













Archetypes

Theros: Red-White — "Go wide"

Bant: Green-White — Renown mechanic with pump spells

Vryn: White-Blue — Control with flyers (and spell mastery)

Ravnica: Green-Blue — Tempo

Dominaria: White-Black — Auras

Innistrad: Blue-Black — Graveyard

Kaladesh: Blue-Red — Tempo aggro/Artifacts

Regatha: Black-Red — Sacrifice

Zendikar: Red-Green — Midrange beatdown/creature ramp

Lorwyn: Black-Green — Midrange attrition/Elves