

DEFENDERS OF ZENDIKAR



ARCHENEMY DECK

Home Plane: Kabira (*Zendikar*)

Scheme Deck: Doomsday

General: Linvala, Keeper of Silence

Planeswalker: Ventessa, Kabira Champion

Tactics: Pay the highest cost level up ability on creature that isn't already maximum level after casting spells until no mana is available.

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Ventessa, Kabira Champion



Planeswalker — Ventessa

-6: Use only if you control a creature. Creatures you control lose Guardian and Defender and gain Relentless and Vigilance and are indestructible until end of turn.

-1: Put a level counter on creature you control that has the highest cost level up ability that isn't already maximum level.

0: Creatures you control get +0/+1 when blocked or blocking until your next upkeep.

— Archenemy Deck: Defenders of Zendikar
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Linvala, Keeper of Silence



Legendary Creature (General) — Angel

Priority, General (*Do not cast if CMC is 10 or greater unless there are no other spells available to cast*)

Flying

Activated abilities of creatures opponents control can't be activated.

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Eiland Umbra



Enchantment — Aura

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless or Guardian.

Enchanted creature gets +0/+4.

Totem armor (*If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.*)

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Champion's Drake



Creature — Drake

Flying

Champion's Drake gets +3/+3 as long as you control a creature with three or more level counters on it.

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Champion's Drake



Creature — Drake

Flying

Champion's Drake gets +3/+3 as long as you control a creature with three or more level counters on it.

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Makindi Griffin



Creature — Griffin

Flying

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Makindi Griffin



Creature — Griffin

Flying

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Caravan Escort

1



Creature — Human Knight



Level up 2 (2: Put a level counter on this. Level up only as a sorcery.)

1/1

LEVEL
1-4

2/2

LEVEL
5+

First strike

5/5

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Student of War

1



Creature — Human Knight



Level up 1 (1: Put a level counter on this. Level up only as a sorcery.)

1/1

LEVEL
2-6

First strike

3/3

LEVEL
7+

Double strike

4/4

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Transcendent Master

3



Creature — Human Cleric Avatar



Level up 1 (1: Put a level counter on this. Level up only as a sorcery.)

3/3

LEVEL
6-11

Lifelink

6/6

LEVEL
12+

Lifelink, Transcendent Master is indestructible.

9/9

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Caravan Escort

1



Creature — Human Knight



Level up 2 (2: Put a level counter on this. Level up only as a sorcery.)

1/1

LEVEL
1-4

2/2

LEVEL
5+

First strike

5/5

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Glory Seeker

2



Creature — Human Soldier



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2/2

Glory Seeker

2



Creature — Human Soldier



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2/2

Ikiral Outrider

2



Creature — Human Soldier



Level up 4 (4: Put a level counter on this. Level up only as a sorcery.)

1/2

LEVEL
1-3

Vigilance

2/6

LEVEL
4+

Vigilance

3/10

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Ikiral Outrider

2



Creature — Human Soldier



Level up 4 (4: Put a level counter on this. Level up only as a sorcery.)

1/2

LEVEL
1-3

Vigilance

2/6

LEVEL
4+

Vigilance

3/10

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Venerated Teacher



3

Creature — Human Wizard

Tactics (Main Phase): Only cast if you control a creature with level up. When Venerated Teacher enters the battlefield, put two level counters on each creature you control with level up.

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2/2

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Venerated Teacher



3

Creature — Human Wizard

Tactics (Main Phase): Only cast if you control a creature with level up. When Venerated Teacher enters the battlefield, put two level counters on each creature you control with level up.

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2/2

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Knight of Cliffhaven



2

Creature — Kor Knight

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 2/2

LEVEL 1-3 Flying 2/3

LEVEL 4+ Flying, vigilance 4/4

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Knight of Cliffhaven



2

Creature — Kor Knight

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 2/2

LEVEL 1-3 Flying 2/3

LEVEL 4+ Flying, vigilance 4/4

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Lone Missionary



2

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

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2/1

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Lone Missionary



2

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

Defenders of Zendikar

2/1

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Skywatcher Adept



1

Creature — Merfolk Wizard

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 1/1

LEVEL 1-2 Flying 2/2

LEVEL 3+ Flying 4/2

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Skywatcher Adept



1

Creature — Merfolk Wizard

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 1/1

LEVEL 1-2 Flying 2/2

LEVEL 3+ Flying 4/2

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Souls's Attendant 1



Creature — Human Cleric

Whenever another creature enters the battlefield, gain one life.

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Souls's Attendant 1



Creature — Human Cleric

Whenever another creature enters the battlefield, gain one life.

Defenders of Zendikar 1/1

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Hada Spy Patrol 2



Creature — Human Rogue

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 1/1

LEVEL 1-2 Hada Spy Patrol is unblockable. 2/2

LEVEL 3+ Shroud Hada Spy Patrol is unblockable 3/3

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Hada Spy Patrol 2



Creature — Human Rogue

Level up 3 (3: Put a level counter on this. Level up only as a sorcery.) 1/1

LEVEL 1-2 Hada Spy Patrol is unblockable. 2/2

LEVEL 3+ Shroud Hada Spy Patrol is unblockable 3/3

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Lighthouse Chronologist 2



Creature — Human Wizard

Level up 1 (1: Put a level counter on this. Level up only as a sorcery.) 1/3

LEVEL 4-6 2/4

LEVEL 7+ At the beginning of each end step, if it's not your turn, take an extra turn after this one. 3/5

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Sphinx of Magosi 6



Creature — Sphinx

Tactics (Main Phase): Use activated ability once if you control 8 or more lands before casting spells.

Flying

3: Draw a card, then put a +1/+1 counter on Sphinx of Magosi.

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Stalwart Shield-Bearers 2



Creature — Human Soldier

Defender

Other creatures you control with defender get +0/+2.

Defenders of Zendikar 0/3

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Stalwart Shield-Bearers 2



Creature — Human Soldier

Defender

Other creatures you control with defender get +0/+2.

Defenders of Zendikar 0/3

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Sea Gate Oracle



3

Creature — Human Wizard

When Sea Gate Oracle enters the battlefield, look at the top two cards of your library. Put the card with the highest CMC into your hand and the other on the bottom of your library.

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1/3

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Sea Gate Oracle



3

Creature — Human Wizard

When Sea Gate Oracle enters the battlefield, look at the top two cards of your library. Put the card with the highest CMC into your hand and the other on the bottom of your library.

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1/3

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Perimeter Captain



1

Creature — Human Soldier

Defender

Whenever a creature you control with defender blocks, you gain 2 life.

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0/4

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Perimeter Captain



1

Creature — Human Soldier

Defender

Whenever a creature you control with defender blocks, you gain 2 life.

Defenders of Zendikar

0/4

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Guard Gomazoa



3

Creature — Jellyfish

Defender, flying

Prevent all combat damage that would be dealt to Guard Gomazoa.

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1/3

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Guard Gomazoa



3

Creature — Jellyfish

Defender, flying

Prevent all combat damage that would be dealt to Guard Gomazoa.

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1/3

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Halimar Wavewatch



2

Creature — Merfolk Soldier

Level up 2 (2: Put a level counter on this. Level up only as a sorcery.)

LEVEL 1-4

LEVEL 5+

Relentless, islandwalk

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Halimar Wavewatch



2

Creature — Merfolk Soldier

Level up 2 (2: Put a level counter on this. Level up only as a sorcery.)

LEVEL 1-4

LEVEL 5+

Relentless, islandwalk

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Soulbound Guardians  5



Creature — Spirit 

Defender, flying

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Soulbound Guardians  5



Creature — Spirit 

Defender, flying

 Defenders of Zendikar 4/5
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Phantasmal Abomination  3



Creature — Illusion 

Defender
 When Phantasmal Abomination becomes the target of a spell or ability, sacrifice it.

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Wall of Omens  2



Creature — Wall 

Defender
 When Wall of Omens enters the battlefield, draw a card.

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Domestication  4



Enchantment — Aura 

Tactics (Main Phase): Enchant opposing creature with the highest value that has power 3 or less. Do not place an enchantment on creature that would cause it to have greater than 3 power.
 You control enchanted creature.

At the beginning of your end step, if enchanted creature's power is 4 or greater, sacrifice Domestication.

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Domestication  4



Enchantment — Aura 

Tactics (Main Phase): Enchant opposing creature with the highest value that has power 3 or less. Do not place an enchantment on creature that would cause it to have greater than 3 power.
 You control enchanted creature.

At the beginning of your end step, if enchanted creature's power is 4 or greater, sacrifice Domestication.

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Eland Umbra  2



Enchantment — Aura 

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless or Guardian.
 Enchanted creature gets +0/+4.
 Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Wall of Omens  2



Creature — Wall 

Defender
 When Wall of Omens enters the battlefield, draw a card.

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Hyena Umbra  **1**



Enchantment — Aura 

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless or Guardian.

Enchanted creature gets +1/+1 and first strike.

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Hyena Umbra  **1**



Enchantment — Aura 

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless or Guardian.

Enchanted creature gets +1/+1 and first strike.

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Mammoth Umbra  **5**



Enchantment — Aura 

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless and can legally attack.

Enchanted creature gets +3/+3 and has vigilance.

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Mammoth Umbra  **5**



Enchantment — Aura 

Tactics (Main Phase): Enchant creature you control with the highest value that has Relentless and can legally attack.

Enchanted creature gets +3/+3 and has vigilance.

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

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Narcolepsy  **2**



Enchantment — Aura 

Tactics (Main Phase): Enchant opposing creature with the highest value that can legally attack.

At the beginning of each upkeep, if enchanted creature is untapped, tap it.

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Narcolepsy  **2**



Enchantment — Aura 

Tactics (Main Phase): Enchant opposing creature with the highest value that can legally attack.

At the beginning of each upkeep, if enchanted creature is untapped, tap it.

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Demystify  **1**



Instant 

Destroy target opposing enchantment with the highest CMC.

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Demystify  **1**



Instant 

Destroy target opposing enchantment with the highest CMC.

— Defenders of Zendikar

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Smite  



Instant 

Trigger (*When an opposing creature of value 6 or higher is blocked*):
 Destroy target blocked opposing creature with the highest value.

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Smite  



Instant 

Trigger (*When an opposing creature of value 6 or higher is blocked*):
 Destroy target blocked opposing creature with the highest value.

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Distortion Strike  



Sorcery 

Target creature you control with the highest power with relentless that can legally attack gains +1/+0 and is unblockable until end of turn.

Rebound (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, cast this card from exile without paying its mana cost.*)

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Distortion Strike  



Sorcery 

Target creature you control with the highest power with relentless that can legally attack gains +1/+0 and is unblockable until end of turn.

Rebound (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, cast this card from exile without paying its mana cost.*)

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Recurring Insight  



Sorcery 

Draw cards equal to the number of cards in target opponent's hand with the most cards.

Rebound (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, cast this card from exile without paying its mana cost.*)

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Survival Cache  



Sorcery 

Gain 2 life. Then if you have more life than an opponent, draw a card.

Rebound (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, cast this card from exile without paying its mana cost.*)

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Survival Cache  



Sorcery 

Gain 2 life. Then if you have more life than an opponent, draw a card.

Rebound (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, cast this card from exile without paying its mana cost.*)

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