

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 PREF **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, there's 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. That's not to say that Cindra is a bad matchup, or even a particularly hard matchup, she's 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 let's 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, I'm sure you'd like to protect that erudition in your hand, but this isn't 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 PREF **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. Don't 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.