Reality Fracture (FRA) Prerelease Reference Guide

Sealed Deck Building Companion
September 2026 – patched Sept 26 after Draftsim Day-0 sealed + Tolarian sample pool

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1. Quick Deckbuilding Process

1. **Open & Sort**
   Open all 6 Play Boosters + foil promo.
   Make piles: White / Blue / Black / Red / Green + Multicolor / Artifacts / Lands.
   Keep each **echoed pair** together so you can see both colors of a character.
   Every pack has three echoed-pair *slots*: two are a real pair, one is a singleton. Seeing one half across the table does **not** prove they have the other.
   After color piles, pull uncommons into their own row — they are the loudest signal of which deck the pool wants.

2. **Identify Power**
   Pull every bomb (walker, sphinx, game-winning rare/mythic) and every piece of removal.
   Note which colors have the most high-quality cards.

3. **Choose Two Colors**
   Prefer one of the ten supported archetypes (allied colleges first — they have more commons).
   Pick the pair with the best mix of depth + synergy + bombs/removal.
   Only splash a third color if the extra card is one pip (Charm, cheap removal) *and* you have an Annex/Commons land, dual, or landcycler. Do not splash a third color of creatures.

4. **Build the 40**

   - **17 lands**
   - **23 spells**
     Target curve:
     - 1-mana: 1–2
     - 2-mana: 7–8
     - 3-mana: 5–6
     - 4-mana: 3–4
     - 5-mana: 2–3
     - 6+: 0–1

   Konstrari (RG ramp) may run fewer twos and more fives. Stingerquill (BR) should stay cheap.

5. **Final Checks**
    - 14–17 creatures is ideal. Prepare creatures count as both a body *and* a later spell — don't cut them first.
    - Play almost every decent removal spell.
    - Echoed pair: maindeck the half that matches your two colors. Sideboard the other half.
    - Sideboard = everything left over.

Remember: Two solid colors almost always beats a greedy three-color pile.

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2. The Ten Archetypes

Allied pairs = Hexhaven colleges (easier to assemble in sealed).
Enemy pairs = Lorwyn Five themes (need the right uncommons).

Colors	Name	What to do	Key Signposts
WU	Fatehold Surveil Aggro	Surveil/scry, make Cadets, pressure	Fatehold Chronologist, Prudent Fateseer, Semester Foreseer, Proft, Consulting Detective
UB	Theorix Graveyard Math	Mill to 7+ cards in yard (threshold)	Paradox Shaper, Theorix Metamage, Void Extrapolator, Winter, Tormented Loner
BR	Stingerquill Face Burn	Noncombat damage + cheap attackers	Stingerquill Voxmancer, Whiplash Wordsmith, Essence Burn, Stingerquill Charm, Grim Repriser
RG	Konstrari Mana Ramp	Heartwood tokens, then dump big threats	Konstrari Improviser, Woodwork Prodigy, Heartwood Crafter, Archive Arbiter
GW	Vigorbloom Life Gain	Gain life, grow +1/+1 counters	Emergency Phytomedic, Vigorbloom Vanguard, Graft Surgeon, Bloombrute
WB	Liliana's Attrition	Small creatures, die, come back / pay off	Edgar, Ancient Bloodlord, Twisted Fates, Rank Rat, Campus Crier
UR	Chandra's Prowess	Cheap noncreature spells, bounce, prowess	Clash of Elements, Saheeli, Jewel of Avishkar, Unsummon, No Admittance
BG	Garruk's Bestiary	Big creatures, deathtouch + trample	Vraska, the Cutting Glare, Ghalta the Unstoppable / Immovable
RW	Ajani's Army	Aggro + +1/+1 counters	Mabel, Valley Hero, Warrior's Blades
UG	Jace's Mastery	Empower Jace, extra walker abilities	Kiora of Salt and Sand, Tam's Resistance, Way of the Cryomancer

Sealed default order if the pool is close: Fatehold, Konstrari, or Stingerquill first. Theorix and UG-Jace only if you have real payoffs, not just mill or two Empower cards.

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3. Cards to Prioritize

Bombs & High-Priority Rares/Mythics

- The Theorist, Jace Beleren
- Chandra, Chill of Compliance / Chandra, Torch of Defiance
- Ajani Resolute / Ajani Unrelenting
- Garruk, Curse Breaker / Garruk, Veiled Butcher
- Aerid Konstrari
- Denzilore Fatehold
- Kwia Vigorbloom
- Ingris Stingerquill
- Uldaros Theorix
- Bloodline Recollector
- Return to the Light Realms
- Sphinx of False Conclusions
- Avatar of Burgeoning Echoes
- The Echoverse Fulcrum
- Hexhaven Invigorator
- Craterclaw Colossus
- Face Yourself

Strong Removal

- Wrath of the Bloodmane
- Break Under Pressure
- Extended Absence
- Icy Reception
- Surgical Precision
- Last Gasp
- Unsummon
- Violent Echoes
- Compel Brutality
- Countersculpt
- Solve for Disappointment
- Your Fate Ends Here
- Memory Trap
- Prophesied End
- Refute Destiny
- Essence Burn

- Fulminous Forte
- Vraska's Final Mercy
- Silence the Echo

High-Value Commons & Uncommons

If it's in your two colors, these almost always make the 40:

- **White:** Memory Trap (#1), Campus Crier, Surgical Precision, Fatehold Chronologist
- **Blue:** Mindseeker Oculus (#1), Infinite Coursework, Icy Reception, Surveillance Phantasm
- **Black:** Extended Absence (#1), Last Gasp, Solve for Disappointment
- **Red:** No Admittance (#1), Wrath of the Bloodmane, Skilled Battlecarver, Heartstring Puller
- **Green:** Compel Brutality (#1), Woodwork Prodigy, Heartwood Crafter
- **Gold / hybrid:** Stingerquill Charm (best Charm), Twinned Vision (Think Twice with flashback), Fatehold Charm if you can splash one pip
- **Uncommons that play like rares:** Craftwork Crusher ("choose both"), Clash of Elements, Thalia, the Survivor, Way of the Cryomancer / Healer / Deathbringer
- **Lands:** Fatehold / Theorix / Stingerquill / Konstrari / Vigorbloom Annexes, plus the enemy "Commons" duals — they enter untapped if you control a planeswalker (including a Jace token)
- **Sideboard tech:** Afterthought Sentry is the only graveyard hate in the set — bring it in vs Theorix mill

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4. Cards to Avoid (Dirt / Usually Unplayable)

Put these in the sideboard pile unless your two colors are desperately thin.

Usually cut / very low priority:

- Germinate Recruits (lifegain "finisher" that stays a 1/1)
- Flickering Hound (overcosted 2/2 without a blink engine)
- Loyal Tutor / Entrust the Spark (walker tutors; you're a card down)
- Identity Echo (7-mana polymorph)
- Way of the Mentor / Way of the Necromancer (payoff fights the rest of the deck)
- Mill-only cards with no threshold payoff (bare Omit Variables / Theorix Metamage off-pair)
- The "wrong" half of an echoed pair that forces a third color
- Greenhouse Propagator unless you are actually GW lifegain
- Keeper of the Quiet Hour unless the 3-drop slot is empty
- Most 6+ mana cards that don't immediately win
- Auras like Frenzy of the Hunt unless you are already a combat-trick deck

Tip: In sealed, a lot of the real dirt sits at rare/mythic. A pretty legend that doesn't affect the board loses to Stingerquill on turn 4. Leave it in the sideboard and move on.

Tiny combo note: Special Guest Splinter Twin + common Divining Duelist can go infinite. You almost never open Twin (about 1 in 55 packs). Don't build around it. Keep one instant that can kill a creature if someone slams it.

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5. Key Synergies & Combos to Look For

Mechanics in one line

- **Empower Jace N** — put N loyalty on a *Jace token*, or make one first. Token: –1 surveil 1, –3 draw. Does **not** pump The Theorist or other nontoken Jaces.
- **Prepare** — creature + a spell in exile. Each college has one shared prepare spell at common/uncommon.
- **Heartwood** — RG artifact: tap for R or G.
- **Behold a Jace** — a Jace you control *or* reveal one from hand.
- **Echoed pair** — every pack has a character and its Echoverse twin.

College prepare spells (common/uncommon)

College	Prepare spell
Fatehold (WU)	Peer Review — 2/2 Cadet + surveil 1
Theorix (UB)	Omit Variables — mill 3
Stingerquill (BR)	Vicious Verse — 1 damage to an opponent
Konstrari (RG)	Soul Tether — create a Heartwood
Vigorbloom (GW)	Seed Suture — +1/+1 counter and gain 1 life

White-Blue (Fatehold)

- Fatehold Chronologist / Prudent Fateseer / Semester Foreseer + any surveil (including Jace –1).
- Denzilore Fatehold + scry/surveil = team-wide +1/+1s.
- Cadet tokens + anthems / combat tricks.

Red-Green (Konstrari)

- Woodwork Prodigy / Konstrari Improviser → Heartwoods → 5–7 drops early.
- Aerid Konstrari ETB/death Heartwoods; grows with artifact count.
- Craterclaw Colossus + any pile of Heartwoods.

Black-Red (Stingerquill)

- Vicious Verse on several creatures = free prowess / “dealt noncombat damage” triggers (Grim Repriser).
- Essence Burn / Fulminous Forte / Stingerquill Charm to finish.
- Ingris Stingerquill pings when your team attacks.

Green-White (Vigorbloom)

- Seed Suture + Vigorbloom Vanguard + Graft Surgeon (counters persist).
- Bloombrute / Titanbones when you are actually gaining life.
- Kwia Vigorbloom makes Lotus tokens off lifegain.

Blue-Black (Theorix)

- Only lean in if you have threshold *payoffs* (Void Extrapolator, Winter, Tormented Loner, Uldaros Theorix). Mill alone is not a deck.

Green-Blue (Jace’s Mastery)

- 4+ Empower Jace cards + Way of the Cryomancer / Tam’s Resistance.
- Protect the token; it is your engine and their attack target.

General

- Annex / Commons duals are real if you have a Jace token in play.
- Attack *their* Jace when 3 loyalty is about to become a card **and** you can spare the attacker. If swinging Jace lengthens a close race, go face. Best Jace removal is player removal.
- Cast the prepare spell when it does something, not on curve just because you can.

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6. Quick Reminders at the Table

- Start with the two colors that have the most playable cards + best bombs/removal.
- Curve is more important than raw power.
- Removal is premium — don’t cut it lightly.
- Empower Jace works on tokens only. 3 loyalty = a card; attack the token if you can spare the body. If it costs you the race, go face.
- Two colors beat three. Sleeve the extra echoed-pair half for Commander later.
- Opening hand: two lands and a 2-drop. A Jace token on turn 3 with a blocker is a winning start.
- Sideboard between games from the rest of the pool. Afterthought Sentry in vs mill.

Good luck at the event. Punch their Jace, play your removal, and keep the curve honest.