

Planeswalker

Archenemy's Turn

Untap

Upkeep (Pay for upkeep and echo costs)

Draw (No maximum hand-size. Draw 2 cards when facing 4 or more players.)

First Main Phase (in order)

- Put a scheme in motion
- Put a land into play (increase land counter)
- Roll Planar die (if applicable)
- Put a loyalty counter on Planeswalker for each opposing player
- Planeswalker Ability
- Priority Spells
- Normal Spells
- Activate abilities of cards starting with the highest CMC card first. Repeat this step until there are no activated abilities available.*

Combat

Second Main Phase

End Turn

*Do not use the activated abilities of cards if they have tactics for another time.

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Planeswalker

Archenemy Combat

Relentless (Red Border — This creature attacks the person with the least amount of legal blockers every turn and blocks if able.)

Cautious (Gold Border — This creature only attacks an opponent with no legal blockers and does not block. May have other specific tactics.)

Guardian (Silver Border — This creature does not attack and always blocks.)

Tie Breaker on whom to Attack:

- 1) Player with the least amount of combined toughness of creatures able to block.
- 2) Player with the least life.

Blocking (Start with lowest CMC blocker)

- 1) Block the creature with the highest CPAT that would result in the attacking creature being destroyed (if not already).
- 2) Block an unblocked creature with the highest CPAT that would result in both the attacking and blocking creature not being destroyed.
- 3) Block the creature with highest power if not already blocked.

Destroys creatures first when applying damage, in order of highest value. Then apply damage to lowest toughness.

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Planeswalker

Archenemy General Behavior

If there are no legal targets for a spell or ability, the archenemy does not utilize it.

Negative Effect against Archenemy: Lowest value if it includes creatures only, lowest CMC otherwise.

Positive Effect for Archenemy: Highest value card if it includes creatures only, highest CMC otherwise. Deals damage to opposing player with the least life.

Discarding: Lowest CMC (Highest CMC for opponents, targets player with most cards)

Ties or No Applicable Logic: Determine outcome randomly.

Archenemy Gaining Control of Creatures: The creature gains relentless (except plant tokens).

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Planeswalker

Archenemy Scheme Logic

Every Last Vestige Shall Rot: Targets player with the highest combined CMC of controlled permanents. Pays X up to the amount of the player's highest individual CMC card.

I Call on Ancient Magics: Searches for two cards that are the highest CMC. Break ties randomly.

Introductions Are in Order: Puts a creature card in hand into play. If there isn't a legal creature card in hand, searches deck for highest CMC creature card.

My Genius Knows No Bounds: Pay maximum for X.

Which Of You Burns Brightest: Pay maximum for X. Targets player that will take fatal damage and then player with most creatures.

Nature Shields Its Own: Archenemy skips step 3 on blocking logic while this scheme is active.

Realms Befitting My Majesty & Your Fate Is Thrice Sealed: Increase land by two.

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DRAGON



Creature — Dragon

Flying

Archenemy Token

5/5

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DRAGON



Creature — Dragon

Flying

Archenemy Token

5/5

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GOLEM



Artifact Creature — Golem

4/6

Archenemy Token

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GOLEM



Artifact Creature — Golem

4/6

Archenemy Token

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ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

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ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

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ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

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ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

Platwalkers created and copyrighted 2010 by Matt Rose 4/6

ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

Platwalkers created and copyrighted 2010 by Matt Rose 4/6

ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

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ELEMENTAL



Creature — Elemental

Archenemy Token

3/3

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PLANT



Creature — Plant

Archenemy Token

0/1

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SAPROLING



Creature — Saproling



— Archenemy Token

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1/1

SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



— Archenemy Token

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SAPROLING



Creature — Saproling



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SAPROLING



Creature — Saproling



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— Archenemy Token

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SAPROLING



Creature — Saproling



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— Archenemy Token

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SAPROLING



Creature — Saproling



1/1

— Archenemy Token

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SAPROLING



Creature — Saproling



1/1

— Archenemy Token

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ZOMBIE



Creature — Zombie



2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie



2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie



2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie



2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie

2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie

2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie

2/2

— Archenemy Token

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ZOMBIE



Creature — Zombie

2/2

— Archenemy Token

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GOAT



Creature — Goat

0/1

— Archenemy Token

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GOAT



Creature — Goat

0/1

— Archenemy Token

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GOAT



Creature — Goat

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— Archenemy Token

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GOAT



Creature — Goat

0/1

— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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0/1

GOAT



Creature — Goat



— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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GOAT



Creature — Goat



— Archenemy Token

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Hibala of the Joraga



Planeswalker — Hibala



-5

: Remove all plant counters from Hibala and put a X/X green plant creature with Relentless into play where X is equal to the number of counters removed.

-3

: Destroy target opposing artifact or enchantment.

0

: Increase Hibala's resource counter by one and place 'X' plant counters on Hibala where 'X' is equal to the number of opposing players.

1