

An interlocking five-part mega-puzzle Magic: The Puzzling -Betrayers Edition

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Your worst fears and highest hopes have come true: Magic: the Puzzling is back again. This time you are running the gauntlet against some of the worst betrayers history has ever known. Do you have what it takes to annihilate Benedict Arnold? Can you come out victorious against a seemingly impervious Brutus? By fighting fire with fire and using your new cards from *Betrayers of Kamigawa*, you may just have a chance.



Main Puzzle

You were playing in a four-player free-for-all game and your plan was all set. You would help your best friend Brutus create an unstoppable attack force, with which he would eradicate both of the other players. Finally, as a gesture of respect to you, Brutus would concede the game, leaving you ultimate champion. After destroying your opponents, however, Brutus's greed overcame him, and he betrayed you. Your pleas for mercy did not go completely unheard, though, as Brutus promised you once turn before his masses would come knocking at your door.

Given the seriousness of the crimes committed by this ruthless traitor, your goal is to not only kill Brutus this turn, but to also leave him with no permanents in play.

Your Resources:

Life: 14

Hand: All non-lands used to complete [Puzzle 1](#) and non-land permanents used to complete [Puzzle 4](#).

In Play:

- All non-land permanents used to complete [Puzzle 3](#).
- 8 Forests.

Graveyard:

- All non-lands used to complete [Puzzle 2](#).

Brutus's Resources:

Life: 1 million.

Hand: none

In Play:

- 5 Forest (tapped)
- 3 Plains (tapped)
- Worship
- March of the Machines
- 3 Darksteel Ingot
- Patron of the Kitsune
- 141,000,000 1/1 flying white Spirit tokens.

Graveyard:

- Kodama's Reach
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Puzzle 1

You are up against a formidable enemy: Nina Myers. At the beginning of your turn, she cast Shining Shoal for six targeting you, preventing what would have been lethal damage from your Myojin. While the situation still looks good for you, and your win next turn seems imminent, you know that Nina can be very wily, and may have you beat after all. You ponder the card you have drawn this turn (Crack the Earth), and wonder if it will be enough. You must capitalize on her mistake, and kill Nina this turn.

In Play:

You (17 life):

- 3 Mountain
- 2 Island
- 4 Forest



- 2 Swamp
- That Which Was Taken
- Myojin Of Infinite Rage (no divinity counter, enchanted with Phantom Wings)

Nina (6 life):

- 3 Island
- 6 Plains (1 enchanted with Genju of the Fields)
- Kaijin of the Vanishing Touch
- Moonlit Strider

Your Hand:

- Ashen Monstrosity
- Eternal Witness
- Crack the Earth
- Night of Souls' Betrayal
- Goryo's Vengeance

Your Graveyard:

- Kodama's Might
- Rend Flesh

Nina has no cards in hand, and only Shining Shoal in her graveyard.

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Puzzle 2

You are playing a mono-green big-creature deck against Benedict Arnold, who is running a mono-blue deck full of tricks. For starters, he has managed to get 16 counters on his Clearwater Goblet! Benedict's life gain is quickly getting out of hand. You must defeat him now, or else you may never get another chance.

In Play:

You (3 life):

- Moss Kami
- Patron of the Orochi (equipped with Neurok Hoversail)
- 7 Forest

Benedict (42 life):

- 6 Island
- Hoverguard Observer
- Razorgrass Screen
- Clearwater Goblet (16 counters)

Your Hand:

- Hana Kami
- Lure
- Kodama's Might
- Unchecked Growth
- Sakiko, Mother of Summer
- Fireball
- Mountain
- Roar of Jukai

Benedict has no cards in hand, and neither player has any cards in their graveyards.

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Puzzle 3

When you looked at your opening hand, you thought you were going to have the perfect game. First-turn Birds of Paradise is always a great start for a Ninjutsu deck. Right off the bat, though, Lando Calrissian played a first turn Lantern Kami and ruined all of your plans. The game has dragged on, and you've managed to reduce Lando to 6 life, but Worship is keeping him alive, and free to counterattack you at will. Destroy Lando this turn.

In Play:

You (3 life):

- 4 Forest
- 2 Island
- 1 Mountain
- 2 Mistblade Shinobi
- Loam Dweller
- 2 Birds of Paradise
- Clash of Realities

Lando (6 life):

- 4 Plains (tapped)
- 2 Lantern Kami (tapped)
- Tallowisp (tapped)
- Waxmane Baku (tapped)
- 2 Leonin Skyhunter (tapped)
- Kentaro, the Smiling Cat (tapped)
- Kitsune Palliator (tapped)
- Worship

Your Hand:

- Glacial Ray
- Lava Spike

- Throat Slitter
- Walker of Secret Ways
- First Volley

Lando has no cards in hand, and neither player has any cards in their graveyards.

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Puzzle 4

Despite your growing army of black creatures, your opponent Judas has you on the ropes. His creatures are tough to kill thanks to Kira, Great Glass-Spinner. Also, both his Disciple of the Vault and Honden of Infinite Rage are threatening to deplete your remaining point of life. With no enchantment removal to be found in your deck, you have only one recourse: kill Judas before he kills you.

In Play:

You (1 life):

- 2 Salt Marsh
- 3 Waterveil Cavern
- Shizo, Death's Storehouse
- Gibbering Kami
- Nezumi Graverobber
- Moriok Rigger
- Composite Golem
- Crawling Filth

Judas (12 life):

- 3 Island
- 2 Mountain
- Honden of Infinite Rage
- Kira, Great Glass-Spinner (tapped)
- Disciple of the Vault
- March of the Machines
- Damping Matrix
- Ninja of the Deep Hours

Your Hand:

- Sickening Shoal
- Horobi's Whisper
- Nezumi Shadow-Watcher
- Grab the Reins
- Skullsnatcher
- Mistblade Shinobi



Judas has no cards in hand, and neither player has any cards in their graveyards.

Thanks again to Justin Sarnak for helping to test the puzzles.

Good luck working your way through the various puzzles, and feel free to compare your answers on the message boards. Check back here Tuesday morning, when the solutions will be revealed.

Okay, here are the solutions! Spoiler alert!

Until then, best of luck... and watch your back.