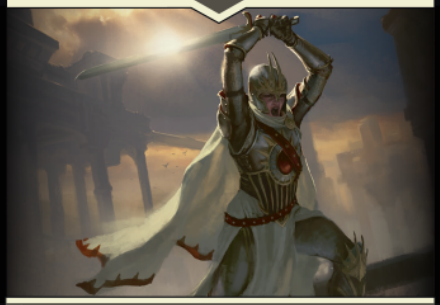
MAGIC The Gathering®
ARENA OF THE PLANESWALKERS

A tactical board game for 2–5 players

Swift Justice



Sorcery

A creature you control gains lifelink until end of turn.

LIFELINK
While attacking with this figure, for each damage it deals to the defending figure, remove a damage marker from this figure.

5

Karl Kopinski

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Sanctified Charge

Enchantment — Aura

Enchant Squad
Whenever a white Planeswalker you control deals damage on its turn, remove a damage marker from a creature in enchanted squad.

10

Dave Kendall

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Near-Death Experience

Sorcery

Remove up to 2 damage markers from a friendly Planeswalker.

"Through it all, we must endure."
—Gideon Jura

10

Dan Scott

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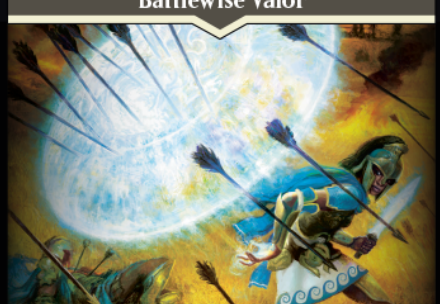
Battlewise Valor



Enchantment — Aura

Hidden Enchant Squad
Flip Battlewise Valor over when a creature in enchanted squad is attacked by a figure an opponent controls. Enchanted squad gets +4 until end of turn. Destroy Battlewise Valor.

10

Zack Stella

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Inspired Charge

Sorcery

All creatures you control within 8 clear sight spaces of a white Planeswalker you control get +2 ⚔ and +1 🛡 until end of turn.

20

Wayne Reynolds

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Divine Favor

Enchantment — Aura

Enchant 👥 **Squad**
Enchanted squad gets +1 ⚔ and +1 🛡.

With an armory of light, even the squire may champion her people.

25

Allen Williams

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Blessing

Enchantment — Aura

Hidden Enchant 👥 **Squad**
Flip Blessing over when a creature in enchanted squad is attacked by a figure an opponent controls.
Enchanted squad gets +1 ⚔ and +2 🛡.

30

Jason A. Engle

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Marked by Honor

Enchantment — Aura

Hidden Enchant 👥 **Squad**
Flip Marked by Honor over when a creature in enchanted squad is attacked by a figure an opponent controls. Enchanted squad gets +1 🛡.

10

David Palumbo

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Talent of the Telepath

Sorcery

Play target sorcery from an opponent's graveyard. Then return that sorcery to its owner's graveyard.

45

Peter Mohrbacher

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Mind Control

Sorcery

You may move and attack with target squad creature an opponent controls that is within 4 clear sight spaces of a blue Planeswalker you control.

10

Ryan Pancoast

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Jace's Erasure

Sorcery

Target player puts the top two cards from his or her library into his or her graveyard.

"You should try to clear your mind of idle thoughts. And if you can't, I will."

5

Jason Chan

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Call to Heel

Enchantment — Aura

Hidden Enchant Squad
Flip Call to Heel over when a creature in enchanted squad is attacked by a squad creature an opponent controls. Return the attacking squad to its owner's reserve. Destroy Call to Heel.

15

Randy Gallegos

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Unsummon

Sorcery

Target a squad creature within 4 clear sight spaces of a blue Planeswalker you control. Return that squad to its owner's reserve.

10

Izzy

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Project Self

Sorcery

Move a blue Planeswalker you control to an empty space that's adjacent to another figure you control.

5

Raymond Swanland

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Ætherspouts

Enchantment — Aura

Hidden Enchant Planeswalker
Flip Ætherspouts over when enchanted Planeswalker is attacked by a squad creature an opponent controls. Return the attacking squad to its owner's reserve. Destroy Ætherspouts.

15

Dan Scott

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Twisted Image

Sorcery

Switch target squad's Power and Toughness until end of turn.

25

Izzy

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Crippling Blight

Enchantment — Aura

Enchant Squad
Enchanted squad gets -1 ⚔ and -1 🛡.

25

Lucas Graciano

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Mental Agony

Enchantment — Aura

Hidden Enchant Squad
Flip Mental Agony over when a creature in enchanted squad is attacked by a figure. The attacking player discards a card at random. Destroy Mental Agony.

5

Greg Staples

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Dark Harvest

Enchantment — Aura

Enchant Squad
Dark Harvest can enchant only a squad you control. When you enchant a squad with Dark Harvest, destroy a creature in that squad. Enchanted squad gets +3 ⚔.

15

Raymond Swanland

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Rise of the Dark Realms

Sorcery

Return a squad creature from your figure graveyard to the battlefield on an empty space adjacent to a black Planeswalker you control.

25

Michael Komarck

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Liliana's Caress

Sorcery

Target opponent discards a card at random.

"This might hurt less if you don't fight so hard. But I doubt it."

5

Steve Argyle

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Duress

Enchantment — Aura

Enchant Squad
Enchanted squad gets +1 ⚔. When a creature in enchanted squad deals combat damage to a Planeswalker an opponent controls, that opponent discards a card at random.

15

Steven Belledin

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Corrupt

Sorcery

Deal 1 damage to target creature within 5 clear sight spaces of a black Planeswalker you control. Remove 1 damage marker from that Planeswalker.

10

Dave Allsop

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Killing Wave

Sorcery

Choose a black Planeswalker you control. Deal 3 damage to all non-Zombie squad creatures adjacent to that Planeswalker.

40

Michael Komarck

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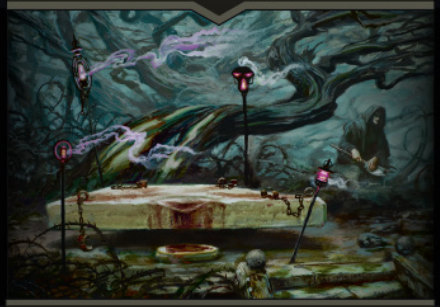
Altar's Reap



Sorcery

Destroy a creature you control that's adjacent to a friendly black Planeswalker. Remove up to 4 damage markers from that Planeswalker.

25

Donato Giancola

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Bone Splinters

Sorcery

Destroy a creature you control that's adjacent to target creature an opponent controls. Deal 4 damage to the target creature.

10

Nils Hamm

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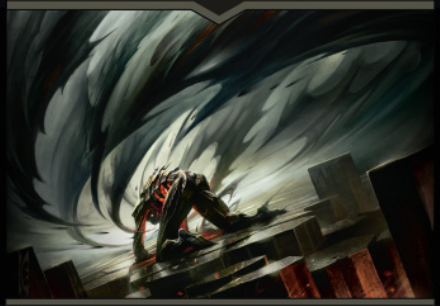
Despise



Enchantment — Aura

Enchant Planeswalker
Enchanted Planeswalker gets -1 ⚔.

10

Raymond Swanland

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Strangling Soot

Enchantment — Aura

Hidden Enchant Squad
Flip Strangling Soot over when a creature in enchanted squad is attacked by a nonblack squad creature. Destroy the attacking creature and Strangling Soot.

15

Jim Murray

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Incinerate

Sorcery

Deal 3 damage to target creature adjacent to a red Planeswalker you control.

25

Steve Prescott

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Flames of the Firebrand

Sorcery

Deal one damage to each of up to 2 different target creatures within 2 clear sight spaces of a red Planeswalker you control.

10

Steve Argyle

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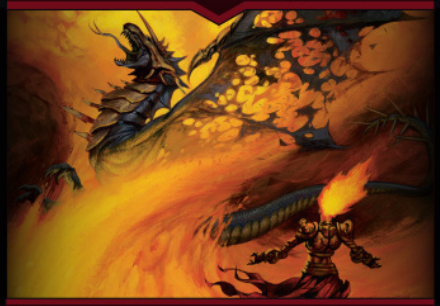
Chandra's Outrage



Sorcery

Deal 1 damage to target creature an opponent controls that's adjacent to a figure you control.

Chandra never believed in using her "inside voice."

5

Christopher Moeller

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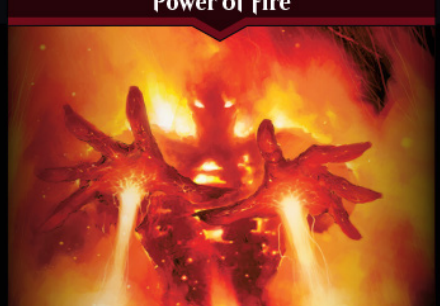
Power of Fire



Enchantment — Aura

Enchant Squad
Enchanted squad gets +1⚔.

20

Trevor Hairsine

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Firebreathing

Enchantment — Aura

Enchant Squad
Enchanted squad gets +2 ⚔ while attacking adjacent figures.

30

Aleksi Briclot

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Seize the Day

Sorcery

You may move and attack with a red squad creature you control.

10

Greg Staples

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Chandra's Fury

Enchantment — Aura

Enchant Planeswalker
Enchanted Planeswalker gets +1 ⚔ as long as it's unengaged.

10

Volkan Baga

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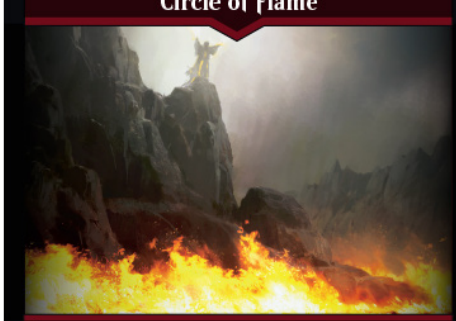
Circle of Flame



Sorcery

Deal 1 damage to target figure adjacent to a figure you control that has one or more damage markers.

5

Jaime Jones

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Twinflame

Sorcery

Choose a squad creature you control. Each crossed weapons symbol you roll for that creature this turn counts as +1 hit.

15

Chase Stone

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Dual Casting

Sorcery

Play a red sorcery from your graveyard that you played this turn.

45

Johannes Voss

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Stoke the Flames

Enchantment — Aura

Enchant Planeswalker
Stoke the Flames can enchant only a Planeswalker you control. All figures you control within 4 clear sight spaces of enchanted Planeswalker get +1⚔.

15

Ryan Barger

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Pyroclasm

Sorcery

Deal 1 damage to target red creature you control and each figure without flying that is adjacent to that creature.

10

John Avon

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Paths Revealed

Enchantment — Aura

Enchant Squad
Enchanted squad gets +3 move.

15

Chris Rallis

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Overrun

Sorcery

Until end of turn, a squad you control gets +2 ⚔ and trample while attacking adjacent figures.

TRAMPLE
While attacking, if this creature would assign enough damage to destroy a defending figure, you may have it assign the rest of its damage to a figure adjacent to the defending figure.

25

Carl Critchlow

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Bountiful Harvest

Sorcery

Remove up to 3 damage markers from a friendly green Planeswalker.

15

Jason Chan

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Skyreaping

Sorcery

Choose a green creature you control. Deal 1 damage to all creatures with flying that are adjacent to that creature and draw a card.

5

Seb McKinnon

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Fog

Enchantment — Aura

Hidden Enchant ◒ **Squad**
Flip Fog over when a creature in enchanted squad is attacked by a figure an opponent controls. Prevent all damage that would be dealt to enchanted squad this turn. Destroy Fog.

25

Jaime Jones

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Nissa's Expedition

Sorcery

A Planeswalker you control gets +3 move and disengage until end of turn.

DISENGAGE
A figure with disengage is never attacked when leaving an engagement.

10

Dan Scott

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Groundswell

Sorcery

A Planeswalker you control gets +3 ⚔ until end of turn.

"This world will not be tamed."
—Nissa Revane

10

Chris Rahn

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Primeval Light

Sorcery

Destroy all face-up and face-down enchantments.

35

Jim Nelson

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Naturalize

Enchantment — Aura

Hidden Enchant ◒ **Squad**
Flip Naturalize over when a creature in enchanted squad is attacked by a figure an opponent controls. Destroy all face-up and face-down enchantments attached to the attacking figure's army card. Destroy Naturalize.

20

Daniel Ljunggren

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Titanic Growth

Sorcery

A creature you control within 6 clear sight spaces of a green Planeswalker you control gets +3 ⚔ until end of turn.

10

Ryan Pancoast

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Leaf Arrow

Enchantment — Aura

Enchant Planeswalker
Enchanted Planeswalker gets +1 ⚔ as long as it is unengaged. Before enchanted Planeswalker attacks, you may destroy Leaf Arrow. If you do, enchanted Planeswalker gets +2 ⚔ until end of turn.

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Eric Deschamps

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Snare the Skies

Sorcery

A squad you control with a range greater than 1 gets +2 range and +1 ⚔ until end of turn.

10

Ryan Yee

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