, and there is no playing around that.

RATING 7/10 (*looping people is mean, but also hilarious*)



Figment Of Triumph/Victoria, Archangel Of Triumph

Figment of Triumph is our halo target 9 times out of 10. You know it, I know it, but most importantly, the opponent knows it. That card just ending a popper is always on their mind, but that doesn't mean there is actually anything they can do about it.

In the current meta, the venn diagram of decks that can play a significant amount of poppers, and a significant amount of defense reactions, is basically just Verdance, so any time otherwise its important to look at the context of your hand, and the board state to determine whether or not its worth

trying to counter phantasm, or whether you're able to save the halo for another time.

Victoria as an angel is very interesting, her ability is shockingly useful, both defensively and offensively. For defense, the fact that you can be bringing attacks down to lower break points, or versus a certain amount of decks, even to 0 is completely ridiculous, it means that she is rightfully the easiest to keep around.

The ability is obviously more effective against go wide decks, as even if you're only bringing an attack down from 3 to 2, over the course of a whole turn, you're getting more bang for your buck. This does result in her getting attacked directly a fair amount of time, as the reduced power ups the odds that you will, or can block everything out, and keep her going for further value.

Offensively however, she shines even more, the amount of times I've had a turn go , herald of triumph, flip and activate Victoria, attack with a non triumph herald, and my opponent is then forced to reluctantly block with a command and conquer, is shockingly large, doubled up with the fact that you're then going to still be getting the reduction on attack power during their turn, makes her one of the strongest angels to swing.

RATING 9/10 (*if I do it they dont have the D react, they'll have it when you do it though*)



Figment Of War/Bellona,Archangel Of War

Finally, we come to Bellona. She hits the table, she makes her courage token, and then she just dies for value. Her ability is certainly strong, however in a rapture matchup, that simply isn't my gameplan. I don't WANT to be swinging multiple angels for massive points of damage to lock opponents out, I want to just be swinging my 7 - 4 -7, and kill them the old fashioned way.

Because of this, more often than not, she will just be flipped, and attacked with, simply to have an angel to attack with and keep pressure up, or, she's flipped for ward without even swinging.

Her ability simply doesn't fit in with the rapture gameplan, and while if the situation presents itself, it will be powerful, the situation simply doesn't really present itself.

Now...vestige on the other hand.

Good lord if this isn't the funnest way to end a game there is. Fundamentally the vestige gameplan is built around long term securing of assets, building up your board, chipping away, and securing a fat wad of soul. This is where bellona shines. Once your opponents life total is down low, ideally under 10, but under 20 is fine, this is where you utilise your excess cards, your library, your genesis and start going to town.

Start by flipping war on your opponents turn, once they're out of action points, probably from attacking an aura, then on your turn, flip up your second figment, hopefully, its Sekem. Then, spend your turn swinging Bellona, and activating her, putting a counter on her and all other angels, then swing your second angel, if it's not sekem, its 10 points of no phantasm damage, and even if they are able to kill Bellona, you're leaving behind another 5 point swing on the table. But that's the lowest value.

With Sekem, that becomes 12 points, with another 2 arcane for next turn. With any herald in the middle, that's a card stolen away that they must respect, leaking further damage, with any combination of merciful, or passing mirage, or even just Dream Weavers still equipped, this becomes a no phantasm turn of up to 18 damage. Now, lets say they're a guardian with a normal hammer, they'll be able to block 9 of this, leaking 9 damage, they then kill Bellona. Next turn, your angel,

regardless of who it is, still comes in for 5, leaking 2 damage. I say leaking 2 damage, because you should be able to then follow up with two herald swings that demand popping. On a low life total opponent, this is completely game ending, and threatens to either run them out of cards on a turn and put them into a lock, or just straight up kill them through chip damage.

Now, rarely, very rarely, you will be able to set it up so Bellona is affecting more than just two angels, and even though you'll only have two swings, this means that the combo can be initiated from a much higher life total, as the double 5 swing will kick in for a turn afterwards.

It is VITALLY important that you do not waste Bellona or Sekem in an aura matchup, as they can be your only real way to victory, and steal a game where we have everything against us.

Finally, to speak briefly on the courage token itself, its main use is to turn yellow heralds into red heralds, beating the break point allows you to threaten on hits more effectively, which in turn keeps food in the soul, and keeps everything moving.

RATING 8/10 (*either actual cannon fodder or game winning*)

Tenacity doesn't deserve a spot here

AURAS

Auras are Prism's secondary game plan, an avenue to win the game when swinging face simply doesn't get there. This is most noticeable in matchups where the opponent has simply too many poppers to get through, such as Guardian or Brute, but it can also be effective in matchups where the opponent is very defensive, and go again with good damage is at a premium, such as Nuu.

Auras for Prism have spectra, and come in two varieties. The yellow auras are 4 cost, and in the case of Arc Light Sentinel, 6 cost, instants, that hit the board and have massive impact. Blue auras are 2 block actions without go again, they have no immediate impact, but are just as threatening over the course of a game.

Traditionally, Prism will play some amount of blue auras, and Arc Light Sentinel, into any given matchup, both because their effects are incredibly strong, but also simply to make 60, one of Prism AOS' main downsides, is that to manage to be both a herald and an aura deck, she is incredibly tight on spaces, and often in certain matchups, you will end up playing one or two cards you would rather not, out of pure necessity.

Arc Light Sentinel

Arc Light Sentinel is the absolute all star, the big bad, and the absolute reason spectra is such a reviled mechanic, this is the card your marlynn opponents wake up in cold sweats over.



Its a very simple combination of card effects, that can be basically summed up in a few words, skip your turn. It allows us to regain tempo, in spite of its massive cost.

The best way to utilise ALS is in tandem with Suraya, you park arc light sentinel in arsenal, swing out with suraya, fill up your hand, and dump out ALS, leaving you

with at least two back to back turns of a free suraya swing, a stupid amount of cards, and a smug look of satisfaction. This line enables you to keep up tempo, and stay on top of your opponent, leaking through damage, and ensuring that your following turn has the highest possible output a Prism hand can.

ALS performs best when your opponent leads into a play, think Azalea playing pump into pump into arrow, once you see they

have nothing left but their arsenal, an Arc Light Sentinel, despite taking up 2 or 3 cards, just blocked somewhere in the realm of 11-18 damage, or perhaps a Kassai playing blood on her hands, she can have as many swings with those swords as she wants, the first one is going to ALS and that steals all her action points.

This is not to discourage the main phase Arc Light Sentinel, most people think of it as this big tricky, gotcha card, but its best use can often be just to use up your hand, set up something small, and come back with a fresh grip the next turn. The cool play is rarely the actual best play.

ALS does still have some glaring weaknesses, most obvious of all is it costs six resources, this thing will often use up your whole turn. In a rapture matchup you may struggle to find use for it, the best course of action when unable to land it off a Suraya is to try and set up a turn utilising halo to flip, swing an angel, and deploy it afterwards, or to have it parked in arsenal, and wait for a turn where you can send one herald, and follow up with an Arc Light Sentinel.

The other issue that ALS has is its timing, most people misunderstand the wording of ALS and assume it can redirect attacks, this is not the case at all, it can only affect forthcoming attacks.

If trying to play it on your opponents turn to end their turn, the only way to do this is if your opponent gives you an opportunity, such as playing a non attack action, activating an equipment effect, or, potentially even just making a first swing, you'll lose a little bit of life, but you will be able to prevent anything else that might be coming towards you.

These lines are best used when your hand is chock full of auras or figments, as you in effect upgrade those non blocking cards into life gain.

RATING 8/10

(when used right its game ending, or its a cracked bauble)

Merciful Retribution

Merciful is one of the most important pieces in Prism's catalogue, it works on so many axis unreal, it can be chip damage, combo damage, sneaky lethal damage, it can punish poppers, it can go to soul, and it can be an ALS all of its own, in that it makes your opponents never want to hit anything else, the levels to this card are so deep and I know I will only be scratching the surface of what it's capable of.

To start lets explain what it does, it says whenever an attack or an aura is destroyed, do an arcane to your opponent and put it to soul if its light, a few important caveats, this only includes things currently on the battlefield, i.e. attacks currently being thrown out, and auras that have landed, blocking heralds and auras aren't considered destroyed, neither is anything parked in your arsenal, you don't get anything. What it DOES include however, is any spectra aura, including itself, and ANY aura, not illusionist or light, or non token. This means that yes, those 16 spectral shields you saved up do result in 16 cases of 1



arcane, and yes, thank you for that frailty token, please take 1 arcane damage. Notable things we make are the ponder and courage tokens from our figments, they won't go to the soul, but for a free damage, it's definitely worthwhile.

You will be either playing this during a Vestige matchup, wherein you just want every aura you can get your hands on, or you'll be including it into a matchup that features many poppers, but for whatever reason you still want to be on the herald plan, this will depend on the content of your list of course, but this may include some brutes, or perhaps Uzuri. Decks where their final attack of a turn is generally their biggest, and they don't want to be stopping midway through to deal with a piddly little aura. You play it here because it will accrue ongoing value throughout a game, chips of arcane, but more than that, it makes popping phantasm far less lucrative for your opponent. When you pop a herald with merciful in play, that sends the herald to soul, which in turn triggers Prism's ability, searching up a figment, and turning on your empyrean rapture or your Vestige of Sol, which allows you to churn out a much bigger turn, what this means in practical terms is that your opponent popping your herald has gone from an amazing rate block, to kickstarting your turn, and almost certainly resulting in at least an extra 4 damage being sent their way, with 4 ward on the back end.

One of the most common victory routes for Prism in an aura matchup, is the slow build up of shields, followed by the sudden and violent death of your opponent when they swing at you for 8 and are met with a Merciful Retribution or two. You will usually procure a mass amount of shields through genesis sticking around, though Genesis is an utterly obscene

card, and powers up the rest of your game plan, it paradoxically becomes completely ignorable very fast. What basically happens is the genesis lands, then its followed up by another more currently pressing threat, and then another and another, and as much as your opponent WANTS to clear the Genesis, they need to clear this Suraya, or Passing mirage first, or you've landed a second genesis, and it just sort of stays there. The game then progresses with genesis sticking around, resulting in a large amount of shields, your opponent then becomes unable to play around merciful any more, and swings an attack into a group of shields, resulting in you playing the merciful, and shooting them in the face.

“Oh but mattw, my opponent is attacking the shields in small bursts, and if i play a merciful then they'll just kill that first” don't you worry, we have a trick for this. I have only pulled this off once at the Amsterdam calling, the moment I saw the line appear I called a judge over to monitor, and assure my opponent this works. It worked, and the opponent wasn't having a fun day any more.

When you have amassed a number of shields, for it to be lethal it needs to be equal to your opponents life total -2, or greater, accounting for arcane barrier. Your opponent either pops a herald, or attacks an aura, importantly, the aura has to NOT be a Merciful Retribution for this line to work, unless you can then play two more somehow. What matters is that in response to the phantasm or spectra trigger, you are able to have in play 2 merciful retributions, and then the fun begins.

Mercifuls trigger \Rightarrow one arcane to you, one arcane to me \Rightarrow destroy my spectral shield \Rightarrow mercifuls trigger \Rightarrow one arcane

to you, one arcane to me.... with the final shield going to face twice. This results in you burning through your entire reserve of spectral shields, and turning what your opponent may have expected to be just one arcane, into a massive burst of arcane, either threatening to end their life, or rushing it close to the end. Very few people are actually aware of this combo, and the ones that are, very few have actually witnessed it, as it simply doesn't come up very often, but if it can work, it can clench, or even steal a game.

The final thing I want to touch on is the dynamic change it makes to a game when it's in play.

Have you ever seen less experienced players block with armour just to keep their life total high, even though they didn't gain anything from the block? That is sort of what merciful does to people. People see merciful out and are convinced, "that thing hurts me, it means I can't pop, it needs to die immediately" and they focus on nothing but killing it, throwing away strong turns to kill it, or killing it over auras that are actually more threatening, and not realising that fits in perfectly into Prisms game plan.

Sometimes the auras are just there to give breathing room, and whether you are playing as or against a Prism, you would do well to remember that these things paint a target, but sometimes you ignore the target.

RATING 9/10 (*instant merciful to kill is like crack*)

Genesis

Genesis is quite possibly the most deceptively powerful card that either Prism has been able to play. I have long said that I have never lost a game when a genesis has been left on board, that's a total lie, but the sentiment behind it is true. Genesis card returns in dividends so hard the longer it's left around that should your opponent choose to leave it on board, you should be either ecstatic that you get to keep doing it, or worry for what's coming your way.



Let's start by going over the ability. “**At the start of**” your turn, you may put a card to soul, draw a card if light, make a shield if illusionist, if both, both. The “**at the start**” line is the most important bit of text here, because it has a noticeable drawback and benefit. For the upside, it means that your opponent doesn't get to react to this, it's a trigger, but nobody take any actions here, meaning your Kano opponent can't kill you, your Prism opponent can't ALS you, and you can't be

ripple away'd, it just resolves, and then you start the turn proper.

Now, the downside however is that because it is NOT in an action phase, and Prism specifically states that, putting a herald to soul does not let you tutor up a figment into play. I have had a ton of aura games where despite having 6 soul, I've only searched for 2 figments.

Genesis is far too slow and clunky for any herald matchup, except perhaps kano where its effect is significantly impactful, and you're forced to play bad cards to meet 60, however in aura matchups you will be utilising it to great effect for two very important features.

The first key use is the most obvious, generating soul and shield, vestige games can suffer a serious problem of soul generation, due to the builds inherent vulnerabilities if attacks don't land.

Because heralds rarely if ever hit the opponent in vestige games, you will struggle to actually build the soul required to flip and utilise the angels, and while you will not require a huge stockpile, you do need a significant amount to fuel the attacks, and to pay for the additional effect. All six of the main angels have incredibly strong additional effects into aura matchups, either furthering the gameplan, or BEING the game plan, and you will not be able to complete this plan if your soul has suffered, that's why genesis plays such an instrumental role in these games.

The second role genesis plays is the automatic triggering of vestige of sol every single turn.

Vestige matchups are incredibly resource heavy strategies, even after the tome banning, the deck wants to function in large blocks of resources, 6 to 8 to even 10 resources spent in a turn can be completely normal, however this is not feasible without Genesis being active, and being active from the get go. A genesis in play turns a hand of 2 yellows, a blue and an arclight sentinel from play arc light sentinel pass, to play arclight sentinel, flip and swing an angel, and even further if the angel happens to be Suraya, it does everything a powerful halo turn does but it doesn't even ask for the initial card. Genesis enables the deck to operate at peak performance, and that is where the "you win if it sticks" mentality comes from

Genesis's main issue however, is both its cost, and the fact that it can do very little on board by itself. At many times, if played improperly, it will land for most of your hand, convert one card into soul and a shield, and then die for little value, this is the absolute worst way to play a Genesis, and isn't playing into the cards strengths. The correct way to play genesis is from arsenal, ideally following a merciful dying to activate Genesis, with a plan to follow up with something else. After playing your genesis, you then want to lead on either a blue aura, or an activation of Suraya, this spreads the threats out, and depending on the board state, and the contents of your opponent's hand, gives Genesis a fighting chance to stick around.

Notable exceptions to Genesis' ability are soul shield, and great Library of Solana, both just being light cards, will only result in a card being drawn. You are also perfectly able to throw a generic into soul, but this will only add to soul count, and not give you any added benefits. And finally, Genesis IS completely

optional, so if you're running low on cards, or the hand is already perfect even without vestige, don't be afraid to just say no, and run with what you've got.

RATING 7/10 (*the ultimate skill check*)



Passing Mirage & Pierce Reality

Due to the fact that these two auras are both so necessary, and play in incredibly similar ways, I've decided to discuss blue auras as a whole together, and then discuss each separately.

The blue auras are innately different to yellow, they cost nothing, but they are actions that will eat up your action point, and often you will find yourself in a situation where you have the choice between swinging out for the 2nd or 3rd attack, or developing your board. Unfortunately, this is a very contextual question, and the answer depends on the opponent, their hero

and the state of the game, so I can't give a full answer. That being said, oftentimes if the opponent is committed to taking all the damage you have to offer, then presenting a road block in the form of an aura can be useful. They will mostly plan on tanking damage, not on having to think, and potentially weaken their onslaught to stop you from becoming unstoppable.

Each aura is separately threatening to different heroes, and both play very differently in multiples. Both are almost always played in deck as either a full 3 each, or at the very least 2 each, as the ease of playing, makes them so easy to slip in on any given matchup, They are also usually played into almost every single matchup, this is because at the very core of the card, is a zero cost, blue block 2, something that despite not being overly powerful, is infinitely more preferable to a yellow no block that costs 4.

However, because they simply are not attacks, and whether or not a popper is in the opponents hand, its very appealing to often throw them under the bus, and block with them, knowing that you aren't even fully blocking an attack, but are just turning them into 2 life. This is because while they are powerful, they do not fit into every hand, particularly in multiples, as the deck is not built around needing so many resources all the time, and two simply cannot be played in the same turn. They are best paired with Wartune Herald, a three card hand of a yellow, a wartune and a blue aura is a guaranteed swing that must be respected, and the deployment of an aura regardless of what happens, but a four card hand of the same with another herald is the best hand you can hope for in Prism, allowing to easily set up a three card swing should

you give up on playing the aura. The versatility of the cards, combined with the fact that they at least have a block value means that even though they may not always be the ideal card, they fit and fix so many hands that removing them is just not on the table.

Passing mirage is and always will be the most key aura in any Illusionists package, it allows you to circumvent the safety valve put in to make heralds fair, and adds a road block for any would be Guardian or Brute opponent to send their hand face, knowing they can just pop with one card when your turn comes around.

By removing any and all sources of Phantasm on the swing, we are allowed to play with a lot more aggression into decks that would normally destroy us, knowing that a full grip of cards is all but guaranteed to steal at least 3 cards back, or better yet, deal some damage and allow for on hits, however its presence is so threatening, so destructive to a popper deck's gameplan, that it is truly a kill on sight.

Passing mirage, unlike Pierce, works in a very peculiar way when in multiples. Though hard to actually see in multiples, due to the high risk of leaving it for too long, there are games where you will have more than one in play at once, most commonly when paired into an Arc Light Sentinel turn to develop board, or when your opponent decides that their turn

is so powerful its worth foregoing the spectra clearing game, and going for damage.

When these scenarios happen, a new game starts to develop, one where all of a sudden, your opponent doesn't WANT to kill passing, they believe giving up two whole turns back to back of no phantasm is such a negative path forward, and will give up on killing passing, at least momentarily, to target your other, singular auras, or to go face. This is amazing for us because while yes, on the surface, a double passing mirage doesn't do anything for us, them choosing to prolong the turns where you are not held back by phantasm in fact has the effect of reducing their options later down the line, and stealing tempo further in our favour.

Bring passing mirage in vs just about anyone, the only scenario where I can see it being cut is VS a deck where you know for a fact that their popper count is 3 or less, and in these cases, I would still play all the Pierce realities, just for tempo, and to keep the blue count up.

Pierce Reality is in every way possible the mirror image of Passing mirage, where passing mirage is a kill on sight to the decks looking to abuse poppers and block one card, pierce reality is death incarnate to anyone who wants to either completely ignore you, or to give exactly two cards a turn. With a pierce reality in play, even your weakest blue herald is upgraded past a break point to an impressive red, with yellows

and reds being elevated to insane damage, and colours that don't even exist.

Being able to drive past break points into sevens means that you will be either stripping cards and armour on your first swing every turn, or better yet, shredding life totals and triggering your on hits, Pierce's threat isn't that it makes your opponent's life go down faster, its that it makes it go down fast, while stripping them of any choice in the matter, giving three cards to one attack every turn is just not a reasonable option, especially when you know for a fact there will be a follow up.

Pierce is best used against decks that dont want to block much, or prefer to make their final attack their haymaker, think assassins, or gravy, this is because it is simply damage, its far more easy to rationalise leaving on the board for further turns, as the opportunity cost of killing it seems high, and you think “oh I wasn't gonna block anyways”, leaving the door open for pierce to impact 2 or even 3 attacks, before eventually being eaten, all of this for just one action point.

It is also the absolute mirror breaker, an early deployed pierce sets you up to be unblockable, even through ward. If passing mirage is a kill on sight for guardians, pierce is a pray it never even happens for Prism.

PASSING RATING 9/10 (*Be annoying for free*)

PIERCE RATING 8.5/10 (*be almost as annoying for free*)

Parable Of Humility

Parable of Humility is the final aura I want to talk about today. It fits a very niche slot, however an important one. Often in the



case of original Prism, people were often quoted as saying “ I would literally play a blank card if it had spectra”, and parable fits that bill quite nicely. Its effect, though small, is noticeable, and simply the matter of having spectra, of being yet another aura that your opponent now has to consider taking out, is worth far more than you would think paying 4 resources would get you.

Though it has now since fallen out of favour, mostly as a matter of space in deck, the card is massively impactful versus heroes who go very wide. It was very popular during the Zen meta, being worth upwards of six life just on its effect, gaining a few more upon its inevitable death, and being a solid counter to art of war.

It is important to note how the card actually works. It reduces the power of attack action cards only, and only on the field. What this means is that it will reduce attacks coming at you, and it will turn 6 power poppers into 5 power blockers, but it will NOT do anything to kayo’s ability, it doesn’t make rouse

the ancients worse, and it certainly doesn't do anything into a warrior or ally based hero.

As the format has moved away from go wide decks, the utility of having something that could potentially just be saving one damage a turn has dwindled, but that is also dependent on what exactly the card is reducing. It has for example, strong power into the gravy bones matchup, as the difference between going from 2 to 1, is wildly different when you go from 1 to 0, something the card can do quite easily versus a deck playing so many blue attacks, and because it has no effect on allies, there is a chance the card is left alone for longer than it warrants.

It has utility into guardians and the like, but not how you might think. While yes, reducing an 8 power attack into a 7 power one is not the most appealing thing in the world, the fact of the matter is, it's another aura, another headache, another thing to use your stupid amount of resources on. We don't win by drawing perfectly, we lose by drawing a hand of four heralds, and as you mess with the ratios, you will find that you are drawing better and better, even if what you draw into isn't game breaking.

All in all, the card has its uses, and while it's uncommon during decklists as of writing, I am certain that use as the next best spectra will have it back soon enough.

RATING 6/10 (good enough!)

The Others

As a small note, the other spectra auras simply aren't worth mentioning further. Haze bending is too low value, shimmers does actual nothing when you can't swing auras, and ode to wrath is not good enough when you're only making a handful of attacks a turn. If I had to rank them, it would be ode > haze bending > shimmers of silver, and frankly id rather take just about anything over a shimmers.

The Always Gold

This is the section for the cards that you do not leave the house without, that don't quite fit into any of the other categories. Though they aren't attacks or auras, they're just as necessary for playing Prism, and keeping her running, and form the cohesive gameplan.

Soul Shield

Soul shield is Prism's ultimate toy versus anyone still adamant that crush is a relevant line of text in 2025. The sheer power of

a six power defence react, which then feeds the ever hungry angel machine, allows us to cheat soul against heroes who refuse to let you hit, and gives you that necessary burst to get the train moving.



Soul Shield has many interesting use cases. I won't harp on about its utility as just blocking six, or being a defence reaction, that stuff is clear, what I will talk about is the ways it can be

used specifically for Prism, and what it represents.

First of all, this is an absolute dream turn 0, there have been many games where I've just called my opponents bluff, and blocked a 1 power dagger with this card, just to get my soul up for when the game starts proper, and also to remove the dud from my hand turn 1. Opponents are very apprehensive to send a whole hand on turn 0, so if you feel your opponent is just going to end with an AP up and gain an arsenal, feel free to soul shield something, even if you aren't getting full block value, just to gain the soul.

It's other notable utility is when paired with a blue pitch, allows you to maintain footsteps, halo, or in a pinch, rapture. You will naturally be pitching blues with this card anyway, to maintain your yellow count in hand, but try and look for ways to turn your excess resource into additional value.

In Vestige matchups it also has a particularly interesting use. Lets say you have a hand of genesis, Soul Shield, a yellow herald, and a blue aura. What you can do in this scenario, is play Soul Shield with the non light card, and upon the chain closing, a card has now entered soul, and you can pitch your yellow for three resources and cast your Genesis. There are many tricky things you can do with a Soul Shield and Vestige, so make sure to be aware of what will happen once the chain is closed.

There is one noticeable downside to the card however, and it's a matter of suffering from success. As games go long, especially Vestige games, your opponents will stop attacking you directly, they're usually attacking auras, or attacking angels directly, neither of which allow you to use that soul shield you parked

in arsenal seven turns ago. With no way to remove the Soul Shield from arsenal, you're now giving yourself an intellect penalty when you simply are unable to use up all your cards, and this can kill tempo dead. When you believe you're turning the corner versus an aura matchup, DO NOT arsenal a Soul Shield, it WILL get stuck there, and you'll be without an arsenal until the end of the game.

RATING 8/10 (*seriously, dont get it stuck in arsenal*)

Angelic Wrath

Angelic Wrath has been a point of contention for me lately. For the longest time, the “standard” array was 3 yellows, and 2 blues, this was done mainly for ratios of colour, and for the fact that even just plus one is usually enough to get a herald over, so plus two must be good. Recently however, I have removed the blues all together, and my deck has never felt better.



Angelic Wrath is an incredibly powerful card, the rate it pumps is simply not on a level seen by anything else, at the rate it increases our attacks, you'd think it was a warrior majestic. But the card has some fundamental issues that have made me happy to cut it down to three.

While yes, the burst it gives is incredibly helpful in some matchups, assassins, guardians, even verdance, because plays never over block, and defence reacts are not always a given, it is yet another no block, in a deck already chock to the brim of no blocks, that starts on 32 life. Running so many was an utter liability, as there is no guarantee that you can or should use them on any given hand, you would find them clumping

together, especially as the game goes long. However the pool for good light blues in Prism is very limited, and some concessions need to be made.

The card is very powerful, and I believe the correct ratio is to run 3 yellows only, however the other colours both have their advantages. Running blue allows it to perform double duty as both an important card for colour ratios in aura matchups, while also being a very playable card when the scenarios arise, whereas red is simply a reverse defence reaction, you play red, and you are either getting over any blocker that someone can give you, or you are cheating our action point handicap, and bursting ahead on the damage race.

Although pumping numbers is always exciting, it's important to remember that angelic wrath is **NOT** a tool for racing, or the non red versions aren't at least. It is a tool for breaking past blocks, and ensuring your on-hits. If an opponent is letting your attack connect, and you won't be IPing yourself by keeping ahold of the wrath, don't play it, you're only giving them an opportunity to respond with their d reacts, and potentially get more card value than they expected.

The final point I would like to make is that it is most importantly, NOT, an attack reaction.

Meaning that it can be played in response to Gauntlets of Iron Will's trigger, doesn't count for any riptide traps that care for reactions being played, and means nothing if seen with a cut from the same cloth. I'm sure there are other card interactions I'm forgetting, so just remember that this is an instant by design.

RATING 7/10 (*worth the potential no block hand*)

Angelic Attendant



I am not afraid to admit when I was wrong and god damn I was wrong on this one. I was expecting this card to be a niche tool for the aura matchups to help us jumpstart into a combo, or rush into a 2 angel swing end game. And it is those things, but its also our version of Tome of Imperial Flame, this thing is the best arsenal card we could literally ever hope for, its like you dropped a Light of Sol in there!

Angelic Attendant flips a figment into an ally as an action, bypassing the soul cost to play, and also puts itself into

soul, effectively giving you two soul for the price of one card. That's right, they made soul food good! It's also for some reason a three block action, meaning you can block with it early, and it makes an amazing figment of rebirth target to set up for a lethal turn.

First things first, there are a few key points to go over, and the main thing to know about it is that it gets past Prism's once per turn activated ability, I.e. it lets you flip twice in one turn, in aura matchups especially this gives added leverage to the power of angels, meaning we have a more concentrated board

state attacking for a bunch without having to set up, the best use of this is to start by using attendant on figment of war, then flipping another angel, and then going bellona into second angel, 10 points of damage, 8 ward, and potentially the other angels ability make this a very easy 20 point swing out of nowhere.

The next key thing to note of this card in the aura matchups is that when it goes into soul, your vestige is now online, which if played from arsenal is the same as gaining a resource, which on certain turns can be so impactful, particularly on the pop off turn, meaning that even if you use halo, you had vestige help from the get go.

In the aggro matchups however this card has a slightly different role. Whereas in the aura matchups, you can find yourself overflowing with soul very easily, that isn't the case in the aggro matchups, usually there you use up soul as quickly as you get it, and it's not uncommon for you to have all your figments out and no soul to flip them, because you went ham on a Suraya or an Aegis. Well, here is your answer, a free way to flip, and guarantee soul for the kicker ability of your angel, allowing you to use up all of your soul as aggressively as you like, knowing that should the cards line up, you will always get to take full advantage of your allys. One particularly strong use of this, is to lead off on flipping figment of Triumph, and using its ability to reduce the power of your opponents cards, then following up with a strong herald, knowing that it is now safe from six power poppers.

One important addition from the aggro plan that I don't believe is brought up enough is the safety of it. As much as we

glaze Prism, the fact of the matter is that a four yellow hand does not allow for two swings through a popper, without one of the heralds being wartune ofcourse. Attendant allows you to lead on an angel attack, then go into a herald, not caring whether or not it actually gets popped, as it was the last attack anyway, and you've gained your turn to turn value through the angel swinging and staying on board.

Finally, I would be amiss to not discuss looping with this card. Angelic attendant is the renaissance for looping, attendant is everything looping ever asked for, and it has made a believer out of me. This one single card makes looping so easily, so affordable, that I now actively look out for opportunities to jump straight into it now, and my friends don't like me as much any more. A pocket Angelic Attendant is now yet another piece that you can leave in there to help make everything align for the loop, being effectively worth 3 resources and two soul, it just checks so many boxes that the hands that work are much more consistent. The ideal start is a Genesis in play, and Attendant in arsenal, with one or both figments sat in play, however attendant generates so many resources that depending on the hand, you don't even need the genesis, and can just jump into a semi perfect loop no problem.

There are a million things I can say about this card, but If I were to say just one thing, it would be lock it in your arsenal asap, and wait for the perfect turn to absolutely destroy someone.

RATING 9/10 (*feels like cheating (please dont cheat, we dont need to)*)

Light of sol

Aight, so, these next few cards I want to preface saying that none of them are necessary, you can make a perfectly serviceable, and strong Prism deck without playing a single



one of them, however each of them WILL make your deck stronger for including. The issue being, being fables, the price is absolutely ridiculous for a single copy of a card. Luckily, for some bizarre reason, the cards get more niche, and less useful as the price goes up. If you can afford them, and you want your deck to be stronger, buy them, if not, just sub them out for another herald, or a sideboard piece to help the aura matchup, and your deck will still function perfectly fine.

Back to the cards. The first, and most useful fabled is Light of Sol, and it's possibly the most innately powerful fabled ever printed, effectively drawing you a card when it triggers. On pitch, you reveal the top card of your deck, and if it is yellow, you MAY put it straight into your soul.

This has a number of incredibly powerful applications, the obvious one being that if the yellow card is a herald, which it most often will be, you get an immediate Prism trigger, and have your chest active, without having to rely on actually

hitting. It is important to note that it is a may trigger, and you often would rather not put your figments or merciful into soul, but on the other hand, don't rule anything out, play to the game you're playing, not the game in your head.

If you hit a herald during another herald's attack, there are usually two figments you want to search up, triumph, and erudition. Erudition to say, I don't care if you block me, and just get your free card advantage, and triumph to say you cant pop me, getting in before blockers and making the rest of this turn much more difficult for your opponent to work through.

The other key use of light of sol is its feeding of your figments, both overall throughout a game, but also at key intervals. For example, you attack with suraya but have no soul, pitching Light of Sol. Light of Sol triggers and resolves before an angel's attack trigger, which means that should you find a yellow on top, you have now got an extra soul to use however you would like.

In both of these scenarios, though you are operating off of luck, the deck is built around yellows regardless, and the pure payoff of hitting a yellow, and the MASSIVE tempo swing of not being reliant on an attack hitting is monstrous, and worth the price tag.

RATING 11/10 (*Current card market 30 day average price 80 euro for rainbow foil*)



Great Library of Solana

This card is such a power house it's ridiculous, you are being rewarded for doing the thing you wanted to do in the first place, and most decks have zero out to remove this, or to stop you from being able to gain its value, shy of hitting you really really hard. The fact that your opponent can use this? Almost never comes up, same with discarding, not that either should be a concern really, once this is down, just keep on gaining value.

When you have two yellow cards in your pitch zone, your intellect is increased to 5, meaning you get an extra card every turn for blocking, pitching, playing, and also digging further into your deck. New Prism is not a hero who can actively turn 5

cards into more damage however, give her a million cards and she's still limited to three attacks a turn, the real value this gives you is options, it lets you see more cards, and make better plays and better blocks, so you are all but guaranteed to be able to stem the bleeding, while still threatening your opponent, playing your auras for a reasonable price, and triggering Library for another turn, which just snowballs into an easy win.

However, as good as the card is, it has very significant issues in actively playing it. The card has no pitch and no block value, once it's in your hand you are committing to playing it, or locking it in the arsenal for a later turn, there's no question about this, which brings me to the real problem with the Library, its tempo. You are committing to having to play this, but also to not doing anything else with the action point on that turn. No second attack, no blue aura, just an extra card, you are fully taking your foot off the gas pedal for the hope that the extra value gets you there.

The conclusion of this is that this card simply shouldn't be played into matchups where you can't afford a missplay, where a no block, no pitch card that demands you give your opponent breathing room, is an awful trade off, even for extra cards.

In short, unless the matchup is a slow grind where you eek out value, like perhaps gravy, just don't play this into anything that isn't a vestige matchup.

RATING 11/10 (*Current card market 30 day average price 176 euro for rainbow foil*)

Riches of Tropal-Dhani

Riches is the most fundamentally unique card in Prism's suite, initially played off as a joke, it became apparent that Prism was actually about to become a three fabled deck very quickly upon release. The card offers very little in actual impact to the board, it doesn't gain life, it doesn't draw cards directly, it simply makes a gold token, but that subtle addition, as well as being a yellow, gave it just enough of an edge in our vestige matchups that it makes the cut.

A gold token has a few subtly powerful uses in Prism, primarily being it fixes our bad hands.

It is more than possible to be playing into a guardian, you have your tempo, and then you draw a hand of four heralds that will immediately die, a gold token gives you a chance at a redraw, and lets you dig further into the deck, looking for specific cards.

Another excellent use is when in combination with library, allowing you to achieve the two yellow condition on a very small hand without the use of a figment, just by filtering



through the gold, then sending a herald with a yellow off the top.

The final and main use of the gold token is with Vestige of Sol itself. With vestige active we get to do our best Gravy impression, and start amassing massive amounts of resources out of nowhere while doing very little. Assuming you have no reds in deck, any card pitched into gold, with an active vestige, will result in overall either one additional resource if a yellow is drawn, or two if a blue is drawn, that's potentially an Arc Light Sentinel, pitched for with a single card. The jump in resources allows you to play more expensive things, and set up a massively wide turn that would never be possible without it.

Some people disagree on whether Riches actually deserves a spot in the already massively tight Prism decklists. Personally, I love the addition, however it is a massive amount of money to be spending on a single card, and you can't even cold foil it. If you can justify buying riches, buy riches, if you can't, then don't, and your deck will still be performing just as fine.

RATING 11/10 (*Current card market 30 day average price 236 euro for rainbow foil*)

Sideboard Options

AKA, getting you to 80 cards. Besides that all you got? Every card in this list is something that some Prism may have played at one time, for reasons that made sense to that person, whether its a pet card, a niche format counter, or simply its good against the guy at the LGS that keeps beating you. Whatever your reasoning, these are the cards that you can play if you want a specific edge against a specific deck, play around with them, and see how you find them into your scene.

That All You Got?

That all you got? (TAYG) Was very almost in my previous section, its effect is so powerful, and so effective against strategies that purposefully counter our own plan, that it's nearly unheard of to see people not playing it whenever assassins or ninjas roam the streets.

The value of our angels is that they make up for our low life total, bumping us up to



potentially the 50+ mark of real life total. This only works when the angels actually get their full ward value, and in a world with kodachis, daggers, flick knives, and whatever the hell people are doing running edge of Autumn, little pricks are our nightmare. They can be held at bay with shoes and with shields, but that only goes so far, TAYG is our counter to these people, and watching them groan when it comes out of the arsenal is reward enough.

The card draw only works when the attack is still under 3 power when the chain closes, so for example, should your Assassin opponent tarantula toxin his attack up to 4 power to get over your block, not only will you probably lose ward, you also wont draw a card, try not to get blown out by this.

The card is best used versus anyone who makes multiple small attacks, primarily this will be Ninjas and Assassins, however the card has massive potential against Gravy Bones, stunting his little attacks that exist to fuel his engine, while protecting your angels, just keeps you ahead on the tempo race, and allows the fatigue strat to have legs.

Due to being a yellow, the card is also a serviceable 60th card for aura matchups.

It isn't something you're going to be happy to play, however it pitches, it blocks, it can sometimes do things into a dominate/overpower, so frankly it checks the box.

The box says "isnt red"

RATING 9/10 (*unless the format has actual zero hits, always play at least 2*)

Celestial Reprimand

Celestial Reprimand is such an interesting card. By all accounts, it should be a perfect card for Prism, it takes the perfect way to counter us, and punishes you for it, but that isn't what happens in practice. What happens when you actually play the card is one of two things. Either, one, your Guardian opponent keeps blocking with 8s or 9s, and you're just sat there with your Reprimand for -2 going "oh cool" while he keeps unknowingly ruining your life, or two, versus a deck with limited poppers, it sits in arsenal for 6 turns and you never get popped. You just sit there, with the world's most obvious rotting arsenal, while your opponent just repeatedly blocks with two non poppers, while sending out their 6 attack power attacks.



Now, I hear you, "*oh ill bring it in vs verdance, she has lots of poppers but they're all 6s or 7s*" yeah well she also has burn bare,

and a million D reacts, so now the sideboard card you planned your game around still hasn't resulted in you actually making contact.

The card is high in potential, but high in risk as well, and while I am very much a hater of it, due to it's disappointing nature at times, the card is undeniably powerful when it works. I would not recommend playing anything other than yellow, as red is overkill, and blue is...underkill, and I would not recommend playing it as anything but a 79th/80th card in your deck.

RATING 5/10 (*The psychological damage is real, so we have to all pretend we play it*)

Celestial Cataclysm

Celestial Cataclysm, AKA C-cat, is the popper of choice for Prism. I will discuss individual matchups later, however, TLDR, the Prism mirror is awful, just atrocious, it feels like anyone can steal a win at any point, and tempo just vanishes, 10/10, no notes. As such, it is a very reasonable card to start running if your meta is just chock full of mirrors, to try to give yourself an edge.

I would not advise playing it without considering the mirror as its primary use, as while the card is

undoubtedly extremely strong, the cost of three whole soul is just too much to do reliably for anyone. If you DO run the card, I would advise only playing it in vestige matchups, as those have a high possibility of giving you an excess of soul, and it can effectively steal the game away by offering a quick burst of damage.



RATING 6 /10 (I hate calling it c cat btw)

Lost In Thought

Lost in Thought is a relatively new addition to Prisms toys, having gone mostly unnoticed for a long part of Prism's life.

The card, commonly shortened to LIT, is played to do two things, to either take away poppers from decks that run a small amount, or to steal cards away from decks that rely on specific methods of playstyle.

For example, take Arakni, Slipped through the cracks, they play many small piddly attacks, and a couple poppers. When you play this into Arakni, you'll either

take a popper away from them, or take one of their powerful attacks, such as bonds of agony, or you'll take away some random little attack, and be able to play the rest of the turn, and their attack into you with full information on what they can do.



Stealing cards is amazing, but the information gained is also just incredible, and gives you the opportunity to play perfectly.

The card is not without its downsides however, and they are all centred around its cost, and Prisms cost curve. The card suffers from being one cost greatly, as due to our massive amount of two cost attacks including angels, and the fact that we play only a limited amount of blues, not every hand will be able to work this into the mix, unless it also contains a Wartune.

But because of the cost, and the fact it is a 2 block red, it suffers from a similar problem to Library. Once you see it, you need to make your plans work around it, otherwise it will just either rot in the arsenal until the perfect hand lines up, or it will be blocking for poor value.

Lost in thought is not without its problems, but it is simply so innately powerful that I am looking forward to seeing how it ends up with further testing.

RATING 5/10 (*Clunky but hilarious*)

Warmonger's Diplomacy



Warmongers Diplomacy is such a powerful card that basically doesn't affect us, however its use is completely dictated by the format around it. If your local scene is completely dominated by gray bones, warriors, and runeblades, you can genuinely find great use of warmongers to stunt their development, however the card needs such a niche specific format that it risks rotting in your sideboard.

When played, always choose war, planning around playing a blue aura, even if you have one, is such a waste of a turn when you know your opponent's turn will be stunted. Try and set up for an arsenal alongside it, which shouldn't be hard as you're giving up your final action point, this way after your opponent's weakened turn you'll be able to come back full force, and crush them.

RATING 7/10 (*amazing when its amazing, otherwise, in the binder*)

Dissolve Reality

Dissolve Reality is such a cool card, doing something most other decks can't even consider, but at the root of the card, it just isn't powerful enough to usually deserve a spot, especially when Prism decks are so tight on space.



Dissolve reality's best uses are against decks that either try set up for big swingy turns, or rangers who use their arsenal a lot, against an Azalea or a Marlynn, this is so back breaking it can lead to them skipping most of their turn because the hand just isn't built NOT to start with an arsenal.

The card also shines when utilised on a Suraya turn. One of the common issues to have

when comboing off with suraya is that you just don't have enough action points to actually use all of the cards in your hand, dissolve offers you a zero cost card that gains card advantage and gives you more things to do, it is also notably, all but guaranteed to be in graveyard for when you search up

Figment of Rebirth, a card that can often have misses due to heralds going to soul.

While the card can be strong at times, it just isn't making the cut mostly, and realistically should not be considered outside of builds playing mono rapture, as they will have infinitely more space than a standard Prism.

RATING 4/10 (*Nice New Horizons bozo*)

War Cry Of Themis

War cry is a card, BEGGING for the right format for it, but that format simply isn't here, and may not be here for a long time, until Vynsett gets her act together.



I wish this was playable, but the format does not need it, and even if it did, Vynsett is such a cursed awful matchup that a few extra tools will not cut it, especially when asking for so much soul can be a real downside. All things previously said about instant speed figment of judgement can be said here but in spades.

The card is a very good option in living legend however, where if you can stockpile soul, you have the chance to utterly destroy a chane, and turn their banish pile into nothing.

RATING 3/10 (*Really thought war cry was one word*)

Essence Of Ancestry:Body

Essence of Ancestry:Body, hereon just called essence for my sanity, is a truly rude card to play vs aggro decks, where your life is under much more pressure than theirs, you can happily end a turn with an essence and say “ im going to gain about 6 life, set up an arsenal, and ignore your next turn”.

Were it not for the fact that it lacks go again, essence may have been a mainstay card for Prism, just blanking half an aggro deck's turn, and getting ready for a killer swingback. Essences main issue is the tempo cost of an action point, but beyond that it has to line up just right, as should you still have any spectra auras, or other shields, it lacks any and all text besides ward, so it needs to come out at the exact right time.

Interestingly, the card is massively powerful versus Vynnset, you allow her runechant to destroy essence last, and their next red runegate cannot do any damage, with AB and no unpreventable, you even have the potential to make it so she doesn't get a single extra effect in a turn.

RATING 4 /10 (*inflicts PTSD to people who hated enigma*)



Goliath Gauntlet

Goliath Gauntlet is another victim of the 80 card limit, undeniably powerful, but doesn't do enough compared to dream weavers against enough of the format to be worth a slot.

Goliath Gauntlet allows you to send your next attack past a break point, and become infinitely more threatening, for everything you can say about pierce, this says on demand, but we all know why you want to play this.

You want to send the 7 power Erudition against your low armour opponent and just watch them scan their hand for a popper that they know isn't there, and just resign themselves to losing the game out of nowhere. It feels pretty great not gonna lie, but you could have an erudition with a million power, still gets blown up by a max velocity all the same.



One potential counter measure, other than waiting for passing to be in play, is to use it on your second attack of the turn, after having fished out any poppers, the only real downside of this however, is that you can't do it on an erudition and carry the turn on afterwards.

Also, in case anyone missed it, "cost 2 or more", so you can't use this on a wartune.

I would only play this if you can find the space, and even then, unless you believe your local meta is exceptionally weak on armour and poppers, I would not suggest running it at all.

RATING 4/10 (*If they have the popper you're gonna feel so humbled*)

Halo Of Lumina Light

If you are a casual player, you may not have ever even known this card exists, partly that's because it isn't legal until super slam, but mostly it's because it is a card specifically printed in the Prism LL armoury deck, only available at conventions, and

as a very rare drop from gem pack 3.



I have not truly tested this card yet, so I will withhold any real rating, however, I don't believe it is meant for this Prism. Prism, Awakener of Sol is basically bound to her hat, halo of illumination is intrinsically linked to this Prism, and the possibility of running anything else seems crazy, however, I will be testing it into

Verdance specifically. The idea, as far as I believe it, is to play this into matchups where you go in planning on actually using the spellvoid on halo of illumination, because this way you give up on the ability, BUT, you have the power to buy back a yellow spectra aura. They will only really get there through

merciful, and they often will BE merciful, going to the soul, and then being used later on for an angel.

The plan is to spellvoid, save life, and cheat board presence into play, with the hope of the tempo being a big enough swing that the risk of not having Halo of Illumination doesn't even matter. I will update this as my testing continues.

RATING ???/10 (*probably just copium*)

Update

Quick note, I've tested it and I was right, card is BANGIN into Verdance, cheating out a free yellow spectra is ridiculous, and the opportunity cost is so minimal. Slightly changes their method of play once they see it, but it's not like they can ignore yellow spectras forever.

Run it while Verdance is doing well, and ditch it the second she falls off.

RATING 7/10 (*decidedly NOT copium*)

The other arcane barrier

I'm not going to spend too long discussing these, as there isn't much to say, however, should you determine that you want to play extra arcane barrier, here are the strictly best cards to play.

Crown of Reflection is probably never going to see play, as you're removing an incredibly powerful card with spellvoid for arcane barrier. However, if you do run it, turning a shield into a blue aura to get its effect on your turn and save the action point is VERY fun.

Calming Cloak almost has no text, I genuinely can't believe the illusionist AB chest is basically just a blossom of spring with AB, not to mention the cost of NOT having the other chests is devastating.

Silent Stiletto is probably the only one here where you can justify playing it, as footsteps aren't generally crucial in matchups where you want AB 2, and it does have a one time use where you can, so if your wizard opponent has their one of maybe 3 poppers, you can genuinely consider using it. The issue comes when you remember one of the best wizards right now is Verdance, who has more poppers than she knows what to do with, and you grab your footsteps again.

RATING 2/10 (*really shockingly awful for us*)



Invoke Suraya/Suraya, Archangel of Knowledge

Invoke Suraya was the first angel printed, way back in dynasty before we even had Prism, awakener of Sol, so the card unsurprisingly, doesn't fit in with the new angels. I actually have fun memories playing this in Prism blitz back before the new Prism came out, so regardless of how competitively viable I may think it is, resolving this will feel amazing!

The card is structured exactly like one of our new angels on the flipped side, however on the front its completely different. For starters, it can actually block, a wild concept for Prism but it's also an action that costs 2 and demands a shield as sacrifice. The cost of a shield is both hard to overcome, but also shockingly easy in practice, you just pop your Calming Gesture,

and bam, here comes suraya. This is the crux of Suraya's strength, but also her problem, though we have now overcome the summoning conditions, we are now short an equipment for the whole game, you've built your entire armour strategy over one card, a powerful one card, but just one card, and while you have other avenues to making shields, they're not as consistent to be considered.

However, once you do reach the in play side of Suraya, the fun really begins, and you now have the only current source of lifelink in all of flesh and blood, with an additional Sekem impression every turn, which will also gain you some life. Importantly, due to being a yellow action, Suraya can be returned via Figment of Rebirth, so if you hit with a Protection and think you can keep the shield around, go try set up the combo.

All in all, Suraya is a strong card, and repeated lifegain is so huge for a hero that starts on almost the lowest life of anyone, but, I personally can't get over the tricky conditions, and the deck building stipulations of running gesture into basically everyone, so I just can't see myself running the card.

RATING 4/10 (*the fan favourite of SB cards*)

Pummel and soul food

Meme tier, im not even gonna discuss them, just dont play them, I beg.

RATING -1/10 (*stop it, get some help*)

CODEX OF WAR



Strategy & Gameplans

The ALS loop

The Als loop is the most unique, most powerful, most unfun tools in Prism's arsenal, and one that is sure to allow you to steal wins and lose friends. There is a lot to cover so i'm going to break it down into a few segments.

The Combo

First things first, what IS the combo? The combo is very strange in that on the absolute bare bones of it, only two cards are needed, however each additional piece makes it more and more reliable, and easy to work with.

Avalon, archangel of Rebirth & two Arc Light Sentinel

The absolute minimum you can ask for for the combo are these three cards, you set up a board where there is an avalon in play, an arc light sentinel in graveyard, and one on the battlefield. You swing with Avalon, setting the graveyard ALS to the top of deck, and you cast the second copy, that way, you draw up to the second arc light sentinel, your opponent swings into the second, and the combo happens all over again, except your avalon swing nets you some damage/cards.

This is the bare minimum you can ask for, however in of itself it has some serious issues, most notably the fact that this combo requires a soul every turn, and that it costs 8 resources from three cards, I.e., two blues in your yellowline deck, so lets give it some friends.

Genesis

The answer to both issues is genesis. Genesis both feeds the soul and bumps your resource value through vestige, allowing for an easy way to keep the combo going infinite. You feed a card into soul, you pitch to play the arc light sentinel, you swing avalon and reset for next turn, amazing. This isn't very fast though, and im burning through my deck to only deal a very blockable four damage, I might mill out first! I should get some extra value.

Suraya, Archangel of Erudition & Great library of Solana

Here we go, extra card draw, now I can send my avalon and send in a second threat, thats either a second angel, or the suraya itself, now even if my opponent three blocks both angels, so long as they dont have more than double the cards in deck as me, I'll eventually win out!

These two cards also make the combo workable without genesis in play, however you will still be dropping soul every turn, so its still imperative you're able to find one quickly. It is also possible, utilising these cards to play in one turn an arc light sentinel and a genesis, but not swing avalon, this is fine so long as you are able to use the activated vestige the next turn to jump back into the combo.

Of note, Suraya also allows you to form the combo using only a single arc light sentinel, using avalon to put the recently killed one back on top, then having suraya draw it then play it immediately. It is doubly soul hungry, so would need a second genesis, however this will mill you out twice as fast.

Bellona, archangel of War

A card not strictly necessary for the combo, but still vitally important is Bellona.

Even one single attack with Bellona is enough to massively reduce your opponents time, requiring them to either commit more and more cards to blocking, or to taking twice as much leak damage a turn, meaning that even if they do find a way to break the combo, they do so un significantly reduced resources.

Angelic Attendant

Prism's newest card has completely changed the way I personally think & operate in regards to the loop, its gone from almost a pipe dream to something almost trivial to set up. Attendant allows you to flip from arsenal, saving you 2 resources for pitching, and also turning on vestige, as it itself has gone to soul, what you have is in effect a blue gem that draws you a card, its basically light of sol that always hits.

Once you see one, try to get it in arsenal if you feel you are approaching the combo, or if you're getting ready for the combo and you get a Prism trigger, find figment of rebirth, and put a previously blocked one back on top.

The set-up

The combo is tricky to set up, and often will appear ready when its not even close. I'll do my best to outline the main things to look out for when starting up, but bare in mind that there are many moving pieces, and the gamestate should dictate when to go for it.

The key element to starting up isn't actually ALS, its genesis, genesis is the glue that keeps everything flowing, and allows you to jump right into the combo. I wont talk about the games wherein you have a genesis that has been left on board for some reason, as these simply shouldn't exist in the first place, but rather the set up you want when you're ready to just jump in screaming.

The more pieces on board the better obviously, however there are two key differences in games, the ones where you have Library, and the ones where you don't. Library allows you to play with significantly more cards, and set up your long over reaching plans much easier.

An ideal board state will involve you having one or both of Erudition/Rebirth figments in play, a library in play, a couple soul, and either genesis, Angelic Attendant in arsenal, with a draw of the missing piece of Arc Light Sentinel or Genesis.

With Library in play, you will start by running out Genesis, and use the additional resources to feed through Suraya in order to run out an Arc Light Sentinel. At this point it doesn't actually matter if Avalon has been flipped or not, as she is not needed

for the first turn, however do flip her if your resources line up. From then on you will proceed as your resources allow, swinging first Avalon, to put als back on top, then Suraya to draw it out and play it, and this will continue until you are able to draw the second arc light sentinel, at which point you no longer need to keep using Suraya, you stay soul neutral, and your lock is fully complete.

Without library in play, the resource game becomes much tighter if you are jumping in with genesis, however it still can be done, you simply need to have genesis in arsenal, start with figment of Erudition in play, and draw a hand of Arc Light Sentinel and two blues, or if possible, have a merciful Retribution go to soul this turn. You will then pitch two cards to play genesis from arsenal, and flip Erudition on your opponents turn, its then a matter of joining the loop at the same point, starting with an Erudition swing and repeating all the same motions, ideally being able to play Library soon, as the card is unfortunately a dangerous thing to see mid loop.

Genesis is not however needed to begin a loop now that we have attendant, but it will be required to keep a loop going. With attendant in arsenal, flipping and swinging Erudition is the exact minimum resources required to play both a Genesis and an Arc Light Sentinel, even if you draw all yellows. But these are very specific hands, what if you don't have the time to wait?

The combo can be performed without each card, and Attendant allows for you to play much more loose, however the imperfect loop is very card hungry, and very soul hungry,

wait until library is in play at the very least before you start making any moves if possible, otherwise you're just prolonging the inevitable downfall of your loop.

Risks & Counters

There are a number of cards that threaten the loop, so don't count on it being an instant win, make sure you're doing as much damage, and progressing towards the bellona plan as soon as possible. Cards that can disrupt the combo include;

Any AP generation:

Anything that creates an extra action point is a quick and easy way to kill the combo, examples include; scabskin leathers, mechs cranking or using their shoes, and a gravy throwing a back alley breakline to grave from call to the grave. Any deck that you know has easy, and naturally built in ways to destroy the combo, should be avoided if possible, however, if the combo lines up, it is still something that demands your opponents full attention for a time, so don't lock yourself completely out of it.

Any arcane greater than 1:

There are two key versions of arcane that mess with the combo, tall arcane, and wide arcane.

If a verdance is throwing 6 arcane at you with a waning moon at the back, she's probably breaking the combo, and just let her have it, frankly, its not a combo matchup in the first place.

However wide arcane, such as what Florian does, is MUCH more dealable, and something that while annoying, will not fully break the combo

Single instances of one arcane don't actually do anything, due to Genesis infinitely pumping out shields, however when Florian starts making two runechants, (which now trigger into spectra), have enough added pressure to demand a card from you, tightening your resources, and putting the combo at risk. In this situation, build up your spectral shields so that when ready, you can allow the shields to bite it, keep a full grip, and deploy an additional threat that fully steals enough tempo that victory is at hand.

Midas touch:

Quintessential straight up kill spell, there is nothing you can do about this, no planning you can make, just assume they don't have it and get in your damage as best you can. If you see one pitched early, then consider avoiding the combo and utilising your angels differently, or try and rush for the combo before they see it, or a second copy again.

Clash of Bravado:

So this is an interesting one, as it can't stop the combo, since you just play your ALS last, but it does threaten to destroy Genesis if they win the clash. The way to play around this mid combo is to simply never attack with a herald midway through, as clashes don't work on allies. Obviously this isn't easy to not do, so at the very least, try and see if they're holding a card in hand every single turn for a few turns, if so, at

some point you will have to just bite the bullet and swing in, hoping they dont have the clash.

Slay:

Same things go for midas touch, except they stop you mid turn, if this happens to you at a locals, people are teching against you, if this happens to you at a big tournament, that's wild, and you got got.

I could talk endlessly on exact things to look for, and situations, and possibilities, however the loop is more than anything a skill check on both the opponents behalf and your behalf. All I can recommend is that you play it more and more, trying and failing, and soon you'll be able to see the signs naturally, and know when you're able to hold back, and when you're ready to ruin someone's night.

The Merciful Combo

Alright, now that we've been through the stupid boring combo, now its time to talk about the fun one.

The merciful combo works in an even stricter, yet somehow easier to form boardstate than the loop. You need Three* things to get it started;

- 1) A merciful retribution
- 2) A second merciful retribution
- 3) A shit load of spectral shields.

Ok, its going to get a little mathsy here, so first of all I'll explain the basic premise of the combo.

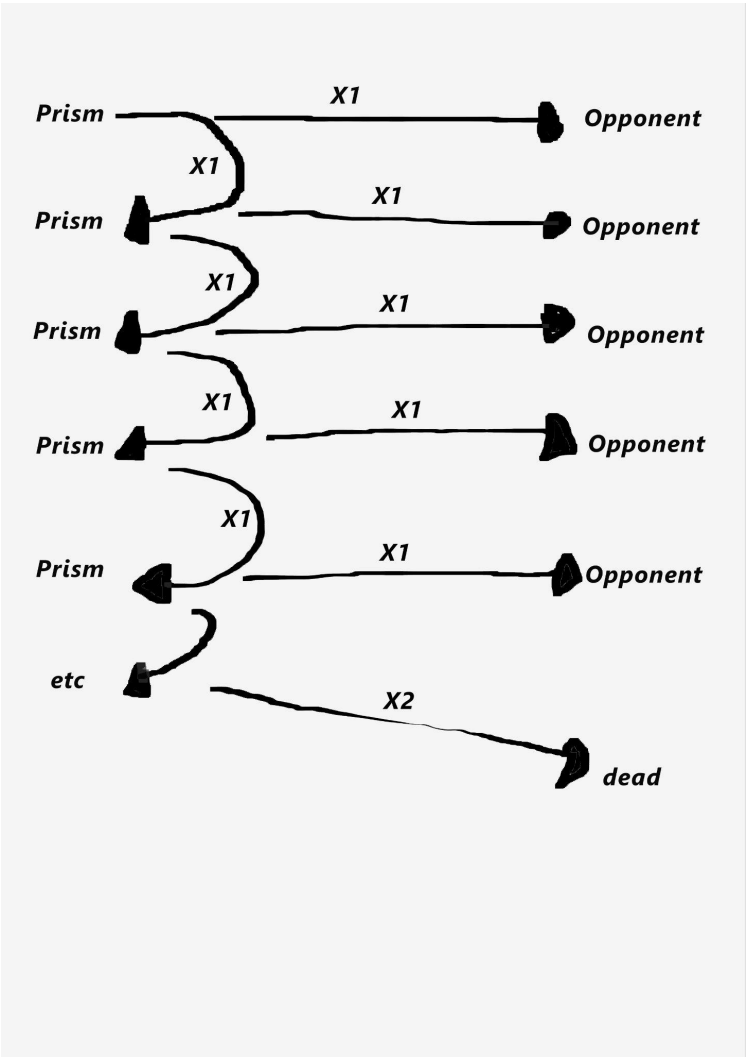
Either due to your opponent choosing to kill angels first, leaving Mercifuls alone, or simply through setting up for a late game plan of playing two in a single hand, you will amass a boardstate of the three items, your opponent will then trigger Merciful Retribution through any means other than killing one of the Mercifuls, as this combo only works if they're both still in play. You will then have two Merciful Retribution triggers on the stack, you will target one at your opponent, doing one arcane damage, and you will target one at yourself. The result of this is that your opponent loses one life, and you ward the arcane with a shield.

This then triggers the two Merciful Retributions again, and you will repeat this process until the final shield, at which point you will send it at your opponent, this results in your opponent being completely overwhelmed with arcane damage, and hopefully being incapable of surviving.

The actual damage this deals is equal to $X+2$ where X is your spectral shield count, as the final shield is worth two arcane, and you have the first trigger off whatever triggered mercifuls. I've had games where I was completely and utterly losing into a guardian, but have been able to set this up and wipe them out from over 20 life.

It's unfortunately not too easy to set up, as generally your Mercifuls are used up through the course of a game, however in the rare case where they are left untouched, or you just don't see them in the first few turns, it can easily be something worked towards, as there are often games where Genesis is left untouched due to more pressing threats, combined with aegis buffing up your shield count. If given the opportunity to wait, try and ensure that you have shield count equal to or greater than your opponents life total, minus two, plus the highest AB they could theoretically have.

Please enjoy the high production value visual representation I have so carefully spent 3 minutes making, just for you, the viewer.



MATCH UP GUIDES



Detailed gameplans for
each Matchup

Match Up Guides

The following is a collection of my general plans for various matchups. I will be explaining general plans on a class by class basis mostly, dipping in on certain matchups in particular, and devoting whole pages to specific heroes when necessary.

All sideboarding advice I give is just my own opinion, and if you feel differently about it, please feel free to discuss it with me, All my decisions are based off of, and can be found on this list, it is the one I won a proquest with, if there are any discrepancies you can spot, or something doesn't make sense and I didnt go over it, please let me know

[PO Winning list](#)

MATCH UP

GUARDIAN

DIFFICULTY ★ ★ ★ ★

TURN PEF **Second**

POPPERS **2 PER HAND**

EQUIP HALO, VESTIGE, DREAM WEAVERS, FOOTSTEPS

BRIEF

Build auras and soul until the critical turning point, you're playing for the late game with spectra. use halo for Suraya into ALS, or to enable to loop combo. Take the damage you can, block what's available, and build, build build.



Guardian

Sideboarding

Go second

Expect 2 poppers per hand

Halo, vestige, dream weavers, footsteps

Standard aura plan sideboarding, remove all red cards, throw in every aura and fabled.

If you can't get to 60, add in things like TAYG, as even though they're not light, and don't do anything, the help into dominate and overpower can come up, and just having the right colour and block value is sometimes enough.

To save myself from reiterating the exact same points, I'm going to go over some common lines and the overall gameplan for guardians as a whole, and then at the end go over a few unique things to take into consideration.

Game plan

Guardian is the quintessential vestige matchup, it's the aura plan to a T, and it's where all your reps and hard work go into practice. You will need a lot of practice to really get it down, and it can feel quite risky at times, however you just need to have faith in the plan, and that your opponent will be forced into a strategy they don't want to take, and cause their own downfall.

As a whole, guardians are very much the deck of “ the only life that matters is the last one”, and you will be blocking face some absolutely ridiculous numbers, but so long as you dont go so low to just auto die to a dominate or overpower, you'll be fine. Focus on building a board, and building soul as quickly as possible, as the burst is how we win.

Save dream weavers for either a turn where you have wrath, or an erudition is sure to hit, their popper count means that they are under no pressure to use up their gargantuan fridge, so they'll likely save it for just such a moment, so make sure when you do pop the gloves, it'll hit.

The other best time to use weavers is when you have a 3 yellow and a library hand. You pop dream weavers to ensure the non-wartune herald doesn't get popped, and then you run it out, cleanly deploying library, stripping armour or cards, and getting the train rolling.

Your strategy to victory is all about the figments, so its important that they aren't wasted. Save flipping them for when they're going to have an immediate impact and strip cards from your opponent, or you are able to flip two back to back, and start putting immediate pressure on your opponent. This is the key plan to victory using Bellona, as an immediate out of nowhere 10 damage, or more with Sekem, will put the opponent on the backfoot and even if they can come back, you'll be able to keep a grip and up the pressure.

While the ALS loop is very effective, I find many of my games Halo is actually being used in conjunction with suraya. I will wait until I find an ALS, pop for suraya, and just start bursting value out and hope that my next few turns set up what I need. It is by no means a foolproof plan, however its a momentary absolute steal of tempo that should hopefully allow you to take control and hopefully finish a game.

Things to look out for

Batter to a pulp is a massive threat, particularly out of valda where it can easily have dominate, try pocket a soul shield, or better yet, just dont go so low that she blows through all your ward and kills you.

Clash of bravado and test of iron grip can potentially ruin a plan, there is little ways to play around there, so just remember that clash doesn't work against allies.

There are a million dedicated guardian destroy aura cards, but honestly I have never seen a single actually used, if anything, just be aware that midas touch is a tool some play to break up the combo.

Jarl has access to blizzard, and this will completely shut out a turn if you don't plan for it, it may be hard, but keep it on your mind and don't fall victim to them stealing a win from you.

All in all, guardians do better into us when they don't do cutesy things, like jarl, or pleiades. If someone is just sending FAT numbers at you from the get go, you can definitely lose, so make sure you're playing with the understanding that you do not have infinite time, and use every life point god gave you.

MATCH UP

ASSASSIN

DIFFICULTY ★ ★ ★

TURN PEF **SECOND**

POPPERS **6 TOTAL**

EQUIP HALO, RAPTURE, DREAM WEAVERS, FOOTSTEPS

BRIEF

Learn their on hits and their breakpoints, wear them down, but don't let up the pressure. Blocking is rarely efficient, but do your best. Avoid being marked when possible, and beat them into submission.



Assassin

Sideboarding

Go second

Expect around 6 poppers total

Halo, rapture, dream weavers, footsteps

Standard aggro gameplan into the two hunted araknis, no yellow auras except ALS, shave a passing for a pierce due to their low count, and play every copy of TAYG you have.

Against the remaining assassins go hard auras, keep in TAYG, and just try and block efficiently without falling into their traps.

I play dream weavers into the new araknis, and calming gesture into the older ones, use the gesture to counter a flick knives threatening an angel if the hand allows for it

Assassins can be a tricky matchup, between having devastating on hits, daggers and flick knives to threaten angels, and enough pump to murder you out of nowhere, it's easy to be completely taken over, but it isn't as dire a matchup as you might expect, the more they block, the vastly more manageable they become, and the easier it is to just swarm the board.

Game plan

One of your goals into a standard assassin is to counteract their ability to get value from their daggers versus your angels, pitching a blue into footsteps, followed by a soul shield or an angel flip is insane value, that all you got, or just a shield or two is enough to completely turn them off any hopes of killing an angel for a good rate. Later into a game when they're trying to flick knives an angel, it may be worth pitching into empyrean rapture, however make sure this is definitely the right move, as once its gone its gone.

Once you get an assassin on the backfoot is when you can really start to pressure them, if you can get them to block two cards, then the swing back is reduced further, hopefully to the point you can ignore them, and send back something even more powerful than before. Assassins are at their most powerful when they're given full reign, so more than anything stripping cards is key. Keep up the aggression, but don't ignore defense all together, just make sure that you're able to steal cards away from them, to keep them off having their full power unobstructed.

Things to look out for

Assassins only have so many natural poppers, death touch and already dead come to mind, however its not unusual to see them playing some of the costlier 7 power poppers with an on hit, such as blanch, so a triumph wont always be enough, but expect somewhere in the range of 6 poppers generally.

They will also have a rather substantial amount of defense reactions, to make up for their piss poor fridge, so before sending an erudition, check how many defence reactions you've seen so far.

Against a reaction heavy assassin, such as Slippy, its important to know when to fight, and when to let them have it, Prism doesn't work amazingly on few cards, so generally your plan should be to either overblock, or just take your beatings from their big majestic attacks.

When you can, try and keep an arsenal to play around codex, but if you are to get codexed, putting back an erudition, and blocking out the inevitable leave no witnesses can be very strong.

In differences between the various assassins, Arakni Marionette will be focusing more on their daggers, retrieving them, flicking them aggressively, and rebuying them, all in an effort to get more value, and keep marking you, this is the hero where shields are at a premium, TAYG is king, and you occasionally glance at your rapture thinking about popping it.

Slippy on the other hand is more about reactions and throwing out stupid powerful on hits, versus them its something you have to learn when to block and when to just let them do their thang, try and keep soul shield at the ready for when they start to burn a lot of resources, but be aware that preventing marked is not as huge here as it is into mario, and flick knives has a real cost for them.

Original Arakni I actually play more like an aura matchup, their complete and utter lack of good go again means that the auras can quickly put them in a grave, and make them have to go down awful lines to keep you threatened.

Uzuri is another aura matchup due to their ridiculous 6 count, luckily for her, her damage is all completely back loaded too, and if she wants her meaningful on hits she has to just ignore your auras.

MATCH UP

PRISM

DIFFICULTY ★ ★ ★

TURN PEF **SECOND**

POPPERS **EXPECT 0**

EQUIP **HALO, RAPTURE, DREAM WEAVERS, FOOTSTEPS**

BRIEF

Your tricks are their tricks, so be aware of what they have left in the tank.

Send heralds at angels once halo is down, prioritise sending in heavy attacks that strip cards, be smart with halo and outplay them



Prism

Sideboarding

Go second

Expect 0 poppers

Halo, rapture, dream weavers, footsteps

You're going to want to cut everything aura package here, as well as your passings, a single popper isn't even guaranteed to be in your opponent's deck, and the max would be like three, so just take it out of your mind all together and keep everything you can that will allow you to kick the pressure up.

Some people play Calming Gesture as an answer to the occasional arcane damage, however I personally believe that for the situations where you could be threatened by arcane to destroy an angel mid attack, I would much rather have Dream Weavers' spellvoid to counter it once for free.

I prefer to go second, as even though you can potentially threaten a free soul going first, the fact that you can miss on hitting, or worse, give them a turn 0 soul shield, is just too much of a risk for me.

I have long been on record saying that I have never enjoyed a mirror in this entire game, something about them always just viscerally upsets me, and Prism's mirror is without a doubt the swingiest one I have ever come across.

Skill doesn't matter, luck doesn't matter, life total doesn't matter. You can have someone on 32-1 and then just lose, it makes absolutely no sense.

This isn't a great page so far ngl.

Game plan

Your plan is to attack as hard as you can, set up auras and angels, and set up better plays than your opponent can. Soul shield is a godsend, especially when combined with a shield to block out a 7 power attack, or an erudition, pierce reality is hard for an opponent to rationalise killing due to our low go again, and a pocket ALS can turn a suraya into a game over. Dont forget that phantasmal footsteps never blow up if they're blocking an illusionist card, an easy way to turn a blue pitched soul shield into extra value.

Things to look out for

A face up angel is a liability at times, as your opponent can swing directly at it with an erudition, gaining ridiculous value, and steamrolling you from an advantageous position. You can counter this by haloing for ravages to ping yourself. Halo for ravages can also be used to kill an opponents angel in the layer step before it can be utilised, however this only works if there

are no shields, and your opponent can't prevent it another way. Dont burn through all your soul, honestly, you should be primarily using your soul to flip and swing, or as a D react during your opponents turn on one of your less useful angels. While I dont play poppers, some people do play celestial cataclysm so be wary. There is little playing around angelic wrath sadly, so if you're making blocks, make them with the understanding of what can happen.

MATCH UP

BRUTE



DIFFICULTY ★ ★ ★ ★ ★

TURN PEF **SECOND**

POPPERS **AT LEAST 1 PER TURN**

EQUIP HALO, VESTIGE, DREAM WEAVERS/GAMBLERS,
FOOTSTEPS

BRIEF

Pray for Scabskins to roll a 1, be as annoying as possible, and find your moment to strike. Dont over commit until Fleshbag is gone, block what you can while progressing, and build that board asap.

Write to your local representative requesting the banning of Scabs.



Brute

Sideboarding

Go second

Expect at least one popper a turn

Halo, vestige, dream weavers/ gamblers, footsteps

Standard aura plan, no reds, stay alive until you turn the corner, but take as much damage as you can without an on hit.

play judgement into levia to either snipe a howl from beyond or just take away a go again once they flip into blasmophet.

Brute is far and away our most stressful matchup, there are games where it can feel like you were never meant to win, ones where you play perfectly and get destroyed by variance, and ones where same the variance bites them in the ass and they autolose. Find a strategy that works for you, play to it, and just accept scab skins as the design mistake it truly is.

Game plan

Against all brutes I personally prefer the aura plan, brutes are simply too aggressive and too popper heavy for a herald plan to work out if you dont make it past the first hurdle, beyond that, scowling flesh bag and their massive fridge puts a huge dampener on any plan that involves sending a herald without phantasm, meaning your only choice is to play for the auras to outvalue your opponent, and overwhelm them with angels.

Levia is by a huge margin the easiest brute for us to deal with, she has too many moving pieces, and she requires a great deal of effort to kill any angels, and every turn spent killing spectra must also banish her graveyard, lest she get tanked by her own blood debt, meaning the cost keeps going up and up, and her life hangs further in the balance. Her usual game plan is to allow herself to go just over 13, then have blood debt take her down for blasphemet, however if she goes low on your turn, consider trying to figment of ravages her under 13, to completely shut down that avenue.

Kayo can be tricky, hes much more reliant on scabskins, but he has a much higher ceiling in terms of damage. The saving grace into him is that his actual popper count is somewhat

dampened by his high blue requirement, and the fact that he plays many cards that count as 5s for poppers, he will however just absolutely annihilate you if given a chance, so try and set up a wall as fast as possible.

Rhinar is atrocious, just expect to lose there. He has scabskins, high burst turns, and because of intimidate its basically impossible to effectively play an aura on his turn, because you'll just be tanking the full force of everything he has to throw at you.

RKO and tuffnut are quite new at the time of posting, however I would imagine they play the same way, just be aware of how ROK works with ward, and dont let kayo juke you by turning something into a 6.

Things to look out for

Scabskins is your number one enemy in this game, if your meta is flooded with brutes, then gamblers are a reasonable take.

While rare these days, you will occasionally see brutes playing reckless swing, which can snipe an angel on your final attack of the turn.

Dream weavers while strong is immediately countered by their fridge, and they are under no rush to burn through their armour, so try and save it for either a wrath turn, or late in the game, preferably when scowling flesh bag has been removed, since it directly counters any no phantasm double swing turn.

MATCH UP

KANO

DIFFICULTY ★

TURN PEF **FIRST**

POPPERS **EXPECT 0**

EQUIP HALO, RAPTURE, GESTURE, FOOTSTEPS

BRIEF

Never let up the pressure, you can't afford to give him an opening. Play smart with flipping angels, especially when he keeps a full hand, and try leave soul for an emergency flip.



Kano

Sideboarding

Go first

Expect no poppers

Halo, rapture, gesture, footsteps

Kano you want to go first because we simply dont have the AB to stop him just doming us for 10 arcane at no cost, going second at the very least strips him of his free turn, and hopefully allows you to connect, gaining necessary soul and figments.

Take out all defence reactions, library, and ALS first and foremost, after that take out things like merciful and genesis, and other cute, ineffective cards. If you have to leave something in, leave in genesis, the card is powerful if able to be deployed, but its so expensive you're basically giving him free reign for a turn, and that's how we lose, so only run it out if the game allows for it.

Bring in Figment of Judgement with the plan of sniping a card if given the opportunity, it is incredibly rare that you can actually do this for a better rate than just spellvoid 2ing, but keep your options open. He can usually just cast the card in response, however there are times when he is setting up a play that having the aether wildfire hit first is drastically important, and this can put a serious dampener on that.

Kano has, and most likely always will be a great matchup for Prism, but one you'll be playing on the edge of your seat, internally repeating "*please dont go for it*" over and over, knowing that if the kano acts like a normal fab deck you'll eventually get there.

Game plan

Kano, you do not have time to be cute, you do not have time to set up plays further than "this is a good arsenal card" you have one task, and that is to send in fat stacks of damage as quickly as possible. Send in your reds aggressively as they demand a kanos whole turn, and pay attention to what they do and how they do it, keeping track of what options are still available to them.

Utilise figments as sources of life, and do not expect them to be able to swing ever. Try and keep a soul and a figment in play at all times to be able to cash in for a block 4 on a wildfire, ideally you will still have halo in play so that by pitching a blue, should they try to waning moon before the wildfire resolves, you have an easy counter to that at the ready.

Erudition is a godsend, and is almost certain to connect, however if you see an erudition in hand, try and avoid pitching for arcane barrier on their turn, if you send an erudition with nothing in hand, you're telling them just to go for it, and risk dying randomly on the spot.

Things to look out for

Kano despite all his tricks, isn't the most actually interactive hero, and there are very few things to be aware of going into him, its more about fundamentally understanding how kano works. however the main issue you will face into kano is the fact that angels are basically just giant spectral shields in the matchup, and not allies.

If Kano is able to, in response to an attack from an angel, send enough arcane to not be prevented at your face, or just send 4 direct damage at the angel itself, not only will you lose your action point, you wont even be able to use the angels on attack ability, as the game didnt progress far enough to that state, so its usually not even worth considering using angels like that, and instead focusing on hitting with heralds, and using angels as life buffs.

If you do manage to get kano to block 3 cards on the first swing, it is reasonable to consider hard flipping an angel, and sending, should you have enough resources, as kano is usually just able to send a single damage off a single blue.

MATCH UP

VERDANCE

DIFFICULTY ★ ★ ★

TURN PEF **SECOND**

POPPERS **AROUND 10**
(INC BURN BARE)

EQUIP LUMINA LIGHT, VESTIGE, GESTURE, FOOTSTEPS

BRIEF

You need to wear her out, and stop her from monopolising the game. Build your auras up, don't play into a Scour, and Wrath efficiently. Keep your life total high enough that you're out of range, and make her waste her Stormstriders.



Verdance

Sideboarding

Go second

Expect around 10 poppers including burn bare

Halo (of lumina light if you play it) , vestige, gesture, footsteps

Standard aura matchup build, focus on setting up yellow auras fast, dont overload on blue auras as you set yourself up into scour. Reprimand is not good in the matchup, due to the massive amount of D reacts, so just stick to wrath as you dont need to wait for a popper.

The new Halo is exceptionally good into her, allowing you to cheat a previously killed merciful retribution, and save 2 life, or better yet a genesis. The value of a free spectra is absolutely crazy, and is worth a whole turn cycle of value at least

Leave in all figments, the loop isnt possible, but rebirth is good value and an extra body, and they play limited decompose, so judgement can be very impactful.

The verdance matchup is going to be one of the most prominent matchups you will face in the coming months, her ability to set up combos, send massive arcane and physical, and block amazingly makes her incredibly formidable, however, she lacks basically any go again, and any real ability to split damage on a single turn, meaning she is especially susceptible to the aura plan.

Game plan

As stated before, the core idea of Verdance is incredibly weak to aura strategies, she will often be unable to do much besides send a fat attack straight at a genesis, and that is how we attack her. Yellow auras are your main method of attack, the idea of skipping a whole turn for her is so offputting that a merciful may stay on board for the entire game, and eventually you will be able to turn the corner, and make it so even if she can deal with an angel or an aura, she has so little left in the tank that it doesn't even matter what she can muster.

Focus on flooding the board with yellow auras over blue if the choice arises, as not only are they vastly more demanding of an answer, she can only scour blue auras, if possible, keep the blue auras down to maybe one of each, as anything else is just asking to be blown up in your face.

Dont expect Suraya to actually be able to use her ability, storm striders make it especially easy for verdance to instant speed snipe her using one of her six arcane spells. That being said, you need to get storm striders off the field sooner or later anyway, and if you are able to swing a herald, take two cards, then follow up with a suraya flip, you put yourself in the best

position to either dodge the lethal arcane, or potentially even cover it up.

Verdance was the sole matchup for which I was considering Halo of lumina light, as I was often finding I was never actually activating halo, and instead utilising its spellvoid 2. Whether or not you decide to try lumina light, the fact still stands that using your hat defensively in order to protect an angel, especially from a waning moon, presents far more value in here than in any other matchup, particularly as the loop is not strictly possible, due to the massive amounts of arcane she is able to represent.

Things to look out for

Verdance has several tools at her disposal that can truly crush you.

Burn bare is a double threat for verdance, able to be used as a popper, able to kill angels directly, and able to just go face if need be. Watch out for going for wrath on a blocked attack, as this could always be waiting in the wings. It DOES however have one real drawback in being a no pitch card. Occasionally you may see your verdance opponent make no plays, despite having three or more cards, this is a clear identifier that at least one is a burn bare. Use your judgement, and carefully analyse the cards and where they went, for there is a very slim chance you can just keep deploying auras in the face of a hand that is completely unplayable if you don't give them something to block

Summers fall is their most annoying card into the matchup, as it can cleanly clear both an angel and an aura at the same time, there is little play around about this, just be aware that it is not always safe to just go full force into them.

Scour is one of their most powerful cards in the matchup, as it can deal large arcane damage while clearing our board, and can even be cast at instant speed, for this reason I only recommend playing minimal blue auras out at once, as your eventual blow out will be reduced.

Be aware that decompose does NOT trigger when attacking into spectra, so dont allow your opponents to cheat you.

MATCH UP

FLORIAN

DIFFICULTY ★ ★ ★ ★

TURN PEF **SECOND**

POPPERS **EXPECT 6-9**

EQUIP HALO, VESTIGE, GESTURE, FOOTSTEPS

BRIEF

Angels are how you win this game, build up your soul, chip away at his life total, and make him take risks. Once he is getting to low life, either pivot to a loop, or just outgrinding with angels, while protecting them, and you're set.



Florian

Sideboarding

Go second

Expect around 6-9 poppers

Halo , vestige, gesture, footsteps

Cut all reds, play your standard aura plan, but keep in all your figments. This has two effects, it gives you more figments to turn into angels, which are your best way of killing him, but it also allows you to play for a loop win, while also having judgement for the cheeky take you off of 8 earths in banish line.

Florian is one of Prisms most maligned matchups, his popper count, his armour value, his aggression and his ability to play in any matter of ways just gives Prism's a headache and makes them beg the GEM gods not to pair them up, but I have a little secret to share.

It's actually a really good matchup!

Game plan

First of all, as a note, this is discussing the standard reaping blade build of Florian, any turbo ruenchant, annals of Sutcliffe lists, we just crush because our cumulative value outpaces theirs by a matter of magnitude, so don't worry about that.

Florian is a standard aura matchup, you're going to play out your auras, some will die, and you'll slowly try and wear him out while not dying to a Channel Mount Heroic turn, or some annoying reaping blade and ruenchant pings. Your goal is to get in as much damage as you can, and develop your board into something that he just struggles to deal with while doing serious damage. You're going to take a few pings from ruenchants when he attacks Spectra, that's fine, you're going to get popped and blocked a bit, that's all fine, your goal is to just keep the game going long, and get your soul going, without dying to annoying felling turns. People talk about Florian's end game, they don't realise that his end game is absolutely atrocious into ours.

What's important to remember about Florian is that he thrives off of being able to block a bunch of cards, then send a reaping

blade and two runechants, and whittle you down. But what is that doesn't work? What if your end game state wears him down better than he wears you down?

Angels. Florian has a god awful time of dealing with angels, his only way to do it is to keep an amount of cards, and send them at the angels face, which is the one thing he doesn't want to happen.

Get the boardstate ready, then start thrashing him with multiple angels at once, if possible, send multiple angels and a herald, your damage output will watch his life total dwindle incredibly fast, and he doesn't have the capabilities to come back, he is simply too straight forward to be able to do enough against that. You start with an angel, he invariably has to block it, because he can't just be taking 4 or 5 damage, meaning that your second attack being a herald cant be double blocked without an attack in arsenal, so he has to take some of that damage, otherwise hes just in the exact same position again. Library is incredibly key to this plan, as we really do need the excess of cards to be able to keep up this aggression once the tide turns.

He is also exceptionally weak to the loop, because even with florians ability active, he will only draw a second card from you every other turn, as your shields will just counter them once you have two. It may be hard, and you may lose your first few games, however it definitely is winnable now, particularly with the addition of attendant, so just keep getting in reps and you'll be killing that emo in no time.

Things to look out for

Despite me believing its a good matchup, that does not make it an easy matchup, Florian has a number of very strong cards he can play against us if he wants to.

Decks will often play atleast one copy of channel the millennium tree, this powerful card turns a runechant into an atomic bomb for four for atleast two turns usually, which will wipe out just about any angel, loop or not. Odds are in this scenario, that you have already used up your halo, and with AB 1 and limited shield generation, you dont have high hopes of preventing it. Your only real out mid combo is to be able to flip an immaterial angel in response and allow that to soak up the damage in Avalons place. One good thing about it for us however, is that due to it being red, its often just thrown out the second its seen, and it wont usually make it around to second cycle, so hopefully by the time you try and kill them, it's not even a factor.

Condemn to slaughter is another common piece of hate into us, often played as one of Florians blues, it allows them to convert a runechant into making us destroy an aura, now, fortunately, its an aura of our choice meaning it can be a shield, however unfortunately, if they're playing it out, we wont have a shield in play, they'll just wait. Haloing for protection or war to get a sacrifice is a play, however losing the ability to halo into erudition is quite the loss, so make sure its worth it if you're going to go for it, and just hope that the play doesn't line up for them.

Ok, so, I wasn't gonna talk about it, since I thought it was trash garbo poopoo tier, BUT I did have someone resolve Channel the Tranquil Domain against me in Hamburg, so here we are. Channel the tranquil domain, is a very niche card a Florian can play, it isn't something I would ever honestly expect to see, but it also now isn't anything I would be shocked to see. When they play it they will invariably wait until you have a Genesis or such in play, and bottom it. Ideally, this is all they're allowed to do, and you have no more auras in play. When this happens, take your foot off the aura pedal, and just focus on playing out your turns until the damn thing is gone. Block a bunch, swing a herald or two, just wait, and once it is gone, jump into the loop as fast as humanly possible, they had their breather, now its time to turn them into dust. Worst case scenario is they use it to stop the loop, and get rid of your ALS, in this scenario, forget the loop, that idea is dead, pivot straight back into killing with angels as you should have atleast one still on board, and just thrash the Florian.

MATCH UP

VYNNSET

DIFFICULTY ★ ★ ★ ★

TURN PEF **SECOND**

POPPERS **1 PER HAND**

EQUIP HALO, VESTIGE, GESTURE, FOOTSTEPS

BRIEF

Dont let her deal too much damage to you, block smart while playing out spectra. Use instant speed Judgement and ALS to skip her turns and waste runechants. Make her burn poppers, and try fatigue.



Vynnset, iron maiden

Sideboarding

Go Second

Expect at least one popper per hand

Halo , vestige, gesture, footsteps

Just like with the earth heroes, figment of judgement is your best tool here, an instant speed face down of a banish card is just begging to destroy their entire turn. This is available to you at literally any moment, so don't rush it, make sure the moment is right, and make sure you're wiping out a whole turn from them. Usually it'll be when they use up their hand playing non attacks, and they target the card in banish with a beseech, that's when you know you're gonna make them your prisoner and you halo. What's interesting about this line is that if they have say 3 or more runechants, they're not incentivised to actually swing flail of agony, because you'll invariably have atleast one resource to footsteps the flail, even if the rest does come through, leaving them with nothing for next turn.

You're going to be heavily relying on herald of triumph to get your damage through, or atleast to get them blocking, you will ofcourse run into face purgatory, and you should keep it in mind that they usually are able to stop atleast one turn, so plan accordingly on what to arsenal in the event it happens.

Otherwise they will be incredibly tight on armour block, which combined with the fact they have attacks they despise blocking with, and non attacks that dont block very well means that

while the matchup is tricky, and very easy to go in the vynnsets favour, if you can gain tempo, you can expect to keep it, and win on the back of just being the better deck.

Here she is, the maligned, auto loss matchup, the wrathchild, and the thing you will inevitably get the round one pair into. But don't fret, for as bad as the matchup is, and I won't pretend it's good, you do have one small saving grace, and that is that as strong as she is into us.....she's still vynnset.

Game plan

Vynnset is an aura matchup for certain, you're trying to monopolise the fact that her go again doesn't come easy, and make her decide to take turns off killing you to take out a spectra that would be otherwise murdering her. Passing mirage, genesis and merciful retribution are just not things she can ignore forever.

Play defensively, as sooner or later she is guaranteed her big kill turn wherein she sends two runegate attacks, attacks for 20 plus and wipes out your wards. If you play defensively, you will find yourself fully blocking out with your whole grip from time to time, and that's fine, vynnset suffers heavily from “runeblade hands”, and if you're able to prevent her from netting runechants for the next turn, it can be very easy for her turn to just be limited to playing several non attack actions, and going for a set up.

When she does these set up turns, this is your opportunity to strike with one or more heralds, while vynnset does have more poppers than she knows what to do with, she does want those cards, there will be times where she is forced to block out an attack with her non attacks/non-sixes, which don't have the best blocking rate, and therein is where the machine starts to

crumble, and you realise you don't need to have a fear of the dark.

Another strange but important thing to remember is that because of her ability, and because of how relatively weak her weapon is, she is very vulnerable to fatigue. Now obviously, her unpreventable ability is something that needs to be taken into consideration, however she only plays around 9/10 of those in the deck full stop, and she isn't going to actually use all of them every single game, some will block, and some she may use without paying the life, so you aren't vulnerable to being cheesed out by it every game.

You'll know for sure if the game is going to go to fatigue by the second half of the deck, if you've been able to get opportune ALSs, or if figment of judgement has allowed you to negate large swathes of damage, and you'll see her power level fall straight off a cliff, once you smell blood in the water, do everything you can to survive, wait for her to draw a dud hand, and punish her hard, and sure enough, you are guaranteed to get there.

Things to look out for

Now, what is vynnset without talking about the unpreventable damage, its the reason Prisms wake up in a cold sweat thinking about her, and pairing up with her makes them want to run to the hills, but while nothing can be done to stop it, it can always be played around. Dont overload with angels, if you're flipping up your second angel, it had damn well better be to kill her, otherwise you're turning her ability into pay a life, deal 9+,

which is an ungodly amount of damage. Try and get max value from angels, perhaps by using floating pitch that you used on runechants, to flip up once the runechants have passed, however this is only good if you're committing to a fatigue strategy.

The other thing to play around is succumb to temptation, usually you can actually tell based on context clues if they have this, if they chose not to block previously and are wasting cards, it likely means that a succumb is in your future, you can get around this by preventing runechants, if possible, or, if you're happy to just take a turn off, give her your full grip, can't banish what isn't there.

MATCH UP

OSCILLIO

DIFFICULTY ★ ★

TURN PEF **SECOND**

POPPERS **5-6 & 2-3 LIGHTNING PRESS**

EQUIP **HALO, RAPTURE, GESTURE, FOOTSTEPS**

BRIEF

Go fast, try and get under the combo, and try and make the combo more survivable by hitting him hard. Save Halo for SV2 or triumph on their turn. Dont walk into shocking angels, and save ward 4 for their big turns



Oscillio

Sideboarding

Go Second

Expect 5-6 poppers + 2 / 3 lightning press

Halo , rapture, gesture, footsteps

In this matchup you need to go aggro, and you need to go hard, there are no cute things you can do in our sideboarding, theres barely any room for ALS, cutting als for more TAYG is a very reasonable choice. Bring in your reds, bring in your wrath, bring in your gesture, and enjoy your 35 minutes left between rounds, win or lose.

Oscillio is a favoured matchup for sure, our turn to turn aggression beats theirs out no problem, its very easy to get full ward value, even considering their shocks, and they're a very card hungry deck that either can't block, or just hates it. The only problem in the matchup lies in their pop-off turn, which blows anything we could do out of the water, so much like Kano, kill them fast, and kill them hard.

Game plan

Against Oscillio you'll want to go second, now obviously due to their low popper count, combined with the fact that roughly half of their deck doesn't even block, and that their armour value is lacking to say the least, you can definitely go first and absolutely destroy them, the issue I find with this strategy however is its a total dice roll. You're just hoping that your hand draws enough good heralds, and that their hand, which they get to filter, cannot just fully block it out, or even pop any heralds. In the event that you don't even connect you're at such a backfoot that I would much rather take the gamble that they open a red hot set up hand going first, than risk potentially handing the game to them by playing first and missing.

You'll find yourself blocking very sparingly into Oscillio, only really doing it to value block most of the time, as we are very much the aggressor in the matchup. You will be taking little chip damages here and there, often threatened by a large burst of arcane at the end. In these scenarios, if you have a surplus of soul, and some of the weaker figments out, instant speed flipping a figment to prevent a surge trigger is incredibly

powerful, mind warp and etching of arcana are some of the strongest cards in their toolkit, either gaining back massive value, or stealing cards from us, and especially in the case of mind warp, you were going to lose a card anyway, might as well keep your life up for the kill turn.

Speaking of the kill turn, you're going to do your best to avoid it even existing in the first place, however sometimes the aggression does not get there, and you can only hope to weaken the turn he finally goes for it. You'll know its coming when they either destroy their lightning greaves, or they used flash of brilliance on the previous turn to set up, at this point you're just doing your best to survive.

If halo is still in play and you haven't had to spellvoid to stop a mindwarp, this is where you want to use it to get triumph. Oscillio turns can go to 4,5,6 chain links deep of attacks, and having a minus to all of those and an extra figment to flip can soak up a hefty amount of damage. Do your best to block things out early from the get go, as the final burst of arcane is much less blockable due to our pathetic AB1, and just do your best to make it out alive. If you do, Oscillio is heavily neutered once they're out of equipment, and you can then just play a "fair" game, and grind them to death that way. ALS is an unreliable answer to the combo, all it takes is a pop of the greaves and you have potentially only take out one attack, however it IS very strong to set up beforehand, as this lets you make the combo less appealing, and even if you dont take them off it, you can definitely knock it back a turn cycle.

Things to look out for

Oscillio has several dangerous cards that can come our way, primarily of which is their popper count. Although Oscillio is quite light on poppers, usually something in the range of 3 burn bare, two command and conquers and 2 or 3 lightning press, the fact is that they churn through their deck at such a rate, you can expect to see them much faster than you'd otherwise expect. When you're effectively drawing 5 cards a hand, those 7 or so specific cards don't seem so far away any more.

For those who haven't played against it before, lightning press is worded in a way that allows it to be used on a defending card, turning it into a 6 or high attack action card, and triggering phantasm. Now obviously triumph still works the same way it always has and you can respond to the trigger, but what this does for the Oscillio is allows them to arsenal a press, and turn any one card into a popper. The one upside of this is that it hardly gains anything, you're still using two cards to block out one of our attacks so we can be happy with the rate. For anyone familiar with the idea of triggering phantasm on a previous chain link, please be aware this no longer works due to rules updates.

Channel lightning valley is one of the stronger cards in Oscillio's suite, and it's all but impossible to play around, however while you may not be able to fully block out a turn, or realistically, you just wouldn't want to, the later in a turn you allow the channel lightning valley to trigger, the higher the chance of the card not functioning in the hand. For example a fluttering charge after they've used up their only instant, and while it still allows them to arsenal and gain value, Oscillio

really wants their damage to come in big bursts, and any even minor roadblocks you can muster can really mess with them.

Angels are a tricky thing in this matchup, as like Kano, he has the tools to destroy them at instant speed, and unlike Kano, a highly motivated Oscillio can do it without you having any say. Due to amp, and the fact that shock is able to target anything, its completely possible, yet tricky to pull off, for an Oscillio to play enough lightning cards in a row that they can send 4 damage directly at a suraya's face before you're able to draw anything. However, it's much more likely that they just send 2 at face, risking getting past our arcane barrier. If you're planning on swinging in with angels, my recommendation is to only do it if you have a surplus of shields, a halo still in play, have already taken cards from the Oscillio, or simply don't care if the angel dies.

At the very least, I would not advise you to do it without one resource floating, as there is no reason to give it to them for free.

MATCH UP

GRAVY

DIFFICULTY ★ ★

TURN PEF **SECOND**

POPPERS **EXPECT 6**

EQUIP HALO, RAPTURE, WEAVER, FOOTSTEPS



BRIEF

Play defensively, block him out early, dont rush to Halo Ravages Riggermortis, and focus on building up soul and board. Make sure your life is high enough that their big turn doesn't steal all tempo, and play for the late game. Kill everything on sight.

Gravy Bones

Sideboarding

Go Second

Expect around 6 poppers

Halo, rapture, dream weavers, footsteps

Take out as many yellow auras as you can, especially ALS, leave merciful in if necessary. Given they have a built-in way to completely counter ALS in the form of call to the grave back alley broker, I can't recommend playing it. Take out as many wraths as your deck will allow, and although it can be powerful, library risks being too massive a liability to be good enough.

The blue auras are mostly useless since unless they have no allies, your first swing will always be at an ally,

Gravy is one of, if not, the MOST skill testing matchups Prism has, facing off against another boardstate hero is not something she is usually prepared for, and its easy to get left behind by bursts of pressure, luckily, utilising the fact that he can't defend for allies, I have found it to be almost a free win for Prism, with enough practice.

Game plan

Your standard gameplan into gravy, and this is where some people will disagree with me, is to be fully defensive, as few no blocks as possible, and full on rapture. Some find that the certainty of vestige being online means that the aura plan works much better, and I can understand that, however it also leaves you much more vulnerable when you're on the backfoot, and its these 20+ turns with a boardstate left behind that are where the real power comes from gravy.

My preferred strategy is to instead play defensive, blocking as much damage as possible, so that later in the game, when he does have these big swingy turns, you're able to take some of the damage and still be able to clear up whatever he has left on the table, without putting yourself in a precarious spot. Key cards in this matchup are that all you got, to protect an angel versus his pokes and net value, and utilising rapture ravages to clear a riggermortis mid turn.

The riggermortis line is strong, however you need to understand that they are aware of the play too, and will be goading you into doing it. If possible, dont make the play unless it threatens angels directly. If you have a full hand, just

block it out and make a swing, saving it for when its most important is very powerful.

Ideally, you'll never use halo at all first cycle, and set up a line late game wherein you search for ravages off of a herald hit, use its first ping to damage a sawbones or a swabbie, then flip it and send face, using its 2 damage effect to take out the ally. Following this, once they inevitably kill the Sekem, set up a play where you flip rebirth and put ravages back on top of deck, allowing you to search it and kill more things later down the line.

Do not be afraid to use your angels abilities in this matchup, you will be overflowing with soul, and even if you're just using war to swing for 5, or triumph just incase they have any 1 power attacks, the potential value greatly outweighs just how free the soul is.

Things to look out for

Their best out to victory comes from their pivot turn, sending boats and allies at face for upwards of 20 damage out of nowhere, block early and aggressively, and try set up to get full value off of a soul shield in arsenal.

Fearless confrontation is their one saving grace to heralds swinging at allies, so be aware that you may be forced to get ravages a little earlier than you would like, to take out an annoying ally, so whenever possible, oversend.

Usually they have balance of justice as their hat into us, if this is the case and you're setting up an erudition turn, overblock as much as possible, and swing suraya too on the same turn. You

will only have max 4 balance of justice triggering turns in a game, so by making that 3 you take away options, and pressure them into burning the resource at an inopportune time.

MATCH UP

WARRIORS

DIFFICULTY ★ ★

TURN PEF **SECOND**

POPPERS **0/3/6**

EQUIP HALO, VESTIGE, WEAVERS, FOOTSTEPS

BRIEF

Wear their armour down slowly, utilise their back ended damage against them with spectra, and play for the later game, where your damage is just better than theirs
Their damage isnt crazy enough to worry, so be patient.



Warrior

Sideboarding

Go Second

Expect 0/3/6 poppers

Halo, vestige, dream weavers, footsteps

Standard aura plan, cut all red heralds, if you play parable, its only effective into Boltyn, where it is very effective, the threat of affecting any poppers isn't worth the cost for anyone else. Bring in TAYG if you can find space. Save Dream Weavers for a turn lined up with wrath only, as the armour count will stunt anything else you send at them.

Warrior decks can be a substantial challenge for Prism, each one of them doesn't really possess the go again to swarm Prism, or the poppers to shut her down, but they all bring such reliability to the game, and such heavy block value, that actually getting through them in time often proves a real challenge!

Game plan

While each of the Warriors brings something different to the table, and all have to be tackled in a different way, the core strategy into all of them is the same, go auras. Now, with the lack of poppers, you might be thinking that aggro is the plan, but when this is put into effect you'll realise that it just doesn't get there. Their massive armour count, and in the case of valiant dynamo, regenerating count, is going to stop you from actually threatening them, by the time you've stripped them of their armour, and can really start threatening them, you'll have sacrificed so much life that you can't even keep a full hand, and you'll be chipped and whittled away by their pressure.

That's why it's important to go for auras, a lot of warrior damage is back loaded, things blade runner, and run through. It's more than possible to be attacked for just two damage, and then see a kassai have to begrudgingly swing out at an aura. This is where you line up your value, keeping them off an effective game plan while their armour reduces to hardly anything, and you start to turn that corner.

Things to look out for

A common piece of equipment for warriors is valiant dynamos, which blocks, then resets its block value upon them making two swings with a weapon, incredibly important in this matchup is that should one of the two swings be into spectra, it doesn't count for dynamos, and they won't be able to add the block back to their equipment. It won't always matter, but there are so many games where you just see them unable to ever actually reset the counter, and it will feel amazing!

Be prepared for them to be very blocky, they all come in with around 8-10 armour, most every card is a three block, and most of them don't need much to actually threaten you.

Assume every card is an attack reaction into all but Boltyn, and be ready to just throw cards out as value blocks. Angels are highly difficult to actually keep around because of this, so don't be afraid to just say "you got my angel" when they attack, because it's much better to get full ward value from a swing, than to try and protect an angel, and end up only warding 2.

Jagged edge is an incredibly hurtful card for us, however unless you're able to sit on a soul shield in arsenal, you just have to play like it isn't there for the majority of the game. Sooner or later, they will get their can't be prevented value against your shields and your angels, all you can do is try and hold yourself back from flooding the board with angels and shields, only flip one at a time unless it's winning the game, and just take your beating then come back swinging.

To talk about each matchup individually;

Dorinthea

Dorinthea is a powerhouse but crushingly weak to arc light sentinel, just go second and be as disruptive as possible, until you get an opportunity to strip her of any and all tempo, and she loses the will to live.

Boltyn

Boltyn is possible our hardest matchup, a very effective popper count mixed with decent damage, and reducing your ability to block. Triumph is incredibly key in this matchup, try and line up a play to shut off his go again completely.

Kassai

Kassai is a very tricky matchup, as she is the quintessential two attack warrior deck, you really need to utilise the fact that so much of her damage is back ended, and just keep blocking as efficiently as possible, and waiting for your moment to strike, sooner or later everything will line up and she'll be left vulnerable enough for you to halo for erudition, ALS, and just ruin her game.

Fang

Fang is much like kassai and Dorinthea, you're trying to just stem the bleeding and block smart until the turning point, however you are also ideally setting up for an arc light sentinel played on your turn. The reason for this is that if fang is without a draconic instant or attack, he wont have met the conditions for fealty, and you can potentially knock him back several turns.

Despite all their differences, I didn't feel any of them warranted a page dedicated to themselves, each one of the matchups takes time and practice, but most importantly they need you to be confident in your aura strategy. Don't be afraid to play games poorly, what matters most is that you keep trying the tried and true methods, and are always learning.

MATCH UP

CINDRA

DIFFICULTY ★ ★

TURN PEF **SECOND**

POPPERS 0-3

EQUIP HALO, RAPTURE, GESTURE, FOOTSTEPS

BRIEF

Go second as a priority, try get more than 1 block value out of angels, and get her into blocking range first. Halo for triumph on their turn, flipping Suraya eot, and setting up a kill turn. Use shields strategically, and try and keep them off mask.



Cindra

Sideboarding

Go Second

Expect 0-3 poppers

Halo, rapture, gesture, footsteps

Go hard, go fast, dont ever let up, draw a dud hand and you're dead. Cut soul shields and passing mirages, pierce reality is usually enough to give them pause, and can threaten enough additional damage, so leave it in. Tayg is an excellent card, especially when paired with an activated use of Victoria. ALS is worth leaving in because as much as it can be clunky, and as much as it can hurt your blocks, it really is possible to set up an erudition into ALS combo turn, and you do not need much more than that to just shut a whole game down.

Words cannot express just how much I hate the Cindra matchup, I utterly despise being paired against a Cindra, it just deflates me. Thats not to say that Cindra is a bad matchup, or even a particularly hard matchup, shes actually a pretty good matchup, our damage can rival hers but we are tricky enough that we usually get past everything she can do, the problem with the matchup is that half the time it feels played for you.

Game plan

The way the Cindra matchup works is that unfortunately, it often feels like you have little agency, the best play is often just the obvious one, block a little, then send back a red herald and potentially an angel swing, with a few triggers mixed in there. Once you know Cindra, and once you know the matchup, it can very much feel like a paint by numbers sort of thing, you're just repeating the same lines over and over, well this could be your first time, so lets go over those lines.

You're going to want to go second, some argue to go first, but if you miss on hitting you're just a million miles behind and you'll never catch up. Go second, and just mentally resign yourself to taking some damage no matter what. Block everything they send your way, im sure you'd like to protect that erudition in your hand, but this isnt the game for that. A no block in your hand isn't the end of the world, as you're actually going to want to block with your footsteps this turn if possible, either on a dagger, or to cover up a 4 power attack. The reason I recommend trying to get your footsteps value is because you're going to want to wait for them to end the turn, and before they draw up destroy your calming gesture for the shield. Some people like to try and hold up the gesture for

when they flick a dagger at you, however I find that you're going so off tempo doing that, that you just shoot yourself in the foot.

This shield's, and frankly, all shields' purpose in this game is to hopefully soak up a damage that would otherwise be going at an angel from a flick. When they attack face with an angel, and can't flick it away due to a shield, don't try and block it, just get your 3 ward value out of the angel and be happy about it, the more off tempo you keep Cindra, the weaker she is.

Once you start your turn two, just send face, send aggressively everything you can at them, and just focus on either stripping cards, or getting the damage rolling. Any card you take is a godsend, a Cindra that's blocking is a Cindra who isn't winning, just send what you can until the game enters the late stage, and that's where she will begin to crumble.

Ideally at some point within the game, you will find yourself with a soul, a figment of erudition, a blue in hand, and a Cindra opponent who wants to start swinging. Pop halo when they keep a full 4 or 5 card hand, and get triumph with two resources floating. Send a value block somewhere down the line to try and prevent a mask of momentum draw, and wait for them to be spent. At this point, if the coast is clear, you're going to want to flip your figment of erudition, then go into your next turn with her ready to swing and draw, and just completely drown your opponent in card advantage, and ideally a swing for 4, 7 and 7. At this point no amount of daggers is bringing her back, and you'll be able to just take your time dismantling her, making her block, and as long as you don't allow yourself to be spiked, you'll win with no issues.

Things to look out for

The main thing to be aware of is how flick knives works exactly. As a reaction, she destroys one of her daggers, and sends a point of true damage at your face directly. This accomplishes two things for Cindra, if it deals damage, it keeps the chain going for mask of momentum through a block, but more importantly, it is an instant speed way to destroy ward for more value than the attack would be getting. For example, they send in a 4 power attack, and flick knives, destroying your bellona, now rather than being able to ward the whole attack, you've been forced to ward 1, and then take 4 damage.

Obviously you're going to want to avoid this at all costs, and there are a few ways to do this. The first, and easiest is with spectral shields, hitting with protection is the best way, allowing you to happily search up a figment, and swing with it, knowing you'll be getting at least 3 points of value from it. Otherwise getting a figment of protection, and swinging with her for her extra effect is an excellent way to stock up, there may even be games where you consider searching up protection with halo, just for the shield to protect an onboard angel for a moment.

The final way is with rapture. Once the game is approaching its conclusion, and staying alive to kill them next turn is the aim of the game, feel free to use rapture to ward away a flick knives, preferably able to use the floating resource to flip an angel, or at least use footsteps. Once you reach the end state the only thing to care about is survival, and ensuring that you swing back enough to strip them of cards, and having faith that sooner or later, the fact that our two card hands can destroy their two card hands will be enough.

MATCH UP

DASH=10

DIFFICULTY ★ ★ ★ ★

TURN PEF **SECOND**

POPPERS **6 + 3 BACK UP PROTOCOL**

EQUIP **HALO, RAPTURE, WEAVERS, FOOTSTEPS**

BRIEF

Strip cards on her weak hands, and block effectively on her strong hands. Dont walk into an emergency protocol popper, block heist as a priority, and keep her from having free reign to do what she wants.



DASH I/O

Sideboarding

Go Second

Expect 6 poppers plus 3 backup protocol red

Halo, rapture, dream weavers, footsteps

Standard herald plan, bring in the extra that all you gots, cut out arc light sentinel as much as you can, due to their easy AP generation, and just focus hard on getting in for as much damage and disruption as possible.

As I've become more comfortable with Prism, I've found that some of the matchups I used to absolutely dread have become much easier, and all it takes is refining the strategy, and more and more practice to really get it. Still waiting on that to happen for DIO.

Game plan

Dash is without a doubt a struggle of a matchup, she has crazy high damage pay off turns, a good amount of armour, more than enough poppers to threaten you, and worst of all action point generation, so you can't even ALS comfortably. There are two possible gameplans you can play into her, with varying levels of success.

The first plan is to meet her on her playing field, to just try and draw better than her, swing with attacks she doesn't have the luxury of blocking out well, and take over the game before she has time to build up her resources. Dash, to our benefit, is not a hero that does well off small hands, a two card hand can have as high as 10 damage, but realistically you're gonna be looking around 6-8, completely manageable numbers. If you're able to dodge her poppers, and you're able to have her draw her items in the wrong order, its more than possible just to outvalue her and pin her down under your angels, and fat attacks.

The strategy is based around taking advantage of DIOs clunky hands, she isn't really designed to be playing a fair value game, she's designed to turn you into a fine mist. Because of this, you'll often find DIOs with hands that don't really accommodate a blocking strategy; anything with two items, a max velocity without the tools to support it, or potentially

something much more damning to the DIO, a greedy hand that screams at her not to block at all.

These are the hands where you need to be putting your foot down on the gas pedal, and getting in as much damage as possible, you also need to be prioritising flipping and swinging angels as much as you can, your life total can be stripped away before you know whats going on, so having that little buffer can be key to sticking around with the tools to come back swinging.

The second strategy is to say you dont respect your opponent as a player, and try and fatigue her. Now, lets not mince words, we're a 32 life hero, by all accounts, the plan just doesn't make sense, however somehow, it all lines up just right sometimes. Your footsteps lines up just right with a soul shield, your angels block out a four perfectly, and they boost away all their powerful cards and nothing goes right for them. The plan definitely has legs, however its completely RNG based, the plan would genuinely work out so well if you didn't run the risk of just drawing a hand that blocks for a grand total of 3 so easily, plus a skilled DIO can definitely see through the plan and work to set up a kill turn. It isn't something I would recommend, however if you are interested in trying it out, I have a sideboard build on the linked decklist.

Things to look out for

There are so many little things to be aware of for the DIO matchup that will make your plan work just that little better.

The first thing to be aware of is her ability, DIO plays on average somewhere around 16 cards that can be played off the top of her deck. That's one in four and what that means is that if she boosts three times in a turn, you'd expect at least one of those cards off the top to be an item. The point im trying to make is that she'll always have it. You're not going to be able to play around boom grenade off the top all the time unless you have a D react at the ready, so stop trying. All you can do is block smart, take your licks, and just hope she doesn't have it. If you find yourself in a position where playing around the top card does seem to be the correct move, like if they're low on cards, ofcourse do it there, but on your average turn, just accept that it's gonna happen.

One interesting card that I had played against me in the calling hamburg, by the eventual runner up, is penetration script. This card says that all mechanologist attack actions cards get plus one power, the way this is worded means it affects them in all zones, aka, 5 power cards are now poppers, and 6 power cards can't be triumphed. There is little to be done about this, however be aware of how the rules work so you dont walk into one on board.

Backup protocol red is an immensely annoying card, and you can see why just by reading it.

Against other matchups it allows DIO to convert her excess resources into whichever spent attack she would like, setting

up powerful chains, or perhaps enabling a max velocity, whereas into us, it says “popper on demand”. If the dio ends their turn with a backup protocol red in play, and they have a maximum velocity in graveyard, you’re in trouble, and you better pray that your dream weavers are still around, because otherwise they can convert any yellow or blue in hand into a free extra popper. If you see them play this midway through a turn, and they seem to be planning on ending with it, try and take stock of their graveyard, and decide if you would rather just block extra cards, or just make them trade away the item and a card in hand for next turn.

The final card I wish to talk about is Heist. Heist is an immensely powerful card, which on hit allows them to put an item that has been banished back into play. This can be a free crank for an action point, it can be an extra boom grenade that has to be dealt with, or it can even just be a teklo core to make their next two turns just flow so much better. This is a priority to block, however at 5 power its definitely tricky, so instead, I recommend using figment of judgement to turn an item face down in response, or just using it proactively when a herald hits. You are unable to fizzle the effect, as it doesn’t target, so if they have two items, just take out whatever you think is the most threatening at this moment.