**Advanced Tactics** 3 R



**Enchantment** R

When this enchantment enters, create a 5x5 grid for as long as it remains on the battlefield. Starting with the top left space and skipping every other space, choose a random creature and put it in the grid. As a creature enters, its controller puts it in an empty space.
Creatures can't block creatures they aren't orthogonally adjacent to.
1: Move target creature you control one space left, right, up, or down. Any player may activate this ability.

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