

Answer included! Fat Pack Puzzle

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Here is the puzzle "Crossing the Threshold" from the *Torment* Fat Pack. You can read through the text version of the puzzle here, or you can download the PDF by clicking the picture below. At the end of this article is the answer... but give it a try on your own first! No cheating!

Crossing the Threshold

Your opponent is Worth. You and he are playing a game using *Odyssey* and *Torment* cards. You were doing well until Worth enchanted your *Childhood Horror* with *Kirtar's Desire*. Last turn, Worth got you down to 4 life with [Stern Judge](#), played [Wayward Angel](#), and enchanted the Angel with [Druid's Call](#). Things look bleak, but on your turn you draw a card and realize you can win. It is the start of your main phase. **Defeat Worth this turn without losing yourself.**

You are playing a black deck, have 4 life remaining, 2 cards in hand, and 3 cards in the graveyard.

You have in play:

[Childhood Horror](#), 2/2, enchanted with

Worth's [Kirtar's Desire](#)

[Repentant Vampire](#), 3/3

[Shambling Swarm](#), 3/3

[Slithery Stalker](#), 1/1, enchanted with your [Shade's](#)

[Form](#)

6 untapped [Swamps](#)

Your hand:

[Chainer's Edict](#)

[Patriarch's Desire](#)

Your graveyard:

[Gravegouger](#)

[Innocent Blood](#)

[Ghastly Demise](#)

Worth is playing a white/green deck, has 4 life remaining, 0 cards in hand, and 6 cards in the graveyard.

Worth has in play:

[Wayward Angel](#), 4/4, enchanted with Worth's [Druid's Call](#)

[Mystic Familiar](#), 1/2

Right-click on this picture to "Save Target As" and download the PDF of the original puzzle. Mac users click and hold to download.

[Angel of Retribution](#), 5/5

[Anurid Scavenger](#), 3/3

[Stern Judge](#), 2/2, tapped

4 tapped [Forests](#)

4 tapped [Plains](#)

Worth's removed from game zone:

[Aven Cloudchaser](#), removed by your [Slithery Stalker](#)

Worth's graveyard:

[Life Burst](#)

[Wild Mongrel](#)

[Leaf Dancer](#)


[Forest](#)

[Pay No Heed](#)

[Springing Tiger](#)

The *Torment* Fat Pack contains the *Chainer's Torment* novel, a Player's Guide that features this puzzle and full-color pictures of every card in the set, six booster packs, and a Spindown life counter. Available in stores now.

The Answer

1. Tap six swamps to add  to your mana pool.
2. Use two mana to play [Chainer's Edict](#), targeting yourself. Sacrifice your [Shambling Swarm](#). The Edict and Swarm both go to your graveyard. Your graveyard has five cards in it.
3. When [Shambling Swarm](#) is put into your graveyard, its ability triggers. Put one -1/-1 counter on your [Slithery Stalker](#) and two -1/-1 counters on Worth's [Mystic Familiar](#).
4. Your [Slithery Stalker](#) is destroyed. The Stalker and the [Shade's Form](#) enchanting it both go to your graveyard. You have seven cards in your graveyard and reach threshold. Your [Repentant Vampire](#) becomes white, and your [Childhood Horror](#) becomes a 4/4 creature. Worth's [Mystic Familiar](#) is destroyed and goes to his graveyard. Worth has seven cards in his graveyard and reaches threshold. His [Wayward Angel](#) becomes a 7/7 black creature.
5. The second ability of [Shade's Form](#) and the leaves-play ability of [Slithery Stalker](#) both trigger and go on the stack. (It doesn't matter which order you put them on the stack; let's say you put the Stalker's ability on the stack last.) Tap your white [Repentant Vampire](#) to destroy Worth's black [Wayward Angel](#). [Wayward Angel](#) and [Druid's Call](#) are both put in Worth's graveyard.
6. [Slithery Stalker](#)'s leaves-play ability resolves, returning [Aven Cloudchaser](#) to play on Worth's side. The Cloudchaser's comes-into-play ability triggers, and Worth must destroy [Kirtar's Destire](#) since it's the only enchantment in play.
7. The ability of [Shade's Form](#) resolves, returning [Slithery Stalker](#) to play on your side. You have six cards in your graveyard and no longer have threshold. Your [Childhood Horror](#) is 2/2 again. The Stalker's comes-into-play ability triggers. Remove Worth's [Angel of Retribution](#) from the game.

8. Use four black mana to play [Patriarch's Desire](#), targeting [Aven Cloudchaser](#). It gets +2/-2 and is destroyed. [Patriarch's Desire](#) goes to your graveyard. You have seven cards in your graveyard and reach threshold again. Your [Childhood Horror](#) goes back up to 4/4.
9. Attack with [Childhood Horror](#). Worth has no creatures with flying left, so he can't block. He takes 4 damage, and you win the game!

Comments? Email editor@wizards.com.