

Contender Summary

Contender Planeswalkers start in your command zone and accumulate one loyalty there each turn (up to their printed loyalty). When they are cast, they enter the battlefield with that loyalty accumulated in the command zone. When a Contender would leave the battlefield, it goes back to the command zone with no counters.

Contenders in the Command Zone

- A Contender starts in your command zone. Unlike a commander, it does not dictate a color identity for your deck.
- Each upkeep while it is in the command zone, put a loyalty counter on the Contender planeswalker unless its loyalty meets or exceeds its printed loyalty.

Contenders entering and leaving the battlefield

- When a planeswalker with Contender is cast from the command zone, its starting loyalty is equal to the number of counters it had in the command zone.
- If a contender would be leave the battlefield, it returns to the command zone with no counters.

Accelerate

When you accelerate, the next creature or planeswalker spell you cast costs 1 less and enters the battlefield with a +1/+1 counter or loyalty counter.

- Accelerate must be used on the next creature or planeswalker spell you cast. It lasts between turns and doesn't care about other spells you cast in between.
- The accelerate effect persists even if the creature that accelerate dies in the interim.
- If you have an accelerate effect ready, you cast a creature spell, and that creature spell is countered, the accelerate effect is still used up.
- It's possible to built up several accelerate effects if you don't cast a creature or planeswalker in between. This usually happens from casting instants and sorceries with Accelerate. It could also happen if a creature with accelerate enters the battlefield without being cast, such as a reanimation spell.
- You could choose to have your accelerated creature enter with a loyalty counter or your planeswalker enter with a +1/+1 counter. There isn't a reason in the set to do so.

Arise

Arise allows a player to cast a card out of his or her graveyard by also removing a creature card from his or her graveyard. It is similar to the Retrace ability, but with a different additional cost.

- Unlike Flashback, sorceries with Arise aren't exiled as they resolve. As long as you have creatures in your graveyard, you may continue recasting the spell.

Fetch

Fetch is a keyword action that shortcuts the text involving searching your library for a card, doing something, and then shuffling your library afterward. Whether a fetched card is put in its owner's hand, battlefield, etc is specified by the card.

Junctions

Junctions are an Enchantment subtype. Each Junction has two loyalty abilities that are added to any Planeswalkers you control.

- Controlling a junction does not let you activate your Contender additional times. It just gives you more options.
- There is no color restrictions on abilities. If you control a blue Junction, it can give abilities to a Black/Red planeswalker.