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CHAPTER 1

Instrukcje

Podręcznik Magic 2014 (51%)

Zasady formatu Commander (Dowódca) (18%)

Kompletne Zasady (0%)

CHAPTER 2

Tłumaczenie dodatków

2.1 Standard

- *Battle for Zendikar* (0%)
- *Origins* (0%)
- *Dragons of Tarkir* (0%)
- Fate Reforged (100%)
- *Khans of Tarkir* (52%)

2.2 Modern

- *Magic 2015 Core Set* (7%)
- *Journey into Nyx* (38%)
- *Born of the Gods* (100%)
- *Theros* (100%)
- *Magic 2014 Core Set* (100%)
- *Dragons' Maze* (100%)
- *Gatecrash* (100%)
- *Return to Ravnica* (100%)
- *Avacyn Restored* (9%)
- *Dark Ascension* (0%)
- *Innistrad* (0%)
- New Phyrexia (4%)

2.3 Pozostałe

- Commander 2014 (0%)
- *Commander 2013* (5%)

2.4 Specjalne karty

- *Bohaterowie* (100%) - uwzględnia karty z Journey into Nyx
- Pokonaj Bóstwo (0%)
- *Walka z Hordą* (100%)
- *Staw czoła Hydrze* (100%)

CHAPTER 3

Warto przeczytać

- *Uzasadnienie tłumaczeń*
- *Nowe sposoby gry*
- *Polskie lądy i żetony*

CHAPTER 4

Ostatnie zmiany

Proszę zajrzeć do pliku *Ostatnie zmiany*

CHAPTER 5

Ekipa

Niniejsze tłumaczenie powstało dzięki pracy następujących osób:

- Dominik Kozaczko - pomysłodawca, główny tłumacz
- Bartek Pękala - tłumacz
- Zofia Wąchocka - tłumacz, filolog
- Roman Cupek - nadzorca merytoryczny

5.1 Origins

Abbot of Keral Keep Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

When Abbot of Keral Keep enters the battlefield, exile the top card of your library. Until end of turn, you may play that card.

Acolyte of the Inferno Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Whenever Acolyte of the Inferno becomes blocked by a creature, it deals 2 damage to that creature.

Act of Treason Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and this turn.)

Aegis Angel Flying (This creature can't be blocked except by creatures with flying or reach.)

When Aegis Angel enters the battlefield, another target permanent gains indestructible for as long as you control Aegis Angel. (Effects that say "destroy" don't destroy it. A creature with indestructible can't be destroyed by damage.)

Aerial Volley Aerial Volley deals 3 damage divided as you choose among one, two, or three target creatures with flying.

Akroan Jailer : Tap target creature.

Akroan Sergeant First strike (This creature deals combat damage before creatures without first strike.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Alchemist's Vial When Alchemist's Vial enters the battlefield, draw a card.

1, , Sacrifice Alchemist's Vial: Target creature can't attack or block this turn.

Alhammarret, High Arbiter Flying

As Alhammarret, High Arbiter enters the battlefield, each opponent reveals his or her hand. You choose the name of a nonland card revealed this way.

Your opponents can't cast spells with the chosen name (as long as this creature is on the battlefield).

Alhammarret's Archive If you would gain life, you gain twice that much life instead.

If you would draw a card except the first one you draw in each of your draw steps, draw two cards instead.

Ampryn Tactician When Ampryn Tactician enters the battlefield, creatures you control get +1/+1 until end of turn.

Anchor to the Æther Put target creature on top of its owner's library. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Angel's Tomb Whenever a creature enters the battlefield under your control, you may have Angel's Tomb become a 3/3 white Angel artifact creature with flying until end of turn.

Animist's Awakening Reveal the top X cards of your library. Put all land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, untap those lands.

Anointer of Champions : Target attacking creature gets +1/+1 until end of turn.

Archangel of Tithes Flying

As long as Archangel of Tithes is untapped, creatures can't attack you or a planeswalker you control unless their controller pays 1 for each of those creatures.

As long as Archangel of Tithes is attacking, creatures can't block unless their controller pays 1 for each of those creatures.

Artificer's Epiphany Draw two cards. If you control no artifacts, discard a card.

Aspiring Aeronaut Flying (This creature can't be blocked except by creatures with flying or reach.)

When Aspiring Aeronaut enters the battlefield, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield.

Auramancer When Auramancer enters the battlefield, you may return target enchantment card from your graveyard to your hand.

Avaricious Dragon Flying

At the beginning of your draw step, draw an additional card.

At the beginning of your end step, discard your hand.

Aven Battle Priest Flying (This creature can't be blocked except by creatures with flying or reach.)

When Aven Battle Priest enters the battlefield, you gain 3 life.

Battlefield Forge : Add 1 to your mana pool.

: Add or to your mana pool. Battlefield Forge deals 1 damage to you.

Bellows Lizard 1 : Bellows Lizard gets +1/+0 until end of turn.

Blazing Hellhound 1, Sacrifice another creature: Blazing Hellhound deals 1 damage to target creature or player.

Blessed Spirits Flying

Whenever you cast an enchantment spell, put a +1/+1 counter on Blessed Spirits.

Blightcaster Whenever you cast an enchantment spell, you may have target creature get -2/-2 until end of turn.

Blood-Cursed Knight As long as you control an enchantment, Blood-Cursed Knight gets +1/+1 and has lifelink. (Damage dealt by this creature also causes you to gain that much life.)

Boggart Brute Menace (This creature can't be blocked except by two or more creatures.)

Bonded Construct Bonded Construct can't attack alone.

Bone to Ash Counter target creature spell.

Draw a card.

Bounding Krasis Flash (You may cast this spell any time you could cast an instant.)

When Bounding Krasis enters the battlefield, you may tap or untap target creature.

Brawler's Plate Equipped creature gets +2/+2 and has trample. (It can deal excess combat damage to defending player or planeswalker while attacking.)

Equip 4 (4: Attach to target creature you control. Equip only as a sorcery.)

Calculated Dismissal Counter target spell unless its controller pays 3.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, scry 2. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Call of the Full Moon Enchant creature

Enchanted creature gets +3/+2 and has trample. (It can deal excess combat damage to defending player or planeswalker while attacking.)

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

Catacomb Slug

Caustic Caterpillar 1, Sacrifice Caustic Caterpillar: Destroy target artifact or enchantment.

Caves of Koilos : Add 1 to your mana pool.

: Add or to your mana pool. Caves of Koilos deals 1 damage to you.

Celestial Flare Target player sacrifices an attacking or blocking creature.

Chandra, Fire of Kaladesh Whenever you cast a red spell, untap Chandra, Fire of Kaladesh.

: Chandra, Fire of Kaladesh deals 1 damage to target player. If Chandra has dealt 3 or more damage this turn, exile her, then return her to the battlefield transformed under her owner's control.

Chandra, Roaring Flame +1: Chandra, Roaring Flame deals 2 damage to target player.

2: Chandra, Roaring Flame deals 2 damage to target creature.

7: Chandra, Roaring Flame deals 6 damage to each opponent. Each player dealt damage this way gets an emblem with "At the beginning of your upkeep, this emblem deals 3 damage to you."

Chandra's Fury Chandra's Fury deals 4 damage to target player and 1 damage to each creature that player controls.

Chandra's Ignition Target creature you control deals damage equal to its power to each other creature and each opponent.

Charging Griffin Flying (This creature can't be blocked except by creatures with flying or reach.)

Whenever Charging Griffin attacks, it gets +1/+1 until end of turn.

Chief of the Foundry Other artifact creatures you control get +1/+1.

Citadel Castellan Vigilance (Attacking doesn't cause this creature to tap.)

Renown 2 (When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.)

Clash of Wills Counter target spell unless its controller pays X.

Claustrophobia Enchant creature

When Claustrophobia enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Cleric of the Forward Order When Cleric of the Forward Order enters the battlefield, you gain 2 life for each creature you control named Cleric of the Forward Order.

Cobblebrute

Conclave Naturalists When Conclave Naturalists enters the battlefield, you may destroy target artifact or enchantment.

Consecrated by Blood Enchant creature

Enchanted creature gets +2/+2 and has flying and "Sacrifice two other creatures: Regenerate this creature." (The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Consul's Lieutenant First strike

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Whenever Consul's Lieutenant attacks, if it's renowned, other attacking creatures you control get +1/+1 until end of turn.

Cruel Revival Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand.

Dark Dabbling Regenerate target creature. Draw a card. (The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, also regenerate each other creature you control.

Dark Petition Search your library for a card and put that card into your hand. Then shuffle your library.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, add to your mana pool.

Day's Undoing Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities on the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

Deadbridge Shaman When Deadbridge Shaman dies, target opponent discards a card.

Deep-Sea Terror Deep-Sea Terror can't attack unless there are seven or more cards in your graveyard.

Demolish Destroy target artifact or land.

Demonic Pact At the beginning of your upkeep, choose one that hasn't been chosen —

- Demonic Pact deals 4 damage to target creature or player and you gain 4 life.
- Target opponent discards two cards.
- Draw two cards.
- You lose the game.

Despoiler of Souls Despoiler of Souls can't block.

, Exile two other creature cards from your graveyard: Return Despoiler of Souls from your graveyard to the battlefield.

Disciple of the Ring , Exile an instant or sorcery card from your graveyard: Choose one —

- Counter target noncreature spell unless its controller pays .
- Disciple of the Ring gets +1/+1 until end of turn.
- Tap target creature.
- Untap target creature.

Disperse Return target nonland permanent to its owner's hand.

Displacement Wave Return all nonland permanents with converted mana cost X or less to their owners' hands.

Divine Verdict Destroy target attacking or blocking creature.

Dragon Fodder Put two 1/1 red Goblin creature tokens onto the battlefield.

Dreadwaters Target player puts the top X cards of his or her library into his or her graveyard, where X is the number of lands you control.

Dwynen, Gilt-Leaf Daen Reach

Other Elf creatures you control get +1/+1.

Whenever Dwynen, Gilt-Leaf Daen attacks, you gain 1 life for each attacking Elf you control.

Dwynen's Elite When Dwynen's Elite enters the battlefield, if you control another Elf, put a 1/1 green Elf Warrior creature token onto the battlefield.

Eagle of the Watch Flying, vigilance

Elemental Bond Whenever a creature with power 3 or greater enters the battlefield under your control, draw a card.

Elvish Visionary When Elvish Visionary enters the battlefield, draw a card.

Embermaw Hellion Trample (This creature can deal excess combat damage to defending player or planeswalker while attacking.)

If another red source you control would deal damage to a permanent or player, it deals that much damage plus 1 to that permanent or player instead.

Enlightened Ascetic When Enlightened Ascetic enters the battlefield, you may destroy target enchantment.

Enshrouding Mist Target creature gets +1/+1 until end of turn. Prevent all damage that would be dealt to it this turn. If it's renowned, untap it.

Enthralling Victor When Enthralling Victor enters the battlefield, gain control of target creature an opponent controls with power 2 or less until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and this turn.)

Erebos's Titan As long as your opponents control no creatures, Erebos's Titan has indestructible. (Damage and effects that say "destroy" don't destroy it.)

Whenever a creature card leaves an opponent's graveyard, you may discard a card. If you do, return Erebos's Titan from your graveyard to your hand.

Evolutionary Leap , Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Exquisite Firecraft Exquisite Firecraft deals 4 damage to target creature or player.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Exquisite Firecraft can't be countered by spells or abilities.

Eyeblight Assassin When Eyeblight Assassin enters the battlefield, target creature an opponent controls gets -1/-1 until end of turn.

Eyeblight Massacre Non-Elf creatures get -2/-2 until end of turn.

Faerie Miscreant Flying (This creature can't be blocked except by creatures with flying or reach.)

When Faerie Miscreant enters the battlefield, if you control another creature named Faerie Miscreant, draw a card.

Fetid Imp Flying (This creature can't be blocked except by creatures with flying or reach.)

: Fetid Imp gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Fiery Conclusion As an additional cost to cast Fiery Conclusion, sacrifice a creature.

Fiery Conclusion deals 5 damage to target creature.

Fiery Hellhound : Fiery Hellhound gets +1/+0 until end of turn.

Fiery Impulse Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

Firefiend Elemental Haste (This creature can attack and as soon as it comes under your control.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Flameshadow Conjuring Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

Flesh to Dust Destroy target creature. It can't be regenerated.

Fleshbag Marauder When Fleshbag Marauder enters the battlefield, each player sacrifices a creature.

Forest G

Foundry of the Consuls : Add to your mana pool.

, , Sacrifice Foundry of the Consuls: Put two 1/1 colorless Thopter artifact creature tokens with flying onto the battlefield.

Gaea's Revenge Gaea's Revenge can't be countered.

Haste

Gaea's Revenge can't be the target of nongreen spells or abilities from nongreen sources.

Gather the Pack Reveal the top five cards of your library. You may put a creature card from among them into your hand. Put the rest into your graveyard.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, put up to two creature cards from among the revealed cards into your hand instead of one.

Ghirapur Æther Grid Tap two untapped artifacts you control: Ghirapur Æther Grid deals 1 damage to target creature or player.

Ghirapur Gearcrafter When Ghirapur Gearcrafter enters the battlefield, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield. (A creature with flying can't be blocked except by creatures with flying or reach.)

Gideon, Battle-Forged +2: Up to one target creature an opponent controls attacks Gideon, Battle-Forged during its controller's next turn if able.

+1: Until your next turn, target creature gains indestructible. Untap that creature.

0: Until end of turn, Gideon, Battle-Forged becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

Gideon's Phalanx Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

Gilt-Leaf Winnower Menace (This creature can't be blocked except by two or more creatures.)

When Gilt-Leaf Winnower enters the battlefield, you may destroy target non-Elf creature whose power and toughness aren't equal.

Gnarlroot Trapper , Pay 1 life: Add to your mana pool. Spend this mana only to cast an Elf creature spell.

: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Goblin Glory Chaser Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

As long as Goblin Glory Chaser is renowned, it has menace. (It can't be blocked except by two or more creatures.)

Goblin Piledriver Protection from blue (This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.)

Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin.

Gold-Forged Sentinel Flying

Grasp of the Hieromancer Enchant creature

Enchanted creature gets +1/+1 and has "Whenever this creature attacks, tap target creature defending player controls."

Graveblade Marauder Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever Graveblade Marauder deals combat damage to a player, that player loses life equal to the number of creature cards in your graveyard.

Guardian Automaton When Guardian Automaton dies, you gain 3 life.

Guardians of Meletis Defender (This creature can't attack.)

Hallowed Moonlight Until end of turn, if a creature would enter the battlefield and it wasn't cast, exile it instead.

Draw a card.

Hangarback Walker Hangarback Walker enters the battlefield with X +1/+1 counters on it.

When Hangarback Walker dies, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield for each +1/+1 counter on Hangarback Walker.

, : Put a +1/+1 counter on Hangarback Walker.

Harbinger of the Tides You may cast Harbinger of the Tides as though it had flash if you pay more to cast it. (You may cast it any time you could cast an instant.)

When Harbinger of the Tides enters the battlefield, you may return target tapped creature an opponent controls to its owner's hand.

Healing Hands Target player gains 4 life.

Draw a card.

Heavy Infantry When Heavy Infantry enters the battlefield, tap target creature an opponent controls.

Helm of the Gods Equipped creature gets +1/+1 for each enchantment you control.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Herald of the Pantheon Enchantment spells you cast cost 1 less to cast.

Whenever you cast an enchantment spell, you gain 1 life.

Hitchclaw Recluse Reach (This creature can block creatures with flying.)

Hixus, Prison Warden Flash (You may cast this spell any time you could cast an instant.)

Whenever a creature deals combat damage to you, if Hixus, Prison Warden entered the battlefield this turn, exile that creature until Hixus leaves the battlefield. (That creature returns under its owner's control.)

Honored Hierarch Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

As long as Honored Hierarch is renowned, it has vigilance and ": Add one mana of any color to your mana pool."

Hydrolash Attacking creatures get -2/-0 until end of turn.

Draw a card.

Infectious Bloodlust Enchant creature

Enchanted creature gets +2/+1, has haste, and attacks each turn if able.

When enchanted creature dies, you may search your library for a card named Infectious Bloodlust, reveal it, put it into your hand, then shuffle your library.

Infernal Scarring Enchant creature

Enchanted creature gets +2/+0 and has "When this creature dies, draw a card."

Infinite Obliteration Name a creature card. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

Into the Void Return up to two target creatures to their owners' hands.

Iroas's Champion Double strike (This creature deals both first-strike and regular combat damage.)

Island U

Jace, Telepath Unbound +1: Up to one target creature gets -2/-0 until your next turn.

3: You may cast target instant or sorcery card from your graveyard this turn. If that card would be put into your graveyard this turn, exile it instead.

9: You get an emblem with "Whenever you cast a spell, target opponent puts the top five cards of his or her library into his or her graveyard."

Jace, Vryn's Prodigy : Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, Vryn's Prodigy, then return him to the battlefield transformed under his owner's control.

Jace's Sanctum Instant and sorcery spells you cast cost 1 less to cast.

Whenever you cast an instant or sorcery spell, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Jayemdae Tome 4, : Draw a card.

Jhessian Thief Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Whenever Jhessian Thief deals combat damage to a player, draw a card.

Joraga Invocation Each creature you control gets +3/+3 until end of turn and must be blocked this turn if able.

Knight of the Pilgrim's Road Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Knight of the White Orchid First strike

When Knight of the White Orchid enters the battlefield, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle your library.

Knightly Valor Enchant creature

When Knightly Valor enters the battlefield, put a 2/2 white Knight creature token with vigilance onto the battlefield. (Attacking doesn't cause it to tap.)

Enchanted creature gets +2/+2 and has vigilance.

Kothophed, Soul Hoarder Flying

Whenever a permanent owned by another player is put into a graveyard from the battlefield, you draw a card and you lose 1 life.

Kytheon, Hero of Akros At end of combat, if Kytheon, Hero of Akros and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.

2 ✱: Kytheon gains indestructible until end of turn.

Kytheon's Irregulars Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

✱✱: Tap target creature.

Kytheon's Tactics Creatures you control get +2/+1 until end of turn.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, those creatures also gain vigilance until end of turn. (Attacking doesn't cause them to tap.)

Languish All creatures get -4/-4 until end of turn.

Leaf Gilder ↻: Add 🌳 to your mana pool.

Lightning Javelin Lightning Javelin deals 3 damage to target creature or player. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Liliana, Defiant Necromancer +2: Each player discards a card.

X: Return target nonlegendary creature card with converted mana cost X from your graveyard to the battlefield.

8: You get an emblem with "Whenever a creature dies, return it to the battlefield under your control at the beginning of the next end step."

Liliana, Heretical Healer Lifelink

Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, put a 2/2 black Zombie creature token onto the battlefield.

Llanowar Empath When Llanowar Empath enters the battlefield, scry 2, then reveal the top card of your library. If it's a creature card, put it into your hand. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Llanowar Wastes ↻: Add 1 to your mana pool.

↻: Add 💀 or 🌳 to your mana pool. Llanowar Wastes deals 1 damage to you.

Macabre Waltz Return up to two target creature cards from your graveyard to your hand, then discard a card.

Mage-Ring Bully Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Mage-Ring Bully attacks each turn if able.

Mage-Ring Network : Add to your mana pool.

, : Put a storage counter on Mage-Ring Network.

, Remove X storage counters from Mage-Ring Network: Add to your mana pool.

Mage-Ring Responder Mage-Ring Responder doesn't untap during your untap step.

: Untap Mage-Ring Responder.

Whenever Mage-Ring Responder attacks, it deals 7 damage to target creature defending player controls.

Magmatic Insight As an additional cost to cast Magmatic Insight, discard a land card.

Draw two cards.

Mahamoti Djinn Flying (This creature can't be blocked except by creatures with flying or reach.)

Malakir Cullblade Whenever a creature an opponent controls dies, put a +1/+1 counter on Malakir Cullblade.

Managorger Hydra Trample (This creature can deal excess combat damage to defending player or planeswalker while attacking.)

Whenever a player casts a spell, put a +1/+1 counter on Managorger Hydra.

Mantle of Webs Enchant creature

Enchanted creature gets +1/+3 and has reach. (It can block creatures with flying.)

Maritime Guard

Meteorite When Meteorite enters the battlefield, it deals 2 damage to target creature or player.

: Add one mana of any color to your mana pool.

Might of the Masses Target creature gets +1/+1 until end of turn for each creature you control.

Mighty Leap Target creature gets +2/+2 and gains flying until end of turn. (It can't be blocked except by creatures with flying or reach.)

Mind Rot Target player discards two cards.

Mizzium Meddler Flash (You may cast this spell any time you could cast an instant.)

When Mizzium Meddler enters the battlefield, you may change a target of target spell or ability to Mizzium Meddler.

Molten Vortex , Discard a land card: Molten Vortex deals 2 damage to target creature or player.

Mountain R

Murder Investigation Enchant creature you control

When enchanted creature dies, put X 1/1 white Soldier creature tokens onto the battlefield, where X is its power.

Nantuko Husk Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

Necromantic Summons Put target creature card from a graveyard onto the battlefield under your control.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, that creature enters the battlefield with two additional +1/+1 counters on it.

Negate Counter target noncreature spell.

Nightmare Flying (This creature can't be blocked except by creatures with flying or reach.)

Nightmare's power and toughness are each equal to the number of Swamps you control.

Nightsnare Target opponent reveals his or her hand. You may choose a nonland card from it. If you do, that player discards that card. If you don't, that player discards two cards.

Nissa, Sage Animist +1: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

2: Put a legendary 4/4 green Elemental creature token named Ashaya, the Awoken World onto the battlefield.

7: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.

Nissa, Vastwood Seer When Nissa, Vastwood Seer enters the battlefield, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle your library.

Whenever a land enters the battlefield under your control, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.

Nissa's Pilgrimage Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle your library.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two.

Nissa's Revelation Scry 5, then reveal the top card of your library. If it's a creature card, you draw cards equal to its power and you gain life equal to its toughness.

Nivix Barrier Flash (You may cast this spell any time you could cast an instant.)

Defender (This creature can't attack.)

When Nivix Barrier enters the battlefield, target attacking creature gets -4/-0 until end of turn.

Orbs of Warding You have hexproof. (You can't be the target of spells or abilities your opponents control.)

If a creature would deal damage to you, prevent 1 of that damage.

Orchard Spirit Orchard Spirit can't be blocked except by creatures with flying or reach.

Outland Colossus Renown 6 (When this creature deals combat damage to a player, if it isn't renowned, put six +1/+1 counters on it and it becomes renowned.)

Outland Colossus can't be blocked by more than one creature.

Patron of the Valiant Flying

When Patron of the Valiant enters the battlefield, put a +1/+1 counter on each creature you control with a +1/+1 counter on it.

Pharika's Disciple Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Pia and Kiran Nalaar When Pia and Kiran Nalaar enters the battlefield, put two 1/1 colorless Thopter artifact creature tokens with flying onto the battlefield.

2 2, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to target creature or player.

Plains W

Plummet Destroy target creature with flying.

Possessed Skaab When Possessed Skaab enters the battlefield, return target instant, sorcery, or creature card from your graveyard to your hand.

If Possessed Skaab would die, exile it instead.

Prickleboar As long as it's your turn, Prickleboar gets +2/+0 and has first strike. (It deals combat damage before creatures without first strike.)

Priest of the Blood Rite When Priest of the Blood Rite enters the battlefield, put a 5/5 black Demon creature token with flying onto the battlefield.

At the beginning of your upkeep, you lose 2 life.

Prism Ring As Prism Ring enters the battlefield, choose a color.

Whenever you cast a spell of the chosen color, you gain 1 life.

Prized Unicorn All creatures able to block Prized Unicorn do so.

Psychic Rebuttal Counter target instant or sorcery spell that targets you.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may copy the spell countered this way. You may choose new targets for the copy.

Pyromancer's Goggles : Add to your mana pool. When that mana is spent to cast a red instant or sorcery spell, copy that spell and you may choose new targets for the copy.

Rabid Bloodsucker Flying (This creature can't be blocked except by creatures with flying or reach.)

When Rabid Bloodsucker enters the battlefield, each player loses 2 life.

Ramroller Ramroller attacks each turn if able.

Ramroller gets +2/+0 as long as you control another artifact.

Ravaging Blaze Ravaging Blaze deals X damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Ravaging Blaze also deals X damage to that creature's controller.

Read the Bones Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Reave Soul Destroy target creature with power 3 or less.

Reclaim Put target card from your graveyard on top of your library.

Reclusive Artificer Haste (This creature can attack and as soon as it comes under your control.)

When Reclusive Artificer enters the battlefield, you may have it deal damage to target creature equal to the number of artifacts you control.

Relic Seeker Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

When Relic Seeker becomes renowned, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle your library.

Returned Centaur When Returned Centaur enters the battlefield, target player puts the top four cards of his or her library into his or her graveyard.

Revenant Flying

Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

Rhox Maulers Trample (This creature can deal excess combat damage to defending player or planeswalker while attacking.)

Renown 2 (When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.)

Ringwarden Owl Flying (This creature can't be blocked except by creatures with flying or reach.)

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Rogue's Passage : Add to your mana pool.

, : Target creature can't be blocked this turn.

Runed Servitor When Runed Servitor dies, each player draws a card.

Scab-Clan Berserker Haste

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Whenever an opponent casts a noncreature spell, if Scab-Clan Berserker is renowned, Scab-Clan Berserker deals 2 damage to that player.

Scrapskin Drake Flying (This creature can't be blocked except by creatures with flying or reach.)

Scrapskin Drake can block only creatures with flying.

Screeching Skaab When Screeching Skaab enters the battlefield, put the top two cards of your library into your graveyard.

Seismic Elemental When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

Send to Sleep Tap up to two target creatures.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps.

Sengir Vampire Flying (This creature can't be blocked except by creatures with flying or reach.)

Whenever a creature dealt damage by Sengir Vampire this turn dies, put a +1/+1 counter on Sengir Vampire.

Sentinel of the Eternal Watch Vigilance (Attacking doesn't cause this creature to tap.)

At the beginning of combat on each opponent's turn, tap target creature that player controls.

Separatist Voidmage When Separatist Voidmage enters the battlefield, you may return target creature to its owner's hand.

Serra Angel Flying (This creature can't be blocked except by creatures with flying or reach.)

Vigilance (Attacking doesn't cause this creature to tap.)

Shadows of the Past Whenever a creature dies, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

4 : Each opponent loses 2 life and you gain 2 life. Activate this ability only if there are four or more creature cards in your graveyard.

Shaman of the Pack When Shaman of the Pack enters the battlefield, target opponent loses life equal to the number of Elves you control.

Shambling Ghoul Shambling Ghoul enters the battlefield tapped.

Shivan Dragon Flying (This creature can't be blocked except by creatures with flying or reach.)

: Shivan Dragon gets +1/+0 until end of turn.

Shivan Reef : Add 1 to your mana pool.

: Add or to your mana pool. Shivan Reef deals 1 damage to you.

Sigil of the Empty Throne Whenever you cast an enchantment spell, put a 4/4 white Angel creature token with flying onto the battlefield.

Sigil of Valor Whenever equipped creature attacks alone, it gets +1/+1 until end of turn for each other creature you control.

Equip 1 (1 : Attach to target creature you control. Equip only as a sorcery.)

Sigiled Starfish : Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Skaab Goliath As an additional cost to cast Skaab Goliath, exile two creature cards from your graveyard.

Trample (This creature can deal excess combat damage to defending player or planeswalker while attacking.)

Skyraker Giant Reach (This creature can block creatures with flying.)

Skysnare Spider Vigilance (Attacking doesn't cause this creature to tap.)

Reach (This creature can block creatures with flying.)

Smash to Smithereens Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.

Somberwald Alpha Whenever a creature you control becomes blocked, it gets +1/+1 until end of turn.

1 G: Target creature you control gains trample until end of turn. (It can deal excess combat damage to defending player or planeswalker while attacking.)

Soulblade Djinn Flying

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn.

Sphinx's Tutelage Whenever you draw a card, target opponent puts the top two cards of his or her library into his or her graveyard. If they're both nonland cards that share a color, repeat this process.

5 U: Draw a card, then discard a card.

Stalwart Aven Flying (This creature can't be blocked except by creatures with flying or reach.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Starfield of Nyx At the beginning of your upkeep, you may return target enchantment card from your graveyard to the battlefield.

As long as you control five or more enchantments, each other non-Aura enchantment you control is a creature in addition to its other types and has base power and base toughness each equal to its converted mana cost.

Stratus Walk Enchant creature

When Stratus Walk enters the battlefield, draw a card.

Enchanted creature has flying. (It can't be blocked except by creatures with flying or reach.)

Enchanted creature can block only creatures with flying.

Subterranean Scout When Subterranean Scout enters the battlefield, target creature with power 2 or less can't be blocked this turn.

Suppression Bonds Enchant nonland permanent

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

Swamp B

Swift Reckoning Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may cast Swift Reckoning as though it had flash. (You may cast it any time you could cast an instant.)

Destroy target tapped creature.

Sword of the Animist Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Equip 2

Sylvan Messenger Trample (This creature can deal excess combat damage to defending player or planeswalker while attacking.)

When Sylvan Messenger enters the battlefield, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library in any order.

Tainted Remedy If an opponent would gain life, that player loses that much life instead.

Talent of the Telepath Target opponent reveals the top seven cards of his or her library. You may cast an instant or sorcery card from among them without paying its mana cost. Then that player puts the rest into his or her graveyard.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may cast up to two revealed instant and/or sorcery cards instead of one.

Terra Stomper Terra Stomper can't be countered.

Trample (If this creature would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

The Great Aurora Each player shuffles all cards from his or her hand and all permanents he or she owns into his or her library, then draws that many cards. Each player may put any number of land cards from his or her hand onto the battlefield. Exile The Great Aurora.

Thopter Engineer When Thopter Engineer enters the battlefield, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield.

Artifact creatures you control have haste. (They can attack and as soon as they come under your control.)

Thopter Spy Network At the beginning of your upkeep, if you control an artifact, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield.

Whenever one or more artifact creatures you control deal combat damage to a player, draw a card.

Thornbow Archer Whenever Thornbow Archer attacks, each opponent who doesn't control an Elf loses 1 life.

Throwing Knife Equipped creature gets +2/+0.

Whenever equipped creature attacks, you may sacrifice Throwing Knife. If you do, Throwing Knife deals 2 damage to target creature or player.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Thunderclap Wyvern Flash (You may cast this spell any time you could cast an instant.)

Flying

Other creatures you control with flying get +1/+1.

Timberpack Wolf Timberpack Wolf gets +1/+1 for each other creature you control named Timberpack Wolf.

Titanic Growth Target creature gets +4/+4 until end of turn.

Titan's Strength Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Topan Freeblade Vigilance (Attacking doesn't cause this creature to tap.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Tormented Thoughts As an additional cost to cast Tormented Thoughts, sacrifice a creature.

Target player discards a number of cards equal to the sacrificed creature's power.

Totem-Guide Hartebeest When Totem-Guide Hartebeest enters the battlefield, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle your library.

Touch of Moonglove Target creature you control gets +1/+0 and gains deathtouch until end of turn. Whenever a creature dealt damage by that creature dies this turn, its controller loses 2 life. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

Tower Geist Flying

When Tower Geist enters the battlefield, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

Tragic Arrogance For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents he or she controls.

Turn to Frog Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1.

Undead Servant When Undead Servant enters the battlefield, put a 2/2 black Zombie creature token onto the battlefield for each card named Undead Servant in your graveyard.

Undercity Troll Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

2 G: Regenerate Undercity Troll. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Unholy Hunger Destroy target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you gain 2 life.

Valeron Wardens Renown 2 (When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.)

Whenever a creature you control becomes renowned, draw a card.

Valor in Akros Whenever a creature enters the battlefield under your control, creatures you control get +1/+1 until end of turn.

Vastwood Gorger

Veteran's Sidearm Equipped creature gets +1/+1.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Vine Snare Prevent all combat damage that would be dealt this turn by creatures with power 4 or less.

Volcanic Rambler 2 R: Volcanic Rambler deals 1 damage to target player.

Vryn Wingmare Flying

Noncreature spells cost 1 more to cast.

War Horn Attacking creatures you control get +1/+0.

War Oracle Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)

Watercourser U: Watercourser gets +1/-1 until end of turn.

Weave Fate Draw two cards.

Weight of the Underworld Enchant creature

Enchanted creature gets -3/-2.

Whirler Rogue When Whirler Rogue enters the battlefield, put two 1/1 colorless Thopter artifact creature tokens with flying onto the battlefield.

Tap two untapped artifacts you control: Target creature can't be blocked this turn.

Wild Instincts Target creature you control gets +2/+2 until end of turn. It fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

Willbreaker Whenever a creature an opponent controls becomes the target of a spell or ability you control, gain control of that creature for as long as you control Willbreaker.

Woodland Bellower When Woodland Bellower enters the battlefield, you may search your library for a nonlegendary green creature card with converted mana cost 3 or less, put it onto the battlefield, then shuffle your library.

Yavimaya Coast : Add to your mana pool.

: Add or to your mana pool. Yavimaya Coast deals 1 damage to you.

Yeva's Forcemage When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

Yoked Ox

Zendikar Incarnate Zendikar Incarnate's power is equal to the number of lands you control.

Zendikar's Roil Whenever a land enters the battlefield under your control, put a 2/2 green Elemental creature token onto the battlefield.

5.2 Battle for Zendikar

Adverse Conditions Devoid (This card has no color.)

Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add to your mana pool."

Akoum Firebird Flying, haste

Akoum Firebird attacks each turn if able.

Landfall — Whenever a land enters the battlefield under your control, you may pay . If you do, return Akoum Firebird from your graveyard to the battlefield.

Akoum Hellkite Flying

Landfall — Whenever a land enters the battlefield under your control, Akoum Hellkite deals 1 damage to target creature or player. If that land is a Mountain, Akoum Hellkite deals 2 damage to that creature or player instead.

Akoum Stonewaker Landfall — Whenever a land enters the battlefield under your control, you may pay . If you do, put a 3/1 red Elemental creature token with trample and haste onto the battlefield. Exile that token at the beginning of the next end step.

Aligned Hedron Network When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. (Those creatures return under their owners' control.)

Ally Encampment : Add to your mana pool.

: Add one mana of any color to your mana pool. Spend this mana only to cast an Ally spell.

, , Sacrifice Ally Encampment: Return target Ally you control to its owner's hand.

Altar's Reap As an additional cost to cast Altar's Reap, sacrifice a creature.

Draw two cards.

Angel of Renewal Flying

When Angel of Renewal enters the battlefield, you gain 1 life for each creature you control.

Angelic Captain Flying

Whenever Angelic Captain attacks, it gets +1/+1 until end of turn for each other attacking Ally.

Angelic Gift Enchant creature

When Angelic Gift enters the battlefield, draw a card.

Enchanted creature has flying.

Anticipate Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Bane of Bala Ged Whenever Bane of Bala Ged attacks, defending player exiles two permanents he or she controls.

Barrage Tyrant Devoid (This card has no color.)

2, Sacrifice another colorless creature: Barrage Tyrant deals damage equal to the sacrificed creature's power to target creature or player.

Beastcaller Savant Haste

: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell.

Belligerent Whiptail Landfall — Whenever a land enters the battlefield under your control, Belligerent Whiptail gains first strike until end of turn.

Benthic Infiltrator Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

Benthic Infiltrator can't be blocked.

Blight Herder When you cast Blight Herder, you may put two cards your opponents own from exile into their owners' graveyards. If you do, put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Blighted Cataract : Add 1 to your mana pool.

5, , Sacrifice Blighted Cataract: Draw two cards.

Blighted Fen : Add 1 to your mana pool.

4, , Sacrifice Blighted Fen: Target opponent sacrifices a creature.

Blighted Gorge : Add 1 to your mana pool.

4, , Sacrifice Blighted Gorge: Blighted Gorge deals 2 damage to target creature or player.

Blighted Steppe : Add 1 to your mana pool.

3, , Sacrifice Blighted Steppe: You gain 2 life for each creature you control.

Blighted Woodland : Add 1 to your mana pool.

3, , Sacrifice Blighted Woodland: Search your library for up to two basic land cards and put them onto the battlefield tapped. Then shuffle your library.

Blisterpod Devoid (This card has no color.)

When Blisterpod dies, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Bloodbond Vampire Whenever you gain life, put a +1/+1 counter on Bloodbond Vampire.

Boiling Earth Boiling Earth deals 1 damage to each creature your opponents control.

Awaken 4—6 (If you cast this spell for 6, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Bone Splinters As an additional cost to cast Bone Splinters, sacrifice a creature.

Destroy target creature.

Breaker of Armies All creatures able to block Breaker of Armies do so.

Brilliant Spectrum Converge — Draw X cards, where X is the number of colors of mana spent to cast Brilliant Spectrum. Then discard two cards.

Bring to Light Converge — Search your library for a creature, instant, or sorcery card with converted mana cost less than or equal to the number of colors of mana spent to cast Bring to Light, exile that card, then shuffle your library. You may cast that card without paying its mana cost.

Brood Butcher Devoid (This card has no color.)

When Brood Butcher enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

, Sacrifice a creature: Target creature gets -2/-2 until end of turn.

Brood Monitor Devoid (This card has no color.)

When Brood Monitor enters the battlefield, put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Broodhunter Wurm

Brutal Expulsion Devoid (This card has no color.)

Choose one or both —

- Return target spell or creature to its owner's hand.
- Brutal Expulsion deals 2 damage to target creature or planeswalker. If that permanent would be put into a graveyard this turn, exile it instead.

Call the Scions Devoid (This card has no color.)

Put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Canopy Vista (: Add or to your mana pool.)

Canopy Vista enters the battlefield tapped unless you control two or more basic lands.

Carrier Thrall When Carrier Thrall dies, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Catacomb Sifter Devoid (This card has no color.)

When Catacomb Sifter enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Chasm Guide Rally — Whenever Chasm Guide or another Ally enters the battlefield under your control, creatures you control gain haste until end of turn.

Cinder Glade (: Add or to your mana pool.)

Cinder Glade enters the battlefield tapped unless you control two or more basic lands.

Cliffside Lookout : Creatures you control get +1/+1 until end of turn.

Cloud Manta Flying

Clutch of Currents Return target creature to its owner's hand.

Awaken 3— (If you cast this spell for , also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Coastal Discovery Draw two cards.

Awaken 4— (If you cast this spell for , also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Complete Disregard Devoid (This card has no color.)

Exile target creature with power 3 or less.

Conduit of Ruin When you cast Conduit of Ruin, you may search your library for a colorless creature card with converted mana cost 7 or greater, reveal it, then shuffle your library and put that card on top of it.

The first creature spell you cast each turn costs less to cast.

Coralhelm Guide : Target creature can't be blocked this turn.

Courier Griffin Flying

When Courier Griffin enters the battlefield, you gain 2 life.

Crumble to Dust Devoid (This card has no color.)

Exile target nonbasic land. Search its controller's graveyard, hand, and library for any number of cards with the same name as that land and exile them. Then that player shuffles his or her library.

Cryptic Cruiser Devoid (This card has no color.)

, Put a card an opponent owns from exile into that player's graveyard: Tap target creature.

Culling Drone Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

Dampening Pulse Creatures your opponents control get -1/-0.

Deathless Behemoth Vigilance

Sacrifice two Eldrazi Scions: Return Deathless Behemoth from your graveyard to your hand. Activate this ability only any time you could cast a sorcery.

Defiant Bloodlord Flying

Whenever you gain life, target opponent loses that much life.

Demon's Grasp Target creature gets -5/-5 until end of turn.

Desolation Twin When you cast Desolation Twin, put a 10/10 colorless Eldrazi creature token onto the battlefield.

Dispel Counter target instant spell.

Dominator Drone Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

When Dominator Drone enters the battlefield, if you control another colorless creature, each opponent loses 2 life.

Dragonmaster Outcast At the beginning of your upkeep, if you control six or more lands, put a 5/5 red Dragon creature token with flying onto the battlefield.

Drana, Liberator of Malakir Flying, first strike

Whenever Drana, Liberator of Malakir deals combat damage to a player, put a +1/+1 counter on each attacking creature you control.

Drana's Emissary Flying

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

Drowner of Hope Devoid (This card has no color.)

When Drowner of Hope enters the battlefield, put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Sacrifice an Eldrazi Scion: Tap target creature.

Dust Stalker Devoid (This card has no color.)

Haste

At the beginning of each end step, if you control no other colorless creatures, return Dust Stalker to its owner's hand.

Dutiful Return Return up to two target creature cards from your graveyard to your hand.

Earthen Arms Put two +1/+1 counters on target permanent.

Awaken 4—6 (If you cast this spell for 6, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Eldrazi Devastator Trample

Eldrazi Skyspawner Devoid (This card has no color.)

Flying

When Eldrazi Skyspawner enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Emeria Shepherd Flying

Landfall — Whenever a land enters the battlefield under your control, you may return target nonland permanent card from your graveyard to your hand. If that land is a Plains, you may return that nonland permanent card to the battlefield instead.

Encircling Fissure Prevent all combat damage that would be dealt this turn by creatures target opponent controls.

Awaken 2—4 (If you cast this spell for 4, also put two +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Endless One Endless One enters the battlefield with X +1/+1 counters on it.

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Exert Influence Converge — Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast Exert Influence.

Expedition Envoy

Eyeless Watcher Devoid (This card has no color.)

When Eyeless Watcher enters the battlefield, put two 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Fathom Feeder Devoid (This card has no color.)

Deathtouch

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

3 U B: Draw a card. Each opponent exiles the top card of his or her library.

Felidar Cub Sacrifice Felidar Cub: Destroy target enchantment.

Felidar Sovereign Vigilance, lifelink

At the beginning of your upkeep, if you have 40 or more life, you win the game.

Fertile Thicket Fertile Thicket enters the battlefield tapped.

When Fertile Thicket enters the battlefield, you may look at the top five cards of your library. If you do, reveal up to one basic land card from among them, then put that card on top of your library and the rest on the bottom in any order.

T: Add G to your mana pool.

Firemantle Mage Rally — Whenever Firemantle Mage or another Ally enters the battlefield under your control, creatures you control gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

Forerunner of Slaughter Devoid (This card has no color.)

1: Target colorless creature gains haste until end of turn.

Forest G

Fortified Rampart Defender

From Beyond Devoid (This card has no color.)

At the beginning of your upkeep, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

1 G, Sacrifice From Beyond: Search your library for an Eldrazi card, reveal it, put it into your hand, then shuffle your library.

Geyserfield Stalker Menace (This creature can't be blocked except by two or more creatures.)

Landfall — Whenever a land enters the battlefield under your control, Geyserfield Stalker gets +2/+2 until end of turn.

Ghostly Sentinel Flying, vigilance

Giant Mantis Reach (This creature can block creatures with flying.)

Gideon, Ally of Zendikar +1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

0: Put a 2/2 white Knight Ally creature token onto the battlefield.

4: You get an emblem with "Creatures you control get +1/+1."

Gideon's Reproach Gideon's Reproach deals 4 damage to target attacking or blocking creature.

Goblin War Paint Enchant creature

Enchanted creature gets +2/+2 and has haste.

Grave Birthing Devoid (This card has no color.)

Target opponent exiles a card from his or her graveyard. You put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Draw a card.

Greenwarden of Murasa When Greenwarden of Murasa enters the battlefield, you may return target card from your graveyard to your hand.

When Greenwarden of Murasa dies, you may exile it. If you do, return target card from your graveyard to your hand.

Grip of Desolation Devoid (This card has no color.)

Exile target creature and target land.

Grove Rumbler Trample

Landfall — Whenever a land enters the battlefield under your control, Grove Rumbler gets +2/+2 until end of turn.

Grovetender Druids Rally — Whenever Grovetender Druids or another Ally enters the battlefield under your control, you may pay 1. If you do, put a 1/1 green Plant creature token onto the battlefield.

Gruesome Slaughter Until end of turn, colorless creatures you control gain ": This creature deals damage equal to its power to target creature."

Guardian of Tazeem Flying

Landfall — Whenever a land enters the battlefield under your control, tap target creature an opponent controls. If that land is an Island, that creature doesn't untap during its controller's next untap step.

Guul Draz Overseer Flying

Landfall — Whenever a land enters the battlefield under your control, other creatures you control get +1/+0 until end of turn. If that land is a Swamp, those creatures get +2/+0 until end of turn instead.

Hagra Sharpshooter 4 : Target creature gets -1/-1 until end of turn.

Halimar Tidecaller When Halimar Tidecaller enters the battlefield, you may return target card with awaken from your graveyard to your hand.

Land creatures you control have flying.

Hedron Archive : Add 2 to your mana pool.

2, , Sacrifice Hedron Archive: Draw two cards.

Hedron Blade Equipped creature gets +1/+1.

Whenever equipped creature becomes blocked by one or more colorless creatures, it gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Herald of Kozilek Devoid (This card has no color.)

Colorless spells you cast cost 1 less to cast.

Hero of Goma Fada Rally — Whenever Hero of Goma Fada or another Ally enters the battlefield under your control, creatures you control gain indestructible until end of turn.

Horribly Awry Devoid (This card has no color.)

Counter target creature spell with converted mana cost 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Incubator Drone Devoid (This card has no color.)

When Incubator Drone enters the battlefield, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add 1 to your mana pool."

Infuse with the Elements Converge — Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast Infuse with the Elements. That creature gains trample until end of turn.

Inspired Charge Creatures you control get +2/+1 until end of turn.

Island U

Jaddi Offshoot Defender

Landfall — Whenever a land enters the battlefield under your control, you gain 1 life.

Kalastria Healer Rally — Whenever Kalastria Healer or another Ally enters the battlefield under your control, each opponent loses 1 life and you gain 1 life.

Kalastria Nightwatch Whenever you gain life, Kalastria Nightwatch gains flying until end of turn.

Kiora, Master of the Depths +1: Untap up to one target creature and up to one target land.

2: Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard.

8: You get an emblem with "Whenever a creature enters the battlefield under your control, you may have it fight target creature." Then put three 8/8 blue Octopus creature tokens onto the battlefield.

Kitesail Scout Flying

Kor Bladewhirl Rally — Whenever Kor Bladewhirl or another Ally enters the battlefield under your control, creatures you control gain first strike until end of turn.

Kor Castigator Kor Castigator can't be blocked by Eldrazi Scions.

Kor Entanglers Rally — Whenever Kor Entanglers or another Ally enters the battlefield under your control, tap target creature an opponent controls.

Kozilek's Channeler T: Add 2 to your mana pool.

Kozilek's Sentinel Devoid (This card has no color.)

Whenever you cast a colorless spell, Kozilek's Sentinel gets +1/+0 until end of turn.

Lantern Scout Rally — Whenever Lantern Scout or another Ally enters the battlefield under your control, creatures you control gain lifelink until end of turn.

Lavastep Raider 2R: Lavastep Raider gets +2/+0 until end of turn.

Lifespring Druid T: Add one mana of any color to your mana pool.

Lithomancer's Focus Target creature gets +2/+2 until end of turn. Prevent all damage that would be dealt to that creature this turn by colorless sources.

Looming Spires Looming Spires enters the battlefield tapped.

When Looming Spires enters the battlefield, target creature gets +1/+1 and gains first strike until end of turn.

T: Add R to your mana pool.

Lumbering Falls Lumbering Falls enters the battlefield tapped.

T: Add G or U to your mana pool.

2GU: Lumbering Falls becomes a 3/3 green and blue Elemental creature with hexproof until end of turn. It's still a land.

Makindi Patrol Rally — Whenever Makindi Patrol or another Ally enters the battlefield under your control, creatures you control gain vigilance until end of turn.

Makindi Sliderunner Trample

Landfall — Whenever a land enters the battlefield under your control, Makindi Sliderunner gets +1/+1 until end of turn.

Malakir Familiar Flying, deathtouch

Whenever you gain life, Malakir Familiar gets +1/+1 until end of turn.

March from the Tomb Return any number of target Ally creature cards with total converted mana cost 8 or less from your graveyard to the battlefield.

Mind Raker Devoid (This card has no color.)

When Mind Raker enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, each opponent discards a card.

Mire's Malice Target opponent discards two cards.

Awaken 3—5 (If you cast this spell for 5, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Mist Intruder Devoid (This card has no color.)

Flying

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

Molten Nursery Devoid (This card has no color.)

Whenever you cast a colorless spell, Molten Nursery deals 1 damage to target creature or player.

Mortuary Mire Mortuary Mire enters the battlefield tapped.

When Mortuary Mire enters the battlefield, you may put target creature card from your graveyard on top of your library.

: Add to your mana pool.

Mountain R

Munda, Ambush Leader Haste

Rally — Whenever Munda, Ambush Leader or another Ally enters the battlefield under your control, you may look at the top four cards of your library. If you do, reveal any number of Ally cards from among them, then put those cards on top of your library in any order and the rest on the bottom in any order.

Murasa Ranger Landfall — Whenever a land enters the battlefield under your control, you may pay 3. If you do, put two +1/+1 counters on Murasa Ranger.

Murk Strider Devoid (This card has no color.)

When Murk Strider enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, return target creature to its owner's hand.

Natural Connection Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Nettle Drone Devoid (This card has no color.)

: Nettle Drone deals 1 damage to each opponent.

Whenever you cast a colorless spell, untap Nettle Drone.

Nirkana Assassin Whenever you gain life, Nirkana Assassin gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Nissa's Renewal Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle your library. You gain 7 life.

Noyan Dar, Roil Shaper Whenever you cast an instant or sorcery spell, you may put three +1/+1 counters on target land you control. If you do, that land becomes a 0/0 Elemental creature with haste that's still a land.

Ob Nixilis Reignited +1: You draw a card and you lose 1 life.

3: Destroy target creature.

8: Target opponent gets an emblem with "Whenever a player draws a card, you lose 2 life."

Oblivion Sower When you cast Oblivion Sower, target opponent exiles the top four cards of his or her library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

Omnath, Locus of Rage Landfall — Whenever a land enters the battlefield under your control, put a 5/5 red and green Elemental creature token onto the battlefield.

Whenever Omnath, Locus of Rage or another Elemental you control dies, Omnath deals 3 damage to target creature or player.

Ondu Champion Rally — Whenever Ondu Champion or another Ally enters the battlefield under your control, creatures you control gain trample until end of turn.

Ondu Greathorn First strike

Landfall — Whenever a land enters the battlefield under your control, Ondu Greathorn gets +2/+2 until end of turn.

Ondu Rising Whenever a creature attacks this turn, it gains lifelink until end of turn.

Awaken 4—4 ✳ (If you cast this spell for 4 ✳, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Oracle of Dust Devoid (This card has no color.)

2, Put a card an opponent owns from exile into that player's graveyard: Draw a card, then discard a card.

Oran-Rief Hydra Trample

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Oran-Rief Hydra. If that land is a Forest, put two +1/+1 counters on Oran-Rief Hydra instead.

Oran-Rief Invoker 8: Oran-Rief Invoker gets +5/+5 and gains trample until end of turn.

Outnumber Outnumber deals damage to target creature equal to the number of creatures you control.

Painful Truths Converge — You draw X cards and you lose X life, where X is the number of colors of mana spent to cast Painful Truths.

Part the Waterveil Take an extra turn after this one. Exile Part the Waterveil.

Awaken 6—6 💧💧💧 (If you cast this spell for 6 💧💧💧, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Pathway Arrows Equipped creature has "2, ↷: This creature deals 1 damage to target creature. If a colorless creature is dealt damage this way, tap it."

Equip 2

Pilgrim's Eye Flying

When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Plains W

Planar Outburst Destroy all nonland creatures.

Awaken 4—(5)(G)(G)(G) (If you cast this spell for (5)(G)(G)(G), also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Plated Crusher Trample, hexproof

Plummet Destroy target creature with flying.

Prairie Stream ((T): Add (G) or (U) to your mana pool.)

Prairie Stream enters the battlefield tapped unless you control two or more basic lands.

Prism Array Converge — Prism Array enters the battlefield with a crystal counter on it for each color of mana spent to cast it.

Remove a crystal counter from Prism Array: Tap target creature.

(G)(U)(B)(R)(G): Scry 3. (Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Processor Assault Devoid (This card has no color.)

As an additional cost to cast Processor Assault, put a card an opponent owns from exile into that player's graveyard.

Processor Assault deals 5 damage to target creature.

Quarantine Field Quarantine Field enters the battlefield with X isolation counters on it.

When Quarantine Field enters the battlefield, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until Quarantine Field leaves the battlefield.

Radiant Flames Converge — Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast Radiant Flames.

Reckless Cohort Reckless Cohort attacks each combat if able unless you control another Ally.

Reclaiming Vines Destroy target artifact, enchantment, or land.

Resolute Blademaster Rally — Whenever Resolute Blademaster or another Ally enters the battlefield under your control, creatures you control gain double strike until end of turn.

Retreat to Coralhelm Landfall — Whenever a land enters the battlefield under your control, choose one —

- You may tap or untap target creature.
- Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Retreat to Emeria Landfall — Whenever a land enters the battlefield under your control, choose one —

- Put a 1/1 white Kor Ally creature token onto the battlefield.
- Creatures you control get +1/+1 until end of turn.

Retreat to Hagra Landfall — Whenever a land enters the battlefield under your control, choose one —

- Target creature gets +1/+0 and gains deathtouch until end of turn.
- Each opponent loses 1 life and you gain 1 life.

Retreat to Kazandu Landfall — Whenever a land enters the battlefield under your control, choose one —

- Put a +1/+1 counter on target creature.
- You gain 2 life.

Retreat to Valakut Landfall — Whenever a land enters the battlefield under your control, choose one —

- Target creature gets +2/+0 until end of turn.
- Target creature can't block this turn.

Rising Miasma All creatures get -2/-2 until end of turn.

Awaken 3—5 (If you cast this spell for 5, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Roil Spout Put target creature on top of its owner's library.

Awaken 4—4 (If you cast this spell for 4, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Roilmage's Trick Converge — Creatures your opponents control get -X/-0 until end of turn, where X is the number of colors of mana spent to cast Roilmage's Trick.

Draw a card.

Roil's Retribution Roil's Retribution deals 5 damage divided as you choose among any number of target attacking or blocking creatures.

Rolling Thunder Rolling Thunder deals X damage divided as you choose among any number of target creatures and/or players.

Rot Shambler Whenever another creature you control dies, put a +1/+1 counter on Rot Shambler.

Ruin Processor When you cast Ruin Processor, you may put a card an opponent owns from exile into that player's graveyard. If you do, you gain 5 life.

Ruination Guide Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

Other colorless creatures you control get +1/+0.

Ruinous Path Destroy target creature or planeswalker.

Awaken 4—5 (If you cast this spell for 5, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Rush of Ice Tap target creature. It doesn't untap during its controller's next untap step.

Awaken 3—4 (If you cast this spell for 4, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Salvage Drone Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

When Salvage Drone dies, you may draw a card. If you do, discard a card.

Sanctum of Ugin : Add 1 to your mana pool.

Whenever you cast a colorless spell with converted mana cost 7 or greater, you may sacrifice Sanctum of Ugin. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle your library.

Sandstone Bridge Sandstone Bridge enters the battlefield tapped.

When Sandstone Bridge enters the battlefield, target creature gets +1/+1 and gains vigilance until end of turn.

: Add to your mana pool.

Scatter to the Winds Counter target spell.

Awaken 3—4 (If you cast this spell for 4, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Scour from Existence Exile target permanent.

Scythe Leopard Landfall — Whenever a land enters the battlefield under your control, Scythe Leopard gets +1/+1 until end of turn.

Seek the Wilds Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Serene Steward Whenever you gain life, you may pay . If you do, put a +1/+1 counter on target creature.

Serpentine Spike Devoid (This card has no color.)

Serpentine Spike deals 2 damage to target creature, 3 damage to another target creature, and 4 damage to a third target creature. If a creature dealt damage this way would die this turn, exile it instead.

Shadow Glider Flying

Shambling Vent Shambling Vent enters the battlefield tapped.

: Add or to your mana pool.

: Shambling Vent becomes a 2/3 white and black Elemental creature with lifelink until end of turn. It's still a land.

Shatterskull Recruit Menace (This creature can't be blocked except by two or more creatures.)

Sheer Drop Destroy target tapped creature.

Awaken 3— (If you cast this spell for , also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

Shrine of the Forsaken Gods : Add to your mana pool.

: Add to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

Silent Skimmer Devoid (This card has no color.)

Flying

Whenever Silent Skimmer attacks, defending player loses 2 life.

Sire of Stagnation Devoid (This card has no color.)

Whenever a land enters the battlefield under an opponent's control, that player exiles the top two cards of his or her library and you draw two cards.

Skitterskin Devoid (This card has no color.)

Skitterskin can't block.

: Regenerate Skitterskin. Activate this ability only if you control another colorless creature.

Skyline Cascade Skyline Cascade enters the battlefield tapped.

When Skyline Cascade enters the battlefield, target creature an opponent controls doesn't untap during its controller's next untap step.

: Add to your mana pool.

Skyrider Elf Flying

Converge — Skyrider Elf enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.

Slab Hammer Whenever equipped creature attacks, you may return a land you control to its owner's hand. If you do, the creature gets +2/+2 until end of turn.

Equip 2

Sludge Crawler Devoid (This card has no color.)

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

2: Sludge Crawler gets +1/+1 until end of turn.

Smite the Monstrous Destroy target creature with power 4 or greater.

Smoldering Marsh (: Add or to your mana pool.)

Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

Smothering Abomination Devoid (This card has no color.)

Flying

At the beginning of your upkeep, sacrifice a creature.

Whenever you sacrifice a creature, draw a card.

Snapping Gnarlid Landfall — Whenever a land enters the battlefield under your control, Snapping Gnarlid gets +1/+1 until end of turn.

Spawning Bed : Add 1 to your mana pool.

6, , Sacrifice Spawning Bed: Put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add 1 to your mana pool."

Spell Shrivel Devoid (This card has no color.)

Counter target spell unless its controller pays 4. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Stasis Snare Flash (You may cast this spell any time you could cast an instant.)

When Stasis Snare enters the battlefield, exile target creature an opponent controls until Stasis Snare leaves the battlefield. (That creature returns under its owner's control.)

Stone Haven Medic , : You gain 1 life.

Stonefury Stonefury deals damage to target creature equal to the number of lands you control.

Sunken Hollow (: Add or to your mana pool.)

Sunken Hollow enters the battlefield tapped unless you control two or more basic lands.

Sure Strike Target creature gets +3/+0 and gains first strike until end of turn.

Swamp B

Swarm Surge Devoid (This card has no color.)

Creatures you control get +2/+0 until end of turn. Colorless creatures you control also gain first strike until end of turn.

Swell of Growth Target creature gets +2/+2 until end of turn. You may put a land card from your hand onto the battlefield.

Sylvan Scrying Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

Tajuru Beastmaster Rally — Whenever Tajuru Beastmaster or another Ally enters the battlefield under your control, creatures you control get +1/+1 until end of turn.

Tajuru Stalwart Converge — Tajuru Stalwart enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.

Tajuru Warcaller Rally — Whenever Tajuru Warcaller or another Ally enters the battlefield under your control, creatures you control get +2/+2 until end of turn.

Tandem Tactics Up to two target creatures each get +1/+2 until end of turn. You gain 2 life.

Territorial Baloth Landfall — Whenever a land enters the battlefield under your control, Territorial Baloth gets +2/+2 until end of turn.

Tide Drifter Devoid (This card has no color.)

Other colorless creatures you control get +0/+1.

Tightening Coils Enchant creature

Enchanted creature gets -6/-0 and loses flying.

Titan's Presence As an additional cost to cast Titan's Presence, reveal a colorless creature card from your hand.

Exile target creature if its power is less than or equal to the revealed card's power.

Touch of the Void Devoid (This card has no color.)

Touch of the Void deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

Transgress the Mind Devoid (This card has no color.)

Target player reveals his or her hand. You choose a card from it with converted mana cost 3 or greater and exile that card.

Tunneling Geopede Landfall — Whenever a land enters the battlefield under your control, Tunneling Geopede deals 1 damage to each opponent.

Turn Against Devoid (This card has no color.)

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Ugin's Insight Scry X, where X is the highest converted mana cost among permanents you control, then draw three cards.

Ulamog, the Ceaseless Hunger When you cast Ulamog, the Ceaseless Hunger, exile two target permanents.

Indestructible

Whenever Ulamog attacks, defending player exiles the top twenty cards of his or her library.

Ulamog's Despoiler As Ulamog's Despoiler enters the battlefield, you may put two cards your opponents own from exile into their owners' graveyards. If you do, Ulamog's Despoiler enters the battlefield with four +1/+1 counters on it.

Ulamog's Nullifier Devoid (This card has no color.)

Flash

Flying

When Ulamog's Nullifier enters the battlefield, you may put two cards your opponents own from exile into their owners' graveyards. If you do, counter target spell.

Ulamog's Reclaimer Devoid (This card has no color.)

When Ulamog's Reclaimer enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, return target instant or sorcery card from your graveyard to your hand.

Undergrowth Champion If damage would be dealt to Undergrowth Champion while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from Undergrowth Champion.

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on Undergrowth Champion.

Unified Front Converge — Put a 1/1 white Kor Ally creature token onto the battlefield for each color of mana spent to cast Unified Front.

Unnatural Aggression Devoid (This card has no color.)

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

Valakut Invoker {8}: Valakut Invoker deals 3 damage to target creature or player.

Valakut Predator Landfall — Whenever a land enters the battlefield under your control, Valakut Predator gets +2/+2 until end of turn.

Vampiric Rites {1}{B}, Sacrifice a creature: You gain 1 life and draw a card.

Vestige of Emrakul Devoid (This card has no color.)

Trample

Veteran Warleader Veteran Warleader's power and toughness are each equal to the number of creatures you control.

Tap another untapped Ally you control: Veteran Warleader gains your choice of first strike, vigilance, or trample until end of turn.

Vile Aggregate Devoid (This card has no color.)

Vile Aggregate's power is equal to the number of colorless creatures you control.

Trample

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

Void Attendant Devoid (This card has no color.)

{1}{G}, Put a card an opponent owns from exile into that player's graveyard: Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add {1} to your mana pool."

Void Winnower Your opponents can't cast spells with even converted mana costs. (Zero is even.)

Your opponents can't block with creatures with even converted mana costs.

Volcanic Upheaval Destroy target land.

Voracious Null {1}{B}, Sacrifice another creature: Put two +1/+1 counters on Voracious Null. Activate this ability only any time you could cast a sorcery.

Wasteland Strangler Devoid (This card has no color.)

When Wasteland Strangler enters the battlefield, you may put a card an opponent owns from exile into that player's graveyard. If you do, target creature gets -3/-3 until end of turn.

Wave-Wing Elemental Flying

Landfall — Whenever a land enters the battlefield under your control, Wave-Wing Elemental gets +2/+2 until end of turn.

Windrider Patrol Flying

Whenever Windrider Patrol deals combat damage to a player, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Woodland Wanderer Vigilance, trample

Converge — Woodland Wanderer enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.

Zada, Hedron Grinder Whenever you cast an instant or sorcery spell that targets only Zada, Hedron Grinder, copy that spell for each other creature you control that the spell could target. Each copy targets a different one of those creatures.

Zulaport Cutthroat Whenever Zulaport Cutthroat or another creature you control dies, each opponent loses 1 life and you gain 1 life.

5.3 Dragons of Tarkir

Acid-Spewer Dragon Flying, deathtouch

Megamorph 5 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Acid-Spewer Dragon is turned face up, put a +1/+1 counter on each other Dragon creature you control.

Aerie Bowmasters Reach (This creature can block creatures with flying.)

Megamorph 5 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Ainok Artillerist Ainok Artillerist has reach as long as it has a +1/+1 counter on it. (It can block creatures with flying.)

Ainok Survivalist Megamorph 1 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Ainok Survivalist is turned face up, destroy target artifact or enchantment an opponent controls.

Ambuscade Shaman Whenever Ambuscade Shaman or another creature enters the battlefield under your control, that creature gets +2/+2 until end of turn.

Dash 3 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Anafenza, Kin-Tree Spirit Whenever another nontoken creature enters the battlefield under your control, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Ancestral Statue When Ancestral Statue enters the battlefield, return a nonland permanent you control to its owner's hand.

Ancient Carp

Anticipate Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Arashin Foremost Double strike

Whenever Arashin Foremost enters the battlefield or attacks, another target Warrior creature you control gains double strike until end of turn.

Arashin Sovereign Flying

When Arashin Sovereign dies, you may put it on the top or bottom of its owner's library.

Artful Maneuver Target creature gets +2/+2 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, you may cast this card from exile without paying its mana cost.)

Assault Formation Each creature you control assigns combat damage equal to its toughness rather than its power.

: Target creature with defender can attack this turn as though it didn't have defender.

2 : Creatures you control get +0/+1 until end of turn.

Atarka Beastbreaker Formidable — 4 🌳: Atarka Beastbreaker gets +4/+4 until end of turn. Activate this ability only if creatures you control have total power 8 or greater.

Atarka Efreet Megamorph 2 🔥 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Atarka Efreet is turned face up, it deals 1 damage to target creature or player.

Atarka Monument T: Add 🔥 or 🌳 to your mana pool.

4 🔥🌳: Atarka Monument becomes a 4/4 red and green Dragon artifact creature with flying until end of turn.

Atarka Pummeler Formidable — 3 🔥🔥: Creatures you control gain menace until end of turn. Activate this ability only if creatures you control have total power 8 or greater. (They can't be blocked except by two or more creatures.)

Atarka's Command Choose two —

- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Avatar of the Resolute Reach, trample

Avatar of the Resolute enters the battlefield with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it.

Aven Sunstriker Flying

Double strike (This creature deals both first-strike and regular combat damage.)

Megamorph 4 ✨ (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Aven Tactician Flying

When Aven Tactician enters the battlefield, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Battle Mastery Enchant creature

Enchanted creature has double strike. (It deals both first-strike and regular combat damage.)

Belltoll Dragon Flying, hexproof

Megamorph 5 💧💧 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Belltoll Dragon is turned face up, put a +1/+1 counter on each other Dragon creature you control.

Berserkers' Onslaught Attacking creatures you control have double strike.

Blessed Reincarnation Exile target creature an opponent controls. That player reveals cards from the top of his or her library until a creature card is revealed. The player puts that card onto the battlefield, then shuffles the rest into his or her library.

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

Blood-Chin Fanatic 1 💀, Sacrifice another Warrior creature: Target player loses X life and you gain X life, where X is the sacrificed creature's power.

Blood-Chin Rager Whenever Blood-Chin Rager attacks, Warrior creatures you control gain menace until end of turn. (They can't be blocked except by two or more creatures.)

Boltwing Marauder Flying

Whenever another creature enters the battlefield under your control, target creature gets +2/+0 until end of turn.

Butcher's Glee Target creature gets +3/+0 and gains lifelink until end of turn. Regenerate it. (Damage dealt by a creature with lifelink also causes its controller to gain that much life.)

Center Soul Target creature you control gains protection from the color of your choice 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, you may cast this card from exile without paying its mana cost.)

Champion of Arashin Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Circle of Elders Vigilance

Formidable — : Add to your mana pool. Activate this ability only if creatures you control have total power 8 or greater.

Clone Legion For each creature target player controls, put a token onto the battlefield that's a copy of that creature.

Coat with Venom Target creature gets +1/+2 and gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Collected Company Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

Colossodon Yearling

Commune with Lava Exile the top X cards of your library. Until the end of your next turn, you may play those cards.

Conifer Strider Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Contradict Counter target spell.

Draw a card.

Corpseweft , Exile one or more creature cards from your graveyard: Put an X/X black Zombie Horror creature token onto the battlefield tapped, where X is twice the number of cards exiled this way.

Crater Elemental , , Sacrifice Crater Elemental: Crater Elemental deals 4 damage to target creature.

Formidable — : Crater Elemental has base power 8 until end of turn. Activate this ability only if creatures you control have total power 8 or greater.

Cunning Breezedancer Flying

Whenever you cast a noncreature spell, Cunning Breezedancer gets +2/+2 until end of turn.

Custodian of the Trove Defender

Custodian of the Trove enters the battlefield tapped.

Damnable Pact Target player draws X cards and loses X life.

Dance of the Skywise Until end of turn, target creature you control becomes a blue Dragon Illusion with base power and toughness 4/4, loses all abilities, and gains flying.

Deadly Wanderings As long as you control exactly one creature, that creature gets +2/+0 and has deathtouch and lifelink.

Death Wind Target creature gets -X/-X until end of turn.

Deathbringer Regent Flying

When Deathbringer Regent enters the battlefield, if you cast it from your hand and there are five or more other creatures on the battlefield, destroy all other creatures.

Deathmist Raptor Deathtouch

Whenever a permanent you control is turned face up, you may return Deathmist Raptor from your graveyard to the battlefield face up or face down.

Megamorph 4 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Defeat Destroy target creature with power 2 or less.

Den Protector Creatures with power less than Den Protector's power can't block it.

Megamorph 1 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Den Protector is turned face up, return target card from your graveyard to your hand.

Descent of the Dragons Destroy any number of target creatures. For each creature destroyed this way, its controller puts a 4/4 red Dragon creature token with flying onto the battlefield.

Dirgur Nemesis Defender

Megamorph 6 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Display of Dominance Choose one —

- Destroy target blue or black noncreature permanent.
- Permanents you control can't be the targets of blue or black spells your opponents control this turn.

Draconic Roar As an additional cost to cast Draconic Roar, you may reveal a Dragon card from your hand.

Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast Draconic Roar, Draconic Roar deals 3 damage to that creature's controller.

Dragon Fodder Put two 1/1 red Goblin creature tokens onto the battlefield.

Dragon Hunter Protection from Dragons

Dragon Hunter can block Dragons as though it had reach.

Dragon Tempest Whenever a creature with flying enters the battlefield under your control, it gains haste until end of turn.

Whenever a Dragon enters the battlefield under your control, it deals X damage to target creature or player, where X is the number of Dragons you control.

Dragon Whisperer : Dragon Whisperer gains flying until end of turn.

1 : Dragon Whisperer gets +1/+0 until end of turn.

Formidable — 4 : Put a 4/4 red Dragon creature token with flying onto the battlefield. Activate this ability only if creatures you control have total power 8 or greater.

Dragonloft Idol As long as you control a Dragon, Dragonloft Idol gets +1/+1 and has flying and trample.

Dragonlord Atarka Flying, trample

When Dragonlord Atarka enters the battlefield, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control.

Dragonlord Dromoka Dragonlord Dromoka can't be countered.

Flying, lifelink

Your opponents can't cast spells during your turn.

Dragonlord Kolaghan Flying, haste

Other creatures you control have haste.

Whenever an opponent casts a creature or planeswalker spell with the same name as a card in his or her graveyard, that player loses 10 life.

Dragonlord Ojutai Flying

Dragonlord Ojutai has hexproof as long as it's untapped.

Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Dragonlord Silumgar Flying, deathtouch

When Dragonlord Silumgar enters the battlefield, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar.

Dragonlord's Prerogative As an additional cost to cast Dragonlord's Prerogative, you may reveal a Dragon card from your hand.

If you revealed a Dragon card or controlled a Dragon as you cast Dragonlord's Prerogative, Dragonlord's Prerogative can't be countered.

Draw four cards.

Dragonlord's Servant Dragon spells you cast cost 1 less to cast.

Dragon's Eye Sentry Defender, first strike

Dragon-Scarred Bear Formidable — 1 G: Regenerate Dragon-Scarred Bear. Activate this ability only if creatures you control have total power 8 or greater.

Dromoka Captain First strike

Whenever Dromoka Captain attacks, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Dromoka Dunecaster 1 W, T: Tap target creature without flying.

Dromoka Monument T: Add G or W to your mana pool.

4 G W: Dromoka Monument becomes a 4/4 green and white Dragon artifact creature with flying until end of turn.

Dromoka Warrior

Dromoka's Command Choose two —

- Prevent all damage target instant or sorcery spell would deal this turn.
- Target player sacrifices an enchantment.
- Put a +1/+1 counter on target creature.
- Target creature you control fights target creature you don't control.

Dromoka's Gift Bolster 4. (Choose a creature with the least toughness among creatures you control and put four +1/+1 counters on it.)

Duress Target opponent reveals his or her hand. You choose a noncreature, nonland card from it. That player discards that card.

Dutiful Attendant When Dutiful Attendant dies, return another target creature card from your graveyard to your hand.

Echoes of the Kin Tree 2 ✱: Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Elusive Spellfist Whenever you cast a noncreature spell, Elusive Spellfist gets +1/+0 until end of turn and can't be blocked this turn.

Encase in Ice Flash (You may cast this spell any time you could cast an instant.)

Enchant red or green creature

When Encase in Ice enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Enduring Scalelord Flying

Whenever one or more +1/+1 counters are placed on another creature you control, you may put a +1/+1 counter on Enduring Scalelord.

Enduring Victory Destroy target attacking or blocking creature. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Epic Confrontation Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Explosive Vegetation Search your library for up to two basic land cards and put them onto the battlefield tapped. Then shuffle your library.

Fate Forgotten Exile target artifact or enchantment.

Flatten Target creature gets -4/-4 until end of turn.

Foe-Razer Regent Flying

When Foe-Razer Regent enters the battlefield, you may have it fight target creature you don't control.

Whenever a creature you control fights, put two +1/+1 counters on it at the beginning of the next end step.

Forest G

Foul Renewal Return target creature card from your graveyard to your hand. Target creature gets -X/-X until end of turn, where X is the toughness of the card returned this way.

Foul-Tongue Invocation As an additional cost to cast Foul-Tongue Invocation, you may reveal a Dragon card from your hand.

Target player sacrifices a creature. If you revealed a Dragon card or controlled a Dragon as you cast Foul-Tongue Invocation, you gain 4 life.

Foul-Tongue Shriek Target opponent loses 1 life for each attacking creature you control. You gain that much life.

Gate Smasher Gate Smasher can be attached only to a creature with toughness 4 or greater.

Equipped creature gets +3/+0 and has trample.

Equip 3

Glade Watcher Defender

Formidable — : Glade Watcher can attack this turn as though it didn't have defender. Activate this ability only if creatures you control have total power 8 or greater.

Glaring Aegis Enchant creature

When Glaring Aegis enters the battlefield, tap target creature an opponent controls.

Enchanted creature gets +1/+3.

Gleam of Authority Enchant creature

Enchanted creature gets +1/+1 for each +1/+1 counter on other creatures you control.

Enchanted creature has vigilance and ", : Bolster 1." (To bolster 1, choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Glint Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Graceblade Artisan Graceblade Artisan gets +2/+2 for each Aura attached to it.

Gravepurge Put any number of target creature cards from your graveyard on top of your library.

Draw a card.

Great Teacher's Decree Creatures you control get +2/+1 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, you may cast this card from exile without paying its mana cost.)

Guardian Shield-Bearer Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Guardian Shield-Bearer is turned face up, put a +1/+1 counter on another target creature you control.

Gudul Lurker Gudul Lurker can't be blocked.

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Gurmag Drowner Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Gurmag Drowner exploits a creature, look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.

Hand of Silumgar Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Harbinger of the Hunt Flying

: Harbinger of the Hunt deals 1 damage to each creature without flying.

: Harbinger of the Hunt deals 1 damage to each other creature with flying.

Hardened Berserker Whenever Hardened Berserker attacks, the next spell you cast this turn costs less to cast.

Haven of the Spirit Dragon : Add to your mana pool.

: Add one mana of any color to your mana pool. Spend this mana only to cast a Dragon creature spell.

, , Sacrifice Haven of the Spirit Dragon: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand.

Hedonist's Trove When Hedonist's Trove enters the battlefield, exile all cards from target opponent's graveyard.

You may play land cards exiled with Hedonist's Trove.

You may cast nonland cards exiled with Hedonist's Trove. You can't cast more than one spell this way each turn.

Herald of Dromoka Vigilance

Other Warrior creatures you control have vigilance.

Herdchaser Dragon Flying, trample

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Herdchaser Dragon is turned face up, put a +1/+1 counter on each other Dragon creature you control.

Hidden Dragonslayer Lifelink

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Hidden Dragonslayer is turned face up, destroy target creature with power 4 or greater an opponent controls.

Icefall Regent Flying

When Icefall Regent enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Icefall Regent.

Spells your opponents cast that target Icefall Regent cost more to cast.

Illusory Gains Enchant creature

You control enchanted creature.

Whenever a creature enters the battlefield under an opponent's control, attach Illusory Gains to that creature.

Impact Tremors Whenever a creature enters the battlefield under your control, Impact Tremors deals 1 damage to each opponent.

Inspiring Call Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

Ire Shaman Menace (This creature can't be blocked except by two or more creatures.)

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Ire Shaman is turned face up, exile the top card of your library. Until end of turn, you may play that card.

Island U

Keeper of the Lens You may look at face-down creatures you don't control. (You may do this at any time.)

Kindled Fury Target creature gets +1/+0 and gains first strike until end of turn.

Kolaghan Aspirant Whenever Kolaghan Aspirant becomes blocked by a creature, Kolaghan Aspirant deals 1 damage to that creature.

Kolaghan Forerunners Trample

Kolaghan Forerunners's power is equal to the number of creatures you control.

Dash (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Kolaghan Monument : Add or to your mana pool.

: Kolaghan Monument becomes a 4/4 black and red Dragon artifact creature with flying until end of turn.

Kolaghan Skirmisher Dash (2)(B) (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Kolaghan Stormsinger Haste

Megamorph (2)(R) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Kolaghan Stormsinger is turned face up, target creature gains haste until end of turn.

Kolaghan's Command Choose two —

- Return target creature card from your graveyard to your hand.
- Target player discards a card.
- Destroy target artifact.
- Kolaghan's Command deals 2 damage to target creature or player.

Learn from the Past Target player shuffles his or her graveyard into his or her library.

Draw a card.

Lightning Berserker (2)(R): Lightning Berserker gets +1/+0 until end of turn.

Dash (2)(R) (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Lightwalker Lightwalker has flying as long as it has a +1/+1 counter on it.

Living Lore As Living Lore enters the battlefield, exile an instant or sorcery card from your graveyard.

Living Lore's power and toughness are each equal to the exiled card's converted mana cost.

Whenever Living Lore deals combat damage, you may sacrifice it. If you do, you may cast the exiled card without paying its mana cost.

Lose Calm Gain control of target creature until end of turn. Untap that creature. It gains haste and menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)

Lurking Arynx Formidable — (2)(G): Target creature blocks Lurking Arynx this turn if able. Activate this ability only if creatures you control have total power 8 or greater.

Magmatic Chasm Creatures without flying can't block this turn.

Marang River Skeleton (B): Regenerate Marang River Skeleton.

Megamorph (3)(B) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Marsh Hulk Megamorph (6)(B) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Mind Rot Target player discards two cards.

Minister of Pain Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Minister of Pain exploits a creature, creatures your opponents control get -1/-1 until end of turn.

Mirror Mockery Enchant creature

Whenever enchanted creature attacks, you may put a token onto the battlefield that's a copy of that creature. Exile that token at end of combat.

Misthoof Kirin Flying, vigilance

Megamorph 1 ✱ (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Monastery Loremaster Megamorph 5 💧 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Monastery Loremaster is turned face up, return target noncreature, nonland card from your graveyard to your hand.

Mountain R

Mystic Meditation Draw three cards. Then discard two cards unless you discard a creature card.

Myth Realized Whenever you cast a noncreature spell, put a lore counter on Myth Realized.

2 ✱: Put a lore counter on Myth Realized.

✱: Until end of turn, Myth Realized becomes a Monk Avatar creature in addition to its other types and gains "This creature's power and toughness are each equal to the number of lore counters on it."

Narset Transcendent +1: Look at the top card of your library. If it's a noncreature, nonland card, you may reveal it and put it into your hand.

2: When you cast your next instant or sorcery spell from your hand this turn, it gains rebound.

9: You get an emblem with "Your opponents can't cast noncreature spells."

Naturalize Destroy target artifact or enchantment.

Necromaster Dragon Flying

Whenever Necromaster Dragon deals combat damage to a player, you may pay 2. If you do, put a 2/2 black Zombie creature token onto the battlefield and each opponent puts the top two cards of his or her library into his or her graveyard.

Negate Counter target noncreature spell.

Obscuring Æther Face-down creature spells you cast cost 1 less to cast.

1 🌳: Turn Obscuring Æther face down. (It becomes a 2/2 creature.)

Ojutai Exemplars Whenever you cast a noncreature spell, choose one —

- Tap target creature.
- Ojutai Exemplars gains first strike and lifelink until end of turn.
- Exile Ojutai Exemplars, then return it to the battlefield tapped under its owner's control.

Ojutai Interceptor Flying

Megamorph 3 💧 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Ojutai Monument ↻: Add ✱ or 💧 to your mana pool.

4 ✱ 💧: Ojutai Monument becomes a 4/4 white and blue Dragon artifact creature with flying until end of turn.

Ojutai's Breath Tap target creature. It doesn't untap during its controller's next untap step.

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

Ojutai's Command Choose two —

- Return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.

- You gain 4 life.
- Counter target creature spell.
- Draw a card.

Ojutai's Summons Put a 2/2 blue Djinn Monk creature token with flying onto the battlefield.

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

Orator of Ojutai As an additional cost to cast Orator of Ojutai, you may reveal a Dragon card from your hand.

Defender, flying

When Orator of Ojutai enters the battlefield, if you revealed a Dragon card or controlled a Dragon as you cast Orator of Ojutai, draw a card.

Pacifism Enchant creature

Enchanted creature can't attack or block.

Palace Familiar Flying

When Palace Familiar dies, draw a card.

Pinion Feast Destroy target creature with flying. Bolster 2. (Choose a creature with the least toughness among creatures you control and put two +1/+1 counters on it.)

Pitiless Horde At the beginning of your upkeep, you lose 2 life.

Dash 2 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Plains W

Press the Advantage Up to two target creatures each get +2/+2 and gain trample until end of turn.

Pristine Skywise Flying

Whenever you cast a noncreature spell, untap Pristine Skywise. It gains protection from the color of your choice until end of turn.

Profaner of the Dead Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Profaner of the Dead exploits a creature, return to their owners' hands all creatures your opponents control with toughness less than the exploited creature's toughness.

Profound Journey Return target permanent card from your graveyard to the battlefield.

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

Qal Sisma Behemoth Qal Sisma Behemoth can't attack or block unless you pay 2.

Qarsi Deceiver T: Add 1 to your mana pool. Spend this mana only to cast a face-down creature spell, pay a mana cost to turn a manifested creature face up, or pay a morph cost. (A megamorph cost is a morph cost.)

Qarsi Sadist Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Qarsi Sadist exploits a creature, target opponent loses 2 life and you gain 2 life.

Radiant Purge Exile target multicolored creature or multicolored enchantment.

Rakshasa Gravecaller Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Rakshasa Gravecaller exploits a creature, put two 2/2 black Zombie creature tokens onto the battlefield.

Reckless Imp Flying

Reckless Imp can't block.

Dash (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Reduce in Stature Enchant creature

Enchanted creature has base power and toughness 0/2.

Rending Volley Rending Volley can't be countered by spells or abilities.

Rending Volley deals 4 damage to target white or blue creature.

Resupply You gain 6 life.

Draw a card.

Revealing Wind Prevent all combat damage that would be dealt this turn. You may look at each face-down creature that's attacking or blocking.

Risen Executioner Risen Executioner can't block.

Other Zombie creatures you control get +1/+1.

You may cast Risen Executioner from your graveyard if you pay more to cast it for each other creature card in your graveyard.

Roast Roast deals 5 damage to target creature without flying.

Ruthless Deathfang Flying

Whenever you sacrifice a creature, target opponent sacrifices a creature.

Sabertooth Outrider Trample

Formidable — Whenever Sabertooth Outrider attacks, if creatures you control have total power 8 or greater, Sabertooth Outrider gains first strike until end of turn.

Salt Road Ambushers Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Salt Road Quartermasters Salt Road Quartermasters enters the battlefield with two +1/+1 counters on it.

, Remove a +1/+1 counter from Salt Road Quartermasters: Put a +1/+1 counter on target creature.

Sandcrafter Mage When Sandcrafter Mage enters the battlefield, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Sandsteppe Scavenger When Sandsteppe Scavenger enters the battlefield, bolster 2. (Choose a creature with the least toughness among creatures you control and put two +1/+1 counters on it.)

Sandstorm Charger Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Sarkhan Unbroken +1: Draw a card, then add one mana of any color to your mana pool.

2: Put a 4/4 red Dragon creature token with flying onto the battlefield.

8: Search your library for any number of Dragon creature cards and put them onto the battlefield. Then shuffle your library.

Sarkhan's Rage Sarkhan's Rage deals 5 damage to target creature or player. If you control no Dragons, Sarkhan's Rage deals 2 damage to you.

Sarkhan's Triumph Search your library for a Dragon creature card, reveal it, put it into your hand, then shuffle your library.

Savage Ventmaw Flying

Whenever Savage Ventmaw attacks, add to your mana pool. Until end of turn, this mana doesn't empty from your mana pool as steps and phases end.

Scale Blessing Bolster 1, then put a +1/+1 counter on each creature you control with a +1/+1 counter on it. (To bolster 1, choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

Scaleguard Sentinels As an additional cost to cast Scaleguard Sentinels, you may reveal a Dragon card from your hand.

Scaleguard Sentinels enters the battlefield with a +1/+1 counter on it if you revealed a Dragon card or controlled a Dragon as you cast Scaleguard Sentinels.

Scion of Ugin Flying

Screamreach Brawler Dash (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Secure the Wastes Put X 1/1 white Warrior creature tokens onto the battlefield.

Segmented Krotiq Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Seismic Rupture Seismic Rupture deals 2 damage to each creature without flying.

Self-Inflicted Wound Target opponent sacrifices a green or white creature. If that player does, he or she loses 2 life.

Servant of the Scale Servant of the Scale enters the battlefield with a +1/+1 counter on it.

When Servant of the Scale dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on Servant of the Scale.

Shaman of Forgotten Ways : Add two mana in any combination of colors to your mana pool. Spend this mana only to cast creature spells.

Formidable — , : Each player's life total becomes the number of creatures he or she controls. Activate this ability only if creatures you control have total power 8 or greater.

Shambling Goblin When Shambling Goblin dies, target creature an opponent controls gets -1/-1 until end of turn.

Shape the Sands Target creature gets +0/+5 and gains reach until end of turn. (It can block creatures with flying.)

Sheltered Aerie Enchant land

Enchanted land has " : Add two mana of any one color to your mana pool."

Shieldhide Dragon Flying, lifelink

Megamorph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Shieldhide Dragon is turned face up, put a +1/+1 counter on each other Dragon creature you control.

Shorecrasher Elemental : Exile Shorecrasher Elemental, then return it to the battlefield face down under its owner's control.

: Shorecrasher Elemental gets +1/-1 or -1/+1 until end of turn.

Megamorph (4)(U) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Sibsig Icebreakers When Sibsig Icebreakers enters the battlefield, each player discards a card.

Sidisi, Undead Vizier Deathtouch

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Sidisi, Undead Vizier exploits a creature, you may search your library for a card, put it into your hand, then shuffle your library.

Sidisi's Faithful Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Sidisi's Faithful exploits a creature, return target creature to its owner's hand.

Sight Beyond Sight Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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

Sight of the Scalelords At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

Silkwrap When Silkwrap enters the battlefield, exile target creature with converted mana cost 3 or less an opponent controls until Silkwrap leaves the battlefield. (That creature returns under its owner's control.)

Silumgar Assassin Creatures with power greater than Silumgar Assassin's power can't block it.

Megamorph (2)(B) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Silumgar Assassin is turned face up, destroy target creature with power 3 or less an opponent controls.

Silumgar Butcher Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Silumgar Butcher exploits a creature, target creature gets -3/-3 until end of turn.

Silumgar Monument (T): Add (U) or (B) to your mana pool.

(4)(U)(B): Silumgar Monument becomes a 4/4 blue and black Dragon artifact creature with flying until end of turn.

Silumgar Sorcerer Flash (You may cast this spell any time you could cast an instant.)

Flying

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Silumgar Sorcerer exploits a creature, counter target creature spell.

Silumgar Spell-Eater Megamorph (4)(U) (You may cast this card face down as a 2/2 creature for (3). Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Silumgar Spell-Eater is turned face up, counter target spell unless its controller pays (3).

Silumgar's Command Choose two —

- Counter target noncreature spell.
- Return target permanent to its owner's hand.
- Target creature gets -3/-3 until end of turn.
- Destroy target planeswalker.

Silumgar's Scorn As an additional cost to cast Silumgar's Scorn, you may reveal a Dragon card from your hand.

Counter target spell unless its controller pays {1}. If you revealed a Dragon card or controlled a Dragon as you cast Silumgar's Scorn, counter that spell instead.

Skywise Teachings Whenever you cast a noncreature spell, you may pay {1}{U}. If you do, put a 2/2 blue Djinn Monk creature token with flying onto the battlefield.

Spidersilk Net Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.)

Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

Sprinting Warbrute Sprinting Warbrute attacks each turn if able.

Dash {3}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Stampeding Elk Herd Formidable — Whenever Stampeding Elk Herd attacks, if creatures you control have total power 8 or greater, creatures you control gain trample until end of turn.

Stormcrag Elemental Trample

Megamorph {4}{R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

Stormrider Rig Equipped creature gets +1/+1.

Whenever a creature enters the battlefield under your control, you may attach Stormrider Rig to it.

Equip {2}

Stormwing Dragon Flying, first strike

Megamorph {5}{R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Stormwing Dragon is turned face up, put a +1/+1 counter on each other Dragon creature you control.

Stratus Dancer Flying

Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)

When Stratus Dancer is turned face up, counter target instant or sorcery spell.

Strongarm Monk Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn.

Student of Ojutai Whenever you cast a noncreature spell, you gain 2 life.

Summit Prowler

Sunbringer's Touch Bolster X, where X is the number of cards in your hand. Each creature you control with a +1/+1 counter on it gains trample until end of turn. (To bolster X, choose a creature with the least toughness among creatures you control and put X +1/+1 counters on it.)

Sunscorch Regent Flying

Whenever an opponent casts a spell, put a +1/+1 counter on Sunscorch Regent and you gain 1 life.

Surge of Righteousness Destroy target black or red creature that's attacking or blocking. You gain 2 life.

Surrak, the Hunt Caller Formidable — At the beginning of combat on your turn, if creatures you control have total power 8 or greater, target creature you control gains haste until end of turn.

Swamp B

Swift Warkite Flying

When Swift Warkite enters the battlefield, you may put a creature card with converted mana cost 3 or less from your hand or graveyard onto the battlefield. That creature gains haste. Return it to your hand at the beginning of the next end step.

Taigam's Strike Target creature gets +2/+0 until end of turn and can't be blocked this turn.

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

Tail Slash Target creature you control deals damage equal to its power to target creature you don't control.

Tapestry of the Ages 2, ↷: Draw a card. Activate this ability only if you've cast a noncreature spell this turn.

Territorial Roc Flying

Thunderbreak Regent Flying

Whenever a Dragon you control becomes the target of a spell or ability an opponent controls, Thunderbreak Regent deals 3 damage to that player.

Tormenting Voice As an additional cost to cast Tormenting Voice, discard a card.

Draw two cards.

Tread Upon Target creature gets +2/+2 and gains trample until end of turn.

Twin Bolt Twin Bolt deals 2 damage divided as you choose among one or two target creatures and/or players.

Ukud Cobra Deathtouch

Ultimate Price Destroy target monocolored creature.

Updraft Elemental Flying

Vandalize Choose one or both —

- Destroy target artifact.
- Destroy target land.

Vial of Dragonfire 2, ↷, Sacrifice Vial of Dragonfire: Vial of Dragonfire deals 2 damage to target creature.

Virulent Plague Creature tokens get -2/-2.

Void Squall Return target nonland permanent to its owner's hand.

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

Volcanic Rush Attacking creatures get +2/+0 and gain trample until end of turn.

Volcanic Vision Return target instant or sorcery card from your graveyard to your hand. Volcanic Vision deals damage equal to that card's converted mana cost to each creature your opponents control. Exile Volcanic Vision.

Vulturous Aven Flying

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Vulturous Aven exploits a creature, you draw two cards and you lose 2 life.

Wandering Tombshell

Warbringer Dash costs you pay cost 2 less (as long as this creature is on the battlefield).

Dash 2 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

Youthful Scholar When Youthful Scholar dies, draw two cards.

Zephyr Scribe , : Draw a card, then discard a card.

Whenever you cast a noncreature spell, untap Zephyr Scribe.

Zurgo Bellstriker Zurgo Bellstriker can't block creatures with power 2 or greater.

Dash (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

5.4 Uzasadnienie tłumaczeń

W trakcie prac nad tłumaczeniami pojawiło się sporo pytań, wątpliwości oraz propozycji zmiany tłumaczenia różnych słów kluczowych. W związku z tym postanowiłem uzasadnić wszystkie kontrowersyjne tłumaczenia prezentując różne alternatywy, które były brane pod uwagę lub zostały później zgłoszone oraz tok myślowy, który spowodował wybranie jakiejś konkretnej wersji.

5.4.1 Zasady ogólne

Przystępując do pracy wyszedłem z założenia, że tłumaczenia powinny być jak najbardziej intuicyjne, tzn. żeby polska wersja nie tylko była dobrym (tzn. "możliwie wiernym") tłumaczeniem oryginalnego wyrazu, ale też by czytając tłumaczenie można było łatwo się domyślić, o co tak naprawdę chodzi.

5.4.2 Często występujące terminy

Target -> wskazany, wskazywać Oczywistym pierwszym tłumaczeniem słowa "target" jest "cel". Po kilku eksperymentach okazuje się jednak, iż wybór ten jest bardzo niefortunny. "Zniszcz wycelowanego stwora" brzmi conajmniej niezgrabnie. No to może "wybranego"? W porządku, ale jak w takim razie odróżnić tłumaczenie "Choose a card" od "Choose target card"? W obu przypadkach byłoby "Wybierz kartę". Zdecydowałem się na "wskazany", gdyż eliminuje to wspomniany konflikt - teraz można wybrać kartę i można też wskazać kartę.

Control -> władza W polskim języku występuje słowo "kontrola" - dlaczego nie? Być może faktycznie "Zniszcz stwory kontrolowane przez przeciwników" brzmi lepiej niż "Zniszcz stwory władane przez przeciwników", ale jak nazwać osobę, która sprawuje kontrolę. Przecież nie "kontroler", gdyż nie sprawdza on biletów. "Władca" jest najbardziej adekwatnym i jednocześnie najkrótszym z możliwych tłumaczeń.

Exile -> wypędzenie Był to jeden z trudniejszych terminów do przetłumaczenia. Banicja? Wygnanie? Obie wersje brzmią dobrze, ale kiepsko jest z odmianą, szczególnie z trybem rozkazującym. Uznałem, że "wypędzienie" jest najmniej kłopotliwe.

Defender -> Obronność Dosłownie termin ten oznacza "obrońca". Tutaj potrzebne jest jednak słowo, które bardziej pasuje do stanu karty, a nie jej funkcji. Tym bardziej, że co jakiś czas można spotkać "loses defender" - i jak to przełumaczyć? "Traci obrońcę"? Natomiast "traci obronność" brzmi już lepiej. Nadal jednak nie jestem w pełni usatysfakcjonowany i szukam lepszego terminu.

Landwalk -> zdobywca lądów Przyznam szczerze, że tutaj najbardziej by mi odpowiadał neologizm w rodzaju lądołaz. Wtedy:

- forestwalk -> lasołaz
- islandwalk -> wyspołaz
- mountainwalk -> górołaz
- swampwalk -> bagnołaz
- plainswalk -> równinołaz

Ewentualnie można zastąpić "-łaz" przez "-chód". Zaproponowany przez Bartka Pękalę "zdobywca" nie powoduje wrażenia pewnego rodzaju pokraczności i przede wszystkim jest wysoce intuicyjny, dlatego zdecydowałem się nań mimo wielkiej sympatii do wszelkich neologizmów.

Nieaktualne

Permanent -> stałka Jest to tłumaczenie, które wzbudza chyba najwięcej kontrowersji, dlatego zdecydowałem się przedstawić je na samym początku.

Przede wszystkim w języku polskim nie ma takiego słowa jak "permanent". Jest słowo "permanentny", ale jest to przymiotnik, a tu potrzeba rzeczownika.

Pierwotnie jako tłumaczenia użyłem słowa "bierka". Termin ten w szachach określa każdą figurę i piona, czyli każdy element gry z wyjątkiem samej planszy. W mojej wersji "bierka" miała oznaczać każdy element gry znajdujący się na polu walki. Byłem zadowolony z tego tłumaczenia, choć wiele osób zarzucało mu kompletny brak intuicyjności, gdyż potocznie "bierka" kojarzy się z grą w podnoszenie patyczków. Zacząłem zatem szukać innego tłumaczenia. Szymek Wnętrzak zaproponował kalkę z terminologii informatycznej - "stałkę". Zgodnie z mini-podręcznikiem "permanent" jest opisany jako "coś, co **stale** znajduje się na polu walki (przynajmniej dopóki nie zostanie zniszczone)". Definicja ta ostatecznie przekonała mnie do "stałki" zamiast wcześniejszej "bierki".

Pojawiła się także propozycja "obiekt". Niestety nie można użyć tego terminu, gdyż jest on w konflikcie z takim samym terminem w kompendium (Comprehensive Rules) - tam oznacza on nie tylko wszyskie "permanenty", ale także czary na stosie itd.

Aktualizacja: po wielu dyskusjach doszedłem do wniosku, że jednak należy zostawić "permanent". To też jest nowy dla języka polskiego wyraz, a przynajmniej pomoże nowym użytkownikom odnaleźć się podczas czytania angielskich kart.

5.4.3 Hasła zdolności

Lifelink -> Więź życia / życiowięzy Początkowo padła propozycja, by zdolność tę nazwać "wampiryzmem" lub "wysysaniem życia", gdyż takie tłumaczenie byłoby bardziej intuicyjne. Owszem, jednakże należy przyjrzeć się kartom, które daną zdolność posiadają. W przypadku czarnych "wampiryzm" oraz "wysyanie życia" wydaje się wyborem jak najbardziej słusznym i naturalnym. Co zrobić jednak z drugą stroną barykady, czyli pokaźną armią kart w kolorze białym? Wyobrażacie sobie, że jakiś archanioł ma "wampiryzm" albo że wysysa życie?

5.5 Innistrad

Abattoir Ghoul First strike

Whenever a creature dealt damage by Abattoir Ghoul this turn dies, you gain life equal to that creature's toughness.

Abbey Griffin Flying, vigilance

Altar's Reap As an additional cost to cast Altar's Reap, sacrifice a creature.

Draw two cards.

Ambush Viper Flash (You may cast this spell any time you could cast an instant.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Ancient Grudge Destroy target artifact.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Angel of Flight Alabaster Flying

At the beginning of your upkeep, return target Spirit card from your graveyard to your hand.

Angelic Overseer Flying

As long as you control a Human, Angelic Overseer has hexproof and indestructible.

Armored Skaab When Armored Skaab enters the battlefield, put the top four cards of your library into your graveyard.

Army of the Damned Put thirteen 2/2 black Zombie creature tokens onto the battlefield tapped.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Ashmouth Hound Whenever Ashmouth Hound blocks or becomes blocked by a creature, Ashmouth Hound deals 1 damage to that creature.

Avacynian Priest 1, : Tap target non-Human creature.

Avacyn's Pilgrim : Add to your mana pool.

Back from the Brink Exile a creature card from your graveyard and pay its mana cost: Put a token onto the battlefield that's a copy of that card. Activate this ability only any time you could cast a sorcery.

Balefire Dragon Flying

Whenever Balefire Dragon deals combat damage to a player, it deals that much damage to each creature that player controls.

Bane of Hanweir Bane of Hanweir attacks each turn if able.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Bane of Hanweir.

Battleground Geist Flying

Other Spirit creatures you control get +1/+0.

Bitterheart Witch Deathtouch

When Bitterheart Witch dies, you may search your library for a Curse card, put it onto the battlefield attached to target player, then shuffle your library.

Blasphemous Act Blasphemous Act costs 1 less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

Blazing Torch Equipped creature can't be blocked by Vampires or Zombies.

Equipped creature has " , Sacrifice Blazing Torch: Blazing Torch deals 2 damage to target creature or player."

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Bloodcrazed Neonate Bloodcrazed Neonate attacks each turn if able.

Whenever Bloodcrazed Neonate deals combat damage to a player, put a +1/+1 counter on it.

Bloodgift Demon Flying

At the beginning of your upkeep, target player draws a card and loses 1 life.

Bloodline Keeper Flying

: Put a 2/2 black Vampire creature token with flying onto the battlefield.

: Transform Bloodline Keeper. Activate this ability only if you control five or more Vampires.

Bonds of Faith Enchant creature

Enchanted creature gets +2/+2 as long as it's a Human. Otherwise, it can't attack or block.

Boneyard Wurm Boneyard Wurm's power and toughness are each equal to the number of creature cards in your graveyard.

Brain Weevil Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Sacrifice Brain Weevil: Target player discards two cards. Activate this ability only any time you could cast a sorcery.

Bramblecrush Destroy target noncreature permanent.

Brimstone Volley Brimstone Volley deals 3 damage to target creature or player.

Morbid — Brimstone Volley deals 5 damage to that creature or player instead if a creature died this turn.

Bump in the Night Target opponent loses 3 life.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Burning Vengeance Whenever you cast a spell from your graveyard, Burning Vengeance deals 2 damage to target creature or player.

Butcher's Cleaver Equipped creature gets +3/+0.

As long as equipped creature is a Human, it has lifelink.

Equip

Cackling Counterpart Put a token onto the battlefield that's a copy of target creature you control.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Caravan Vigil Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Morbid — You may put that card onto the battlefield instead of putting it into your hand if a creature died this turn.

Cellar Door , : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

Champion of the Parish Whenever another Human enters the battlefield under your control, put a +1/+1 counter on Champion of the Parish.

Chapel Geist Flying

Charmbreaker Devils At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

Civilized Scholar : Draw a card, then discard a card. If a creature card is discarded this way, untap Civilized Scholar, then transform it.

Claustrophobia Enchant creature

When Claustrophobia enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Clifftop Retreat Clifftop Retreat enters the battlefield tapped unless you control a Mountain or a Plains.

: Add or to your mana pool.

Cloistered Youth At the beginning of your upkeep, you may transform Cloistered Youth.

Cobbled Wings Equipped creature has flying.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Corpse Lunge As an additional cost to cast Corpse Lunge, exile a creature card from your graveyard.

Corpse Lunge deals damage equal to the exiled card's power to target creature.

Creeping Renaissance Choose a permanent type. Return all cards of the chosen type from your graveyard to your hand.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Creepy Doll Indestructible

Whenever Creepy Doll deals combat damage to a creature, flip a coin. If you win the flip, destroy that creature.

Crossway Vampire When Crossway Vampire enters the battlefield, target creature can't block this turn.

Curiosity Enchant creature

Whenever enchanted creature deals damage to an opponent, you may draw a card.

Curse of Death's Hold Enchant player

Creatures enchanted player controls get -1/-1.

Curse of Oblivion Enchant player

At the beginning of enchanted player's upkeep, that player exiles two cards from his or her graveyard.

Curse of Stalked Prey Enchant player

Whenever a creature deals combat damage to enchanted player, put a +1/+1 counter on that creature.

Curse of the Bloody Tome Enchant player

At the beginning of enchanted player's upkeep, that player puts the top two cards of his or her library into his or her graveyard.

Curse of the Nightly Hunt Enchant player

Creatures enchanted player controls attack each turn if able.

Curse of the Pierced Heart Enchant player

At the beginning of enchanted player's upkeep, Curse of the Pierced Heart deals 1 damage to that player.

Darkthicket Wolf 2: Darkthicket Wolf gets +2/+2 until end of turn. Activate this ability only once each turn.

Daybreak Ranger : Daybreak Ranger deals 2 damage to target creature with flying.

At the beginning of each upkeep, if no spells were cast last turn, transform Daybreak Ranger.

Dead Weight Enchant creature

Enchanted creature gets -2/-2.

Dearly Departed Flying

As long as Dearly Departed is in your graveyard, each Human creature you control enters the battlefield with an additional +1/+1 counter on it.

Delver of Secrets At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform Delver of Secrets.

Demonmail Hauberk Equipped creature gets +4/+2.

Equip—Sacrifice a creature.

Deranged Assistant , Put the top card of your library into your graveyard: Add 1 to your mana pool.

Desperate Ravings Draw two cards, then discard a card at random.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Devil's Play Devil's Play deals X damage to target creature or player.

Flashback X (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Diregraf Ghoul Diregraf Ghoul enters the battlefield tapped.

Disciple of Griselbrand 1, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

Dissipate Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Divine Reckoning Each player chooses a creature he or she controls. Destroy the rest.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Doomed Traveler When Doomed Traveler dies, put a 1/1 white Spirit creature token with flying onto the battlefield.

Dream Twist Target player puts the top three cards of his or her library into his or her graveyard.

Flashback 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Elder Cathar When Elder Cathar dies, put a +1/+1 counter on target creature you control. If that creature is a Human, put two +1/+1 counters on it instead.

Elder of Laurels 3: Target creature gets +X/+X until end of turn, where X is the number of creatures you control.

Elite Inquisitor First strike, vigilance

Protection from Vampires, from Werewolves, and from Zombies

Endless Ranks of the Dead At the beginning of your upkeep, put X 2/2 black Zombie creature tokens onto the battlefield, where X is half the number of Zombies you control, rounded down.

Essence of the Wild Creatures you control enter the battlefield as a copy of Essence of the Wild.

Evil Twin You may have Evil Twin enter the battlefield as a copy of any creature on the battlefield except it gains " , : Destroy target creature with the same name as this creature."

Falkenrath Marauders Flying, haste

Whenever Falkenrath Marauders deals combat damage to a player, put two +1/+1 counters on it.

Falkenrath Noble Flying

Whenever Falkenrath Noble or another creature dies, target player loses 1 life and you gain 1 life.

Feeling of Dread Tap up to two target creatures.

Flashback 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Feral Ridgewolf Trample

1 : Feral Ridgewolf gets +2/+0 until end of turn.

Festerhide Boar Trample

Morbid — Festerhide Boar enters the battlefield with two +1/+1 counters on it if a creature died this turn.

Fiend Hunter When Fiend Hunter enters the battlefield, you may exile another target creature.

When Fiend Hunter leaves the battlefield, return the exiled card to the battlefield under its owner's control.

Forbidden Alchemy Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.

Flashback (6)(B) (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Forest G

Fortress Crab

Frightful Delusion Counter target spell unless its controller pays (1). That player discards a card.

Full Moon's Rise Werewolf creatures you control get +1/+0 and have trample.

Sacrifice Full Moon's Rise: Regenerate all Werewolf creatures you control.

Furor of the Bitten Enchant creature

Enchanted creature gets +2/+2 and attacks each turn if able.

Gallows Warden Flying

Other Spirit creatures you control get +0/+1.

Galvanic Juggernaut Galvanic Juggernaut attacks each turn if able.

Galvanic Juggernaut doesn't untap during your untap step.

Whenever another creature dies, untap Galvanic Juggernaut.

Garruk Relentless When Garruk Relentless has two or fewer loyalty counters on him, transform him.

0: Garruk Relentless deals 3 damage to target creature. That creature deals damage equal to its power to him.

0: Put a 2/2 green Wolf creature token onto the battlefield.

Garruk, the Veil-Cursed +1: Put a 1/1 black Wolf creature token with deathtouch onto the battlefield.

-1: Sacrifice a creature. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle your library.

-3: Creatures you control gain trample and get +X/+X until end of turn, where X is the number of creature cards in your graveyard.

Gatstaf Howler Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Gatstaf Howler.

Gatstaf Shepherd At the beginning of each upkeep, if no spells were cast last turn, transform Gatstaf Shepherd.

Gavony Township (T): Add (1) to your mana pool.

(2)(G)(W), (T): Put a +1/+1 counter on each creature you control.

Geist of Saint Traft Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Traft attacks, put a 4/4 white Angel creature token with flying onto the battlefield tapped and attacking. Exile that token at end of combat.

Geistcatcher's Rig When Geistcatcher's Rig enters the battlefield, you may have it deal 4 damage to target creature with flying.

Geistflame Geistflame deals 1 damage to target creature or player.

Flashback (3)(R) (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Geist-Honored Monk Vigilance

Geist-Honored Monk's power and toughness are each equal to the number of creatures you control.

When Geist-Honored Monk enters the battlefield, put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Ghost Quarter : Add 1 to your mana pool.

, Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it onto the battlefield, then shuffle his or her library.

Ghostly Possession Enchant creature

Enchanted creature has flying.

Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Ghoulcaller's Bell : Each player puts the top card of his or her library into his or her graveyard.

Ghoulcaller's Chant Choose one — Return target creature card from your graveyard to your hand

or return two target Zombie cards from your graveyard to your hand.

Ghoulraiser When Ghoulraiser enters the battlefield, return a Zombie card at random from your graveyard to your hand.

Gnaw to the Bone You gain 2 life for each creature card in your graveyard.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Grasp of Phantoms Put target creature on top of its owner's library.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Grave Bramble Defender, protection from Zombies

Graveyard Shovel 2, : Target player exiles a card from his or her graveyard. If it's a creature card, you gain 2 life.

Grimgrin, Corpse-Born Grimgrin, Corpse-Born enters the battlefield tapped and doesn't untap during your untap step.

Sacrifice another creature: Untap Grimgrin and put a +1/+1 counter on it.

Whenever Grimgrin attacks, destroy target creature defending player controls, then put a +1/+1 counter on Grimgrin.

Grimoire of the Dead 1, , Discard a card: Put a study counter on Grimoire of the Dead.

, Remove three study counters from Grimoire of the Dead and sacrifice it: Put all creature cards from all graveyards onto the battlefield under your control. They're black Zombies in addition to their other colors and types.

Grizzled Outcasts At the beginning of each upkeep, if no spells were cast last turn, transform Grizzled Outcasts.

Gruesome Deformity Enchant creature

Enchanted creature has intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Gutter Grime Whenever a nontoken creature you control dies, put a slime counter on Gutter Grime, then put a green Ooze creature token onto the battlefield with "This creature's power and toughness are each equal to the number of slime counters on Gutter Grime."

Hamlet Captain Whenever Hamlet Captain attacks or blocks, other Human creatures you control get +1/+1 until end of turn.

Hanweir Watchkeep Defender

At the beginning of each upkeep, if no spells were cast last turn, transform Hanweir Watchkeep.

Harvest Pyre As an additional cost to cast Harvest Pyre, exile X cards from your graveyard.

Harvest Pyre deals X damage to target creature.

Heartless Summoning Creature spells you cast cost 2 less to cast.

Creatures you control get -1/-1.

Heretic's Punishment 3 2: Choose target creature or player, then put the top three cards of your library into your graveyard. Heretic's Punishment deals damage to that creature or player equal to the highest converted mana cost among those cards.

Hinterland Harbor Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.

: Add or to your mana pool.

Hollowhenge Scavenger Morbid — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

Homicidal Brute At the beginning of your end step, if Homicidal Brute didn't attack this turn, tap Homicidal Brute, then transform it.

Howlpack Alpha Each other creature you control that's a Werewolf or a Wolf gets +1/+1.

At the beginning of your end step, put a 2/2 green Wolf creature token onto the battlefield.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Howlpack Alpha.

Howlpack of Estwald At the beginning of each upkeep, if a player cast two or more spells last turn, transform Howlpack of Estwald.

Hysterical Blindness Creatures your opponents control get -4/-0 until end of turn.

Infernal Plunge As an additional cost to cast Infernal Plunge, sacrifice a creature.

Add to your mana pool.

Inquisitor's Flail If equipped creature would deal combat damage, it deals double that damage instead.

If another creature would deal combat damage to equipped creature, it deals double that damage to equipped creature instead.

Equip 2

Insectile Aberration Flying

Instigator Gang Attacking creatures you control get +1/+0.

At the beginning of each upkeep, if no spells were cast last turn, transform Instigator Gang.

Intangible Virtue Creature tokens you control get +1/+1 and have vigilance.

Into the Maw of Hell Destroy target land. Into the Maw of Hell deals 13 damage to target creature.

Invisible Stalker Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Invisible Stalker can't be blocked.

Ironfang First strike

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Ironfang.

Island U

Isolated Chapel Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

: Add or to your mana pool.

Kessig Cagebreakers Whenever Kessig Cagebreakers attacks, put a 2/2 green Wolf creature token onto the battlefield tapped and attacking for each creature card in your graveyard.

Kessig Wolf 1 2: Kessig Wolf gains first strike until end of turn.

Kessig Wolf Run T: Add 1 to your mana pool.

X 2 G, T: Target creature gets +X/+0 and gains trample until end of turn.

Kindercatch

Krallenhorde Wantons At the beginning of each upkeep, if a player cast two or more spells last turn, transform Krallenhorde Wantons.

Kruin Outlaw First strike

At the beginning of each upkeep, if no spells were cast last turn, transform Kruin Outlaw.

Laboratory Maniac If you would draw a card while your library has no cards in it, you win the game instead.

Lantern Spirit Flying

U: Return Lantern Spirit to its owner's hand.

Liliana of the Veil +1: Each player discards a card.

-2: Target player sacrifices a creature.

-6: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of his or her choice.

Lord of Lineage Flying

Other Vampire creatures you control get +2/+2.

T: Put a 2/2 black Vampire creature token with flying onto the battlefield.

Lost in the Mist Counter target spell. Return target permanent to its owner's hand.

Ludevic's Abomination Trample

Ludevic's Test Subject Defender

1 U: Put a hatchling counter on Ludevic's Test Subject. Then if there are five or more hatchling counters on it, remove all of them and transform it.

Lumberknot Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever a creature dies, put a +1/+1 counter on Lumberknot.

Make a Wish Return two cards at random from your graveyard to your hand.

Makeshift Mauler As an additional cost to cast Makeshift Mauler, exile a creature card from your graveyard.

Manor Gargoyle Defender

Manor Gargoyle has indestructible as long as it has defender.

1: Until end of turn, Manor Gargoyle loses defender and gains flying.

Manor Skeleton Haste

1 B: Regenerate Manor Skeleton.

Markov Patrician Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Mask of Avacyn Equipped creature gets +1/+2 and has hexproof. (It can't be the target of spells or abilities your opponents control.)

Equip 3

Mausoleum Guard When Mausoleum Guard dies, put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Maw of the Mire Destroy target land. You gain 4 life.

Mayor of Avabruck Other Human creatures you control get +1/+1.

At the beginning of each upkeep, if no spells were cast last turn, transform Mayor of Avabruck.

Memory's Journey Target player shuffles up to three target cards from his or her graveyard into his or her library.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Mentor of the Meek Whenever another creature with power 2 or less enters the battlefield under your control, you may pay . If you do, draw a card.

Merciless Predator At the beginning of each upkeep, if a player cast two or more spells last turn, transform Merciless Predator.

Midnight Haunting Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Mikaeus, the Lunarch Mikaeus, the Lunarch enters the battlefield with X +1/+1 counters on it.

: Put a +1/+1 counter on Mikaeus.

, Remove a +1/+1 counter from Mikaeus: Put a +1/+1 counter on each other creature you control.

Mindshrieker Flying

: Target player puts the top card of his or her library into his or her graveyard. Mindshrieker gets +X/+X until end of turn, where X is that card's converted mana cost.

Mirror-Mad Phantasm Flying

: Mirror-Mad Phantasm's owner shuffles it into his or her library. If that player does, he or she reveals cards from the top of that library until a card named Mirror-Mad Phantasm is revealed. The player puts that card onto the battlefield and all other cards revealed this way into his or her graveyard.

Moan of the Unhallowed Put two 2/2 black Zombie creature tokens onto the battlefield.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Moldgraf Monstrosity Trample

When Moldgraf Monstrosity dies, exile it, then return two creature cards at random from your graveyard to the battlefield.

Moment of Heroism Target creature gets +2/+2 and gains lifelink until end of turn. (Damage dealt by the creature also causes its controller to gain that much life.)

Moon Heron Flying

Moonmist Transform all Humans. Prevent all combat damage that would be dealt this turn by creatures other than Werewolves and Wolves. (Only double-faced cards can be transformed.)

Moorland Haunt : Add to your mana pool.

, , Exile a creature card from your graveyard: Put a 1/1 white Spirit creature token with flying onto the battlefield.

Morkrut Banshee Morbid — When Morkrut Banshee enters the battlefield, if a creature died this turn, target creature gets -4/-4 until end of turn.

Mountain R

Mulch Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

Murder of Crows Flying

Whenever another creature dies, you may draw a card. If you do, discard a card.

Naturalize Destroy target artifact or enchantment.

Nephalia Drownyard : Add to your mana pool.

, : Target player puts the top three cards of his or her library into his or her graveyard.

Nevermore As Nevermore enters the battlefield, name a nonland card.

The named card can't be cast.

Night Revelers Night Revelers has haste as long as an opponent controls a Human.

Night Terrors Target player reveals his or her hand. You choose a nonland card from it. Exile that card.

Nightbird's Clutches Up to two target creatures can't block this turn.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Nightfall Predator , : Nightfall Predator fights target creature. (Each deals damage equal to its power to the other.)

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Nightfall Predator.

Olivia Voldaren Flying

: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren.

: Gain control of target Vampire for as long as you control Olivia Voldaren.

One-Eyed Scarecrow Defender

Creatures with flying your opponents control get -1/-0.

Orchard Spirit Orchard Spirit can't be blocked except by creatures with flying or reach.

Parallel Lives If an effect would put one or more tokens onto the battlefield under your control, it puts twice that many of those tokens onto the battlefield instead.

Paraselene Destroy all enchantments. You gain 1 life for each enchantment destroyed this way.

Past in Flames Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Pitchburn Devils When Pitchburn Devils dies, it deals 3 damage to target creature or player.

Plains W

Prey Upon Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

Purify the Grave Exile target card from a graveyard.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Rage Thrower Whenever another creature dies, Rage Thrower deals 2 damage to target player.

Rakish Heir Whenever a Vampire you control deals combat damage to a player, put a +1/+1 counter on it.

Rally the Peasants Creatures you control get +2/+0 until end of turn.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Rampaging Werewolf At the beginning of each upkeep, if a player cast two or more spells last turn, transform Rampaging Werewolf.

Ranger's Guile Target creature you control gets +1/+1 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Reaper from the Abyss Flying

Morbid — At the beginning of each end step, if a creature died this turn, destroy target non-Demon creature.

Rebuke Destroy target attacking creature.

Reckless Waif At the beginning of each upkeep, if no spells were cast last turn, transform Reckless Waif.

Riot Devils

Rolling Temblor Rolling Temblor deals 2 damage to each creature without flying.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Rooftop Storm You may pay 0 rather than pay the mana cost for Zombie creature spells you cast.

Rotting Fensnake

Runechanter's Pike Equipped creature has first strike and gets +X/+0, where X is the number of instant and sorcery cards in your graveyard.

Equip 2

Runic Repetition Return target exiled card with flashback you own to your hand.

Scourge of Geier Reach Scourge of Geier Reach gets +1/+1 for each creature your opponents control.

Screeching Bat Flying

At the beginning of your upkeep, you may pay 2. If you do, transform Screeching Bat.

Selfless Cathar 1, Sacrifice Selfless Cathar: Creatures you control get +1/+1 until end of turn.

Selhoff Occultist Whenever Selhoff Occultist or another creature dies, target player puts the top card of his or her library into his or her graveyard.

Sensory Deprivation Enchant creature

Enchanted creature gets -3/-0.

Sever the Bloodline Exile target creature and all other creatures with the same name as that creature.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Sharpened Pitchfork Equipped creature has first strike.

As long as equipped creature is a Human, it gets +1/+1.

Equip 1

Shimmering Grotto : Add 1 to your mana pool.

1, : Add one mana of any color to your mana pool.

Silent Departure Return target creature to its owner's hand.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Silverchase Fox 1, Sacrifice Silverchase Fox: Exile target enchantment.

Silver-Inlaid Dagger Equipped creature gets +2/+0.

As long as equipped creature is a Human, it gets an additional +1/+0.

Equip 2

Skaab Goliath As an additional cost to cast Skaab Goliath, exile two creature cards from your graveyard.

Trample

Skaab Ruinator As an additional cost to cast Skaab Ruinator, exile three creature cards from your graveyard.

Flying

You may cast Skaab Ruinator from your graveyard.

Skeletal Grimace Enchant creature

Enchanted creature gets +1/+1 and has "B: Regenerate this creature."

Skirsdag Cultist B, R, Sacrifice a creature: Skirsdag Cultist deals 2 damage to target creature or player.

Skirsdag High Priest Morbid — R, Tap two untapped creatures you control: Put a 5/5 black Demon creature token with flying onto the battlefield. Activate this ability only if a creature died this turn.

Slayer of the Wicked When Slayer of the Wicked enters the battlefield, you may destroy target Vampire, Werewolf, or Zombie.

Smite the Monstrous Destroy target creature with power 4 or greater.

Snapcaster Mage Flash

When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

Somberwald Spider Reach (This creature can block creatures with flying.)

Morbid — Somberwald Spider enters the battlefield with two +1/+1 counters on it if a creature died this turn.

Spare from Evil Creatures you control gain protection from non-Human creatures until end of turn.

Spectral Flight Enchant creature

Enchanted creature gets +2/+2 and has flying.

Spectral Rider Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Spider Spawning Put a 1/2 green Spider creature token with reach onto the battlefield for each creature card in your graveyard.

Flashback 6B (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Spidery Grasp Untap target creature. It gets +2/+4 and gains reach until end of turn. (It can block creatures with flying.)

Splinterfright Trample

Splinterfright's power and toughness are each equal to the number of creature cards in your graveyard.

At the beginning of your upkeep, put the top two cards of your library into your graveyard.

Stalking Vampire At the beginning of your upkeep, you may pay 2BB. If you do, transform Stalking Vampire.

Stensia Bloodhall : Add to your mana pool.

, : Stensia Bloodhall deals 2 damage to target player.

Stitched Drake As an additional cost to cast Stitched Drake, exile a creature card from your graveyard.

Flying

Stitcher's Apprentice , : Put a 2/2 blue Homunculus creature token onto the battlefield, then sacrifice a creature.

Stony Silence Activated abilities of artifacts can't be activated.

Stromkirk Noble Stromkirk Noble can't be blocked by Humans.

Whenever Stromkirk Noble deals combat damage to a player, put a +1/+1 counter on it.

Stromkirk Patrol Whenever Stromkirk Patrol deals combat damage to a player, put a +1/+1 counter on it.

Sturmgeist Flying

Sturmgeist's power and toughness are each equal to the number of cards in your hand.

Whenever Sturmgeist deals combat damage to a player, draw a card.

Sulfur Falls Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

: Add or to your mana pool.

Swamp B

Terror of Kruin Pass Double strike

Each Werewolf you control can't be blocked except by two or more creatures.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Terror of Kruin Pass.

Think Twice Draw a card.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Thraben Militia Trample

Thraben Purebloods

Thraben Sentry Vigilance

Whenever another creature you control dies, you may transform Thraben Sentry.

Tormented Pariah At the beginning of each upkeep, if no spells were cast last turn, transform Tormented Pariah.

Traitorous Blood Gain control of target creature until end of turn. Untap it. It gains trample and haste until end of turn.

Travel Preparations Put a +1/+1 counter on each of up to two target creatures.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Traveler's Amulet , Sacrifice Traveler's Amulet: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

Tree of Redemption Defender

: Exchange your life total with Tree of Redemption's toughness.

Trepanation Blade Whenever equipped creature attacks, defending player reveals cards from the top of his or her library until he or she reveals a land card. The creature gets +1/+0 until end of turn for each card revealed this way. That player puts the revealed cards into his or her graveyard.

Equip 2

Tribute to Hunger Target opponent sacrifices a creature. You gain life equal to that creature's toughness.

Typhoid Rats Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Ulvenwald Mystics At the beginning of each upkeep, if no spells were cast last turn, transform Ulvenwald Mystics.

Ulvenwald Primordials : Regenerate Ulvenwald Primordials.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Ulvenwald Primordials.

Unbreathing Horde Unbreathing Horde enters the battlefield with a +1/+1 counter on it for each other Zombie you control and each Zombie card in your graveyard.

If Unbreathing Horde would be dealt damage, prevent that damage and remove a +1/+1 counter from it.

Unburial Rites Return target creature card from your graveyard to the battlefield.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Undead Alchemist If a Zombie you control would deal combat damage to a player, instead that player puts that many cards from the top of his or her library into his or her graveyard.

Whenever a creature card is put into an opponent's graveyard from his or her library, exile that card and put a 2/2 black Zombie creature token onto the battlefield.

Unholy Fiend At the beginning of your end step, you lose 1 life.

Unruly Mob Whenever another creature you control dies, put a +1/+1 counter on Unruly Mob.

Urgent Exorcism Destroy target Spirit or enchantment.

Vampire Interloper Flying

Vampire Interloper can't block.

Vampiric Fury Vampire creatures you control get +2/+0 and gain first strike until end of turn.

Victim of Night Destroy target non-Vampire, non-Werewolf, non-Zombie creature.

Village Bell-Ringer Flash (You may cast this spell any time you could cast an instant.)

When Village Bell-Ringer enters the battlefield, untap all creatures you control.

Village Cannibals Whenever another Human creature dies, put a +1/+1 counter on Village Cannibals.

Village Ironsmith First strike

At the beginning of each upkeep, if no spells were cast last turn, transform Village Ironsmith.

Villagers of Estwald At the beginning of each upkeep, if no spells were cast last turn, transform Villagers of Estwald.

Voiceless Spirit Flying, first strike

Walking Corpse

Wildblood Pack Trample

Attacking creatures you control get +3/+0.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Wildblood Pack.

Witchbane Orb When Witchbane Orb enters the battlefield, destroy all Curses attached to you.

You have hexproof. (You can't be the target of spells or abilities your opponents control, including Aura spells.)

Wooden Stake Equipped creature gets +1/+0.

Whenever equipped creature blocks or becomes blocked by a Vampire, destroy that creature. It can't be regenerated.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Woodland Cemetery Woodland Cemetery enters the battlefield tapped unless you control a Swamp or a Forest.

: Add or to your mana pool.

Woodland Sleuth Morbid — When Woodland Sleuth enters the battlefield, if a creature died this turn, return a creature card at random from your graveyard to your hand.

Wreath of Geists Enchant creature

Enchanted creature gets +X/+X, where X is the number of creature cards in your graveyard.

5.6 Dark Ascension

Afflicted Deserter At the beginning of each upkeep, if no spells were cast last turn, transform Afflicted Deserter.

Alpha Brawl Target creature an opponent controls deals damage equal to its power to each other creature that player controls, then each of those creatures deals damage equal to its power to that creature.

Altar of the Lost Altar of the Lost enters the battlefield tapped.

: Add two mana in any combination of colors to your mana pool. Spend this mana only to cast spells with flashback from a graveyard.

Archangel's Light You gain 2 life for each card in your graveyard, then shuffle your graveyard into your library.

Archdemon of Greed Flying, trample

At the beginning of your upkeep, sacrifice a Human. If you can't, tap Archdemon of Greed and it deals 9 damage to you.

Artful Dodge Target creature can't be blocked this turn.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Avacyn's Collar Equipped creature gets +1/+0 and has vigilance.

Whenever equipped creature dies, if it was a Human, put a 1/1 white Spirit creature token with flying onto the battlefield.

Equip 2

Bar the Door Creatures you control get +0/+4 until end of turn.

Beguiler of Wills : Gain control of target creature with power less than or equal to the number of creatures you control.

Black Cat When Black Cat dies, target opponent discards a card at random.

Blood Feud Target creature fights another target creature. (Each deals damage equal to its power to the other.)

Bone to Ash Counter target creature spell.

Draw a card.

Break of Day Creatures you control get +1/+1 until end of turn.

Fateful hour — If you have 5 or less life, those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

Briarpack Alpha Flash (You may cast this spell any time you could cast an instant.)

When Briarpack Alpha enters the battlefield, target creature gets +2/+2 until end of turn.

Burden of Guilt Enchant creature

1: Tap enchanted creature.

Burning Oil Burning Oil deals 3 damage to target attacking or blocking creature.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Call to the Kindred Enchant creature

At the beginning of your upkeep, you may look at the top five cards of your library. If you do, you may put a creature card that shares a creature type with enchanted creature from among them onto the battlefield, then you put the rest of those cards on the bottom of your library in any order.

Chalice of Death : Target player loses 5 life.

Chalice of Life : You gain 1 life. Then if you have at least 10 life more than your starting life total, transform Chalice of Life.

Chant of the Skifsang Enchant creature

Enchanted creature gets -13/-0.

Chill of Foreboding Each player puts the top five cards of his or her library into his or her graveyard.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Chosen of Markov , Tap an untapped Vampire you control: Transform Chosen of Markov.

Clinging Mists Prevent all combat damage that would be dealt this turn.

Fateful hour — If you have 5 or less life, tap all attacking creatures. Those creatures don't untap during their controller's next untap step.

Counterlash Counter target spell. You may cast a nonland card in your hand that shares a card type with that spell without paying its mana cost.

Crushing Vines Choose one — Destroy target creature with flying

or destroy target artifact.

Curse of Bloodletting Enchant player

If a source would deal damage to enchanted player, it deals double that damage to that player instead.

Curse of Echoes Enchant player

Whenever enchanted player casts an instant or sorcery spell, each other player may copy that spell and may choose new targets for the copy he or she controls.

Curse of Exhaustion Enchant player

Enchanted player can't cast more than one spell each turn.

Curse of Misfortunes Enchant player

At the beginning of your upkeep, you may search your library for a Curse card that doesn't have the same name as a Curse attached to enchanted player, put it onto the battlefield attached to that player, then shuffle your library.

Curse of Thirst Enchant player

At the beginning of enchanted player's upkeep, Curse of Thirst deals damage to that player equal to the number of Curses attached to him or her.

Dawntreader Elk , Sacrifice Dawntreader Elk: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Deadly Allure Target creature gains deathtouch until end of turn and must be blocked this turn if able.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Death's Caress Destroy target creature. If that creature was a Human, you gain life equal to its toughness.

Deranged Outcast , Sacrifice a Human: Put two +1/+1 counters on target creature.

Diregraf Captain Deathtouch

Other Zombie creatures you control get +1/+1.

Whenever another Zombie you control dies, target opponent loses 1 life.

Divination Draw two cards.

Drogskol Captain Flying

Other Spirit creatures you control get +1/+1 and have hexproof. (They can't be the targets of spells or abilities your opponents control.)

Drogskol Reaver Flying, double strike, lifelink

Whenever you gain life, draw a card.

Dungeon Geists Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

Elbrus, the Binding Blade Equipped creature gets +1/+0.

When equipped creature deals combat damage to a player, unattach Elbrus, the Binding Blade, then transform it.

Equip

Elgaud Inquisitor Lifelink (Damage dealt by this creature also causes you to gain that much life.)

When Elgaud Inquisitor dies, put a 1/1 white Spirit creature token with flying onto the battlefield.

Erdwal Ripper Haste

Whenever Erdwal Ripper deals combat damage to a player, put a +1/+1 counter on it.

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Executioner's Hood Equipped creature has intimidate. (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Faithless Looting Draw two cards, then discard two cards.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Faith's Shield Target permanent you control gains protection from the color of your choice until end of turn.

Fateful hour — If you have 5 or less life, instead you and each permanent you control gain protection from the color of your choice until end of turn.

Falkenrath Aristocrat Flying, haste

Sacrifice a creature: Falkenrath Aristocrat gains indestructible until end of turn. If the sacrificed creature was a Human, put a +1/+1 counter on Falkenrath Aristocrat.

Falkenrath Torturer Sacrifice a creature: Falkenrath Torturer gains flying until end of turn. If the sacrificed creature was a Human, put a +1/+1 counter on Falkenrath Torturer.

Farbog Boneflinger When Farbog Boneflinger enters the battlefield, target creature gets -2/-2 until end of turn.

Favor of the Woods Enchant creature

Whenever enchanted creature blocks, you gain 3 life.

Feed the Pack At the beginning of your end step, you may sacrifice a nontoken creature. If you do, put X 2/2 green Wolf creature tokens onto the battlefield, where X is the sacrificed creature's toughness.

Fiend of the Shadows Flying

Whenever Fiend of the Shadows deals combat damage to a player, that player exiles a card from his or her hand. You may play that card for as long as it remains exiled.

Sacrifice a Human: Regenerate Fiend of the Shadows.

Fires of Undeath Fires of Undeath deals 2 damage to target creature or player.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Flayer of the Hatebound Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Whenever Flayer of the Hatebound or another creature enters the battlefield from your graveyard, that creature deals damage equal to its power to target creature or player.

Fling As an additional cost to cast Fling, sacrifice a creature.

Fling deals damage equal to the sacrificed creature's power to target creature or player.

Forge Devil When Forge Devil enters the battlefield, it deals 1 damage to target creature and 1 damage to you.

Gather the Townsfolk Put two 1/1 white Human creature tokens onto the battlefield.

Fateful hour — If you have 5 or less life, put five of those tokens onto the battlefield instead.

Gavony Ironwright Fateful hour — As long as you have 5 or less life, other creatures you control get +1/+4.

Geralf's Messenger Geralf's Messenger enters the battlefield tapped.

When Geralf's Messenger enters the battlefield, target opponent loses 2 life.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Geralf's Mindcrusher When Geralf's Mindcrusher enters the battlefield, target player puts the top five cards of his or her library into his or her graveyard.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Ghastly Haunting Enchant creature

You control enchanted creature.

Ghoultree Ghoultree costs 1 less to cast for each creature card in your graveyard.

Grafdigger's Cage Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

Gravecrawler Gravecrawler can't block.

You may cast Gravecrawler from your graveyard as long as you control a Zombie.

Gravepurge Put any number of target creature cards from your graveyard on top of your library.

Draw a card.

Gravetiller Wurm Trample

Morbid — Gravetiller Wurm enters the battlefield with four +1/+1 counters on it if a creature died this turn.

Grim Backwoods : Add to your mana pool.

, , Sacrifice a creature: Draw a card.

Grim Flowering Draw a card for each creature card in your graveyard.

Griptide Put target creature on top of its owner's library.

Gruesome Discovery Target player discards two cards.

Morbid — If a creature died this turn, instead that player reveals his or her hand, you choose two cards from it, then that player discards those cards.

Harrowing Journey Target player draws three cards and loses 3 life.

Haunted Fengraf : Add to your mana pool.

, , Sacrifice Haunted Fengraf: Return a creature card at random from your graveyard to your hand.

Havengul Lich : You may cast target creature card in a graveyard this turn. When you cast that card this turn, Havengul Lich gains all activated abilities of that card until end of turn.

Havengul Runebinder , , Exile a creature card from your graveyard: Put a 2/2 black Zombie creature token onto the battlefield, then put a +1/+1 counter on each Zombie creature you control.

Headless Skaab As an additional cost to cast Headless Skaab, exile a creature card from your graveyard.

Headless Skaab enters the battlefield tapped.

Heavy Mattock Equipped creature gets +1/+1.

As long as equipped creature is a Human, it gets an additional +1/+1.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Heckling Fiends : Target creature attacks this turn if able.

Hellrider Haste

Whenever a creature you control attacks, Hellrider deals 1 damage to defending player.

Helvault , : Exile target creature you control.

, : Exile target creature you don't control.

When Helvault is put into a graveyard from the battlefield, return all cards exiled with it to the battlefield under their owners' control.

Highborn Ghoul Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Hinterland Hermit At the beginning of each upkeep, if no spells were cast last turn, transform Hinterland Hermit.

Hinterland Scourge Hinterland Scourge must be blocked if able.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Hinterland Scourge.

Hollowhenge Beast

Hollowhenge Spirit Flash (You may cast this spell any time you could cast an instant.)

Flying

When Hollowhenge Spirit enters the battlefield, remove target attacking or blocking creature from combat.

Hunger of the Howlpack Put a +1/+1 counter on target creature.

Morbid — Put three +1/+1 counters on that creature instead if a creature died this turn.

Huntmaster of the Fells Whenever this creature enters the battlefield or transforms into Huntmaster of the Fells, put a 2/2 green Wolf creature token onto the battlefield and you gain 2 life.

At the beginning of each upkeep, if no spells were cast last turn, transform Huntmaster of the Fells.

Immerwolf Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Each other creature you control that's a Wolf or a Werewolf gets +1/+1.

Non-Human Werewolves you control can't transform.

Increasing Ambition Search your library for a card and put that card into your hand. If Increasing Ambition was cast from a graveyard, instead search your library for two cards and put those cards into your hand. Then shuffle your library.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Increasing Confusion Target player puts the top X cards of his or her library into his or her graveyard. If Increasing Confusion was cast from a graveyard, that player puts twice that many cards into his or her graveyard instead.

Flashback X (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Increasing Devotion Put five 1/1 white Human creature tokens onto the battlefield. If Increasing Devotion was cast from a graveyard, put ten of those tokens onto the battlefield instead.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Increasing Savagery Put five +1/+1 counters on target creature. If Increasing Savagery was cast from a graveyard, put ten +1/+1 counters on that creature instead.

Flashback 5 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Increasing Vengeance Copy target instant or sorcery spell you control. If Increasing Vengeance was cast from a graveyard, copy that spell twice instead. You may choose new targets for the copies.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Jar of Eyeballs Whenever a creature you control dies, put two eyeball counters on Jar of Eyeballs.

3, , Remove all eyeball counters from Jar of Eyeballs: Look at the top X cards of your library, where X is the number of eyeball counters removed this way. Put one of them into your hand and the rest on the bottom of your library in any order.

Kessig Recluse Reach (This creature can block creatures with flying.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Krallenhorde Killer 3: Krallenhorde Killer gets +4/+4 until end of turn. Activate this ability only once each turn.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Krallenhorde Killer.

Lambholt Elder At the beginning of each upkeep, if no spells were cast last turn, transform Lambholt Elder.

Lingering Souls Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Lost in the Woods Whenever a creature attacks you or a planeswalker you control, reveal the top card of your library. If it's a Forest card, remove that creature from combat. Then put the revealed card on the bottom of your library.

Loyal Cathar Vigilance

When Loyal Cathar dies, return it to the battlefield transformed under your control at the beginning of the next end step.

Markov Blademaster Double strike

Whenever Markov Blademaster deals combat damage to a player, put a +1/+1 counter on it.

Markov Warlord Haste

When Markov Warlord enters the battlefield, up to two target creatures can't block this turn.

Markov's Servant

Midnight Guard Whenever another creature enters the battlefield, untap Midnight Guard.

Mikaeus, the Unhallowed Intimidate

Whenever a Human deals damage to you, destroy it.

Other non-Human creatures you control get +1/+1 and have undying. (When a creature with undying dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Mondronen Shaman At the beginning of each upkeep, if no spells were cast last turn, transform Mondronen Shaman.

Moonscarred Werewolf Vigilance

: Add to your mana pool.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Moonscarred Werewolf.

Moonveil Dragon Flying

: Each creature you control gets +1/+0 until end of turn.

Mystic Retrieval Return target instant or sorcery card from your graveyard to your hand.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Nearheath Stalker Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Nephalia Seakite Flash (You may cast this spell any time you could cast an instant.)

Flying

Niblis of the Breath Flying

, : You may tap or untap target creature.

Niblis of the Mist Flying

When Niblis of the Mist enters the battlefield, you may tap target creature.

Niblis of the Urn Flying

Whenever Niblis of the Urn attacks, you may tap target creature.

Predator Ooze Indestructible

Whenever Predator Ooze attacks, put a +1/+1 counter on it.

Whenever a creature dealt damage by Predator Ooze this turn dies, put a +1/+1 counter on Predator Ooze.

Pyreheart Wolf Whenever Pyreheart Wolf attacks, each creature you control can't be blocked this turn except by two or more creatures.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Ravager of the Fells Trample

Whenever this creature transforms into Ravager of the Fells, it deals 2 damage to target opponent and 2 damage to up to one target creature that player controls.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Ravager of the Fells.

Ravenous Demon Sacrifice a Human: Transform Ravenous Demon. Activate this ability only any time you could cast a sorcery.

Ray of Revelation Destroy target enchantment.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Reap the Seagraf Put a 2/2 black Zombie creature token onto the battlefield.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Relentless Skaabs As an additional cost to cast Relentless Skaabs, exile a creature card from your graveyard.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Requiem Angel Flying

Whenever another non-Spirit creature you control dies, put a 1/1 white Spirit creature token with flying onto the battlefield.

Russet Wolves

Sanctuary Cat

Saving Grasp Return target creature you own to your hand.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Scorch the Fields Destroy target land. Scorch the Fields deals 1 damage to each Human creature.

Scorned Villager : Add to your mana pool.

At the beginning of each upkeep, if no spells were cast last turn, transform Scorned Villager.

Screeching Skaab When Screeching Skaab enters the battlefield, put the top two cards of your library into your graveyard.

Séance At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, put a token onto the battlefield that's a copy of that card except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

Secrets of the Dead Whenever you cast a spell from your graveyard, draw a card.

Shattered Perception Discard all the cards in your hand, then draw that many cards.

Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Shriekgeist Flying

Whenever Shriekgeist deals combat damage to a player, that player puts the top two cards of his or her library into his or her graveyard.

Sightless Ghoul Sightless Ghoul can't block.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Silverclaw Griffin Flying, first strike

Silverpelt Werewolf Whenever Silverpelt Werewolf deals combat damage to a player, draw a card.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Silverpelt Werewolf.

Skillful Lunge Target creature gets +2/+0 and gains first strike until end of turn.

Skirsdag Flayer , , Sacrifice a Human: Destroy target creature.

Somberwald Dryad Forestwalk (This creature can't be blocked as long as defending player controls a Forest.)

Sorin, Lord of Innistrad +1: Put a 1/1 black Vampire creature token with lifelink onto the battlefield.

-2: You get an emblem with "Creatures you control get +1/+0."

-6: Destroy up to three target creatures and/or other planeswalkers. Return each card put into a graveyard this way to the battlefield under your control.

Soul Seizer Flying

When Soul Seizer deals combat damage to a player, you may transform it. If you do, attach it to target creature that player controls.

Spiteful Shadows Enchant creature

Whenever enchanted creature is dealt damage, it deals that much damage to its controller.

Stormbound Geist Flying

Stormbound Geist can block only creatures with flying.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Strangleroot Geist Haste

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Stromkirk Captain First strike

Other Vampire creatures you control get +1/+1 and have first strike.

Sudden Disappearance Exile all nonland permanents target player controls. Return the exiled cards to the battlefield under their owner's control at the beginning of the next end step.

Talons of Falkenrath Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature has " : This creature gets +2/+0 until end of turn."

Thalia, Guardian of Thraben First strike

Noncreature spells cost more to cast.

Thought Scour Target player puts the top two cards of his or her library into his or her graveyard.

Draw a card.

Thraben Doomsayer : Put a 1/1 white Human creature token onto the battlefield.

Fateful hour — As long as you have 5 or less life, other creatures you control get +2/+2.

Thraben Heretic : Exile target creature card from a graveyard.

Torch Fiend , Sacrifice Torch Fiend: Destroy target artifact.

Tovolar's Magehunter Whenever an opponent casts a spell, Tovolar's Magehunter deals 2 damage to that player.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Tovolar's Magehunter.

Tower Geist Flying

When Tower Geist enters the battlefield, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

Tracker's Instincts Reveal the top four cards of your library. Put a creature card from among them into your hand and the rest into your graveyard.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Tragic Slip Target creature gets -1/-1 until end of turn.

Morbid — That creature gets -13/-13 until end of turn instead if a creature died this turn.

Ulvenwald Bear Morbid — When Ulvenwald Bear enters the battlefield, if a creature died this turn, put two +1/+1 counters on target creature.

Undying Evil Target creature gains undying until end of turn. (When it dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Unhallowed Cathar Unhallowed Cathar can't block.

Vault of the Archangel : Add 1 to your mana pool.

2, : Creatures you control gain deathtouch and lifelink until end of turn.

Vengeful Vampire Flying

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Village Survivors Vigilance

Fateful hour — As long as you have 5 or less life, other creatures you control have vigilance.

Vorapede Vigilance, trample

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Wakedancer Morbid — When Wakedancer enters the battlefield, if a creature died this turn, put a 2/2 black Zombie creature token onto the battlefield.

Warden of the Wall Warden of the Wall enters the battlefield tapped.

: Add 1 to your mana pool.

As long as it's not your turn, Warden of the Wall is a 2/3 Gargoyle artifact creature with flying.

Werewolf Ransacker Whenever this creature transforms into Werewolf Ransacker, you may destroy target artifact. If that artifact is put into a graveyard this way, Werewolf Ransacker deals 3 damage to that artifact's controller.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Werewolf Ransacker.

Wild Hunger Target creature gets +3/+1 and gains trample until end of turn.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Withengar Unbound Flying, intimidate, trample

Whenever a player loses the game, put thirteen +1/+1 counters on Withengar Unbound.

Wolfbitten Captive 1 : Wolfbitten Captive gets +2/+2 until end of turn. Activate this ability only once each turn.

At the beginning of each upkeep, if no spells were cast last turn, transform Wolfbitten Captive.

Wolfhunter's Quiver Equipped creature has ": This creature deals 1 damage to target creature or player" and ": This creature deals 3 damage to target Werewolf creature."

Equip 5

Wrack with Madness Target creature deals damage to itself equal to its power.

Young Wolf Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Zombie Apocalypse Return all Zombie creature cards from your graveyard to the battlefield tapped, then destroy all Humans.

5.7 Avacyn Restored

Abundant Growth Enchant land

When Abundant Growth enters the battlefield, draw a card.

Enchanted land has ": Add one mana of any color to your mana pool."

Aggravate Aggravate deals 1 damage to each creature target player controls. Each creature dealt damage this way attacks this turn if able.

Alchemist's Apprentice Sacrifice Alchemist's Apprentice: Draw a card.

Alchemist's Refuge : Add 1 to your mana pool.

, : You may cast nonland cards this turn as though they had flash.

Amass the Components Draw three cards, then put a card from your hand on the bottom of your library.

Angel of Glory's Rise Flying

When Angel of Glory's Rise enters the battlefield, exile all Zombies, then return all Human creature cards from your graveyard to the battlefield.

Angel of Jubilation Flying

Other nonblack creatures you control get +1/+1.

Players can't pay life or sacrifice creatures to cast spells or activate abilities.

Angelic Armaments Equipped creature gets +2/+2, has flying, and is a white Angel in addition to its other colors and types.

Equip 4

Angelic Wall Defender (This creature can't attack.)

Flying

Angel's Mercy You gain 7 life.

Angel's Tomb Whenever a creature enters the battlefield under your control, you may have Angel's Tomb become a 3/3 white Angel artifact creature with flying until end of turn.

Appetite for Brains Target opponent reveals his or her hand. You choose a card from it with converted mana cost 4 or greater and exile that card.

Arcane Melee Instant and sorcery spells cost 2 less to cast.

Archangel Flying, vigilance

Archwing Dragon Flying, haste

At the beginning of the end step, return Archwing Dragon to its owner's hand.

Avacyn, Angel of Hope Flying, vigilance, indestructible

Other permanents you control have indestructible.

Banishing Stroke Put target artifact, creature, or enchantment on the bottom of its owner's library.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Banners Raised Creatures you control get +1/+0 until end of turn.

Barter in Blood Each player sacrifices two creatures.

Battle Hymn Add to your mana pool for each creature you control.

Bladed Bracers Equipped creature gets +1/+1.

As long as equipped creature is a Human or an Angel, it has vigilance.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Blessings of Nature Distribute four +1/+1 counters among any number of target creatures.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Blood Artist Whenever Blood Artist or another creature dies, target player loses 1 life and you gain 1 life.

Bloodflow Connoisseur Sacrifice a creature: Put a +1/+1 counter on Bloodflow Connoisseur.

Bone Splinters As an additional cost to cast Bone Splinters, sacrifice a creature.

Destroy target creature.

Bonfire of the Damned Bonfire of the Damned deals X damage to target player and each creature he or she controls.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Borderland Ranger When Borderland Ranger enters the battlefield, you may search your library for a basic land card, reveal it, and put it into your hand. If you do, shuffle your library.

Bower Passage Creatures with flying can't block creatures you control.

Bruna, Light of Alabaster Flying, vigilance

Whenever Bruna, Light of Alabaster attacks or blocks, you may attach to it any number of Auras on the battlefield and you may put onto the battlefield attached to it any number of Aura cards that could enchant it from your graveyard and/or hand.

Builder's Blessing Untapped creatures you control get +0/+2.

Burn at the Stake As an additional cost to cast Burn at the Stake, tap any number of untapped creatures you control.

Burn at the Stake deals damage to target creature or player equal to three times the number of creatures tapped this way.

Butcher Ghoul Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Call to Serve Enchant nonblack creature

Enchanted creature gets +1/+2, has flying, and is an Angel in addition to its other types.

Captain of the Mists Whenever another Human enters the battlefield under your control, untap Captain of the Mists.

1 , : You may tap or untap target permanent.

Cathars' Crusade Whenever a creature enters the battlefield under your control, put a +1/+1 counter on each creature you control.

Cathedral Sanctifier When Cathedral Sanctifier enters the battlefield, you gain 3 life.

Cavern of Souls As Cavern of Souls enters the battlefield, choose a creature type.

: Add 1 to your mana pool.

: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Champion of Lambholt Creatures with power less than Champion of Lambholt's power can't block creatures you control.

Whenever another creature enters the battlefield under your control, put a +1/+1 counter on Champion of Lambholt.

Cloudshift Exile target creature you control, then return that card to the battlefield under your control.

Commander's Authority Enchant creature

Enchanted creature has "At the beginning of your upkeep, put a 1/1 white Human creature token onto the battlefield."

Conjurer's Closet At the beginning of your end step, you may exile target creature you control, then return that card to the battlefield under your control.

Corpse Traders 2 , Sacrifice a creature: Target opponent reveals his or her hand. You choose a card from it. That player discards that card. Activate this ability only any time you could cast a sorcery.

Craterhoof Behemoth Haste

When Craterhoof Behemoth enters the battlefield, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

Crippling Chill Tap target creature. It doesn't untap during its controller's next untap step.

Draw a card.

Crypt Creeper Sacrifice Crypt Creeper: Exile target card from a graveyard.

Cursebreak Destroy target enchantment. You gain 2 life.

Dangerous Wager Discard your hand, then draw two cards.

Dark Impostor 4 : Exile target creature and put a +1/+1 counter on Dark Impostor.

Dark Impostor has all activated abilities of all creature cards exiled with it.

Deadeye Navigator Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Deadeye Navigator is paired with another creature, each of those creatures has "1 : Exile this creature, then return it to the battlefield under your control."

Death Wind Target creature gets -X/-X until end of turn.

Defang Enchant creature

Prevent all damage that would be dealt by enchanted creature.

Defy Death Return target creature card from your graveyard to the battlefield. If it's an Angel, put two +1/+1 counters on it.

Demolish Destroy target artifact or land.

Demonic Rising At the beginning of your end step, if you control exactly one creature, put a 5/5 black Demon creature token with flying onto the battlefield.

Demonic Taskmaster Flying

At the beginning of your upkeep, sacrifice a creature other than Demonic Taskmaster.

Demonlord of Ashmouth Flying

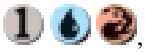
When Demonlord of Ashmouth enters the battlefield, exile it unless you sacrifice another creature.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Descendants' Path At the beginning of your upkeep, reveal the top card of your library. If it's a creature card that shares a creature type with a creature you control, you may cast that card without paying its mana cost. Otherwise, put that card on the bottom of your library.

Descent into Madness At the beginning of your upkeep, put a despair counter on Descent into Madness, then each player exiles X permanents he or she controls and/or cards from his or her hand, where X is the number of despair counters on Descent into Madness.

Desolate Lighthouse : Add to your mana pool.

 , : Draw a card, then discard a card.

Devastation Tide Return all nonland permanents to their owners' hands.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Devout Chaplain , Tap two untapped Humans you control: Exile target artifact or enchantment.

Diregraf Escort Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Diregraf Escort is paired with another creature, both creatures have protection from Zombies.

Divine Deflection Prevent the next X damage that would be dealt to you and/or permanents you control this turn. If damage is prevented this way, Divine Deflection deals that much damage to target creature or player.

Dread Slaver Whenever a creature dealt damage by Dread Slaver this turn dies, return it to the battlefield under your control. That creature is a black Zombie in addition to its other colors and types.

Dreadwaters Target player puts the top X cards of his or her library into his or her graveyard, where X is the number of lands you control.

Driver of the Dead When Driver of the Dead dies, return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.

Druid's Familiar Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Druid's Familiar is paired with another creature, each of those creatures gets +2/+2.

Druids' Repository Whenever a creature you control attacks, put a charge counter on Druids' Repository.

Remove a charge counter from Druids' Repository: Add one mana of any color to your mana pool.

Dual Casting Enchant creature

Enchanted creature has " , : Copy target instant or sorcery spell you control. You may choose new targets for the copy."

Eaten by Spiders Destroy target creature with flying and all Equipment attached to that creature.

Elgaud Shieldmate Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Elgaud Shieldmate is paired with another creature, both creatures have hexproof. (They can't be the targets of spells or abilities your opponents control.)

Emancipation Angel Flying

When Emancipation Angel enters the battlefield, return a permanent you control to its owner's hand.

Entreat the Angels Put X 4/4 white Angel creature tokens with flying onto the battlefield.

Miracle (X)(W)(W) (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Essence Harvest Target player loses X life and you gain X life, where X is the greatest power among creatures you control.

Evernight Shade (B): Evernight Shade gets +1/+1 until end of turn.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Exquisite Blood Whenever an opponent loses life, you gain that much life.

Falkenrath Exterminator Whenever Falkenrath Exterminator deals combat damage to a player, put a +1/+1 counter on it.

(2)(R): Falkenrath Exterminator deals damage to target creature equal to the number of +1/+1 counters on Falkenrath Exterminator.

Farbog Explorer Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)

Favorable Winds Creatures you control with flying get +1/+1.

Fervent Cathar Haste

When Fervent Cathar enters the battlefield, target creature can't block this turn.

Fettergeist Flying

At the beginning of your upkeep, sacrifice Fettergeist unless you pay (1) for each other creature you control.

Fleeting Distraction Target creature gets -1/-0 until end of turn.

Draw a card.

Flowering Lumberknot Flowering Lumberknot can't attack or block unless it's paired with a creature with soulbond.

Forest G

Gallows at Willow Hill (3), (T), Tap three untapped Humans you control: Destroy target creature. Its controller puts a 1/1 white Spirit creature token with flying onto the battlefield.

Galvanic Alchemist Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Galvanic Alchemist is paired with another creature, each of those creatures has "(2)(U): Untap this creature."

Gang of Devils When Gang of Devils dies, it deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Geist Snatch Counter target creature spell. Put a 1/1 blue Spirit creature token with flying onto the battlefield.

Geist Trappers Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Geist Trappers is paired with another creature, both creatures have reach.

Ghostform Up to two target creatures can't be blocked this turn.

Ghostly Flicker Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

Ghostly Touch Enchant creature

Enchanted creature has "Whenever this creature attacks, you may tap or untap target permanent."

Ghoulflesh Enchant creature

Enchanted creature gets -1/-1 and is a black Zombie in addition to its other colors and types.

Gisela, Blade of Goldnight Flying, first strike

If a source would deal damage to an opponent or a permanent an opponent controls, that source deals double that damage to that player or permanent instead.

If a source would deal damage to you or a permanent you control, prevent half that damage, rounded up.

Gloom Surgeon If combat damage would be dealt to Gloom Surgeon, prevent that damage and exile that many cards from the top of your library.

Gloomwidow Reach

Gloomwidow can block only creatures with flying.

Goldnight Commander Whenever another creature enters the battlefield under your control, creatures you control get +1/+1 until end of turn.

Goldnight Redeemer Flying

When Goldnight Redeemer enters the battlefield, you gain 2 life for each other creature you control.

Grave Exchange Return target creature card from your graveyard to your hand. Target player sacrifices a creature.

Griselbrand Flying, lifelink

Pay 7 life: Draw seven cards.

Grounded Enchant creature

Enchanted creature loses flying.

Gryff Vanguard Flying

When Gryff Vanguard enters the battlefield, draw a card.

Guise of Fire Enchant creature

Enchanted creature gets +1/-1 and attacks each turn if able.

Hanweir Lancer Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Hanweir Lancer is paired with another creature, both creatures have first strike.

Harvester of Souls Deathtouch

Whenever another nontoken creature dies, you may draw a card.

Haunted Guardian Defender, first strike

Havengul Skaab Whenever Havengul Skaab attacks, return another creature you control to its owner's hand.

Havengul Vampire Whenever Havengul Vampire deals combat damage to a player, put a +1/+1 counter on it.

Whenever another creature dies, put a +1/+1 counter on Havengul Vampire.

Heirs of Stromkirk Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Whenever Heirs of Stromkirk deals combat damage to a player, put a +1/+1 counter on it.

Herald of War Flying

Whenever Herald of War attacks, put a +1/+1 counter on it.

Angel spells and Human spells you cast cost 1 less to cast for each +1/+1 counter on Herald of War.

Holy Justiciar 2 ✱, ↷: Tap target creature. If that creature is a Zombie, exile it.

Homicidal Seclusion As long as you control exactly one creature, that creature gets +3/+1 and has lifelink.

Hound of Griselbrand Double strike

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Howlgeist Creatures with power less than Howlgeist's power can't block it.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Human Frailty Destroy target Human creature.

Hunted Ghoul Hunted Ghoul can't block Humans.

Infinite Reflection Enchant creature

When Infinite Reflection enters the battlefield attached to a creature, each other nontoken creature you control becomes a copy of that creature.

Nontoken creatures you control enter the battlefield as a copy of enchanted creature.

Into the Void Return up to two target creatures to their owners' hands.

Island U

Joint Assault Target creature gets +2/+2 until end of turn. If it's paired with a creature, that creature also gets +2/+2 until end of turn.

Kessig Malcontents When Kessig Malcontents enters the battlefield, it deals damage to target player equal to the number of Humans you control.

Killing Wave For each creature, its controller sacrifices it unless he or she pays X life.

Kruin Striker Whenever another creature enters the battlefield under your control, Kruin Striker gets +1/+0 and gains trample until end of turn.

Lair Delve Reveal the top two cards of your library. Put all creature and land cards revealed this way into your hand and the rest on the bottom of your library in any order.

Latch Seeker Latch Seeker can't be blocked.

Leap of Faith Target creature gains flying until end of turn. Prevent all damage that would be dealt to that creature this turn.

Lightning Mauler Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Lightning Mauler is paired with another creature, both creatures have haste.

Lightning Prowess Enchant creature

Enchanted creature has haste and "↷: This creature deals 1 damage to target creature or player."

Lone Revenant Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Lone Revenant deals combat damage to a player, if you control no other creatures, look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Lunar Mystic Whenever you cast an instant spell, you may pay 1. If you do, draw a card.

Maalfeld Twins When Maalfeld Twins dies, put two 2/2 black Zombie creature tokens onto the battlefield.

Mad Prophet Haste

, Discard a card: Draw a card.

Malicious Intent Enchant creature

Enchanted creature has ": Target creature can't block this turn."

Malignus Malignus's power and toughness are each equal to half the highest life total among your opponents, rounded up.

Damage that would be dealt by Malignus can't be prevented.

Marrow Bats Flying

Pay 4 life: Regenerate Marrow Bats.

Mass Appeal Draw a card for each Human you control.

Mental Agony Target player discards two cards and loses 2 life.

Midnight Duelist Protection from Vampires

Midvast Protector When Midvast Protector enters the battlefield, target creature you control gains protection from the color of your choice until end of turn.

Mist Raven Flying

When Mist Raven enters the battlefield, return target creature to its owner's hand.

Misthollow Griffin Flying

You may cast Misthollow Griffin from exile.

Moonlight Geist Flying

3 : Prevent all combat damage that would be dealt to and dealt by Moonlight Geist this turn.

Moonsilver Spear Equipped creature has first strike.

Whenever equipped creature attacks, put a 4/4 white Angel creature token with flying onto the battlefield.

Equip 4

Moorland Inquisitor 2 : Moorland Inquisitor gains first strike until end of turn.

Mountain R

Narstad Scrapper 2: Narstad Scrapper gets +1/+0 until end of turn.

Natural End Destroy target artifact or enchantment. You gain 3 life.

Nearheath Pilgrim Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Nearheath Pilgrim is paired with another creature, both creatures have lifelink.

Necrobite Target creature gains deathtouch until end of turn. Regenerate it.

Nephalia Smuggler 3, : Exile another target creature you control, then return that card to the battlefield under your control.

Nettle Swine

Nightshade Peddler Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Nightshade Peddler is paired with another creature, both creatures have deathtouch.

Otherworld Atlas : Put a charge counter on Otherworld Atlas.

: Each player draws a card for each charge counter on Otherworld Atlas.

Outwit Counter target spell that targets a player.

Pathbreaker Wurm Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Pathbreaker Wurm is paired with another creature, both creatures have trample.

Peel from Reality Return target creature you control and target creature you don't control to their owners' hands.

Pillar of Flame Pillar of Flame deals 2 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

Plains W

Polluted Dead When Polluted Dead dies, destroy target land.

Predator's Gambit Enchant creature

Enchanted creature gets +2/+1.

Enchanted creature has intimidate as long as its controller controls no other creatures. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Primal Surge Exile the top card of your library. If it's a permanent card, you may put it onto the battlefield. If you do, repeat this process.

Raging Poltergeist

Rain of Thorns Choose one or more — Destroy target artifact

destroy target enchantment

and/or destroy target land.

Reforge the Soul Each player discards his or her hand and draws seven cards.

Miracle 1 (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Renegade Demon

Restoration Angel Flash

Flying

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

Revenge of the Hunted Until end of turn, target creature gets +6/+6 and gains trample, and all creatures able to block it this turn do so.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Riders of Gavony Vigilance

As Riders of Gavony enters the battlefield, choose a creature type.

Human creatures you control have protection from creatures of the chosen type.

Righteous Blow Righteous Blow deals 2 damage to target attacking or blocking creature.

Riot Ringleader Whenever Riot Ringleader attacks, Human creatures you control get +1/+0 until end of turn.

Rite of Ruin Choose an order for artifacts, creatures, and lands. Each player sacrifices one permanent of the first type, sacrifices two of the second type, then sacrifices three of the third type.

Rotcrown Ghoul When Rotcrown Ghoul dies, target player puts the top five cards of his or her library into his or her graveyard.

Rush of Blood Target creature gets +X/+0 until end of turn, where X is its power.

Scalding Devil 2 : Scalding Devil deals 1 damage to target player.

Scrapskin Drake Flying

Scrapskin Drake can block only creatures with flying.

Scroll of Avacyn 1, Sacrifice Scroll of Avacyn: Draw a card. If you control an Angel, you gain 5 life.

Scroll of Griselbrand 1, Sacrifice Scroll of Griselbrand: Target opponent discards a card. If you control a Demon, that player loses 3 life.

Searchlight Geist Flying

3 : Searchlight Geist gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Second Guess Counter target spell that's the second spell cast this turn.

Seraph of Dawn Flying

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Seraph Sanctuary When Seraph Sanctuary enters the battlefield, you gain 1 life.

Whenever an Angel enters the battlefield under your control, you gain 1 life.

: Add 1 to your mana pool.

Sheltering Word Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities opponents control.)

Sigarda, Host of Herons Flying, hexproof

Spells and abilities your opponents control can't cause you to sacrifice permanents.

Silverblade Paladin Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Silverblade Paladin is paired with another creature, both creatures have double strike.

Slayers' Stronghold : Add 1 to your mana pool.

, : Target creature gets +2/+0 and gains vigilance and haste until end of turn.

Snare the Skies Target creature gets +1/+1 and gains reach until end of turn. (It can block creatures with flying.)

Somberwald Sage : Add three mana of any one color to your mana pool. Spend this mana only to cast creature spells.

Somberwald Vigilante Whenever Somberwald Vigilante becomes blocked by a creature, Somberwald Vigilante deals 1 damage to that creature.

Soul of the Harvest Trample

Whenever another nontoken creature enters the battlefield under your control, you may draw a card.

Soulcage Fiend When Soulcage Fiend dies, each player loses 3 life.

Spectral Gateguards Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Spectral Gateguards is paired with another creature, both creatures have vigilance.

Spectral Prison Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When enchanted creature becomes the target of a spell, sacrifice Spectral Prison.

Spirit Away Enchant creature

You control enchanted creature.

Enchanted creature gets +2/+2 and has flying.

Stern Mentor Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Stern Mentor is paired with another creature, each of those creatures has " : Target player puts the top two cards of his or her library into his or her graveyard."

Stolen Goods Target opponent exiles cards from the top of his or her library until he or she exiles a nonland card. Until end of turn, you may cast that card without paying its mana cost.

Stonewright Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Stonewright is paired with another creature, each of those creatures has " : This creature gets +1/+0 until end of turn."

Swamp B

Tamiyo, the Moon Sage +1: Tap target permanent. It doesn't untap during its controller's next untap step.

-2: Draw a card for each tapped creature target player controls.

-8: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand."

Tandem Lookout Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Tandem Lookout is paired with another creature, each of those creatures has "Whenever this creature deals damage to an opponent, draw a card."

Temporal Mastery Take an extra turn after this one. Exile Temporal Mastery.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Terminus Put all creatures on the bottom of their owners' libraries.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Terrifying Presence Prevent all combat damage that would be dealt by creatures other than target creature this turn.

Thatcher Revolt Put three 1/1 red Human creature tokens with haste onto the battlefield. Sacrifice those tokens at the beginning of the next end step.

Thraben Valiant Vigilance

Thunderbolt Choose one — Thunderbolt deals 3 damage to target player

or Thunderbolt deals 4 damage to target creature with flying.

Thunderous Wrath Thunderous Wrath deals 5 damage to target creature or player.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Tibalt, the Fiend-Blooded +1: Draw a card, then discard a card at random.

-4: Tibalt, the Fiend-Blooded deals damage equal to the number of cards in target player's hand to that player.

-6: Gain control of all creatures until end of turn. Untap them. They gain haste until end of turn.

Timberland Guide When Timberland Guide enters the battlefield, put a +1/+1 counter on target creature.

Tormentor's Trident Equipped creature gets +3/+0 and attacks each turn if able.

Equip

Treacherous Pit-Dweller When Treacherous Pit-Dweller enters the battlefield from a graveyard, target opponent gains control of it.

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

Triumph of Cruelty At the beginning of your upkeep, target opponent discards a card if you control the creature with the greatest power or tied for the greatest power.

Triumph of Ferocity At the beginning of your upkeep, draw a card if you control the creature with the greatest power or tied for the greatest power.

Trusted Forcemage Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Trusted Forcemage is paired with another creature, each of those creatures gets +1/+1.

Tyrant of Discord When Tyrant of Discord enters the battlefield, target opponent chooses a permanent he or she controls at random and sacrifices it. If a nonland permanent is sacrificed this way, repeat this process.

Ulvenwald Tracker , : Target creature you control fights another target creature. (Each deals damage equal to its power to the other.)

Uncanny Speed Target creature gets +3/+0 and gains haste until end of turn.

Undead Executioner When Undead Executioner dies, you may have target creature get -2/-2 until end of turn.

Unhallowed Pact Enchant creature

When enchanted creature dies, return that card to the battlefield under your control.

Vanguard's Shield Equipped creature gets +0/+3 and can block an additional creature.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Vanishment Put target nonland permanent on top of its owner's library.

Miracle (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

Vessel of Endless Rest When Vessel of Endless Rest enters the battlefield, put target card from a graveyard on the bottom of its owner's library.

: Add one mana of any color to your mana pool.

Vexing Devil When Vexing Devil enters the battlefield, any opponent may have it deal 4 damage to him or her. If a player does, sacrifice Vexing Devil.

Vigilante Justice Whenever a Human enters the battlefield under your control, Vigilante Justice deals 1 damage to target creature or player.

Voice of the Provinces Flying

When Voice of the Provinces enters the battlefield, put a 1/1 white Human creature token onto the battlefield.

Vorstclaw

Wandering Wolf Creatures with power less than Wandering Wolf's power can't block it.

Wild Defiance Whenever a creature you control becomes the target of an instant or sorcery spell, that creature gets +3/+3 until end of turn.

Wildwood Geist Wildwood Geist gets +2/+2 as long as it's your turn.

Wingcrafter Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

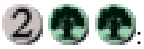
As long as Wingcrafter is paired with another creature, both creatures have flying.

Wolfir Avenger Flash (You may cast this spell any time you could cast an instant.)

: Regenerate Wolfir Avenger.

Wolfir Silverheart Soulbond (You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)

As long as Wolfir Silverheart is paired with another creature, each of those creatures gets +4/+4.

Yew Spirit  : Yew Spirit gets +X/+X until end of turn, where X is its power.

Zealous Conscripts Haste

When Zealous Conscripts enters the battlefield, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn.

Zealous Strike Target creature gets +2/+2 and gains first strike until end of turn.

5.8 Magic the Gathering - Basic Rulebook

5.8.1 Ignite Your Spark

In the **Magic™** game, you are counted among the elite spellcasters of the Multiverse — the Planeswalkers. Some are friends and others are foes. All wield terrifying magic and command armies of creatures torn from the endless planes of reality. Your deck of cards represents all the weapons in your arsenal. It contains the spells you know and the creatures you can summon to fight for you. Customize your own **Magic** deck, then challenge your friends to see whose spark burns the brightest!

Trading card games like the **Magic: The Gathering®** game combine collectable cards with a strategy game. Start your collection with an intro pack and begin battling immediately with a ready-to-play deck.

Once you've gotten a handle on how to play, customize your deck using cards from booster packs, starting with the ones included in your intro pack. You don't know what cards you'll get in a **Magic** booster pack. You just start a collection and trade with other players to get the cards you want. You can find stores where **Magic** cards are sold at Wizards.com/Locator.

The best part about a trading card game is that it's always changing. You design and build your own unique decks, and each **Magic** game you play is different. New **Magic** expansions are released a few times a year, and each new expansion brings new ways to stupefy and defeat your opponents. Check out MagicTheGathering.com for daily articles, insider information, and news about upcoming sets!

5.8.2 Section 1: The Basics

The **Magic: The Gathering** game is a strategy game played by two or more players, each of whom has a customized deck of **Magic** cards. Over the course of the game, each player will take turns playing cards such as lands (which enable you to play your other cards), creatures, sorceries, and other spells. Each player starts at 20 life. When you reduce your opponent to 0 life by attacking with creatures and playing spells, you win!

Five Colors of Mana

Only one thing unites the infinite planes of the Multiverse: mana, the energy that fuels all magic. The five colors of mana are imbued in the land itself, and a Planeswalker with a connection to a place can call upon its mana from across the sea of Æther between worlds.

Each color of mana fuels a different kind of powerful magic for you to command. For example, red spells have in their costs, and tapping (turning) a Mountain gives you that you can spend to cast spells. It's up to you whether to master one color or all five.

White

White is the color of law, order, and structure. The sprawling **Plains**, populated by soldiers, clerics, and angels, provide white mana. You send coordinated armies of smaller creatures into battle to teach the enemy a lesson.

Green

Green magic is about growth, life, and brute force. The **Forests** overflow with green mana, which represents the pulse of nature. You empower your creatures with the predatory might of nature and dominate through sheer size.

Blue

Blue magic relies on trickery and manipulation. **Islands** provide blue mana, the color of the deep sea and the endless sky. You work behind the scenes, controlling your environment completely before making a move.

Red

Red magic erupts with fire, frenzy, and storms of rock and lava. Red mana comes from **Mountains** and volcanoes. You act quickly and recklessly, channeling your wild emotions to summon mighty dragons or crush the ground your enemies walk on.

Black

Black magic is about death, disease, and power at any cost. Black mana comes from dank **Swamps**, where things fester and rot. You are as selfish and twisted as the undead creatures and unspeakable horrors you command.

Parts of a Card

Mana Cost

Mana is the main resource in the game. It's produced by lands, and you spend it to cast *spells*. The symbols in a card's upper right corner tell you the cost to cast that spell. If the mana cost reads 4 ⓡ ⓡ, you pay four mana of any kinds plus two red mana (from two Mountains) to cast it.

Type Line

This tells you the card's *card type*: artifact, creature, enchantment, instant, land, planeswalker, or sorcery. If the card has a *subtype* or *supertype*, that's also listed here. For example, Shivan Dragon is a creature, and its subtype is the creature type Dragon.

Expansion Symbol

This symbol tells you which **Magic** set the card is from. This version of Shivan Dragon is from the *Magic 2014* core set. The color of the symbol tells you the card's rarity: black for common cards, silver for uncommons, gold for rares, and red-orange for mythic rares.

Text Box

This is where a card's *abilities* appear. You may also find flavor text printed in italics (like this) that tells you something about the Magic world. Flavor text has no effect on game play. Some abilities have italic reminder text to help explain what they do.

Power and Toughness

Each creature card has a special box with its *power* and *toughness*. A creature's power (the first number) is how much damage it deals in combat. Its toughness (the second number) is how much damage must be dealt to it in a single turn to destroy it. (A planeswalker card has a different special box with its loyalty here.)

Collector Number

The collector number makes it easier to organize your cards. For example, "154/249" means that the card is the 154th of 249 cards in its set.

Card Types

Every **Magic** card has one or more types. A card's type tells you when you can play the card and what happens to the card after you do.

Sorcery

A sorcery represents a magical incantation. You can cast a sorcery only during a *main phase* of one of your own turns. You can't cast it when another spell is on the *stack*. (You'll learn about phases and the stack in a bit.) A sorcery has its *effect*—in other words, you follow the instructions on the card—then you put it into your *graveyard*, which is the game term for your discard pile.

Instant

An instant is just like a sorcery, except you can cast it just about any time you want, even during your opponent's turn or *in response* to another spell. Like a sorcery, an instant has its effect, then you put it into your graveyard.

Enchantment

An enchantment represents a stable magical manifestation. An enchantment is a *permanent*. This means two things: you can cast one only at the time you could cast a sorcery, and after you cast one, you'll put it on the table in front of you, near your lands. (Most players keep their lands closer to them, then put their other cards closer to the middle of the table.) The card is now on the *battlefield*. A card on the battlefield is called a *permanent* because it sticks around permanently (well, unless something destroys it).

Some enchantments are *Auras*. An Aura enters the battlefield attached to a permanent and affects that permanent while it's on the battlefield. If the enchanted permanent leaves the battlefield, the Aura is put into its owner's graveyard.

Artifact

An artifact represents a magical relic. Like an enchantment, an artifact is a permanent, so it'll stay on the battlefield affecting the game. Most artifacts are colorless, so you can cast one no matter what kinds of lands you have.

Some artifacts are *Equipment*. You can pay to attach an Equipment to a creature you control to make that creature more powerful. If an equipped creature leaves the battlefield, the Equipment doesn't—the creature drops it and it remains on the battlefield.

Creature

Creatures fight for you. They're permanents, but unlike any other kind of permanent, creatures can *attack* and *block*. Each creature has *power* and *toughness*. Its power (the first number) is how much *damage* it deals in combat. Its toughness (the second number) is how much damage must be dealt to it in a single turn to destroy it. Creatures attack and block during the *combat phase*.

Unlike other types of permanents, creatures enter the battlefield with "summoning sickness": a creature can't attack, or use an ability that has in its cost, until it has started your turn on the battlefield under your control. You can block with a creature or activate its other abilities no matter how long it's been on the battlefield.

Artifact creatures are both artifacts and creatures. They're usually colorless like other artifacts, and they can attack and block like other creatures. An artifact creature can be affected by anything that affects artifacts, as well as anything that affects creatures.

Planeswalker

Planeswalkers are powerful allies you can call on to fight by your side. You can cast a planeswalker only at the time you could cast a sorcery. They're permanents, and each one enters the battlefield with the number of *loyalty* counters indicated in its lower right corner.

Each planeswalker has *loyalty abilities* that are activated by adding or removing loyalty counters from the planeswalker. For example, the symbol {+1} means "Put one loyalty counter on this planeswalker" and the symbol {-3} means "Remove three loyalty counters from this planeswalker." You can activate one of these abilities only at the time you could cast a sorcery and only if none of that planeswalker's loyalty abilities have been activated yet that turn.

Your planeswalkers can be attacked by your opponent's creatures (if so, you can block as normal), and your opponents can damage them with their spells and abilities instead of damaging you. Any damage dealt to a

planeswalker causes it to lose that many loyalty counters. If a planeswalker has no loyalty counters, it's put into your graveyard.

Land

Although lands are permanents, they aren't cast as spells. To play a land, just put it onto the battlefield. This happens immediately, so no player can do anything else in response. You can play a land only during one of your main phases while the stack is empty. You can't play more than one land a turn.

Most lands have abilities that make mana. You'll use lands to make the mana you need to pay for spells and abilities.

Each basic land has a mana ability that makes one mana of a particular color. Plains make white mana (), Islands make blue mana (), Swamps make black mana (), Mountains make red mana (), and Forests make green mana (). Any land other than these five is a *nonbasic land*.

Card type	Is a permanent	Is cast as a spell	Is usually colorless	Can attack	Can be attacked
Land	X		X		
Artifact	X	X	X		
Creature	X	X		X	
Enchantment	X	X			
Planeswalker	X	X			X
Instant		X			
Sorcery		X			

Game Zones

Since the Magic game doesn't have a game board, zones are the areas of play that exist on your table.

Library

When the game begins, your deck of cards becomes your library (your draw pile). It's kept face down, and the cards stay in the order they were in at the beginning of the game. No one can look at the cards in your library, but you can know how many cards are in each player's library. Each player has his or her own library.

Hand

When you draw cards, they go to your hand, just as in most other card games. No one except you can look at the cards in your hand. You start the game with seven cards in your hand, and you have a maximum hand size of seven. (You may have more than seven cards in your hand, but you must discard down to seven at the end of each of your turns.) Each player has his or her own hand.

The Stack

Spells and abilities exist on the stack. They wait there to *resolve* until both players choose not to cast any new spells or activate any new abilities. Then the last spell or ability that was put onto the stack resolves, and players get a chance to cast spells and activate abilities again. (You'll learn more about casting spells and activating abilities in the next section.) This zone is shared by both players.

Battlefield

You start the game with nothing on the battlefield, but this is where the action is going to be. On each of your turns, you can play a land from your hand. Creatures, artifacts, enchantments, and planeswalkers also enter the battlefield after they resolve. You can arrange your permanents however you want (we recommend putting lands closest to you), but your opponent must be able to see all of them and tell whether they're *tapped*. This zone is shared by both players.

Graveyard

Your graveyard is your discard pile. Your instant and sorcery spells go to your graveyard when they resolve. Your cards go to your graveyard if an effect causes them to be *discarded*, *destroyed*, *sacrificed*, or *countered*. Your planeswalkers go to your graveyard if they lose all their loyalty counters. Your creatures go to your graveyard if the damage they're dealt in a single turn is equal to or greater than their toughness, or if their toughness is reduced to 0 or less. Cards in your graveyard are always face up and anyone can look at them at any time. Each player has his or her own graveyard.

Exile

If a spell or ability *exiles* a card, that card is put in a game area that's set apart from the rest of the game. The card will remain there forever, unless whatever put it there is able to bring it back. Exiled cards are normally face up. This zone is shared by both players.

Here's what a game in progress looks like. In this example, there aren't any exiled cards, and no spells are on the stack. (When you put a spell on the stack, you take the card from your hand and put it in the middle of the table until it finishes resolving.)

5.8.3 Section 2: The Building Blocks

This section describes the actions that you'll take during a game. You'll learn how to make mana, which is the resource you need to cast spells. You'll learn how to cast a spell, as well as how to use abilities. You'll also learn how to attack and block with your creatures. The section finisheswith a brief description of how to build your first deck and an explanation of the game's *Golden Rule*.

Making Mana

To do just about anything else in the game, you first need to be able to make mana. Think of mana as Magic money—it's what you use to pay most costs. Each mana is either one of the five **Magic** *colors* or is *colorless*. When a cost requires colored mana, you'll see colored mana symbols (for white, for blue, for black, for red, for green). When any kind of mana can be used to pay the cost, you'll see a symbol with a number in it (like).

Where does mana come from? Nearly every land in the game has an ability that produces mana. Basic lands just have a large mana symbol in their text boxes to show this—you can tap one of them to add one mana of that color to your *mana pool*. (Your mana pool is where mana is stored until you spend it.) Other lands, as well as some creatures, artifacts, and spells, may also make mana. They'll say something like "Add to your mana pool."

Basic land type	Can be tapped for
Plains	(white)
Island	(blue)
Swamp	(black)
Mountain	(red)
Forest	(green)

Mana that you've made doesn't last forever. At the end of each step or phase of the turn, any unused mana in your mana pool disappears. This doesn't happen often because usually you'll only make mana when you need it to cast a spell or activate an ability.

Tapping

To tap a card is to turn it sideways. You do this when you use a land to make mana, when you attack with a creature, or when you activate an ability that has the symbol as part of its cost (means "tap this permanent").

When a permanent is tapped, that usually means it's been used for the turn. You can't tap it again until it's been *untapped* (straightened out).

At the beginning of each of your turns, you untap your tapped cards so you can use them again.

Spells

Now that you can make mana, you'll want to use it to cast spells. All cards except lands are cast as spells. You can cast sorceries, creatures, artifacts, enchantments, and planeswalkers only during one of your main phases when there's nothing else on the stack. Instants can be cast at any time.

Casting a Spell

To cast a spell, take the card you want to cast from your hand, show it to your opponent, and put it on the stack. (The stack is the game zone where spells live. It's usually in the middle of the table.)

There are a few choices that you need to make right now. If the spell is an instant or sorcery and says "Choose one —," you choose which of the options you're using. If the spell is an instant or sorcery and it has a target, you choose what (or who) that target is. Aura spells also target the permanents they'll enchant. If the spell has in its cost, you choose what number X stands for. Other choices will be made later, when the spell resolves.

Now check what the spell's cost is. Tap your lands to produce the mana necessary to pay that cost, and pay it. Once you do that, the spell has been cast.

Target

When you see the word "target" on a spell or ability, you have to choose one or more things for the spell or ability to affect. You'll be able to choose only certain kinds of things, such as "target enchantment" or "target creature or player."

You choose the targets for a spell when you cast it, and you choose targets for an activated ability when you activate it. If you can't meet the targeting requirements, you can't cast the spell or activate the activated ability. Once you choose targets, you can't change your mind later.

When the spell or ability resolves, it checks the targets to make sure they're still *legal* (they're still there, and they match the requirements stated by the spell or ability). If a target isn't legal, the spell or ability can't affect it. If none of the targets are legal, the spell or ability is countered and does nothing at all.

Responding to a Spell

The spell doesn't resolve (have its effect) right away—it has to wait on the stack. Each player, including you, now gets a chance to cast an instant or activate an activated ability *in response*. If a player does, that instant or ability goes on the stack on top of what was already waiting there. When all players decline to do anything, the top spell or ability on the stack will resolve.

Resolving a Spell

When a spell resolves, one of two things happens. If the spell is an instant or sorcery, it has its effect (in other words, you follow the instructions on the card), then you put the card into your graveyard. If the spell is a creature, artifact, enchantment, or planeswalker, you put the card on the table in front of you, near your lands. The card is now on the battlefield. Any of your cards on the battlefield is called a *permanent* because it sticks around permanently (well, until something happens to it). Many permanents have abilities, which is text on them that affects the game.

After a spell or ability resolves, both players get the chance to play something new. If no one does, the next thing waiting on the stack will resolve (or if the stack is empty, the current part of the turn will end and the game will proceed to the next part). If either player plays something new, it goes on top of the stack and the process repeats.

[Turn the page to see examples of spells on the stack.]

Examples of Spells on the Stack

1. Your opponent casts Shock targeting your Auramancer, a 2/2 creature. The Shock goes on the stack.
2. You respond to the Shock by casting Show of Valor on your Auramancer. Show of Valor goes on the stack, *on top of Shock*.
3. You and your opponent both decline to do anything else. Show of Valor resolves, making the Auramancer 4/6 until the end of the turn.
4. Then the Shock resolves, dealing 2 damage to the pumped-up Auramancer. That's not enough to destroy it.

What would happen if the Show of Valor were cast first?

The Shock goes on the stack on top of Show of Valor so it resolves first. It deals 2 damage to Auramancer—enough to destroy it! When the Show of Valor tries to resolve, its only target is no longer on the battlefield, so it's countered (it does nothing).

Abilities

As you start to accumulate permanents on the battlefield, the game will change. That's because many permanents have text on them that affects the game. This text tells you a permanent's abilities. There are three different kinds of abilities a permanent can have: *static abilities*, *triggered abilities*, and *activated abilities*.

Static Abilities

A static ability is text that is always true while that card is on the battlefield. For example, Imposing Sovereign is a creature with the ability "Creatures your opponents control enter the battlefield tapped." You don't activate a static ability. It just does what it says.

Triggered Abilities

A triggered ability is text that happens when a specific event occurs in the game. For example, Messenger Drake is a creature with the ability "When Messenger Drake dies, draw a card."

Each triggered ability starts with the word "when," "whenever," or "at." You don't activate a triggered ability. It automatically triggers whenever the first part of the ability happens. The ability goes on the stack just like a spell, and resolves just like a spell. If the ability triggers but then the permanent the ability came from leaves the battlefield, the ability will still resolve.

You can't choose to delay or ignore a triggered ability. However, if the ability targets something or someone but you can't choose a legal target for it, the ability won't do anything.

Activated Abilities

An activated ability is an ability that you can activate whenever you want, as long as you can pay the cost. For example, Blood Bairn is a creature with the ability "Sacrifice another creature: Blood Bairn gets +2/+2 until end of turn."

Each activated ability has a cost, then a colon (":"), then an effect. Activating one works exactly like casting an instant spell, except there's no card to put on the stack. The ability goes on the stack just like a spell, and resolves just like a spell. If you activate an ability but then the permanent the ability came from leaves the battlefield, the ability will still resolve.

Some activated abilities contain the symbol in their costs. This means that you must tap the permanent to activate the ability. You can't activate the ability if the permanent is already tapped.

Keywords

Some permanents have abilities that are shortened to a single word or phrase. Many of these have *reminder text* that gives you a brief description of the ability's effect. Keyword abilities in the core set include *deathtouch*, *defender*, *enchant*, *equip*, *first strike*, *flash*, *flying*, *haste*, *hexproof*, *indestructible*, *landwalk* (such as swampwalk or forestwalk), *lifelink*, *protection*, *reach*, *trample*, and *vigilance*. Most of these are static abilities, but keyword abilities can also be triggered abilities or activated abilities. Detailed explanations of each of these abilities can be found in the glossary at the end of this rulebook.

Attacking and Blocking

The primary way to win the game is to attack with your creatures. If a creature that's attacking your opponent isn't blocked, it deals damage equal to its power to him or her. It doesn't take that many hits to drop your opponent all the way from 20 life to 0!

The middle of each turn is the *combat phase*. (You'll learn about the *parts of the turn* in a bit.) In your combat phase, you choose which of your creatures will attack, and you choose who or what they will attack. Each one can attack your opponent or one of your opponent's planeswalkers, but not any of his or her creatures. You tap the attacking creatures. They all attack at the same time, even if they're attacking different things. You can attack with a creature only if it's untapped, and only if it was on the battlefield under your control when the turn began.

Your opponent chooses which of his or her creatures will block. Tapped creatures can't be declared as blockers. For blocking, it doesn't matter how long the creature has been on the battlefield. Each creature can block only one attacker, but multiple blockers can gang up on a single attacking creature. If that happens, the attacking player orders the blockers to show which is first in line for damage, which is second, and so on. Creatures don't have to block.

After all blockers are chosen, combat damage is assigned. Each creature—both attackers and blockers—deals damage equal to its power.

- An attacking creature that isn't blocked deals damage to the player or planeswalker it's attacking.

- An attacking creature that is blocked deals damage to the blocking creatures. If one of your attacking creatures is blocked by multiple creatures, you decide how to divide its combat damage among them. You must assign at least enough damage to the first blocking creature in line to destroy it before you can assign damage to the next one in line, and so on.
- A blocking creature deals damage to the attacker it's blocking.

If damage is dealt to your opponent, he or she loses that much life!

If damage is dealt to your opponent's planeswalker, that many loyalty counters are removed from it.

If a creature is dealt damage equal to or greater than its toughness over the course of a single turn, that creature is destroyed and goes to its owner's graveyard. If a creature takes damage that isn't lethal, that creature stays on the battlefield, but the damage doesn't wear off until the turn ends.

Turn the page to see an example of combat.

Example of combat

Declare Attackers

The attacking player attacks with his three biggest creatures and taps them. He doesn't attack with the smallest because it's too easy to destroy, and it might be useful for blocking on the opponent's next turn.

Assign Blockers

The defending player assigns blockers to two of the attackers and lets the third attacker through. Blocking choices are up to the defender.

Combat Damage

The unblocked attacker deals 3 damage to the defending player. The blocked attackers and the blockers deal damage to each other. The smaller creatures die and the bigger creatures live.

Building Your Own Deck

You play a Magic game with your own customized deck. You build it yourself using whichever Magic cards you want. There are two rules: your deck must have at least 60 cards, and your deck can't have more than four copies of any single card (except for basic lands). The rest is up to you, but here are some guidelines:

- Lands. A good rule of thumb is that 40% of your deck should be lands. A 60-card deck usually has about 24 lands.
- Creatures. Creatures account for 15 to 25 cards in a typical 60-card deck. Choose creatures that have a variety of mana costs.
- Low-cost creatures are potent early on, but high-cost creatures can quickly win a game once they enter the battlefield.
- Other cards. Artifacts, enchantments, planeswalkers, instants, and sorceries round out your deck.

After you play with your new deck for a while, you can start to customize it. Take out cards you don't feel are working well and add new cards you want to try. The best part about trading card games is being able to play with whatever cards you want, so start experimenting!

Once they build up their collections, Magic players often choose to build different decks for different formats. Formats are defined by what cards can be played in them. The most popular Magic format is called Standard. It uses only the newest sets the game has to offer. The current block, the block that was released the previous October, and the most recent core set are all legal to play in a Standard deck. Standard events are available all

year, worldwide. When you're ready to start exploring other Magic formats, go to Wizards.com/MagicFormats for more information.

The Golden Rule

When a Magic card contradicts the rulebook, the card wins. For example, the rules say creatures enter the battlefield untapped. But Imposing Sovereign is a creature that says "Creatures your opponents control enter the battlefield tapped." Imposing Sovereign changes the rules as long as it's on the battlefield. One of the things that makes the Magic game fun to play is that there are individual cards that let you break almost every rule.

5.8.4 Section 3: Playing a Game

Now that you know the elements of the game and how to perform the main actions, it's time to walk through a turn. This section describes what happens in each part of a turn. In a typical game, you'll skip many of these parts (for example, nothing usually happens in the "beginning of combat" step). An actual Magic game is pretty casual, despite how complex the structure may seem.

Get a Deck

You'll need your own Magic deck. You'll also need a way to keep track of both players' life totals, as well as small items to use as counters or tokens.

When you're first getting started, you may want to pick up a ready-to-play deck, such as an intro pack or event deck, or borrow a deck from a friend. After you've built up your collection, try building your own deck using *the guidelines* [on page 15].

Get a Friend

To play a game, you'll need an opponent! Your opponent will play against you using his or her own deck.

Start the Game

Each player starts at 20 life. You win the game by reducing your opponent to 0 life. You also win if your opponent has to draw a card when none are left in his or her deck, or if a spell or ability says that you win.

Decide which player will go first. If you've just played the same opponent, the loser of the last game decides who goes first. Otherwise, roll a die or flip a coin to see who gets to decide.

Each player shuffles his or her deck, then draws a hand of seven cards to start. If you don't like your opening hand, you can mulligan. Shuffle your hand back into your deck and draw a new hand of six cards. You can keep doing this, drawing a hand of one fewer card each time, until you decide to keep your cards.

Parts of the Turn

Below are the parts of a turn. Each turn proceeds in the same sequence. Whenever you enter a new step or phase, any triggered abilities that happen during that step or phase trigger and are put on the stack. The *active player* (the player whose turn it is) gets to cast spells and activate abilities, then the other player does. When both players in a row decline to do anything and nothing is waiting to resolve, the game will move to the next step or phase.

With each part of the turn is a description of what can happen during that part, if it's your turn.

1. Beginning Phase
   (a) Untap step

      You untap all your tapped permanents. On the first turn of the game, you don't have any permanents, so you just skip this step. No one can cast spells or activate abilities during this step.

(b) Upkeep step

This part of the turn is mentioned on a number of cards. If something is supposed to happen just once per turn, right at the beginning, an ability will trigger "at the beginning of your upkeep." Players can cast instants and activate abilities.

(c) Draw step

You draw a card from your library. (The player who goes first skips the draw step on his or her first turn to make up for the advantage of going first.) Players can then cast instants and activate abilities.

2. Main Phase

You can cast any number of sorceries, instants, creatures, artifacts, enchantments, and planeswalkers, and you can activate abilities. You can play a land during this phase, but remember that you can play only one land during your turn. Your opponent can cast instants and activate abilities.

3. Combat Phase

(a) Beginningof combat step

Players can cast instants and activate abilities. This is your opponent's last chance to cast spells or activate abilities that stop your creatures from attacking.

(b) Declare attackers step

You decide which, if any, of your untapped creatures will attack and which player or planeswalker they will attack. Then they do so. This taps the attacking creatures. Players can then cast instants and activate abilities.

(c) Declare bLockers step

Your opponent decides which, if any, of his or her untapped creatures will block your attacking creatures, then they do so. If multiple creatures block a single attacker, you order the blockers to show which is first in line for damage, which is second, and so on. Players can then cast instants and activate abilities.

(d) Combat damage step

Each attacking or blocking creature that's still on the battlefield assigns its combat damage to the defending player (if it's attacking that player and wasn't blocked), to a planeswalker (if it's attacking that planeswalker and wasn't blocked), to the creature or creatures blocking it, or to the creature it's blocking. If an attacking creature is blocked by multiple creatures, you divide its combat damage among them by assigning at least enough damage to the first blocking creature in line to destroy it before assigning damage to the next one in line, and so on. Once players decide how the creatures they control will deal their combat damage, the damage is all dealt at the same time. Players can then cast instants and activate abilities.

(e) End of combat step

Players can cast instants and activate abilities.

4. Main Phase

Your second main phase is just like your first main phase. You can cast every type of spell and activate abilities, but your opponent can only cast instants and activate abilities. You can play a land during this phase if you didn't during your first main phase.

5. Ending Phase

(a) End step

Abilities that trigger "at the beginning of your end step" go on the stack. Players can then cast instants and activate abilities.

(b) Cleanup step

If you have more than seven cards in your hand, choose and discard cards until you have only seven. Next, all damage on creatures is removed and all "until end of turn" and "this turn" effects end. No one can cast instants or activate abilities unless an ability triggers during this step.

The Next Turn

Now it's your opponent's turn. That player untaps his or her permanents and goes from there. After that player is done, it will be your turn again. Keep going until a player is reduced to 0 life. As soon as a player has 0 life, the game ends immediately and the other player wins!

The Ever-Changing Game

One of the fascinating aspects of the Magic game is that it changes from turn to turn—and the cards themselves can actually alter the rules of the game. As you play, you'll find nonland cards with abilities that produce mana, and lands that do other things besides produce mana. You'll find creatures with the haste ability, which allows them to attack right away. You'll find creatures with flying and trample, which change the rules of combat. You'll find cards with abilities that work from your graveyard. You'll find cards whose abilities work together for an effect that's much more powerful than either one could achieve alone (such as the combo of Tenacious Dead and Gnawing Zombie). This is a game of discovery, of amazement, of fighting, and of tricks. This is a game of magic.

5.8.5 Section 4: Different Ways to Play

You know everything you need to play a Magic game. But what kind of game will you play? Appropriately enough for a game with so many options, there are lots of different ways to play. Everyone can start on equal footing with brand-new cards rather than build decks in advance from the cards in their collections. You can even play with a bunch of friends, not just one.

Limited Formats

In Limited play, each player builds his or her own deck on the spot out of a number of booster packs. In other words, your deck is made from a limited card pool. Each deck must contain at least 40 cards (rather than the usual 60 for a Constructed deck). The only cards you can play with are the ones opened in those packs, plus any number of basic land cards. (A 40-card deck should have about 17 lands and about 15 creatures.)

Sealed Deck (any number of players)

In this Limited format, you build a deck out of brand-new booster packs. Each player opens six 15-card boosters and builds a 40-card deck using the cards from his or her packs and any number of basic lands.

Booster Draft (4 to 8 players)

In this Limited format, instead of just opening your cards and building a deck, you and the other players at the table select (draft) the cards for your decks. Each player at the table starts with three unopened 15-card booster packs.

At the start of a booster draft, each player opens a pack and picks the card he or she wants from it. (You can't see the cards that the other players draft.) Then each player passes the rest of the pack to his or her left. You pick up the pack that was passed to you, select a card, and pass the rest to your left. This process continues until all the cards have been drafted. Next, each player opens a second pack, but this time, you pass the pack to your right. After all those cards are drafted, you open the third pack and pass to the left again. Use your picks and any number of basic lands to build your 40-card deck.

To play these formats and more, check out events at your local gaming store! Wizards.com/Locator

Multiplayer Variants

You can play a Magic game with more than two players in it. There are dozens of different ways to do so. Some of the most popular are Two-Headed Giant and *Commander*, which can be played using only traditional Magic

cards from your collection. Other multiplayer variants use oversized cards or a special die to provide a unique experience for your play group.

Two-Headed Giant

In a Two-Headed Giant game, you and a teammate play against another two-person team. You and your teammate can show each other your hands and discuss strategy. Your team has a shared life total that starts at 30, you and your teammate have a shared turn, and your team's creatures attack the other team as a group. But you continue to have your own individual library, control your own permanents, spend your own mana, and so on.

Commander

In a Commander game, each player's deck is led by the legendary creature of his or her choice—fittingly, that's the deck's *commander*. The rest of the deck is a specially crafted arsenal of creatures, artifacts, and other spells, designed to reflect the personality of that commander and take advantage of his or her strengths. A Commander game is best enjoyed as a Free-for-All game among 3–6 players, although two-player games are also common. Find out more about this grassroots, player-built format at MTGCommander.net.

Read more: *Official Commander Rules*

Planechase

The Planechase variant adds a deck of oversized plane cards that set the location for your multiplayer battles across the Multiverse. The planes have abilities that alter the rules of the game. If you don't like your current surroundings, you can try to planeswalk by rolling the planar die, but be prepared for the occasional chaotic result!

Archenemy

In an Archenemy game, one player starts with 40 life and an extra deck of oversized scheme cards. That player is known as the archenemy. The other players play as a team and try to defeat the archenemy.

Tips

In a multiplayer game, the first time a player takes a mulligan, he or she draws a new hand of seven cards rather than six cards. Subsequent hands decrease by one card as normal. In a Two-Headed Giant game, the team who plays first skips the draw step of their first turn. In all other multiplayer games, no player skips the draw step of his or her first turn.

Learn more about these and other Magic formats at Wizards.com/MagicFormats.

Note: We've collected info about new formats in separate document: *Game Variants*

– The translation team

5.8.6 Section 5: Glossary

1, 2, 3, and so on, X One of these generic mana symbols in a cost means "this many of any type of mana." For example, 2 in a cost means you can pay two mana of any type, such as and , or and , or and one colorless mana, and so on. (If oX is in a cost, you get to choose what number the X stands for.)

These symbols are also found in some abilities that produce mana, like "Add 1 to your mana pool." In this context, 1 means "one colorless mana." You can't use colorless mana to pay for colored mana costs.

(white mana) One white mana. Tapping a Plains makes . A card with in its mana cost is white.

(blue mana) One blue mana. Tapping an Island makes . A card with in its mana cost is blue.

(black mana) One black mana. Tapping a Swamp makes . A card with in its mana cost is black.

(red mana) One red mana. Tapping a Mountain makes . A card with in its mana cost is red.

(green mana) One green mana. Tapping a Forest makes . A card with in its mana cost is green.

(tap) This symbol means "tap this card" (turn it sideways to show that it's been used). It appears in activation costs. You can't pay a oT cost if the card is already tapped. Also, remember that you can't pay your creature's oT costs until the creature starts your turn on the battlefield under your control.

, **, and so on** Hybrid mana symbols represent a cost that can be paid with either of two colors. For example, a cost represented by the oh1 symbol can be paid with one white mana or one blue mana. It's both a white and a blue mana symbol, and a card with oh1 in its mana cost is both white and blue.

Ability Any text on a permanent (except reminder text and flavor text) tells you the permanent's abilities. There are three kinds of abilities a permanent can have: activated abilities, static abilities, and triggered abilities. Unless they say otherwise, abilities "work" only while the permanent they're on is on the battlefield. Once a triggered ability triggers or an activated ability is activated, it will resolve unless it's countered; it doesn't matter what happens to the source of the ability once the ability goes on the stack. See *Activated Abilities* [on page 12].

Activate You activate an activated ability by putting it on the stack. You activate an ability just as you cast a spell: announce it, choose its targets, and pay its activation cost. See *Activated Abilities* [on page 12].

/ Instead of numbers, some creatures have stars for their power and toughness. This means the creature's power and toughness are set by an ability it has rather than being fixed numbers. For example, Nightmare has an ability that reads "Nightmare's power and toughness are each equal to the number of Swamps you control." If you control four Swamps when Nightmare enters the battlefield, it will be 4/4. If you play more Swamps later on, it will get even bigger.

Activated ability One of the three kinds of abilities a permanent can have. An activated ability is always written in the form "cost: effect." See *Abilities* [on page 12].

Active player The player whose turn it is. The active player always gets the first chance to cast spells and activate abilities.

Additional cost Some spells say they have an additional cost. To cast that spell, you must pay both the mana cost in the upper right corner of the card and its additional cost.

Archenemy A one-on-many multiplayer variant that features oversized scheme cards.

Artifact A card type. See *Artifact* [on page 6].

Artifact creature This is both an artifact and a creature. See *Creature* [on page 6].

Attack How your creatures deal damage to your opponent. During your combat phase, you decide which, if any, of your untapped creatures will attack, and which player or planeswalker they will attack, then they all do so at once. Attacking causes creatures to tap. Creatures can attack only players or planeswalkers, not other creatures. Your opponent then gets a chance to block your attacking creatures with his or her own creatures. See *Attacking and Blocking* [on page 13].

Attacking creature A creature that's attacking. A creature is attacking from the time it's declared as an attacker until the combat phase ends, unless it's somehow removed from combat. There's no such thing as an attacking creature outside of the combat phase.

Aura A special type of enchantment that can be attached to a permanent (or sometimes a player). Each Aura has the keyword "enchant" followed by what it can be attached to: "enchant creature," "enchant land," and so on. When you cast an Aura spell, you choose one of the right kind of permanent to target. When the Aura resolves, it's put onto the battlefield attached to that permanent (it's not targeting it anymore). If an Aura is ever attached to something that doesn't match its enchant ability—or attached to nothing at all—it's put into its owner's graveyard.

Basic land

There are five basic lands. Plains make (white mana). Islands make (blue mana). Swamps make (black mana). Mountains make (red mana). Forests make (green mana). They each say "basic" on their type line (basic is a supertype). Lands other than these five are called nonbasic lands.

When building a deck, you can include any number of basic lands. You can't have more than four copies of any other cards in your deck.

Basic land type Each basic land has a subtype, which appears after "Basic Land —" on its type line. These are the "basic land types," which are the same five words as the basic land names. Some nonbasic lands also have basic land types. Any land with a basic land type has an activated ability that makes one mana of the appropriate color, even if it doesn't say so in the text box. For example, every Forest has the ability ": Add to your mana pool."

Battlefield A game zone. See *Battlefield* [on page 8].

Block To stop an attacking creature from damaging you or one of your planeswalkers by having it fight one of your creatures instead. After your opponent attacks with one or more creatures, you can have any number of your untapped creatures block. Each one can block one attacking creature. You can have two or more of your untapped creatures gang up and block a single attacking creature. If an attacker is blocked, it will deal its combat damage to the creature blocking it instead of to the player or planeswalker it was attacking. Blocking is optional. See *Attacking and Blocking* [on page 13].

Blocked creature An attacking creature that's blocked by at least one creature. Once a creature is blocked, it stays blocked for the rest of the combat phase—even if all the creatures blocking it leave combat. In other words, once a creature is blocked, there's no way for it to deal damage to the player or planeswalker it's attacking (unless the attacking creature has trample). There's no such thing as a blocked creature outside of the combat phase.

Blocking creature A creature assigned to block an attacking creature. If a creature blocks an attacker, the attacker deals its damage to the blocker instead of to the player or planeswalker it's attacking. Once a creature blocks,

it stays a blocking creature for the rest of the combat phase—even if the creature it's blocking leaves combat. There's no such thing as a blocking creature outside of the combat phase.

Booster, booster pack A pack of randomly assorted Magic cards. When you want to add more cards to your collection, this is what you'll get. Most 15-card booster packs contain one rare or mythic rare card, three uncommon cards, and eleven common cards, including one basic land card. Find stores where Magic cards are sold at Wizards.com/Locator.

Booster Draft See *Limited Formats* [on page 19].

Card type Every card in your deck has at least one card type: artifact, creature, enchantment, instant, land, planeswalker, or sorcery. A card's type is printed under its illustration. Some cards, like artifact creatures, have more than one type. Some cards also have subtypes, such as "Goblin" and "Warrior" in "Creature — Goblin Warrior," or supertypes, such as "basic" in "Basic Land — Forest."

Cast You cast a spell by putting it on the stack. Different kinds of spells can be cast at different times, but the things you have to do to cast a spell are always the same: announce it, choose its targets (and make certain other choices right away), and pay its cost. See *Spells* [on page 10].

Choose one — When you see the phrase "Choose one —" on a card, you have to choose one option on the card when you cast it. You can't change your mind and choose something else later on, even if your first choice doesn't work out.

Color

The five Magic colors are white, blue, black, red, and green. If a spell or ability tells you to choose a color, you must choose one of those five. A card's color is determined by its mana cost. For example, a card that costs 1U is blue and a card that costs RW is both red and white. Cards with no colored mana in their mana costs, like most artifacts, are colorless. (Colorless is not a color.) Lands are also colorless.

Some effects can change a spell or permanent's color. For example, "Target creature becomes blue until end of turn." The new color replaces the previous colors, unless the ability says otherwise.

Colorless Lands and most artifacts are colorless. Colorless is not a color. If something tells you to choose a color, you can't choose colorless.

Combat In general, combat means attacking, blocking, and all the stuff that happens during a combat phase.

Combat damage Damage dealt by creatures due to attacking and blocking. A creature deals combat damage equal to its power. This damage is dealt during the combat damage step. Any other kind of damage doesn't count as combat damage, even if it's dealt as the result of a creature's ability during combat.

Combat damage step See *Parts of the Turn* [on page 17].

Combat phase See *Parts of the Turn* [on page 17].

Command zone A game zone used for objects that affect the game but aren't permanents. Some planeswalkers create emblems that go here, and some multiplayer variants use this zone for their oversized cards.

Commander A casual variant in which each player's deck is led by a legendary creature.

Concede To stop playing a game and give your opponent the victory. You can concede a game at any time (usually if you realize you won't be able to avoid losing). When you concede, you lose the game.

Constructed A group of play formats that use decks you build in advance. A Constructed deck must have at least 60 cards, and it can't have more than four copies of any single card (except for basic lands). Standard is the most popular Constructed format.

Continuous effect An effect that lasts for some duration. These are different from one-shot effects, which just happen once and don't have a duration. You can tell how long a continuous effect will last by reading the spell or ability it came from. For example, it might say "until end of turn." If the continuous effect comes from a static ability, it lasts as long as the permanent with the ability is on the battlefield.

Control You control spells you cast and permanents that entered the battlefield on your side. You also control abilities that come from permanents you control.

Only you can make decisions for things you control. If you control a permanent, only you can activate its activated abilities. Even if you put an Aura on your opponent's creature, you control the Aura and its abilities.

Some spells and abilities let you gain control of a permanent. Most of the time, this means the card will move from your opponent's side to yours. But for Auras or Equipment attached to other cards, the controller changes but it doesn't move.

Controller A spell's controller is the player who cast it. An activated ability's controller is the player who activated it. A permanent's controller is the player who cast it—unless another spell or ability changes who controls it. A triggered ability's controller is the player who controlled the source of the ability when it triggered.

Converted mana cost The total amount of mana in a mana cost, regardless of color. For example, a card with a mana cost of 3UU has a converted mana cost of 5. A card with mana cost RR has a converted mana cost of 2.

Cost A cost is something you have to pay to take another action. You must pay a cost to cast a spell or activate an activated ability. Sometimes a spell or ability will also ask you to pay a cost when it resolves. You can't pay a cost unless you can pay all of it. For example, if an activated ability's cost (the part before the ":") tells you to discard a card and you have no cards in your hand, you can't even try to pay it.

Counter a spell or ability To cancel out a spell or ability so it has no effect. If a spell is countered, it's removed from the stack and put into its owner's graveyard. Once a spell or ability starts to resolve, it's too late to counter it. Lands aren't spells, so they can't be countered.

Counter on a permanent Some spells and abilities tell you to put a counter on a permanent. The counter marks a change to the permanent that lasts for as long as it's on the battlefield. A counter usually changes a creature's power and toughness or tracks a planeswalker's current loyalty. You can use anything you want as counters: glass beads, dice, or whatever.

Creature A card type. See *Creature* [on page 6].

Creature type This tells you what kind of creature a creature is, such as Goblin, Elf, or Warrior. You find creature types in the middle of the card after "Creature — ." If a creature has more than one word after the dash, the creature has all of those creature types.

Some spells and abilities affect multiple creatures with a certain type. For example, Predatory Sliver reads "Sliver creatures you control get +1/+1." All creatures you control with the Sliver creature type, including Predatory Sliver, get the bonus.

Damage This is what knocks down a player's life total, lowers a planeswalker's loyalty, and destroys creatures. Attacking and blocking creatures deal damage equal to their power. Some spells and abilities can also deal damage. Damage can be dealt only to creatures, planeswalkers, or players. If a creature is dealt damage equal to or greater than its toughness in one turn, it's destroyed. If a planeswalker is dealt damage, that

many loyalty counters are removed from it. If a player is dealt damage, it's subtracted from the player's life total.

Damage is different from losing life. For example, Dark Favor is an Aura with the drawback "When Dark Favor enters the battlefield, you lose 1 life." That loss of life isn't damage, so it can't be prevented.

Deathtouch A keyword ability seen on creatures. Deathtouch is an ability that causes a creature to deal an exceptionally lethal form of damage to other creatures. A creature dealt any amount of damage by a creature with deathtouch is destroyed. If your creature with deathtouch is blocked by multiple creatures, you can assign as little as 1 damage to each of the blocking creatures!

Deck At least 60 cards of your choice, well shuffled. (Limited formats in which players build their decks as part of the event allow 40-card decks.) To play a Magic game, you must have your own deck. Once the game starts, your deck becomes your library.

Declare attackers step See *Parts of the Turn* [on page 17].

Declare blockers step See *Parts of the Turn* [on page 17].

Defender A keyword ability seen on creatures. Creatures with defender can't attack.

Defending player The player who is being attacked (or whose planeswalker is being attacked) during a combat phase.

Destroy To move a permanent from the battlefield to its owner's graveyard. Creatures are destroyed when they've taken damage equal to or greater than their toughness. Also, lots of spells and abilities can destroy permanents (without dealing damage to them).

Sometimes permanents are put into the graveyard without being destroyed. If a permanent is sacrificed, it isn't "destroyed," but it's still put into its owner's graveyard. The same is true if a creature's toughness is reduced to 0 or less, two legendary permanents with the same name controlled by the same player are on the battlefield, two planeswalkers with the same subtype controlled by the same player are on the battlefield, or an Aura is on the battlefield but isn't enchanting what's described in its "enchant" ability.

Dies "Dies" is another way to say that a creature "is put into a graveyard from the battlefield."

Discard To take a card from your hand and put it into your graveyard. If a spell or ability makes you discard cards, you get to choose which cards to discard—unless the spell or ability says another player chooses the cards or you have to discard "at random."

If you have more than seven cards in your hand during your own cleanup step, you have to discard until you have seven.

Double strike A keyword ability seen on creatures. Creatures with double strike deal their combat damage twice. When you reach the combat damage step, check to see if any attacking or blocking creatures have first strike or double strike. If so, an extra combat damage step is created just for them. Only creatures with first strike and double strike get to deal combat damage in this step. After that, the normal combat damage step happens. All remaining attacking and blocking creatures, as well as the ones with double strike, deal combat damage during this second step.

Draw a card To take the top card of your library (deck) and put it into your hand. You draw one card during each of your turns, at the start of your draw step. You also draw if a spell or ability lets you; this doesn't affect your normal draw for the turn. If a spell or ability lets you put a card into your hand from your library but doesn't use the word "draw," it doesn't count as drawing a card.

Draw step See *Parts of the Turn* [on page 17].

Draw the game The other meaning of "draw" is a game that ends with no winner. For example, if a spell like Earthquake deals enough damage so that both players drop to 0 or less life, the game is a draw.

Effect What a spell or ability does when it resolves. There are several types of effects: *one-shot effects*, *continuous effects*, *prevention effects*, and *replacement effects*. You can look up each one in this glossary.

Emblem Some planeswalkers' abilities create an emblem that leaves a lasting effect on the game. Once an emblem is created, it can't be destroyed and its abilities apply until the game ends.

Enchant A keyword ability seen on all Auras. It's usually followed by a description of a permanent (for example, "enchant creature" or "enchant land"), which tells you what kind of permanent the Aura can be attached to.

When you cast the Aura, you must target that kind of permanent. Similarly, Auras with "enchant player" or "enchant opponent" target a player when they're cast. If an Aura is ever attached to something that doesn't match its enchant ability, it's put into its owner's graveyard.

Enchanted When an ability of an Aura says "enchanted creature" (or "enchanted artifact," "enchanted land," and so on), it means "the creature the Aura is attached to." For example, Mark of the Vampire has the ability "Enchanted creature gets +2/+2 and has lifelink." Only the creature that Mark of the Vampire is attached to gets the bonus, and that creature's controller will gain life from its lifelink ability.

Enchantment A card type. See *Enchantment* [on page 6].

End of combat step See *Parts of the Turn* [on page 17].

End step See *Parts of the Turn* [on page 17].

Enters the battlefield When artifact, creature, enchantment, and planeswalker spells resolve, they enter the battlefield as permanents. Lands also enter the battlefield as permanents.

Some triggered abilities start with "When [this permanent] enters the battlefield, ..." When a permanent with an ability like this is put onto the battlefield, this ability triggers right away. Some abilities also trigger when certain other permanents enter the battlefield.

Some cards say they enter the battlefield tapped. These cards don't enter the battlefield and become tapped—they're already tapped by the time they're put onto the battlefield. Similarly, creatures that "enter the battlefield with (some number of) +1/+1 counters," or whose power or toughness will be modified by a continuous effect, don't enter the battlefield and then change size.

Equip A keyword ability seen on all Equipment. It tells you how much it costs to attach the Equipment to one of your creatures. It doesn't matter whether the Equipment is unattached or is attached to a different creature. You can activate this ability only during your main phase, when no spells or abilities are on the stack. The equip ability targets the creature you're moving the Equipment onto.

Equipment A type of artifact that represents a weapon, armor, or other item that your creatures can use. When you cast an Equipment spell, it enters the battlefield like any other artifact. Once it's on the battlefield, you can pay its equip cost any time you could cast a sorcery to attach it to a creature you control. You can do this even if the Equipment is attached to another creature. Once it's attached to a creature, the Equipment then has some effect on it. If the equipped creature leaves the battlefield, the Equipment "drops to the ground" and stays on the battlefield, waiting for you to attach it to another creature.

Evasion ability A nickname for any ability that makes a creature harder to block. Flying is the most common evasion ability.

Exile A game zone. Exile is essentially a holding area for cards. If a spell or ability exiles a card, that card is moved to the exile zone from wherever it is. See *Exile* [on page 8].

Expansion symbol See *Parts of a Card* [on page 5].

Fight Some effects cause a creature to fight another creature. When two creatures fight, each deals damage equal to its power to the other.

First strike A keyword ability seen on creatures. Creatures with first strike deal their combat damage before creatures without first strike. When you reach the combat damage step, check to see if any attacking or blocking creatures have first strike or double strike. If so, an extra combat damage step is created just for them. Only creatures with first strike and double strike get to deal combat damage in this step. After that, the normal combat damage step happens. All remaining attacking and blocking creatures, as well as the ones with double strike, deal combat damage during this second step.

Flash A keyword ability seen on creatures, artifacts, and enchantments. A spell with flash can be cast any time you could cast an instant.

Flavor text Italic text (italic text looks like this) in a card's text box that's just for fun. Flavor text sets a tone or describes part of the magical world of the card. If the text is in parentheses, it's there to remind you about a rule—it's not flavor text. Flavor text has no effect on how the card is cast.

Flying A keyword ability seen on creatures. A creature with flying can't be blocked except by creatures with flying or reach.

Forestwalk A kind of landwalk. See the glossary entry for *Landwalk*.

Graveyard A game zone. See *Graveyard* [on page 8].

Hand A game zone. See *Hand* [on page 8].

Haste A keyword ability seen on creatures. A creature with haste can attack as soon as it comes under your control. You can also activate its activated abilities with oT in the cost.

Hexproof A keyword ability seen on permanents. A permanent with hexproof can't be the target of spells or abilities controlled by an opponent. The player who controls the permanent with hexproof can still target it with spells and abilities.

Indestructible An indestructible permanent can't be destroyed by damage or by effects that say "destroy." It can still be put into the graveyard for other reasons. See the glossary entry for *Destroy*.

Instant A card type. See *Instant* [on page 6].

Instead When you see this word, you know a spell or ability creates a replacement effect. See the glossary entry for *Replacement effect*.

Intimidate A keyword ability seen on creatures. A creature with intimidate can't be blocked except by creatures that share a color with it and/ or artifact creatures. For example, a red creature with intimidate could be blocked by a red creature, a red-and-green creature, or any artifact creature. Intimidate only matters when the creature with the ability is attacking.

Intro pack A pack that includes a ready-to-play deck featuring cards from a particular set, as well as two bonus 15-card booster packs. You can play decks from intro packs against each other right out of the box. The Magic 2014 core set has five intro packs. When you're just starting to play, modifying the deck from a Magic intro pack is a good way to start designing your own decks. Find stores where Magic cards are sold at Wizards.com/Locator.

Islandwalk A kind of landwalk. See the glossary entry for *Landwalk*.

Land A card type. See *Land* [on page 7].

Land type A subtype of a land. See the glossary entry for *Basic land type*.

Landwalk Landwalk is the name for a group of keyword abilities that includes plainswalk, islandwalk, swampwalk, mountainwalk, and forestwalk. A creature with landwalk is unblockable if the defending player controls at least one land of the specified type.

Leaves the battlefield A permanent leaves the battlefield when it moves from the battlefield zone to any other zone. It might return to a player's hand from the battlefield, go to a graveyard from the battlefield, or go to some other zone. If a card leaves the battlefield and later returns to the battlefield, it's like a brand-new card. It doesn't "remember" anything from the last time it was on the battlefield.

Legendary Legendary is a supertype, so you'll find it written on the type line before the card type. If a player controls two or more legendary permanents with the same name, that player chooses one of them to stay on the battlefield and the rest are put into their owner's graveyard. (Different players can control legendary permanents with the same name.) This is known as the "legend rule."

Library A game zone. See *Library* [on page 8].

Life, life total Each player begins the game with 20 life. When you're dealt damage by spells, abilities, or unblocked creatures, you subtract the damage from your life total. If your life total drops to 0 or less, you lose the game. If something causes both players' life totals to drop to 0 or less at the same time, the game is a draw.

Lifelink A keyword ability seen on permanents. Damage dealt by a permanent with lifelink causes that permanent's controller to gain that much life, in addition to behaving like normal damage.

Limited A group of play formats using cards from booster packs you open just before you play. See *Limited Formats* [on page 19].

Losing life All damage dealt to you causes you to lose life, which is why it's subtracted from your life total. In addition, some spells and abilities say that they cause you to lose life. This isn't the same as damage, so it can't be prevented.

Loyalty Loyalty is a characteristic that only planeswalkers have. Each planeswalker card has a loyalty number printed in its lower right corner: that's how many loyalty counters it gets as it enters the battlefield. The cost to activate one of a planeswalker's activated abilities is to put loyalty counters on it or remove loyalty counters from it. Each 1 damage dealt to a planeswalker causes a loyalty counter to be removed from it. If a planeswalker has no loyalty counters on it, it's put into its owner's graveyard. See also *Planeswalker* [on page 7].

Main phase See *Parts of the Turn* [on page 17].

Mana The magical energy you use to pay for spells and some abilities.

Most mana comes from tapping lands. There are five colors of mana: (white), (blue), (black), (red), and (green). There's also colorless mana.

Mana ability An ability that adds mana to your mana pool. Mana abilities can be activated abilities or triggered abilities. A mana ability doesn't go on the stack when you activate it or it triggers—you simply get the mana immediately.

Mana cost See *Parts of a Card* [on page 5]. Also see the glossary entry for *Converted mana cost*.

Mana pool The place where your mana is stored until you spend it or until the current step or phase ends.

Match A series of games against the same opponent. Most matches are best two out of three, so the first player to win two games wins the match. The loser of the first game decides who goes first in the second game, and so on.

Modern A Constructed format that's growing in popularity. The Modern format uses core sets and blocks from Eighth Edition and Mirrodin® to the present. See Wizards.com/MagicFormats for more information.

Mountainwalk A kind of landwalk. See the glossary entry for *Landwalk*.

Mulligan At the beginning of a Magic game, you draw the top seven cards of your library. If you don't like that hand of cards for any reason, you can mulligan. When you mulligan, your hand is shuffled into your library and you draw a new hand of one fewer cards. You can mulligan as many times as you want, but you draw one fewer card each time. When both players like their opening hands, you start playing.

Multicolored card A card with more than one color of mana in its mana cost. For example, a card with the mana cost is both black and red. Most multicolored cards have a gold background.

Multiplayer game A Magic game that starts with more than two players in it. See *Multiplayer Variants* [on page 20].

Name See *Parts of a Card* [on page 5].

When a card's name appears in its text box, the card is referring to itself, not to any other cards with the same name.

Non- When a spell or ability's text refers to a "nonland card" or a "nonblack creature," and so on, it means "a card that's not a land," "a creature that's not black," and so on.

Nonbasic land Any land that doesn't have the supertype "basic" on its type line— in other words, any land not named Plains, Island, Swamp, Mountain, or Forest. You can't put more than four copies of any one nonbasic land card into a deck.

One-shot effect An effect that applies to the game once, and then it's done. For example, Divination reads, "Draw two cards." When it resolves, its effect is done. One-shot effects differ from continuous effects, which last for some amount of time.

Opponent A person you're playing against. If a card says "an opponent," it means one of its controller's opponents.

Owner The person who started the game with the card in his or her deck. Even if your opponent has control of one of your permanents, you're still its owner. (If you loaned your friend a deck, he or she will be the "owner" of all the cards in it during the game.) The owner of a token is the player who controlled it when it entered the battlefield.

Paying life Sometimes a spell or ability will ask you to pay life as part of its cost. To pay life, subtract that amount of life from your life total. You can't pay more life than you have. Paying life isn't damage, so it can't be prevented.

Permanent A card or creature token on the battlefield. Permanents can be artifacts, creatures, enchantments, lands, or planeswalkers. Once a permanent is on the battlefield, it stays there until it's destroyed, sacrificed, or removed somehow. You can't remove a permanent from the battlefield just because you want to, even if you control it. If a permanent leaves the battlefield and then re-enters the battlefield, it's treated like a brand-new card. It doesn't "remember" anything about the last time it was on the battlefield.

Unless they say otherwise, spells and abilities affect only permanents. For example, Unsummon reads, "Return target creature to its owner's hand." You must target a creature on the battlefield, not a creature card in a graveyard or anywhere else.

Permanent type The permanent types are artifact, creature, enchantment, land, and planeswalker. Permanents can have more than one type.

Phase One of the main sections of a turn. There are five: beginning phase, first main phase, combat phase, second main phase, and ending phase. Some phases are divided into steps. If a player has mana left over as a step or phase ends, that mana is lost. See *Parts of the Turn* [on page 17].

Planechase A multiplayer variant that features oversized plane cards.

Planeswalker A card type. See *Planeswalker* [on page 7].

Planeswalker type A subtype of a planeswalker. If a player controls two or more planeswalkers with the same planeswalker type, that player chooses one of them to stay on the battlefield and the rest are put into their owner's graveyard. (Different players can control planeswalkers with the same planeswalker type.)

Play You play a land by putting it onto the battlefield from your hand. You can play a land only once each turn during one of your main phases when nothing's on the stack. Lands don't go on the stack when you play them.

Some effects tell you to play a card. That means to play a land or cast a spell, depending on the card's type.

Player Either you or your opponent. If a spell or ability lets you choose a player, you can choose yourself. You can't choose yourself if it says "opponent." If you're playing a multiplayer game (a game with more than two players), everyone in the game is a player, including your teammates.

Power The number to the left of the slash in the box in the lower right corner of a creature card. A creature deals combat damage equal to its power. A creature with 0 power or less deals no damage in combat.

Prevent When you see this word in the text of a spell or ability, you know it's a prevention effect.

Prevention effect An effect that stops damage from being dealt. A prevention effect works like a shield. If damage would be dealt but a prevention shield is in place, some or all of that damage isn't dealt. A prevention effect can prevent all damage a source would deal, or it can prevent just a specific amount of damage.

For example, Fog reads, "Prevent all combat damage that would be dealt this turn." You can cast Fog long before combat, and its effect will hang around for the whole turn. Then, if creatures try to deal combat damage during that turn, Fog prevents it.

Prevention effects can prevent damage from being dealt to creatures, to players, or both. If a prevention effect could prevent damage from being dealt by multiple sources at the same time, the player who would be dealt that damage, or who controls the creature that would be dealt that damage, chooses which source to prevent the damage from.

Priority Since players can cast instants and activate abilities during each other's turns, the game needs a system that makes sure only one player can do something at a time. Priority determines, at any given time, which player can cast a spell or activate an activated ability.

The active player (the player whose turn it is) gets priority at the beginning of each step and each main phase—except for the untap step and the cleanup step. When you get priority, you can cast a spell, activate an activated ability, or pass (choose to do nothing). If you do something, you keep priority, so you make the same choice again. If you pass, your opponent gets priority, so now he or she gets that choice. This goes back and forth until both players pass in a row.

When both players pass in a row, if there's a spell or ability waiting on the stack, it resolves. Then the active player gets priority again, and the system repeats. When both players pass in a row, if there's no spell or ability waiting on the stack, that part of the turn ends and the next one begins.

Protection A keyword ability seen on creatures. A creature with protection will always have "protection from _____." That something is what the creature is protected from. It might be protection from red, for example, or protection from Goblins. Protection does several specific things for the creature:

- All damage those kinds of sources would deal to the creature is prevented.
- The creature can't be enchanted by those kinds of Auras or equipped by those kinds of Equipment.
- The creature can't be blocked by those kinds of creatures.
- The creature can't be targeted by those kinds of spells or by abilities from those kinds of cards.

Put onto the battlefield To move a card or token into the battlefield zone. When a spell or ability tells you to put something onto the battlefield, that's not the same as casting it. You just put it onto the battlefield without paying its costs.

Rarity How likely it is you'll get a particular card. There are four levels of rarity for Magic cards: common, uncommon, rare, and mythic rare. Each 15-card booster pack typically has eleven common cards including one basic land card, three uncommon cards, and one rare card. Some boosters have a mythic rare card instead of a rare card.

Reach A keyword ability seen on creatures. A creature with reach can block a creature with flying. However, a creature with reach can be blocked by any kind of creature.

Regenerate To prevent a permanent from being destroyed later in the turn. A regeneration effect works like a shield. A spell or ability that says "Regenerate [a permanent]" puts a regeneration shield on that permanent that can be used up at any time during the turn. If a permanent would be destroyed and it has a regeneration shield, it's not destroyed. Instead, it becomes tapped, it's removed from combat (if it's an attacking or blocking creature), and all damage is removed from it. That regeneration shield is then used up. The permanent never leaves the battlefield, so any Auras, Equipment, or counters that were on it remain there. Any unused regeneration shields go away during the cleanup step.

Although a permanent with a regeneration shield can't be destroyed, it can still be put into the graveyard for other reasons. See the glossary entry for *Destroy*.

Reminder text Italic text in parentheses (like this) in the text box that reminds you of a rule or keyword ability. Reminder text isn't meant to tell you all the rules for an ability. It just reminds you of how the card works.

Remove from combat If an effect removes a creature from combat, it's not attacking or blocking anymore. If it blocked a creature before it was removed, the attacking creature stays blocked, so no damage would get through to the player or planeswalker that's being attacked. A creature that's removed from combat neither deals nor is dealt combat damage.

Replacement effect A kind of effect that waits for a particular event and then replaces that event with a different one. Replacement effects have the word "instead" in them. For example, Darksteel Colossus reads, in part, "If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead." The effect replaces the action of putting Darksteel Colossus into the graveyard with the action of shuffling it into its owner's library. Darksteel Colossus never hits the graveyard at all.

Resolve When you cast a spell or activate an activated ability, or when a triggered ability triggers, nothing happens right away. It just goes on the stack. After each player gets a chance to respond to it, it will resolve and its effect will happen. If another spell or ability counters it, or if none of its targets are legal when it tries to resolve, it won't resolve at all (and if it's a spell, it's put into its owner's graveyard).

Respond, in response To cast an instant or activate an activated ability right after another spell or ability has been put on the stack. See *Responding to a Spell* [on page 10].

Reveal When you reveal a card, it's shown to all the players in the game.

Sacrifice To choose one of your permanents on the battlefield and put it into its owner's graveyard. You can sacrifice only permanents you control. Sacrificing a permanent is different from destroying it, so the permanent

can't be regenerated. You can sacrifice a permanent only if a spell or ability tells you to, or if it's part of a cost.

Sealed Deck See *Limited Formats* [on page 19].

Shuffle To randomize the order of the cards in your deck. At the beginning of every Magic game, your deck is shuffled. Some cards will tell you to shuffle your library as part of their effect (usually because the effect let you look through your library).

Sideboard Magic events allow the use of a sideboard—a group of extra cards that are particularly good against certain opponents. After you play a game against an opponent, you may make changes to your deck using cards from your sideboard. You must reset your deck to its original configuration before playing someone new.

In Constructed formats, your sideboard consists of up to 15 cards. Your combined deck and sideboard can't have more than four copies of any card other than basic land cards. Your deck must have at least 60 cards.

In Limited formats, all the cards you opened that aren't in your main deck are in your sideboard. Your deck must have at least 40 cards.

Sorcery A card type. See *Sorcery* [on page 5].

Source Where damage or an ability came from. Once an ability has gone on the stack, removing its source doesn't stop the ability from resolving.

Spell All types of cards except lands are spells while you're casting them. For example, Serra Angel is a creature card. While you're casting it, it's a creature spell. When it resolves, it becomes a creature.

Stack A game zone. See *The Stack* [on page 8].

Standard The most popular Constructed format. It uses only the newest sets the game has to offer. The current block, the block that was released the previous October, and the most recent core set are all legal to play in a Standard deck. See Wizards.com/MagicFormats for more information.

Static ability One of the three types of abilities a permanent can have. See *Static Abilities* [on page 12].

Step Every phase except the main phase is divided into steps. Specific things happen during some steps. For example, you untap your permanents during your untap step. If a player has mana left over as a step or phase ends, that mana is lost. See *Parts of the Turn* [on page 17].

Subtype All types of cards can have subtypes. Subtypes come after the long dash on the type line. Subtypes of creatures are also called creature types, subtypes of lands are called land types, and so on. A card can have multiple subtypes or none at all. For example, a "Creature — Elf Warrior" has the subtypes Elf and Warrior, but a card with just "Land" on its type line doesn't have a subtype.

A few subtypes have special rules. See the glossary entries for *Aura*, *Equipment*, *Basic land type*, and *Planeswalker type*. Creature subtypes don't have any special rules associated with them.

Some effects can change a permanent's subtype. For example, "Target creature becomes an Elf until end of turn." The new subtype replaces the previous subtypes of the appropriate kind, unless the ability says otherwise.

Supertype All types of cards can have supertypes. Supertypes come before the card type on the type line. For example, a "Basic Land — Forest" has the supertype "basic," and a "Legendary Creature — Human Warrior" has the supertype "legendary." Supertypes have no specific correlation to card types. Some supertypes have specific rules associated with them.

Swampwalk A kind of landwalk. See the glossary entry for *Landwalk*.

Tap To turn a card sideways. See *Tapping* [on page 9].

Target A word used in spells and abilities. See *Target* [on page 10].

Text box See *Parts of a Card* [on page 5].

Token Some instants, sorceries, and abilities can create creatures. These creatures are represented by tokens. You can use anything you want as a token, but you should use something that can be tapped.

Tokens are considered creatures in every way, and they're affected by all the rules, spells, and abilities that affect creatures. If one of your token creatures leaves the battlefield, however, it moves to the new zone (such as your graveyard) and then immediately vanishes from the game.

Toughness The number to the right of the slash in the box in the lower right corner of creature cards. If a creature is dealt damage equal to or greater than its toughness in a single turn, it's destroyed. If a creature's toughness is reduced to 0 or less, it's put into its owner's graveyard.

Trample A keyword ability seen on creatures. Trample is an ability that lets a creature deal excess damage to the player or planeswalker it's attacking even if it's blocked. When a creature with trample is blocked, you have to deal at least enough of its combat damage to the creatures blocking it to destroy all those creatures. But if each blocking creature is assigned damage at least equal to its toughness, then you can assign any of the attacking creature's damage that's left over to the player or planeswalker it's attacking.

Triggered ability One of the three types of abilities a permanent can have. See *Triggered Abilities* [on page 12].

Turn Each turn is divided into phases, and most phases have steps. See *Parts of the Turn* [on page 17].

Parts of the Turn:

1. Beginning phase
   (a) Untap step
   (b) Upkeep step
   (c) Draw step
2. Main phase
3. Combat phase
   (a) Beginning of combat step
   (b) Declare attackers step
   (c) Declare blockers step
   (d) Combat damage step
   (e) End of combat step
4. Main phase (again)
5. Ending phase
   (a) End step
   (b) Cleanup step

Two-Headed Giant See *Multiplayer Variants* [on page 20].

Type line See *Parts of a Card* [on page 5].

Unblocked A creature is unblocked only if it's attacking and the defending player has decided not to block it.

Untap To turn a tapped card upright so it's ready to be used again. See *Tapping* [on page 9].

Untap step See *Parts of the Turn* [on page 17].

Upkeep step See *Parts of the Turn* [on page 17].

Vigilance A keyword ability seen on creatures. When a creature with vigilance attacks, it doesn't become tapped.

Winning the game You win the game when any of the following things happens:

- Your opponent's life total is reduced to 0 or less.
- Your opponent has to draw a card from an empty library.
- Your opponent has ten or more poison counters. (No cards in the Magic 2014 core set can give players poison counters.)
- A spell or ability says that you win the game or your opponent loses the game.

- Your opponent concedes.

If both players would lose the game at the same time, the game is draw—nobody wins.

Different multiplayer variants may modify the conditions for winning the game.

X When you see X in a mana cost or an activation cost, you get to choose the number that X stands for. For example, Volcanic Geyser is an instant spell that costs X and deals X damage. When you cast Volcanic Geyser, you choose what number X is. If you pick three, for example, Volcanic Geyser costs 3 and deals 3 damage. If you pick six, Volcanic Geyser costs 6 and deals 6 damage.

You The word "you" on a spell or ability refers to the current controller of that spell or ability.

Zone An area of play in a Magic game. See *Game Zones* [on page 8].

5.9 Return to Ravnica

Abrupt Decay Abrupt Decay can't be countered by spells or abilities.

Destroy target nonland permanent with converted mana cost 3 or less.

Aerial Predation Destroy target creature with flying. You gain 2 life.

Angel of Serenity Flying

When Angel of Serenity enters the battlefield, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards.

When Angel of Serenity leaves the battlefield, return the exiled cards to their owners' hands.

Annihilating Fire Annihilating Fire deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.

Aquus Steed 2, : Target creature gets -2/-0 until end of turn.

Archon of the Triumvirate Flying

Whenever Archon of the Triumvirate attacks, detain up to two target nonland permanents your opponents control. (Until your next turn, those permanents can't attack or block and their activated abilities can't be activated.)

Archweaver Reach, trample

Armada Wurm Trample

When Armada Wurm enters the battlefield, put a 5/5 green Wurm creature token with trample onto the battlefield.

Armory Guard Armory Guard has vigilance as long as you control a Gate.

Arrest Enchant creature

Enchanted creature can't attack or block, and its activated abilities can't be activated.

Ash Zealot First strike, haste

Whenever a player casts a spell from a graveyard, Ash Zealot deals 3 damage to that player.

Assassin's Strike Destroy target creature. Its controller discards a card.

Auger Spree Target creature gets +4/-4 until end of turn.

Avenging Arrow Destroy target creature that dealt damage this turn.

Axebane Guardian Defender

: Add X mana in any combination of colors to your mana pool, where X is the number of creatures with defender you control.

Axebane Stag

Azorius Arrester When Azorius Arrester enters the battlefield, detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

Azorius Charm Choose one — Creatures you control gain lifelink until end of turn; or draw a card; or put target attacking or blocking creature on top of its owner's library.

Azorius Guildgate Azorius Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Azorius Justiciar When Azorius Justiciar enters the battlefield, detain up to two target creatures your opponents control. (Until your next turn, those creatures can't attack or block and their activated abilities can't be activated.)

Azorius Keyrune : Add or to your mana pool.

: Azorius Keyrune becomes a 2/2 white and blue Bird artifact creature with flying until end of turn.

Azor's Elocutors At the beginning of your upkeep, put a filibuster counter on Azor's Elocutors. Then if Azor's Elocutors has five or more filibuster counters on it, you win the game.

Whenever a source deals damage to you, remove a filibuster counter from Azor's Elocutors.

Batterhorn When Batterhorn enters the battlefield, you may destroy target artifact.

Bazaar Krovod Whenever Bazaar Krovod attacks, another target attacking creature gets +0/+2 until end of turn. Untap that creature.

Bellows Lizard : Bellows Lizard gets +1/+0 until end of turn.

Blistercoil Weird Whenever you cast an instant or sorcery spell, Blistercoil Weird gets +1/+1 until end of turn. Untap it.

Blood Crypt (: Add or to your mana pool.)

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, Blood Crypt enters the battlefield tapped.

Bloodfray Giant Trample

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Blustersquall Tap target creature you don't control.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Brushstrider Vigilance

Call of the Conclave Put a 3/3 green Centaur creature token onto the battlefield.

Cancel Counter target spell.

Carnival Hellsteed First strike, haste

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Catacomb Slug

Centaur Healer When Centaur Healer enters the battlefield, you gain 3 life.

Centaur's Herald 2 , Sacrifice Centaur's Herald: Put a 3/3 green Centaur creature token onto the battlefield.

Chaos Imps Flying

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Chaos Imps has trample as long as it has a +1/+1 counter on it.

Chemister's Trick Target creature you don't control gets -2/-0 until end of turn and attacks this turn if able.

Overload 3 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Chorus of Might Until end of turn, target creature gets +1/+1 for each creature you control and gains trample.

Chromatic Lantern Lands you control have " : Add one mana of any color to your mana pool."

: Add one mana of any color to your mana pool.

Chronic Flooding Enchant land

Whenever enchanted land becomes tapped, its controller puts the top three cards of his or her library into his or her graveyard.

Civic Saber Equipped creature gets +1/+0 for each of its colors.

Equip 1

Cobblebrute

Codex Shredder : Target player puts the top card of his or her library into his or her graveyard.

5 , , Sacrifice Codex Shredder: Return target card from your graveyard to your hand.

Collective Blessing Creatures you control get +3/+3.

Common Bond Put a +1/+1 counter on target creature.

Put a +1/+1 counter on target creature.

Concordia Pegasus Flying

Conjured Currency At the beginning of your upkeep, you may exchange control of Conjured Currency and target permanent you neither own nor control.

Corpsejack Menace If one or more +1/+1 counters would be placed on a creature you control, twice that many +1/+1 counters are placed on it instead.

Counterflux Counterflux can't be countered by spells or abilities.

Counter target spell you don't control.

Overload 1 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Coursers' Accord Put a 3/3 green Centaur creature token onto the battlefield, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Cremate Exile target card from a graveyard.

Draw a card.

Crosstown Courier Whenever Crosstown Courier deals combat damage to a player, that player puts that many cards from the top of his or her library into his or her graveyard.

Cryptborn Horror Trample

Cryptborn Horror enters the battlefield with X +1/+1 counters on it, where X is the total life lost by your opponents this turn.

Cyclonic Rift Return target nonland permanent you don't control to its owner's hand.

Overload 6 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Daggerdrome Imp Flying

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Dark Revenant Flying

When Dark Revenant dies, put it on top of its owner's library.

Dead Reveler Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Deadbridge Goliath Scavenge 4 (4, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Deathrite Shaman : Exile target land card from a graveyard. Add one mana of any color to your mana pool.

, : Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

, : Exile target creature card from a graveyard. You gain 2 life.

Death's Presence Whenever a creature you control dies, put X +1/+1 counters on target creature you control, where X is the power of the creature that died.

Desecration Demon Flying

At the beginning of each combat, any opponent may sacrifice a creature. If a player does, tap Desecration Demon and put a +1/+1 counter on it.

Destroy the Evidence Destroy target land. Its controller reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

Detention Sphere When Detention Sphere enters the battlefield, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.

When Detention Sphere leaves the battlefield, return the exiled cards to the battlefield under their owner's control.

Deviant Glee Enchant creature

Enchanted creature gets +2/+1 and has " : This creature gains trample until end of turn."

Dispel Counter target instant spell.

Doorkeeper Defender

2 , : Target player puts the top X cards of his or her library into his or her graveyard, where X is the number of creatures with defender you control.

Downsize Target creature you don't control gets -4/-0 until end of turn.

Overload 2 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Drainpipe Vermin When Drainpipe Vermin dies, you may pay . If you do, target player discards a card.

Dramatic Rescue Return target creature to its owner's hand. You gain 2 life.

Dreadbore Destroy target creature or planeswalker.

Dreg Mangler Haste

Scavenge (, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Drudge Beetle Scavenge (, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Druid's Deliverance Prevent all combat damage that would be dealt to you this turn. Populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Dryad Militant If an instant or sorcery card would be put into a graveyard from anywhere, exile it instead.

Dynacharge Target creature you control gets +2/+0 until end of turn.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Electrickery Electrickery deals 1 damage to target creature you don't control.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Epic Experiment Exile the top X cards of your library. For each instant and sorcery card with converted mana cost X or less among them, you may cast that card without paying its mana cost. Then put all cards exiled this way that weren't cast into your graveyard.

Essence Backlash Counter target creature spell. Essence Backlash deals damage equal to that spell's power to its controller.

Ethereal Armor Enchant creature

Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

Explosive Impact Explosive Impact deals 5 damage to target creature or player.

Eyes in the Skies Put a 1/1 white Bird creature token with flying onto the battlefield, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Faerie Impostor Flying

When Faerie Impostor enters the battlefield, sacrifice it unless you return another creature you control to its owner's hand.

Fall of the Gavel Counter target spell. You gain 5 life.

Fencing Ace Double strike (This creature deals both first-strike and regular combat damage.)

Firemind's Foresight Search your library for an instant card with converted mana cost 3, reveal it, and put it into your hand. Then repeat this process for instant cards with converted mana costs 2 and 1. Then shuffle your library.

Forest G

Frostburn Weird : Frostburn Weird gets +1/-1 until end of turn.

Gatecreeper Vine Defender

When Gatecreeper Vine enters the battlefield, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle your library.

Giant Growth Target creature gets +3/+3 until end of turn.

Gobbling Ooze , Sacrifice another creature: Put a +1/+1 counter on Gobbling Ooze.

Goblin Electromancer Instant and sorcery spells you cast cost less to cast.

Goblin Rally Put four 1/1 red Goblin creature tokens onto the battlefield.

Golgari Charm Choose one — All creatures get -1/-1 until end of turn; or destroy target enchantment; or regenerate each creature you control.

Golgari Decoy All creatures able to block Golgari Decoy do so.

Scavenge (, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Golgari Guildgate Golgari Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Golgari Keyrune : Add or to your mana pool.

: Golgari Keyrune becomes a 2/2 black and green Insect artifact creature with deathtouch until end of turn.

Golgari Longlegs

Gore-House Chainwalker Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Grave Betrayal Whenever a creature you don't control dies, return it to the battlefield under your control with an additional +1/+1 counter on it at the beginning of the next end step. That creature is a black Zombie in addition to its other colors and types.

Grim Roustabout Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

: Regenerate Grim Roustabout.

Grisly Salvage Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

Grove of the Guardian : Add to your mana pool.

, , Tap two untapped creatures you control, Sacrifice Grove of the Guardian: Put an 8/8 green and white Elemental creature token with vigilance onto the battlefield.

Growing Ranks At the beginning of your upkeep, populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Guild Feud At the beginning of your upkeep, target opponent reveals the top three cards of his or her library, may put a creature card from among them onto the battlefield, then puts the rest into his or her graveyard. You do the same with the top three cards of your library. If two creatures are put onto the battlefield this way, those creatures fight each other.

Guttersnipe Whenever you cast an instant or sorcery spell, Guttersnipe deals 2 damage to each opponent.

Hallowed Fountain (: Add or to your mana pool.)

As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, Hallowed Fountain enters the battlefield tapped.

Havoc Festival Players can't gain life.

At the beginning of each player's upkeep, that player loses half his or her life, rounded up.

Hellhole Flailer Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

, Sacrifice Hellhole Flailer: Hellhole Flailer deals damage equal to its power to target player.

Heroes' Reunion Target player gains 7 life.

Horncaller's Chant Put a 4/4 green Rhino creature token with trample onto the battlefield, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Hover Barrier Defender, flying

Hussar Patrol Flash (You may cast this spell any time you could cast an instant.)

Vigilance

Hypersonic Dragon Flying, haste

You may cast sorcery cards as though they had flash. (You may cast them any time you could cast an instant.)

Inaction Injunction Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

Draw a card.

Inspiration Target player draws two cards.

Island U

Isperia, Supreme Judge Flying

Whenever a creature attacks you or a planeswalker you control, you may draw a card.

Isperia's Skywatch Flying

When Isperia's Skywatch enters the battlefield, detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

Izzet Charm Choose one — Counter target noncreature spell unless its controller pays 2; or Izzet Charm deals 2 damage to target creature; or draw two cards, then discard two cards.

Izzet Guildgate Izzet Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Izzet Keyrune : Add or to your mana pool.

: Until end of turn, Izzet Keyrune becomes a 2/1 blue and red Elemental artifact creature.

Whenever Izzet Keyrune deals combat damage to a player, you may draw a card. If you do, discard a card.

Izzet Staticaster Flash (You may cast this spell any time you could cast an instant.)

Haste

: Izzet Staticaster deals 1 damage to target creature and each other creature with the same name as that creature.

Jace, Architect of Thought +1: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn.

-2: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order.

-8: For each player, search that player's library for a nonland card and exile it, then that player shuffles his or her library. You may cast those cards without paying their mana costs.

Jarad, Golgari Lich Lord Jarad, Golgari Lich Lord gets +1/+1 for each creature card in your graveyard.

1, Sacrifice another creature: Each opponent loses life equal to the sacrificed creature's power.

Sacrifice a Swamp and a Forest: Return Jarad from your graveyard to your hand.

Jarad's Orders Search your library for up to two creature cards and reveal them. Put one into your hand and the other into your graveyard. Then shuffle your library.

Judge's Familiar Flying

Sacrifice Judge's Familiar: Counter target instant or sorcery spell unless its controller pays 1.

Keening Apparition Sacrifice Keening Apparition: Destroy target enchantment.

Knightly Valor Enchant creature

When Knightly Valor enters the battlefield, put a 2/2 white Knight creature token with vigilance onto the battlefield.

Enchanted creature gets +2/+2 and has vigilance.

Korozda Guildmage 1 B G: Target creature gets +1/+1 and gains intimidate until end of turn.

2 B G, Sacrifice a nontoken creature: Put X 1/1 green Saproling creature tokens onto the battlefield, where X is the sacrificed creature's toughness.

Korozda Monitor Trample

Scavenge 5 G G (5 G G, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Launch Party As an additional cost to cast Launch Party, sacrifice a creature.

Destroy target creature. Its controller loses 2 life.

Lobber Crew Defender

T: Lobber Crew deals 1 damage to each opponent.

Whenever you cast a multicolored spell, untap Lobber Crew.

Lotleth Troll Trample

Discard a creature card: Put a +1/+1 counter on Lotleth Troll.

B: Regenerate Lotleth Troll.

Loxodon Smiter Loxodon Smiter can't be countered.

If a spell or ability an opponent controls causes you to discard Loxodon Smiter, put it onto the battlefield instead of putting it into your graveyard.

Lyev Skyknight Flying

When Lyev Skyknight enters the battlefield, detain target nonland permanent an opponent controls. (Until your next turn, that permanent can't attack or block and its activated abilities can't be activated.)

Mana Bloom Mana Bloom enters the battlefield with X charge counters on it.

Remove a charge counter from Mana Bloom: Add one mana of any color to your mana pool. Activate this ability only once each turn.

At the beginning of your upkeep, if Mana Bloom has no charge counters on it, return it to its owner's hand.

Martial Law At the beginning of your upkeep, detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

Mercurial Chemister U, T: Draw two cards.

R, T, Discard a card: Mercurial Chemister deals damage to target creature equal to the discarded card's converted mana cost.

Mind Rot Target player discards two cards.

Minotaur Aggressor First strike, haste

Mizzium Mortars Mizzium Mortars deals 4 damage to target creature you don't control.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Mizzium Skin Target creature you control gets +0/+1 and gains hexproof until end of turn.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Mountain R

Necropolis Regent Flying

Whenever a creature you control deals combat damage to a player, put that many +1/+1 counters on it.

New Prahv Guildmage : Target creature gains flying until end of turn.

: Detain target nonland permanent an opponent controls. (Until your next turn, that permanent can't attack or block and its activated abilities can't be activated.)

Nivix Guildmage : Draw a card, then discard a card.

: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

Nivmagus Elemental Exile an instant or sorcery spell you control: Put two +1/+1 counters on Nivmagus Elemental. (That spell won't resolve.)

Niv-Mizzet, Dracogenius Flying

Whenever Niv-Mizzet, Dracogenius deals damage to a player, you may draw a card.

: Niv-Mizzet, Dracogenius deals 1 damage to target creature or player.

Oak Street Innkeeper As long as it's not your turn, tapped creatures you control have hexproof.

Ogre Jailbreaker Defender

Ogre Jailbreaker can attack as though it didn't have defender as long as you control a Gate.

Overgrown Tomb (: Add or to your mana pool.)

As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, Overgrown Tomb enters the battlefield tapped.

Pack Rat Pack Rat's power and toughness are each equal to the number of Rats you control.

, Discard a card: Put a token onto the battlefield that's a copy of Pack Rat.

Palisade Giant All damage that would be dealt to you or another permanent you control is dealt to Palisade Giant instead.

Paralyzing Grasp Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

Perilous Shadow : Perilous Shadow gets +2/+2 until end of turn.

Phantom General Creature tokens you control get +1/+1.

Pithing Needle As Pithing Needle enters the battlefield, name a card.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

Plains W

Precinct Captain First strike

Whenever Precinct Captain deals combat damage to a player, put a 1/1 white Soldier creature token onto the battlefield.

Psychic Spiral Shuffle all cards from your graveyard into your library. Target player puts that many cards from the top of his or her library into his or her graveyard.

Pursuit of Flight Enchant creature

Enchanted creature gets +2/+2 and has " : This creature gains flying until end of turn."

Pyroconvergence Whenever you cast a multicolored spell, Pyroconvergence deals 2 damage to target creature or player.

Racecourse Fury Enchant land

Enchanted land has " : Target creature gains haste until end of turn."

Rakdos Cackler Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Rakdos Charm Choose one — Exile all cards from target player's graveyard; or destroy target artifact; or each creature deals 1 damage to its controller.

Rakdos Guildgate Rakdos Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Rakdos Keyrune : Add or to your mana pool.

: Rakdos Keyrune becomes a 3/1 black and red Devil artifact creature with first strike until end of turn.

Rakdos Ragemutt Lifelink, haste

Rakdos Ringleader First strike

Whenever Rakdos Ringleader deals combat damage to a player, that player discards a card at random.

: Regenerate Rakdos Ringleader.

Rakdos Shred-Freak Haste

Rakdos, Lord of Riots You can't cast Rakdos, Lord of Riots unless an opponent lost life this turn.

Flying, trample

Creature spells you cast cost less to cast for each 1 life your opponents have lost this turn.

Rakdos's Return Rakdos's Return deals X damage to target opponent. That player discards X cards.

Rest in Peace When Rest in Peace enters the battlefield, exile all cards from all graveyards.

If a card or token would be put into a graveyard from anywhere, exile it instead.

Righteous Authority Enchant creature

Enchanted creature gets +1/+1 for each card in its controller's hand.

At the beginning of the draw step of enchanted creature's controller, that player draws an additional card.

Risen Sanctuary Vigilance

Rites of Reaping Target creature gets +3/+3 until end of turn. Another target creature gets -3/-3 until end of turn.

Rix Maadi Guildmage : Target blocking creature gets -1/-1 until end of turn.

: Target player who lost life this turn loses 1 life.

Rogue's Passage : Add 1 to your mana pool.

4, : Target creature can't be blocked this turn.

Rootborn Defenses Populate. Creatures you control gain indestructible until end of turn. (To populate, put a token onto the battlefield that's a copy of a creature token you control. Damage and effects that say "destroy" don't destroy creatures with indestructible.)

Rubbleback Rhino Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Runewing Flying

When Runewing dies, draw a card.

Savage Surge Target creature gets +2/+2 until end of turn. Untap that creature.

Search the City When Search the City enters the battlefield, exile the top five cards of your library.

Whenever you play a card with the same name as one of the exiled cards, you may put one of those cards with that name into its owner's hand. Then if there are no cards exiled with Search the City, sacrifice it. If you do, take an extra turn after this one.

Search Warrant Target player reveals his or her hand. You gain life equal to the number of cards in that player's hand.

Security Blockade Enchant land

When Security Blockade enters the battlefield, put a 2/2 white Knight creature token with vigilance onto the battlefield.

Enchanted land has " : Prevent the next 1 damage that would be dealt to you this turn."

Seek the Horizon Search your library for up to three basic land cards, reveal them, and put them into your hand. Then shuffle your library.

Selesnya Charm Choose one — Target creature gets +2/+2 and gains trample until end of turn; or exile target creature with power 5 or greater; or put a 2/2 white Knight creature token with vigilance onto the battlefield.

Selesnya Guildgate Selesnya Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Selesnya Keyrune : Add or to your mana pool.

: Selesnya Keyrune becomes a 3/3 green and white Wolf artifact creature until end of turn.

Selesnya Sentry 5 : Regenerate Selesnya Sentry.

Seller of Songbirds When Seller of Songbirds enters the battlefield, put a 1/1 white Bird creature token with flying onto the battlefield.

Sewer Shambler Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)

Scavenge 2 (2 , Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Shrieking Affliction At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, he or she loses 3 life.

Skull Rend Skull Rend deals 2 damage to each opponent. Those players each discard two cards at random.

Skyline Predator Flash (You may cast this spell any time you could cast an instant.)

Flying

Skymark Roc Flying

Whenever Skymark Roc attacks, you may return target creature defending player controls with toughness 2 or less to its owner's hand.

Slaughter Games Slaughter Games can't be countered by spells or abilities.

Name a nonland card. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

Slime Molding Put an X/X green Ooze creature token onto the battlefield.

Slitherhead Scavenge 0 (0, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Sluiceway Scorpion Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Scavenge 1 (1, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Slum Reaper When Slum Reaper enters the battlefield, each player sacrifices a creature.

Soul Tithe Enchant nonland permanent

At the beginning of the upkeep of enchanted permanent's controller, that player sacrifices it unless he or she pays X, where X is its converted mana cost.

Soulsworn Spirit Soulsworn Spirit can't be blocked.

When Soulsworn Spirit enters the battlefield, detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)

Spawn of Rix Maadi Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Sphere of Safety Creatures can't attack you or a planeswalker you control unless their controller pays X for each of those creatures, where X is the number of enchantments you control.

Sphinx of the Chimes Flying

Discard two nonland cards with the same name: Draw four cards.

Sphinx's Revelation You gain X life and draw X cards.

Splatter Thug First strike

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Stab Wound Enchant creature

Enchanted creature gets -2/-2.

At the beginning of the upkeep of enchanted creature's controller, that player loses 2 life.

Stealer of Secrets Whenever Stealer of Secrets deals combat damage to a player, draw a card.

Steam Vents (: Add or to your mana pool.)

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Stonefare Crocodile 2: Stonefare Crocodile gains lifelink until end of turn. (Damage dealt by this creature also causes you to gain that much life.)

Street Spasm Street Spasm deals X damage to target creature without flying you don't control.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Street Sweeper Whenever Street Sweeper attacks, destroy all Auras attached to target land.

Sundering Growth Destroy target artifact or enchantment, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Sunspire Griffin Flying

Supreme Verdict Supreme Verdict can't be countered.

Destroy all creatures.

Survey the Wreckage Destroy target land. Put a 1/1 red Goblin creature token onto the battlefield.

Swamp B

Swift Justice Until end of turn, target creature gets +1/+0 and gains first strike and lifelink.

Syncopate Counter target spell unless its controller pays . If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Tablet of the Guilds As Tablet of the Guilds enters the battlefield, choose two colors.

Whenever you cast a spell, if it's at least one of the chosen colors, you gain 1 life for each of the chosen colors it is.

Tavern Swindler , Pay 3 life: Flip a coin. If you win the flip, you gain 6 life.

Teleportal Target creature you control gets +1/+0 until end of turn and can't be blocked this turn.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Temple Garden (: Add or to your mana pool.)

As Temple Garden enters the battlefield, you may pay 2 life. If you don't, Temple Garden enters the battlefield tapped.

Tenement Crasher Haste

Terrus Wurm Scavenge (, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Thoughtflare Draw four cards, then discard two cards.

Thrill-Kill Assassin Deathtouch

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Tower Drake Flying

: Tower Drake gets +0/+1 until end of turn.

Towering Indrik Reach (This creature can block creatures with flying.)

Trained Caracal Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Traitorous Instinct Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Transguild Promenade Transguild Promenade enters the battlefield tapped.

When Transguild Promenade enters the battlefield, sacrifice it unless you pay .

: Add one mana of any color to your mana pool.

Treasured Find Return target card from your graveyard to your hand. Exile Treasured Find.

Trestle Troll Defender

Reach (This creature can block creatures with flying.)

{1}{B}{G}: Regenerate Trestle Troll.

Trostani, Selesnya's Voice Whenever another creature enters the battlefield under your control, you gain life equal to that creature's toughness.

{1}{G}{W}, {T}: Populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Trostani's Judgment Exile target creature, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Ultimate Price Destroy target monocolored creature.

Underworld Connections Enchant land

Enchanted land has "{T}, Pay 1 life: Draw a card."

Urban Burgeoning Enchant land

Enchanted land has "Untap this land during each other player's untap step."

Utvara Hellkite Flying

Whenever a Dragon you control attacks, put a 6/6 red Dragon creature token with flying onto the battlefield.

Vandalblast Destroy target artifact you don't control.

Overload {4}{R} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Vassal Soul Flying

Viashino Racketeer When Viashino Racketeer enters the battlefield, you may discard a card. If you do, draw a card.

Vitu-Ghazi Guildmage {4}{G}{W}: Put a 3/3 green Centaur creature token onto the battlefield.

{2}{G}{W}: Populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Voidwielder When Voidwielder enters the battlefield, you may return target creature to its owner's hand.

Volatile Rig Trample

Volatile Rig attacks each turn if able.

Whenever Volatile Rig is dealt damage, flip a coin. If you lose the flip, sacrifice Volatile Rig.

When Volatile Rig dies, flip a coin. If you lose the flip, it deals 4 damage to each creature and each player.

Vraska the Unseen +1: Until your next turn, whenever a creature deals combat damage to Vraska the Unseen, destroy that creature.

-3: Destroy target nonland permanent.

-7: Put three 1/1 black Assassin creature tokens onto the battlefield with "Whenever this creature deals combat damage to a player, that player loses the game."

Wayfaring Temple Wayfaring Temple's power and toughness are each equal to the number of creatures you control.

Whenever Wayfaring Temple deals combat damage to a player, populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Wild Beastmaster Whenever Wild Beastmaster attacks, each other creature you control gets +X/+X until end of turn, where X is Wild Beastmaster's power.

Worldspine Wurm Trample

When Worldspine Wurm dies, put three 5/5 green Wurm creature tokens with trample onto the battlefield.

When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.

Zanikev Locust Flying

Scavenge (2)(B)(B) ((2)(B)(B), Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

5.10 Gatecrash

Act of Treason Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and (T) this turn.)

Adaptive Snapjaw Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Aerial Maneuver Target creature gets +1/+1 and gains flying and first strike until end of turn.

Ætherize Return all attacking creatures to their owner's hand.

Agoraphobia Enchant creature

Enchanted creature gets -5/-0.

((2)(U): Return Agoraphobia to its owner's hand.

Alms Beast Creatures blocking or blocked by Alms Beast have lifelink.

Alpha Authority Enchant creature

Enchanted creature has hexproof and can't be blocked by more than one creature.

Angelic Edict Exile target creature or enchantment.

Angelic Skirmisher Flying

At the beginning of each combat, choose first strike, vigilance, or lifelink. Creatures you control gain that ability until end of turn.

Armored Transport Prevent all combat damage that would be dealt to Armored Transport by creatures blocking it.

Arrows of Justice Arrows of Justice deals 4 damage to target attacking or blocking creature.

Assault Griffin Flying

Assemble the Legion At the beginning of your upkeep, put a muster counter on Assemble the Legion. Then put a 1/1 red and white Soldier creature token with haste onto the battlefield for each muster counter on Assemble the Legion.

Aurelia, the Warleader Flying, vigilance, haste

Whenever Aurelia, the Warleader attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase.

Aurelia's Fury Aurelia's Fury deals X damage divided as you choose among any number of target creatures and/or players. Tap each creature dealt damage this way. Players dealt damage this way can't cast noncreature spells this turn.

Balustrade Spy Flying

When Balustrade Spy enters the battlefield, target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

Bane Alley Broker : Draw a card, then exile a card from your hand face down.

You may look at cards exiled with Bane Alley Broker.

, : Return a card exiled with Bane Alley Broker to its owner's hand.

Basilica Guards Defender

Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Basilica Screecher Flying

Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Beckon Apparition Exile target card from a graveyard. Put a 1/1 white and black Spirit creature token with flying onto the battlefield.

Biomass Mutation Creatures you control become X/X until end of turn.

Bioshift Move any number of +1/+1 counters from target creature onto another target creature with the same controller.

Biovisionary At the beginning of the end step, if you control four or more creatures named Biovisionary, you win the game.

Blind Obedience Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Artifacts and creatures your opponents control enter the battlefield tapped.

Bomber Corps Battalion — Whenever Bomber Corps and at least two other creatures attack, Bomber Corps deals 1 damage to target creature or player.

Borborygmos Enraged Trample

Whenever Borborygmos Enraged deals combat damage to a player, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

Discard a land card: Borborygmos Enraged deals 3 damage to target creature or player.

Boros Charm Choose one — Boros Charm deals 4 damage to target player; or permanents you control gain indestructible until end of turn; or target creature gains double strike until end of turn.

Boros Elite Battalion — Whenever Boros Elite and at least two other creatures attack, Boros Elite gets +2/+2 until end of turn.

Boros Guildgate Boros Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Boros Keyrune : Add or to your mana pool.

: Boros Keyrune becomes a 1/1 red and white Soldier artifact creature with double strike until end of turn. (It deals both first-strike and regular combat damage.)

Boros Reckoner Whenever Boros Reckoner is dealt damage, it deals that much damage to target creature or player.

: Boros Reckoner gains first strike until end of turn.

Breeding Pool (: Add or to your mana pool.)

As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, Breeding Pool enters the battlefield tapped.

Burning-Tree Emissary When Burning-Tree Emissary enters the battlefield, add to your mana pool.

Burst of Strength Put a +1/+1 counter on target creature and untap it.

Call of the Nightwing Put a 1/1 blue and black Horror creature token with flying onto the battlefield.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Cartel Aristocrat Sacrifice another creature: Cartel Aristocrat gains protection from the color of your choice until end of turn.

Cinder Elemental , Sacrifice Cinder Elemental: Cinder Elemental deals X damage to target creature or player.

Clan Defiance Choose one or more — Clan Defiance deals X damage to target creature with flying; Clan Defiance deals X damage to target creature without flying; and/or Clan Defiance deals X damage to target player.

Clinging Anemones Defender

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Cloudfin Raptor Flying

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Coerced Confession Target player puts the top four cards of his or her library into his or her graveyard. You draw a card for each creature card put into that graveyard this way.

Consuming Aberration Consuming Aberration's power and toughness are each equal to the number of cards in your opponents' graveyards.

Whenever you cast a spell, each opponent reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

Contaminated Ground Enchant land

Enchanted land is a Swamp.

Whenever enchanted land becomes tapped, its controller loses 2 life.

Corpse Blockade Defender

Sacrifice another creature: Corpse Blockade gains deathtouch until end of turn.

Court Street Denizen Whenever another white creature enters the battlefield under your control, tap target creature an opponent controls.

Crackling Perimeter Tap an untapped Gate you control: Crackling Perimeter deals 1 damage to each opponent.

Crocanura Reach (This creature can block creatures with flying.)

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Crowned Ceratok Trample

Each creature you control with a +1/+1 counter on it has trample.

Crypt Ghast Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Whenever you tap a Swamp for mana, add to your mana pool (in addition to the mana the land produces).

Daring Skyjek Battalion — Whenever Daring Skyjek and at least two other creatures attack, Daring Skyjek gains flying until end of turn.

Deathcult Rogue Deathcult Rogue can't be blocked except by Rogues.

Deathpact Angel Flying

When Deathpact Angel dies, put a 1/1 white and black Cleric creature token onto the battlefield. It has "3 , , , Sacrifice this creature: Return a card named Deathpact Angel from your graveyard to the battlefield."

Death's Approach Enchant creature

Enchanted creature gets -X/-X, where X is the number of creature cards in its controller's graveyard.

Debtor's Pulpit Enchant land

Enchanted land has " : Tap target creature."

Devour Flesh Target player sacrifices a creature, then gains life equal to that creature's toughness.

Diluvian Primordial Flying

When Diluvian Primordial enters the battlefield, for each opponent, you may cast up to one target instant or sorcery card from that player's graveyard without paying its mana cost. If a card cast this way would be put into a graveyard this turn, exile it instead.

Dimir Charm Choose one — Counter target sorcery spell; or destroy target creature with power 2 or less; or look at the top three cards of target player's library, then put one back and the rest into that player's graveyard.

Dimir Guildgate Dimir Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Dimir Keyrune : Add or to your mana pool.

: Dimir Keyrune becomes a 2/2 blue and black Horror artifact creature until end of turn and can't be blocked this turn.

Dinrova Horror When Dinrova Horror enters the battlefield, return target permanent to its owner's hand, then that player discards a card.

Disciple of the Old Ways : Disciple of the Old Ways gains first strike until end of turn.

Domri Rade +1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand.

-2: Target creature you control fights another target creature.

-7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."

Drakewing Krasis Flying, trample

Duskmantle Guildmage 1 : Whenever a card is put into an opponent's graveyard from anywhere this turn, that player loses 1 life.

2 : Target player puts the top two cards of his or her library into his or her graveyard.

Duskmantle Seer Flying

At the beginning of your upkeep, each player reveals the top card of his or her library, loses life equal to that card's converted mana cost, then puts it into his or her hand.

Dutiful Thrull : Regenerate Dutiful Thrull.

Dying Wish Enchant creature you control

When enchanted creature dies, target player loses X life and you gain X life, where X is its power.

Elusive Krasis Elusive Krasis can't be blocked.

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Ember Beast Ember Beast can't attack or block alone.

Enter the Infinite Draw cards equal to the number of cards in your library, then put a card from your hand on top of your library. You have no maximum hand size until your next turn.

Executioner's Swing Target creature that dealt damage this turn gets -5/-5 until end of turn.

Experiment One Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Remove two +1/+1 counters from Experiment One: Regenerate Experiment One.

Fathom Mage Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

Firefist Striker Battalion — Whenever Firefist Striker and at least two other creatures attack, target creature can't block this turn.

Firemane Avenger Flying

Battalion — Whenever Firemane Avenger and at least two other creatures attack, Firemane Avenger deals 3 damage to target creature or player and you gain 3 life.

Five-Alarm Fire Whenever a creature you control deals combat damage, put a blaze counter on Five-Alarm Fire.

Remove five blaze counters from Five-Alarm Fire: Five-Alarm Fire deals 5 damage to target creature or player.

Forced Adaptation Enchant creature

At the beginning of your upkeep, put a +1/+1 counter on enchanted creature.

Fortress Cyclops Whenever Fortress Cyclops attacks, it gets +3/+0 until end of turn.

Whenever Fortress Cyclops blocks, it gets +0/+3 until end of turn.

Foundry Champion When Foundry Champion enters the battlefield, it deals damage to target creature or player equal to the number of creatures you control.

: Foundry Champion gets +1/+0 until end of turn.

: Foundry Champion gets +0/+1 until end of turn.

Foundry Street Denizen Whenever another red creature enters the battlefield under your control, Foundry Street Denizen gets +1/+0 until end of turn.

Frenzied Tilling Destroy target land. Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library.

Frilled Oculus : Frilled Oculus gets +2/+2 until end of turn. Activate this ability only once each turn.

Frontline Medic Battalion — Whenever Frontline Medic and at least two other creatures attack, creatures you control gain indestructible until end of turn.

Sacrifice Frontline Medic: Counter target spell with in its mana cost unless its controller pays .

Furious Resistance Target blocking creature gets +3/+0 and gains first strike until end of turn.

Gateway Shade : Gateway Shade gets +1/+1 until end of turn.

Tap an untapped Gate you control: Gateway Shade gets +2/+2 until end of turn.

Ghor-Clan Rampager Trample

Bloodrush — , Discard Ghor-Clan Rampager: Target attacking creature gets +4/+4 and gains trample until end of turn.

Giant Adephage Trample

Whenever Giant Adephage deals combat damage to a player, put a token onto the battlefield that's a copy of Giant Adephage.

Gideon, Champion of Justice +1: Put a loyalty counter on Gideon, Champion of Justice for each creature target opponent controls.

0: Until end of turn, Gideon, Champion of Justice becomes a Human Soldier creature with power and toughness each equal to the number of loyalty counters on him and gains indestructible. He's still a planeswalker. Prevent all damage that would be dealt to him this turn.

-15: Exile all other permanents.

Gift of Orzhova Enchant creature

Enchanted creature gets +1/+1 and has flying and lifelink.

Glaring Spotlight Creatures your opponents control with hexproof can be the targets of spells and abilities you control as though they didn't have hexproof.

, Sacrifice Glaring Spotlight: Creatures you control gain hexproof until end of turn and can't be blocked this turn.

Godless Shrine (: Add or to your mana pool.)

As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, Godless Shrine enters the battlefield tapped.

Greenside Watcher : Untap target Gate.

Gridlock Tap X target nonland permanents.

Grisly Spectacle Destroy target nonartifact creature. Its controller puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Ground Assault Ground Assault deals damage to target creature equal to the number of lands you control.

Gruul Charm Choose one — Creatures without flying can't block this turn; or gain control of all permanents you own; or Gruul Charm deals 3 damage to each creature with flying.

Gruul Guildgate Gruul Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Gruul Keyrune : Add or to your mana pool.

: Gruul Keyrune becomes a 3/2 red and green Beast artifact creature with trample until end of turn.

Gruul Ragebeast Whenever Gruul Ragebeast or another creature enters the battlefield under your control, that creature fights target creature an opponent controls.

Guardian of the Gateless Flying

Guardian of the Gateless can block any number of creatures.

Whenever Guardian of the Gateless blocks, it gets +1/+1 until end of turn for each creature it's blocking.

Guildscorn Ward Enchant creature

Enchanted creature has protection from multicolored.

Gutter Skulk

Gyre Sage Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

: Add to your mana pool for each +1/+1 counter on Gyre Sage.

Hands of Binding Tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Hellkite Tyrant Flying, trample

Whenever Hellkite Tyrant deals combat damage to a player, gain control of all artifacts that player controls.

At the beginning of your upkeep, if you control twenty or more artifacts, you win the game.

Hellraiser Goblin Creatures you control have haste and attack each combat if able.

High Priest of Penance Whenever High Priest of Penance is dealt damage, you may destroy target nonland permanent.

Hindervines Prevent all combat damage that would be dealt this turn by creatures with no +1/+1 counters on them.

Hold the Gates Creatures you control get +0/+1 for each Gate you control and have vigilance.

Holy Mantle Enchant creature

Enchanted creature gets +2/+2 and has protection from creatures.

Homing Lightning Homing Lightning deals 4 damage to target creature and each other creature with the same name as that creature.

Horror of the Dim : Horror of the Dim gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Hydroform Target land becomes a 3/3 Elemental creature with flying until end of turn. It's still a land.

Illness in the Ranks Creature tokens get -1/-1.

Illusionist's Bracers Whenever an ability of equipped creature is activated, if it isn't a mana ability, copy that ability. You may choose new targets for the copy.

Equip

Immortal Servitude Return each creature card with converted mana cost X from your graveyard to the battlefield.

Incursion Specialist Whenever you cast your second spell each turn, Incursion Specialist gets +2/+0 until end of turn and can't be blocked this turn.

Ivy Lane Denizen Whenever another green creature enters the battlefield under your control, put a +1/+1 counter on target creature.

Keymaster Rogue Keymaster Rogue can't be blocked.

When Keymaster Rogue enters the battlefield, return a creature you control to its owner's hand.

Killing Glare Destroy target creature with power X or less.

Kingpin's Pet Flying

Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Knight of Obligation Vigilance

Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Knight Watch Put two 2/2 white Knight creature tokens with vigilance onto the battlefield.

Last Thoughts Draw a card.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Lazav, Dimir Mastermind Hexproof

Whenever a creature card is put into an opponent's graveyard from anywhere, you may have Lazav, Dimir Mastermind become a copy of that card except its name is still Lazav, Dimir Mastermind, it's legendary in addition to its other types, and it gains hexproof and this ability.

Legion Loyalist Haste

Battalion — Whenever Legion Loyalist and at least two other creatures attack, creatures you control gain first strike and trample until end of turn and can't be blocked by creature tokens this turn.

Leyline Phantom When Leyline Phantom deals combat damage, return it to its owner's hand. (Return it only if it survived combat.)

Lord of the Void Flying

Whenever Lord of the Void deals combat damage to a player, exile the top seven cards of that player's library, then put a creature card from among them onto the battlefield under your control.

Luminate Primordial Vigilance

When Luminate Primordial enters the battlefield, for each opponent, exile up to one target creature that player controls and that player gains life equal to its power.

Madcap Skills Enchant creature

Enchanted creature gets +3/+0 and can't be blocked except by two or more creatures.

Mark for Death Target creature an opponent controls blocks this turn if able. Untap that creature. Other creatures that player controls can't block this turn.

Martial Glory Target creature gets +3/+0 until end of turn.

Target creature gets +0/+3 until end of turn.

Massive Raid Massive Raid deals damage to target creature or player equal to the number of creatures you control.

Master Biomancer Each other creature you control enters the battlefield with a number of additional +1/+1 counters on it equal to Master Biomancer's power and as a Mutant in addition to its other types.

Mental Vapors Target player discards a card.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Merciless Eviction Choose one — Exile all artifacts; or exile all creatures; or exile all enchantments; or exile all planeswalkers.

Merfolk of the Depths Flash (You may cast this spell any time you could cast an instant.)

Metropolis Sprite Flying

: Metropolis Sprite gets +1/-1 until end of turn.

Midnight Recovery Return target creature card from your graveyard to your hand.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Millennial Gargoyle Flying

Miming Slime Put an X/X green Ooze creature token onto the battlefield, where X is the greatest power among creatures you control.

Mind Grind Each opponent reveals cards from the top of his or her library until he or she reveals X land cards, then puts all cards revealed this way into his or her graveyard. X can't be 0.

Mindeye Drake Flying

When Mindeye Drake dies, target player puts the top five cards of his or her library into his or her graveyard.

Molten Primordial Haste

When Molten Primordial enters the battlefield, for each opponent, gain control of up to one target creature that player controls until end of turn. Untap those creatures. They gain haste until end of turn.

Mortus Strider When Mortus Strider dies, return it to its owner's hand.

Mugging Mugging deals 2 damage to target creature. That creature can't block this turn.

Murder Investigation Enchant creature you control

When enchanted creature dies, put X 1/1 white Soldier creature tokens onto the battlefield, where X is its power.

Mystic Genesis Counter target spell. Put an X/X green Ooze creature token onto the battlefield, where X is that spell's converted mana cost.

Naturalize Destroy target artifact or enchantment.

Nav Squad Commandos Battalion — Whenever Nav Squad Commandos and at least two other creatures attack, Nav Squad Commandos gets +1/+1 until end of turn. Untap it.

Nightveil Specter Flying

Whenever Nightveil Specter deals combat damage to a player, that player exiles the top card of his or her library.

You may play cards exiled with Nightveil Specter.

Nimbus Swimmer Flying

Nimbus Swimmer enters the battlefield with X +1/+1 counters on it.

Obzedat, Ghost Council When Obzedat, Ghost Council enters the battlefield, target opponent loses 2 life and you gain 2 life.

At the beginning of your end step, you may exile Obzedat. If you do, return it to the battlefield under its owner's control at the beginning of your next upkeep. It gains haste.

Ogre Slumlord Whenever another nontoken creature dies, you may put a 1/1 black Rat creature token onto the battlefield.

Rats you control have deathtouch.

One Thousand Lashes Enchant creature

Enchanted creature can't attack or block, and its activated abilities can't be activated.

At the beginning of the upkeep of enchanted creature's controller, that player loses 1 life.

Ooze Flux 1 , Remove one or more +1/+1 counters from among creatures you control: Put an X/X green Ooze creature token onto the battlefield, where X is the number of +1/+1 counters removed this way.

Ordruun Veteran Battalion — Whenever Ordruun Veteran and at least two other creatures attack, Ordruun Veteran gains double strike until end of turn. (It deals both first-strike and regular combat damage.)

Orzhov Charm Choose one — Return target creature you control and all Auras you control attached to it to their owner's hand; or destroy target creature and you lose life equal to its toughness; or return target creature card with converted mana cost 1 or less from your graveyard to the battlefield.

Orzhov Guildgate Orzhov Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Orzhov Keyrune : Add or to your mana pool.

: Orzhov Keyrune becomes a 1/4 white and black Thrull artifact creature with lifelink until end of turn.

Paranoid Delusions Target player puts the top three cards of his or her library into his or her graveyard.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Pit Fight Target creature you control fights another target creature. (Each deals damage equal to its power to the other.)

Predator's Rapport Choose target creature you control. You gain life equal to that creature's power plus its toughness.

Primal Visitation Enchant creature

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

Prime Speaker Zegana Prime Speaker Zegana enters the battlefield with X +1/+1 counters on it, where X is the greatest power among other creatures you control.

When Prime Speaker Zegana enters the battlefield, draw cards equal to its power.

Prophetic Prism When Prophetic Prism enters the battlefield, draw a card.

, : Add one mana of any color to your mana pool.

Psychic Strike Counter target spell. Its controller puts the top two cards of his or her library into his or her graveyard.

Purge the Profane Target opponent discards two cards and you gain 2 life.

Rapid Hybridization Destroy target creature. It can't be regenerated. That creature's controller puts a 3/3 green Frog Lizard creature token onto the battlefield.

Razortip Whip , : Razortip Whip deals 1 damage to target opponent.

Realmwright As Realmwright enters the battlefield, choose a basic land type.

Lands you control are the chosen type in addition to their other types.

Righteous Charge Creatures you control get +2/+2 until end of turn.

Riot Gear Equipped creature gets +1/+2.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Ripscale Predator Ripscale Predator can't be blocked except by two or more creatures.

Rubblebelt Raiders Whenever Rubblebelt Raiders attacks, put a +1/+1 counter on it for each attacking creature you control.

Rubblehulk Rubblehulk's power and toughness are each equal to the number of lands you control.

Bloodrush — , Discard Rubblehulk: Target attacking creature gets +X/+X until end of turn, where X is the number of lands you control.

Ruination Wurm

Rust Scarab Whenever Rust Scarab becomes blocked, you may destroy target artifact or enchantment defending player controls.

Sacred Foundry (: Add or to your mana pool.)

As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, Sacred Foundry enters the battlefield tapped.

Sage's Row Denizen Whenever another blue creature enters the battlefield under your control, target player puts the top two cards of his or her library into his or her graveyard.

Sapphire Drake Flying

Each creature you control with a +1/+1 counter on it has flying.

Scab-Clan Charger Bloodrush — {1}{G}, Discard Scab-Clan Charger: Target attacking creature gets +2/+4 until end of turn.

Scatter Arc Counter target noncreature spell.

Draw a card.

Scorchwalker Bloodrush — {1}{R}{R}, Discard Scorchwalker: Target attacking creature gets +5/+1 until end of turn.

Sepulchral Primordial Intimidate

When Sepulchral Primordial enters the battlefield, for each opponent, you may put up to one target creature card from that player's graveyard onto the battlefield under your control.

Serene Remembrance Shuffle Serene Remembrance and up to three target cards from a single graveyard into their owners' libraries.

Shadow Alley Denizen Whenever another black creature enters the battlefield under your control, target creature gains intimidate until end of turn. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Shadow Slice Target opponent loses 3 life.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Shambleshark Flash (You may cast this spell any time you could cast an instant.)

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Shattering Blow Exile target artifact.

Shielded Passage Prevent all damage that would be dealt to target creature this turn.

Signal the Clans Search your library for three creature cards and reveal them. If you reveal three cards with different names, choose one of them at random and put that card into your hand. Shuffle the rest into your library.

Simic Charm Choose one — Target creature gets +3/+3 until end of turn; or permanents you control gain hexproof until end of turn; or return target creature to its owner's hand.

Simic Fluxmage Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

{1}{U}, {Q}: Move a +1/+1 counter from Simic Fluxmage onto target creature.

Simic Guildgate Simic Guildgate enters the battlefield tapped.

{Q}: Add {G} or {U} to your mana pool.

Simic Keyrune {Q}: Add {G} or {U} to your mana pool.

{G}{U}: Simic Keyrune becomes a 2/3 green and blue Crab artifact creature with hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Simic Manipulator Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

, Remove one or more +1/+1 counters from Simic Manipulator: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way.

Skarrg Goliath Trample

Bloodrush — , Discard Skarrg Goliath: Target attacking creature gets +9/+9 and gains trample until end of turn.

Skarrg Guildmage : Creatures you control gain trample until end of turn.

: Target land you control becomes a 4/4 Elemental creature until end of turn. It's still a land.

Skinbrand Goblin Bloodrush — , Discard Skinbrand Goblin: Target attacking creature gets +2/+1 until end of turn.

Skullcrack Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player.

Skyblinder Staff Equipped creature gets +1/+0 and can't be blocked by creatures with flying.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Skygames Enchant land

Enchanted land has " : Target creature gains flying until end of turn. Activate this ability only any time you could cast a sorcery."

Skyknight Legionnaire Flying, haste

Slate Street Ruffian Whenever Slate Street Ruffian becomes blocked, defending player discards a card.

Slaughterhorn Bloodrush — , Discard Slaughterhorn: Target attacking creature gets +3/+2 until end of turn.

Smite Destroy target blocked creature.

Smog Elemental Flying

Creatures with flying your opponents control get -1/-1.

Soul Ransom Enchant creature

You control enchanted creature.

Discard two cards: Soul Ransom's controller sacrifices it, then draws two cards. Only any opponent may activate this ability.

Spark Trooper Trample, lifelink, haste

At the beginning of the end step, sacrifice Spark Trooper.

Spell Rupture Counter target spell unless its controller pays , where X is the greatest power among creatures you control.

Spire Tracer Spire Tracer can't be blocked except by creatures with flying or reach.

Stolen Identity Put a token onto the battlefield that's a copy of target artifact or creature.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Stomping Ground (: Add or to your mana pool.)

As Stomping Ground enters the battlefield, you may pay 2 life. If you don't, Stomping Ground enters the battlefield tapped.

Structural Collapse Target player sacrifices an artifact and a land. Structural Collapse deals 2 damage to that player.

Sunhome Guildmage 1 R W: Creatures you control get +1/+0 until end of turn.

2 R W: Put a 1/1 red and white Soldier creature token with haste onto the battlefield.

Sylvan Primordial Reach

When Sylvan Primordial enters the battlefield, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle your library.

Syndic of Tithes Extort (Whenever you cast a spell, you may pay B. If you do, each opponent loses 1 life and you gain that much life.)

Syndicate Enforcer Extort (Whenever you cast a spell, you may pay B. If you do, each opponent loses 1 life and you gain that much life.)

Thespian's Stage T: Add 1 to your mana pool.

2, T: Thespian's Stage becomes a copy of target land and gains this ability.

Thrull Parasite Extort (Whenever you cast a spell, you may pay B. If you do, each opponent loses 1 life and you gain that much life.)

T, Pay 2 life: Remove a counter from target nonland permanent.

Tin Street Market Enchant land

Enchanted land has "T, Discard a card: Draw a card."

Totally Lost Put target nonland permanent on top of its owner's library.

Tower Defense Creatures you control get +0/+5 and gain reach until end of turn.

Towering Thunderfist W: Towering Thunderfist gains vigilance until end of turn.

Treasury Thrull Extort (Whenever you cast a spell, you may pay B. If you do, each opponent loses 1 life and you gain that much life.)

Whenever Treasury Thrull attacks, you may return target artifact, creature, or enchantment card from your graveyard to your hand.

Truefire Paladin Vigilance

R W: Truefire Paladin gets +2/+0 until end of turn.

R W: Truefire Paladin gains first strike until end of turn.

Undercity Informer 1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

Undercity Plague Target player loses 1 life, discards a card, then sacrifices a permanent.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Unexpected Results Shuffle your library, then reveal the top card. If it's a nonland card, you may cast it without paying its mana cost. If it's a land card, you may put it onto the battlefield and return Unexpected Results to its owner's hand.

Urban Evolution Draw three cards. You may play an additional land this turn.

Urbis Protector When Urbis Protector enters the battlefield, put a 4/4 white Angel creature token with flying onto the battlefield.

Verdant Haven Enchant land

When Verdant Haven enters the battlefield, you gain 2 life.

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool (in addition to the mana the land produces).

Viashino Shanktail First strike

Bloodrush — {2}{R}, Discard Viashino Shanktail: Target attacking creature gets +3/+1 and gains first strike until end of turn.

Vizkopa Confessor Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)

When Vizkopa Confessor enters the battlefield, pay any amount of life. Target opponent reveals that many cards from his or her hand. You choose one of them and exile it.

Vizkopa Guildmage {1}{W}{B}: Target creature gains lifelink until end of turn.

{1}{W}{B}: Whenever you gain life this turn, each opponent loses that much life.

Voidwalk Exile target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Warmind Infantry Battalion — Whenever Warmind Infantry and at least two other creatures attack, Warmind Infantry gets +2/+0 until end of turn.

Wasteland Viper Deathtouch

Bloodrush — {G}, Discard Wasteland Viper: Target attacking creature gets +1/+2 and gains deathtouch until end of turn.

Watery Grave ({T}: Add {U} or {B} to your mana pool.)

As Watery Grave enters the battlefield, you may pay 2 life. If you don't, Watery Grave enters the battlefield tapped.

Way of the Thief Enchant creature

Enchanted creature gets +2/+2.

Enchanted creature can't be blocked as long as you control a Gate.

Whispering Madness Each player discards his or her hand, then draws cards equal to the greatest number of cards a player discarded this way.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Wight of Precinct Six Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Wildwood Rebirth Return target creature card from your graveyard to your hand.

Wojek Halberdiers Battalion — Whenever Wojek Halberdiers and at least two other creatures attack, Wojek Halberdiers gains first strike until end of turn.

Wrecking Ogre Double strike

Bloodrush — {3}{R}{R}, Discard Wrecking Ogre: Target attacking creature gets +3/+3 and gains double strike until end of turn.

Zameck Guildmage {G}{U}: This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

, Remove a +1/+1 counter from a creature you control: Draw a card.

Zarichi Tiger , : You gain 2 life.

Zhur-Taa Swine Bloodrush — , Discard Zhur-Taa Swine: Target attacking creature gets +5/+4 until end of turn.

5.11 Dragon's Maze

Advent of the Wurm Put a 5/5 green Wurm creature token with trample onto the battlefield.

Ætherling : Exile Ætherling. Return it to the battlefield under its owner's control at the beginning of the next end step.

: Ætherling can't be blocked this turn.

: Ætherling gets +1/-1 until end of turn.

: Ætherling gets -1/+1 until end of turn.

Alive // Well (Alive) Put a 3/3 green Centaur creature token onto the battlefield.

Fuse (You may cast one or both halves of this card from your hand.)

Armed // Dangerous (Armed) Target creature gets +1/+1 and gains double strike until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Armored Wolf-Rider

Ascended Lawmage Flying, hexproof

Far // Away (Away) Target player sacrifices a creature.

Fuse (You may cast one or both halves of this card from your hand.)

Awe for the Guilds Monocolored creatures can't block this turn.

Azorius Cluestone : Add or to your mana pool.

, , Sacrifice Azorius Cluestone: Draw a card.

Azorius Guildgate Azorius Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Bane Alley Blackguard

Battering Krasis Trample

Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Beck // Call (Beck) Whenever a creature enters the battlefield this turn, you may draw a card.

Fuse (You may cast one or both halves of this card from your hand.)

Beetleform Mage : Beetleform Mage gets +2/+2 and gains flying until end of turn. Activate this ability only once each turn.

Blast of Genius Choose target creature or player. Draw three cards, then discard a card. Blast of Genius deals damage equal to the discarded card's converted mana cost to that creature or player.

Blaze Commando Whenever an instant or sorcery spell you control deals damage, put two 1/1 red and white Soldier creature tokens with haste onto the battlefield.

Flesh // Blood (Blood) Target creature you control deals damage equal to its power to target creature or player.

Fuse (You may cast one or both halves of this card from your hand.)

Blood Baron of Vizkopa Lifelink, protection from white and from black

As long as you have 30 or more life and an opponent has 10 or less life, Blood Baron of Vizkopa gets +6/+6 and has flying.

Blood Scrivener If you would draw a card while you have no cards in hand, instead draw two cards and lose 1 life.

Boros Battleshaper At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat.

Boros Cluestone : Add or to your mana pool.

, , Sacrifice Boros Cluestone: Draw a card.

Boros Guildgate Boros Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Boros Mastiff Battalion — Whenever Boros Mastiff and at least two other creatures attack, Boros Mastiff gains lifelink until end of turn. (Damage dealt by a creature with lifelink also causes its controller to gain that much life.)

Breaking // Entering (Breaking) Target player puts the top eight cards of his or her library into his or her graveyard.

Fuse (You may cast one or both halves of this card from your hand.)

Bred for the Hunt Whenever a creature you control with a +1/+1 counter on it deals combat damage to a player, you may draw a card.

Bronzebeak Moa Whenever another creature enters the battlefield under your control, Bronzebeak Moa gets +3/+3 until end of turn.

Turn // Burn (Burn) Burn deals 2 damage to target creature or player.

Fuse (You may cast one or both halves of this card from your hand.)

Beck // Call (Call) Put four 1/1 white Bird creature tokens with flying onto the battlefield.

Fuse (You may cast one or both halves of this card from your hand.)

Carnage Gladiator Whenever a creature blocks, that creature's controller loses 1 life.

: Regenerate Carnage Gladiator.

Catch // Release (Catch) Gain control of target permanent until end of turn. Untap it. It gains haste until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Clear a Path Destroy target creature with defender.

Council of the Absolute As Council of the Absolute enters the battlefield, name a card other than a creature or land card.

Your opponents can't cast cards with the chosen name.

Spells with the chosen name you cast cost less to cast.

Crypt Incursion Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

Armed // Dangerous (Dangerous) All creatures able to block target creature this turn do so.

Fuse (You may cast one or both halves of this card from your hand.)

Deadbridge Chant When Deadbridge Chant enters the battlefield, put the top ten cards of your library into your graveyard.

At the beginning of your upkeep, choose a card at random in your graveyard. If it's a creature card, put it onto the battlefield. Otherwise, put it into your hand.

Debt to the Deathless Each opponent loses two times X life. You gain life equal to the life lost this way.

Deputy of Acquittals Flash (You may cast this spell any time you could cast an instant.)

When Deputy of Acquittals enters the battlefield, you may return another target creature you control to its owner's hand.

Dimir Cluestone : Add or to your mana pool.

, , Sacrifice Dimir Cluestone: Draw a card.

Dimir Guildgate Dimir Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Down // Dirty (Dirty) Return target card from your graveyard to your hand.

Fuse (You may cast one or both halves of this card from your hand.)

Down // Dirty (Down) Target player discards two cards.

Fuse (You may cast one or both halves of this card from your hand.)

Dragonshift Until end of turn, target creature you control becomes a 4/4 blue and red Dragon, loses all abilities, and gains flying.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Drown in Filth Choose target creature. Put the top four cards of your library into your graveyard, then that creature gets -1/-1 until end of turn for each land card in your graveyard.

Emmara Tandris Prevent all damage that would be dealt to creature tokens you control.

Breaking // Entering (Entering) Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Exava, Rakdos Blood Witch First strike, haste

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Each other creature you control with a +1/+1 counter on it has haste.

Far // Away (Far) Return target creature to its owner's hand.

Fuse (You may cast one or both halves of this card from your hand.)

Fatal Fumes Target creature gets -4/-2 until end of turn.

Feral Animist : Feral Animist gets +X/+0 until end of turn, where X is its power.

Flesh // Blood (Flesh) Exile target creature card from a graveyard. Put X +1/+1 counters on target creature, where X is the power of the card you exiled.

Fuse (You may cast one or both halves of this card from your hand.)

Fluxcharger Flying

Whenever you cast an instant or sorcery spell, you may switch Fluxcharger's power and toughness until end of turn.

Gaze of Granite Destroy each nonland permanent with converted mana cost X or less.

Give // Take (Give) Put three +1/+1 counters on target creature.

Fuse (You may cast one or both halves of this card from your hand.)

Gleam of Battle Whenever a creature you control attacks, put a +1/+1 counter on it.

Goblin Test Pilot Flying

: Goblin Test Pilot deals 2 damage to target creature or player chosen at random.

Golgari Cluestone : Add or to your mana pool.

, , Sacrifice Golgari Cluestone: Draw a card.

Golgari Guildgate Golgari Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Gruul Cluestone : Add or to your mana pool.

, , Sacrifice Gruul Cluestone: Draw a card.

Gruul Guildgate Gruul Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Gruul War Chant Each attacking creature you control gets +1/+0 and can't be blocked except by two or more creatures.

Haazda Snare Squad Whenever Haazda Snare Squad attacks, you may pay . If you do, tap target creature an opponent controls.

Haunter of Nightveil Creatures your opponents control get -1/-0.

Hidden Strings You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Hired Torturer Defender

, : Target opponent loses 2 life, then reveals a card at random from his or her hand.

Izzet Cluestone : Add or to your mana pool.

, , Sacrifice Izzet Cluestone: Draw a card.

Izzet Guildgate Izzet Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Jelenn Sphinx Flying, vigilance

Whenever Jelenn Sphinx attacks, other attacking creatures get +1/+1 until end of turn.

Korozda Gorgon Deathtouch

, Remove a +1/+1 counter from a creature you control: Target creature gets -1/-1 until end of turn.

Krasis Incubation Enchant creature

Enchanted creature can't attack or block, and its activated abilities can't be activated.

, Return Krasis Incubation to its owner's hand: Put two +1/+1 counters on enchanted creature.

Kraul Warrior : Kraul Warrior gets +3/+3 until end of turn.

Lavinia of the Tenth Protection from red

When Lavinia of the Tenth enters the battlefield, detain each nonland permanent your opponents control with converted mana cost 4 or less. (Until your next turn, those permanents can't attack or block and their activated abilities can't be activated.)

Legion's Initiative Red creatures you control get +1/+0.

White creatures you control get +0/+1.

, Exile Legion's Initiative: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn.

Profit // Loss (Loss) Creatures your opponents control get -1/-1 until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Lyev Decree Detain up to two target creatures your opponents control. (Until your next turn, those creatures can't attack or block and their activated abilities can't be activated.)

Master of Cruelties First strike, deathtouch

Master of Cruelties can only attack alone.

Whenever Master of Cruelties attacks a player and isn't blocked, that player's life total becomes 1. Master of Cruelties assigns no combat damage this combat.

Maw of the Obzedat Sacrifice a creature: Creatures you control get +1/+1 until end of turn.

Maze Abomination Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Multicolored creatures you control have deathtouch.

Maze Behemoth Trample

Multicolored creatures you control have trample.

Maze Glider Flying

Multicolored creatures you control have flying.

Maze Rusher Haste

Multicolored creatures you control have haste.

Maze Sentinel Vigilance

Multicolored creatures you control have vigilance.

Maze's End Maze's End enters the battlefield tapped.

: Add to your mana pool.

, , Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

Melek, Izzet Paragon Play with the top card of your library revealed.

You may cast the top card of your library if it's an instant or sorcery card.

Whenever you cast an instant or sorcery spell from your library, copy it. You may choose new targets for the copy.

Mending Touch Regenerate target creature.

Mindstatic Counter target spell unless its controller pays 6.

Mirko Vosk, Mind Drinker Flying

Whenever Mirko Vosk, Mind Drinker deals combat damage to a player, that player reveals cards from the top of his or her library until he or she reveals four land cards, then puts those cards into his or her graveyard.

Morgue Burst Return target creature card from your graveyard to your hand. Morgue Burst deals damage to target creature or player equal to the power of the card returned this way.

Murmuring Phantasm Defender

Mutant's Prey Target creature you control with a +1/+1 counter on it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

Nivix Cyclops Defender

Whenever you cast an instant or sorcery spell, Nivix Cyclops gets +3/+0 until end of turn and can attack this turn as though it didn't have defender.

Notion Thief Flash

If an opponent would draw a card except the first one he or she draws in each of his or her draw steps, instead that player skips that draw and you draw a card.

Obzedat's Aid Return target permanent card from your graveyard to the battlefield.

Opal Lake Gatekeepers When Opal Lake Gatekeepers enters the battlefield, if you control two or more Gates, you may draw a card.

Orzhov Cluestone : Add or to your mana pool.

, , Sacrifice Orzhov Cluestone: Draw a card.

Orzhov Guildgate Orzhov Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Phytoburst Target creature gets +5/+5 until end of turn.

Pilfered Plans Target player puts the top two cards of his or her library into his or her graveyard. Draw two cards.

Plasm Capture Counter target spell. At the beginning of your next precombat main phase, add X mana in any combination of colors to your mana pool, where X is that spell's converted mana cost.

Pontiff of Blight Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)

Other creatures you control have extort. (If a creature has multiple instances of extort, each triggers separately.)

Possibility Storm Whenever a player casts a spell from his or her hand, that player exiles it, then exiles cards from the top of his or her library until he or she exiles a card that shares a card type with it. That player may cast that card without paying its mana cost. Then he or she puts all cards exiled with Possibility Storm on the bottom of his or her library in a random order.

Profit // Loss (Profit) Creatures you control get +1/+1 until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Progenitor Mimic You may have Progenitor Mimic enter the battlefield as a copy of any creature on the battlefield except it gains "At the beginning of your upkeep, if this creature isn't a token, put a token onto the battlefield that's a copy of this creature."

Protect // Serve (Protect) Target creature gets +2/+4 until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Punish the Enemy Punish the Enemy deals 3 damage to target player and 3 damage to target creature.

Putrefy Destroy target artifact or creature. It can't be regenerated.

Pyrewild Shaman Bloodrush — 1 2, Discard Pyrewild Shaman: Target attacking creature gets +3/+1 until end of turn.

Whenever one or more creatures you control deal combat damage to a player, if Pyrewild Shaman is in your graveyard, you may pay 3. If you do, return Pyrewild Shaman to your hand.

Rakdos Cluestone T: Add B or 2 to your mana pool.

B 2, T, Sacrifice Rakdos Cluestone: Draw a card.

Rakdos Drake Flying

Unleash (You may have this creature enter the battlefield with a +1/+1 counter on it. It can't block as long as it has a +1/+1 counter on it.)

Rakdos Guildgate Rakdos Guildgate enters the battlefield tapped.

T: Add B or 2 to your mana pool.

Ral Zarek +1: Tap target permanent, then untap another target permanent.

-2: Ral Zarek deals 3 damage to target creature or player.

-7: Flip five coins. Take an extra turn after this one for each coin that comes up heads.

Ready // Willing (Ready) Creatures you control gain indestructible until end of turn. Untap each creature you control.

Fuse (You may cast one or both halves of this card from your hand.)

Reap Intellect Target opponent reveals his or her hand. You choose up to X nonland cards from it and exile them. For each card exiled this way, search that player's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles his or her library.

Catch // Release (Release) Each player sacrifices an artifact, a creature, an enchantment, a land, and a planeswalker.

Fuse (You may cast one or both halves of this card from your hand.)

Render Silent Counter target spell. Its controller can't cast spells this turn.

Renegade Krasis Evolve (Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

Whenever Renegade Krasis evolves, put a +1/+1 counter on each other creature you control with a +1/+1 counter on it.

Renounce the Guilds Each player sacrifices a multicolored permanent.

Restore the Peace Return each creature that dealt damage this turn to its owner's hand.

Riot Control You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn.

Riot Piker First strike

Riot Piker attacks each turn if able.

Rot Farm Skeleton Rot Farm Skeleton can't block.

2 B G, Put the top four cards of your library into your graveyard: Return Rot Farm Skeleton from your graveyard to the battlefield. Activate this ability only any time you could cast a sorcery.

Rubblebelt Maaka Bloodrush — , Discard Rubblebelt Maaka: Target attacking creature gets +3/+3 until end of turn.

Runner's Bane Enchant creature with power 3 or less

When Runner's Bane enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Ruric Thar, the Unbowed Vigilance, reach

Ruric Thar, the Unbowed attacks each turn if able.

Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player.

Saruli Gatekeepers When Saruli Gatekeepers enters the battlefield, if you control two or more Gates, you gain 7 life.

Savageborn Hydra Double strike

Savageborn Hydra enters the battlefield with X +1/+1 counters on it.

: Put a +1/+1 counter on Savageborn Hydra. Activate this ability only any time you could cast a sorcery.

Scab-Clan Giant When Scab-Clan Giant enters the battlefield, it fights target creature an opponent controls chosen at random.

Scion of Vitu-Ghazi When Scion of Vitu-Ghazi enters the battlefield, if you cast it from your hand, put a 1/1 white Bird creature token with flying onto the battlefield, then populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Selesnya Cluestone : Add or to your mana pool.

, , Sacrifice Selesnya Cluestone: Draw a card.

Selesnya Guildgate Selesnya Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Protect // Serve (Serve) Target creature gets -6/-0 until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Showstopper Until end of turn, creatures you control gain "When this creature dies, it deals 2 damage to target creature an opponent controls."

Simic Cluestone : Add or to your mana pool.

, , Sacrifice Simic Cluestone: Draw a card.

Simic Guildgate Simic Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Sin Collector When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.

Sinister Possession Enchant creature

Whenever enchanted creature attacks or blocks, its controller loses 2 life.

Sire of Insanity At the beginning of each end step, each player discards his or her hand.

Skylasher Flash

Skylasher can't be countered.

Reach, protection from blue

Smelt-Ward Gatekeepers When Smelt-Ward Gatekeepers enters the battlefield, if you control two or more Gates, gain control of target creature an opponent controls until end of turn. Untap that creature. It gains haste until end of turn.

Species Gorger At the beginning of your upkeep, return a creature you control to its owner's hand.

Spike Jester Haste

Steeple Roc Flying, first strike

Sunspire Gatekeepers When Sunspire Gatekeepers enters the battlefield, if you control two or more Gates, put a 2/2 white Knight creature token with vigilance onto the battlefield.

Tajic, Blade of the Legion Indestructible

Battalion — Whenever Tajic, Blade of the Legion and at least two other creatures attack, Tajic gets +5/+5 until end of turn.

Give // Take (Take) Remove all +1/+1 counters from target creature you control. Draw that many cards.

Fuse (You may cast one or both halves of this card from your hand.)

Wear // Tear (Tear) Destroy target enchantment.

Fuse (You may cast one or both halves of this card from your hand.)

Teysa, Envoy of Ghosts Vigilance, protection from creatures

Whenever a creature deals combat damage to you, destroy that creature. Put a 1/1 white and black Spirit creature token with flying onto the battlefield.

Thrashing Mossdog Reach (This creature can block creatures with flying.)

Scavenge (4 ⊕ ⊕ (4 ⊕ ⊕, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

Tithe Drinker Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Extort (Whenever you cast a spell, you may pay ⊕. If you do, each opponent loses 1 life and you gain that much life.)

Toil // Trouble (Toil) Target player draws two cards and loses 2 life.

Fuse (You may cast one or both halves of this card from your hand.)

Trait Doctoring Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another until end of turn.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

Trostani's Summoner When Trostani's Summoner enters the battlefield, put a 2/2 white Knight creature token with vigilance, a 3/3 green Centaur creature token, and a 4/4 green Rhino creature token with trample onto the battlefield.

Toil // Trouble (Trouble) Trouble deals damage to target player equal to the number of cards in that player's hand.

Fuse (You may cast one or both halves of this card from your hand.)

Turn // Burn (Turn) Target creature loses all abilities and becomes a 0/1 red Weird until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Ubul Sar Gatekeepers When Ubul Sar Gatekeepers enters the battlefield, if you control two or more Gates, target creature an opponent controls gets -2/-2 until end of turn.

Uncovered Clues Look at the top four cards of your library. You may reveal up to two instant and/or sorcery cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

Unflinching Courage Enchant creature

Enchanted creature gets +2/+2 and has trample and lifelink.

Varolz, the Scar-Striped Each creature card in your graveyard has scavenge. The scavenge cost is equal to its mana cost. (Exile a creature card from your graveyard and pay its mana cost: Put a number of +1/+1 counters equal to that card's power on target creature. Scavenge only as a sorcery.)

Sacrifice another creature: Regenerate Varolz, the Scar-Striped.

Viashino Firstblade Haste

When Viashino Firstblade enters the battlefield, it gets +2/+2 until end of turn.

Voice of Resurgence Whenever an opponent casts a spell during your turn or when Voice of Resurgence dies, put a green and white Elemental creature token onto the battlefield with "This creature's power and toughness are each equal to the number of creatures you control."

Vorel of the Hull Clade , : For each counter on target artifact, creature, or land, put another of those counters on that permanent.

Wake the Reflections Populate. (Put a token onto the battlefield that's a copy of a creature token you control.)

Warleader's Helix Warleader's Helix deals 4 damage to target creature or player and you gain 4 life.

Warped Physique Target creature gets +X/-X until end of turn, where X is the number of cards in your hand.

Weapon Surge Target creature you control gets +1/+0 and gains first strike until end of turn.

Overload (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Wear // Tear (Wear) Destroy target artifact.

Fuse (You may cast one or both halves of this card from your hand.)

Alive // Well (Well) You gain 2 life for each creature you control.

Fuse (You may cast one or both halves of this card from your hand.)

Ready // Willing (Willing) Creatures you control gain deathtouch and lifelink until end of turn.

Fuse (You may cast one or both halves of this card from your hand.)

Wind Drake Flying

Woodlot Crawler Forestwalk, protection from green

Zhur-Taa Ancient Whenever a player taps a land for mana, that player adds one mana to his or her mana pool of any type that land produced.

Zhur-Taa Druid : Add to your mana pool.

Whenever you tap Zhur-Taa Druid for mana, it deals 1 damage to each opponent.

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Academy Raider Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Whenever Academy Raider deals combat damage to a player, you may discard a card. If you do, draw a card.

Accorder's Shield Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.)

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Accursed Spirit Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Act of Treason Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and this turn.)

Advocate of the Beast At the beginning of your end step, put a +1/+1 counter on target Beast creature you control.

Air Servant Flying

: Tap target creature with flying.

Ajani, Caller of the Pride +1: Put a +1/+1 counter on up to one target creature.

-3: Target creature gains flying and double strike until end of turn.

-8: Put X 2/2 white Cat creature tokens onto the battlefield, where X is your life total.

Ajani's Chosen Whenever an enchantment enters the battlefield under your control, put a 2/2 white Cat creature token onto the battlefield. If that enchantment is an Aura, you may attach it to the token.

Altar's Reap As an additional cost to cast Altar's Reap, sacrifice a creature.

Draw two cards.

Angelic Accord At the beginning of each end step, if you gained 4 or more life this turn, put a 4/4 white Angel creature token with flying onto the battlefield.

Angelic Wall Defender (This creature can't attack.)

Flying

Archaeomancer When Archaeomancer enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

Archangel of Thune Flying

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Whenever you gain life, put a +1/+1 counter on each creature you control.

Armored Cancrix

Artificer's Hex Enchant Equipment

At the beginning of your upkeep, if enchanted Equipment is attached to a creature, destroy that creature.

Auramancer When Auramancer enters the battlefield, you may return target enchantment card from your graveyard to your hand.

Awaken the Ancient Enchant Mountain

Enchanted Mountain is a 7/7 red Giant creature with haste. It's still a land.

Banisher Priest When Banisher Priest enters the battlefield, exile target creature an opponent controls until Banisher Priest leaves the battlefield. (That creature returns under its owner's control.)

Barrage of Expendables , Sacrifice a creature: Barrage of Expendables deals 1 damage to target creature or player.

Battle Sliver Sliver creatures you control get +2/+0.

Blessing Enchant creature

: Enchanted creature gets +1/+1 until end of turn.

Blightcaster Whenever you cast an enchantment spell, you may have target creature get -2/-2 until end of turn.

Blood Bairn Sacrifice another creature: Blood Bairn gets +2/+2 until end of turn.

Blur Sliver Sliver creatures you control have haste. (They can attack and ↻ as soon as they come under your control.)

Bogbrew Witch 2, ↻: Search your library for a card named Festering Newt or Bubbling Cauldron, put it onto the battlefield tapped, then shuffle your library.

Bonescythe Sliver Sliver creatures you control have double strike. (They deal both first-strike and regular combat damage.)

Bramblecrush Destroy target noncreature permanent.

Brave the Elements Choose a color. White creatures you control gain protection from the chosen color until end of turn. (They can't be blocked, targeted, dealt damage, or enchanted by anything of that color.)

Briarpack Alpha Flash (You may cast this spell any time you could cast an instant.)

When Briarpack Alpha enters the battlefield, target creature gets +2/+2 until end of turn.

Brindle Boar Sacrifice Brindle Boar: You gain 4 life.

Bubbling Cauldron 1, ↻, Sacrifice a creature: You gain 4 life.

1, ↻, Sacrifice a creature named Festering Newt: Each opponent loses 4 life. You gain life equal to the life lost this way.

Burning Earth Whenever a player taps a nonbasic land for mana, Burning Earth deals 1 damage to that player.

Cancel Counter target spell.

Canyon Minotaur

Capashen Knight First strike (This creature deals combat damage before creatures without first strike.)

1 ✳: Capashen Knight gets +1/+0 until end of turn.

Celestial Flare Target player sacrifices an attacking or blocking creature.

Chandra, Pyromaster +1: Chandra, Pyromaster deals 1 damage to target player and 1 damage to up to one target creature that player controls. That creature can't block this turn.

0: Exile the top card of your library. You may play it this turn.

-7: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs.

Chandra's Outrage Chandra's Outrage deals 4 damage to target creature and 2 damage to that creature's controller.

Chandra's Phoenix Flying

Haste (This creature can attack and ↻ as soon as it comes under your control.)

Whenever an opponent is dealt damage by a red instant or sorcery spell you control or by a red planeswalker you control, return Chandra's Phoenix from your graveyard to your hand.

Charging Griffin Flying

Whenever Charging Griffin attacks, it gets +1/+1 until end of turn.

Child of Night Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Claustrophobia Enchant creature

When Claustrophobia enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Clone You may have Clone enter the battlefield as a copy of any creature on the battlefield.

Colossal Whale Islandwalk (This creature can't be blocked as long as defending player controls an Island.)

Whenever Colossal Whale attacks, you may exile target creature defending player controls until Colossal Whale leaves the battlefield. (That creature returns under its owner's control.)

Congregate Target player gains 2 life for each creature on the battlefield.

Coral Merfolk

Corpse Hauler 2 , Sacrifice Corpse Hauler: Return another target creature card from your graveyard to your hand.

Corrupt Corrupt deals damage equal to the number of Swamps you control to target creature or player. You gain life equal to the damage dealt this way.

Cyclops Tyrant Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Cyclops Tyrant can't block creatures with power 2 or less.

Dark Favor Enchant creature

When Dark Favor enters the battlefield, you lose 1 life.

Enchanted creature gets +3/+1.

Dark Prophecy Whenever a creature you control dies, you draw a card and lose 1 life.

Darksteel Forge Artifacts you control have indestructible. (Effects that say "destroy" don't destroy them. Artifact creatures with indestructible can't be destroyed by damage.)

Darksteel Ingot Indestructible (Effects that say "destroy" don't destroy this artifact.)

: Add one mana of any color to your mana pool.

Dawnstrike Paladin Vigilance (Attacking doesn't cause this creature to tap.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Deadly Recluse Reach (This creature can block creatures with flying.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Deathgaze Cockatrice Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Demolish Destroy target artifact or land.

Devout Invocation Tap any number of untapped creatures you control. Put a 4/4 white Angel creature token with flying onto the battlefield for each creature tapped this way.

Diabolic Tutor Search your library for a card and put that card into your hand. Then shuffle your library.

Dismiss into Dream Each creature your opponents control is an Illusion in addition to its other types and has "When this creature becomes the target of a spell or ability, sacrifice it."

Disperse Return target nonland permanent to its owner's hand.

Divination Draw two cards.

Divine Favor Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

Domestication Enchant creature

You control enchanted creature.

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

Doom Blade Destroy target nonblack creature.

Door of Destinies As Door of Destinies enters the battlefield, choose a creature type.

Whenever you cast a spell of the chosen type, put a charge counter on Door of Destinies.

Creatures you control of the chosen type get +1/+1 for each charge counter on Door of Destinies.

Dragon Egg Defender (This creature can't attack.)

When Dragon Egg dies, put a 2/2 red Dragon creature token with flying onto the battlefield. It has ": This creature gets +1/+0 until end of turn."

Dragon Hatchling Flying

: Dragon Hatchling gets +1/+0 until end of turn.

Duress Target opponent reveals his or her hand. You choose a noncreature, nonland card from it. That player discards that card.

Elite Arcanist When Elite Arcanist enters the battlefield, you may exile an instant card from your hand.

X, : Copy the exiled card. You may cast the copy without paying its mana cost. X is the converted mana cost of the exiled card.

Elixir of Immortality 2, : You gain 5 life. Shuffle Elixir of Immortality and your graveyard into their owner's library.

Elvish Mystic : Add to your mana pool.

Encroaching Wastes : Add 1 to your mana pool.

4, , Sacrifice Encroaching Wastes: Destroy target nonbasic land.

Enlarge Target creature gets +7/+7 and gains trample until end of turn. It must be blocked this turn if able. (If a creature with trample would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Essence Scatter Counter target creature spell.

Festering Newt When Festering Newt dies, target creature an opponent controls gets -1/-1 until end of turn. That creature gets -4/-4 instead if you control a creature named Bogbrew Witch.

Fiendslayer Paladin First strike (This creature deals combat damage before creatures without first strike.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Fiendslayer Paladin can't be the target of black or red spells your opponents control.

Fireshrieker Equipped creature has double strike. (It deals both first-strike and regular combat damage.)

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Flames of the Firebrand Flames of the Firebrand deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Fleshpulper Giant When Fleshpulper Giant enters the battlefield, you may destroy target creature with toughness 2 or less.

Fog Prevent all combat damage that would be dealt this turn.

Forest G

Fortify Choose one — Creatures you control get +2/+0 until end of turn; or creatures you control get +0/+2 until end of turn.

Frost Breath Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.

Galerider Sliver Sliver creatures you control have flying.

Garruk, Caller of Beasts +1: Reveal the top five cards of your library. Put all creature cards revealed this way into your hand and the rest on the bottom of your library in any order.

-3: You may put a green creature card from your hand onto the battlefield.

-7: You get an emblem with "Whenever you cast a creature spell, you may search your library for a creature card, put it onto the battlefield, then shuffle your library."

Garruk's Horde Trample

Play with the top card of your library revealed.

You may cast the top card of your library if it's a creature card. (Do this only any time you could cast that creature card. You still pay the spell's costs.)

Giant Growth Target creature gets +3/+3 until end of turn.

Giant Spider Reach (This creature can block creatures with flying.)

Gladecover Scout Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Glimpse the Future Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

Gnawing Zombie 1 , Sacrifice a creature: Target player loses 1 life and you gain 1 life.

Goblin Diplomats : Each creature attacks this turn if able.

Goblin Shortcutter When Goblin Shortcutter enters the battlefield, target creature can't block this turn.

Griffin Sentinel Flying

Vigilance (Attacking doesn't cause this creature to tap.)

Grim Return Choose target creature card in a graveyard that was put there from the battlefield this turn. Put that card onto the battlefield under your control.

Groundshaker Sliver Sliver creatures you control have trample. (If a Sliver you control would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Guardian of the Ages Defender (This creature can't attack.)

When a creature attacks you or a planeswalker you control, if Guardian of the Ages has defender, it loses defender and gains trample.

Haunted Plate Mail Equipped creature gets +4/+4.

0 : Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 (4 : Attach to target creature you control. Equip only as a sorcery.)

Hive Stirrings Put two 1/1 colorless Sliver creature tokens onto the battlefield.

Howl of the Night Pack Put a 2/2 green Wolf creature token onto the battlefield for each Forest you control.

Hunt the Weak Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)

Illusionary Armor Enchant creature

Enchanted creature gets +4/+4.

When enchanted creature becomes the target of a spell or ability, sacrifice Illusionary Armor.

Imposing Sovereign Creatures your opponents control enter the battlefield tapped.

Indestructibility Enchant permanent

Enchanted permanent has indestructible. (Effects that say "destroy" don't destroy that permanent. A creature with indestructible can't be destroyed by damage.)

Into the Wilds At the beginning of your upkeep, look at the top card of your library. If it's a land card, you may put it onto the battlefield.

Island U

Jace, Memory Adept +1: Draw a card. Target player puts the top card of his or her library into his or her graveyard.

0: Target player puts the top ten cards of his or her library into his or her graveyard.

-7: Any number of target players each draw twenty cards.

Jace's Mindseeker Flying

When Jace's Mindseeker enters the battlefield, target opponent puts the top five cards of his or her library into his or her graveyard. You may cast an instant or sorcery card from among them without paying its mana cost.

Kalonian Hydra Trample

Kalonian Hydra enters the battlefield with four +1/+1 counters on it.

Whenever Kalonian Hydra attacks, double the number of +1/+1 counters on each creature you control.

Kalonian Tusker

Lava Axe Lava Axe deals 5 damage to target player.

Lay of the Land Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Lifebane Zombie Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

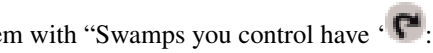
When Lifebane Zombie enters the battlefield, target opponent reveals his or her hand. You choose a green or white creature card from it and exile that card.

Lightning Talons Enchant creature

Enchanted creature gets +3/+0 and has first strike. (It deals combat damage before creatures without first strike.)

Liliana of the Dark Realms +1: Search your library for a Swamp card, reveal it, and put it into your hand. Then shuffle your library.

-3: Target creature gets +X/+X or -X/-X until end of turn, where X is the number of Swamps you control.

-6: You get an emblem with "Swamps you control have '  : Add to your mana pool.'"

Liliana's Reaver Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever Liliana's Reaver deals combat damage to a player, that player discards a card and you put a 2/2 black Zombie creature token onto the battlefield tapped.

Liturgy of Blood Destroy target creature. Add to your mana pool.

Manaweft Sliver Sliver creatures you control have " : Add one mana of any color to your mana pool."

Marauding Maulhorn Marauding Maulhorn attacks each combat if able unless you control a creature named Advocate of the Beast.

Mark of the Vampire Enchant creature

Enchanted creature gets +2/+2 and has lifelink. (Damage dealt by the creature also causes its controller to gain that much life.)

Master of Diversion Whenever Master of Diversion attacks, tap target creature defending player controls.

Megantic Sliver Sliver creatures you control get +3/+3.

Merfolk Spy Islandwalk (This creature can't be blocked as long as defending player controls an Island.)

Whenever Merfolk Spy deals combat damage to a player, that player reveals a card at random from his or her hand.

Messenger Drake Flying

When Messenger Drake dies, draw a card.

Millstone 2, T: Target player puts the top two cards of his or her library into his or her graveyard.

Mind Rot Target player discards two cards.

Mindsparker First strike (This creature deals combat damage before creatures without first strike.)

Whenever an opponent casts a white or blue instant or sorcery spell, Mindsparker deals 2 damage to that player.

Minotaur Abomination

Molten Birth Put two 1/1 red Elemental creature tokens onto the battlefield. Then flip a coin. If you win the flip, return Molten Birth to its owner's hand.

Mountain R

Mutavault T: Add 1 to your mana pool.

1: Mutavault becomes a 2/2 creature with all creature types until end of turn. It's still a land.

Naturalize Destroy target artifact or enchantment.

Negate Counter target noncreature spell.

Nephalia Seakite Flash (You may cast this spell any time you could cast an instant.)

Flying

Nightmare Flying

Nightmare's power and toughness are each equal to the number of Swamps you control.

Nightwing Shade Flying

1 B: Nightwing Shade gets +1/+1 until end of turn.

Oath of the Ancient Wood Whenever Oath of the Ancient Wood or another enchantment enters the battlefield under your control, you may put a +1/+1 counter on target creature.

Ogre Battledriver Whenever another creature enters the battlefield under your control, that creature gets +2/+0 and gains haste until end of turn. (It can attack and T this turn.)

Opportunity Target player draws four cards.

Pacifism Enchant creature

Enchanted creature can't attack or block.

Path of Bravery As long as your life total is greater than or equal to your starting life total, creatures you control get +1/+1.

Whenever one or more creatures you control attack, you gain life equal to the number of attacking creatures.

Pay No Heed Prevent all damage a source of your choice would deal this turn.

Phantom Warrior Phantom Warrior can't be blocked.

Pillarfield Ox

Pitchburn Devils When Pitchburn Devils dies, it deals 3 damage to target creature or player.

Plains W

Planar Cleansing Destroy all nonland permanents.

Plummet Destroy target creature with flying.

Predatory Sliver Sliver creatures you control get +1/+1.

Primeval Bounty Whenever you cast a creature spell, put a 3/3 green Beast creature token onto the battlefield.

Whenever you cast a noncreature spell, put three +1/+1 counters on target creature you control.

Whenever a land enters the battlefield under your control, you gain 3 life.

Pyromancer's Gauntlet If a red instant or sorcery spell you control or a red planeswalker you control would deal damage to a permanent or player, it deals that much damage plus 2 to that permanent or player instead.

Quag Sickness Enchant creature

Enchanted creature gets -1/-1 for each Swamp you control.

Quicken The next sorcery card you cast this turn can be cast as though it had flash. (It can be cast any time you could cast an instant.)

Draw a card.

Ranger's Guile Target creature you control gets +1/+1 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Ratchet Bomb : Put a charge counter on Ratchet Bomb.

, Sacrifice Ratchet Bomb: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Ratchet Bomb.

Regathan Firecat

Ring of Three Wishes Ring of Three Wishes enters the battlefield with three wish counters on it.

, Remove a wish counter from Ring of Three Wishes: Search your library for a card and put that card into your hand. Then shuffle your library.

Rise of the Dark Realms Put all creature cards from all graveyards onto the battlefield under your control.

Rod of Ruin : Rod of Ruin deals 1 damage to target creature or player.

Rootwalla : Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Rumbling Baloth

Sanguine Bond Whenever you gain life, target opponent loses that much life.

Savage Summoning Savage Summoning can't be countered.

The next creature card you cast this turn can be cast as though it had flash. That spell can't be countered. That creature enters the battlefield with an additional +1/+1 counter on it.

Scavenging Ooze : Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

Scourge of Valkas Flying

Whenever Scourge of Valkas or another Dragon enters the battlefield under your control, it deals X damage to target creature or player, where X is the number of Dragons you control.

: Scourge of Valkas gets +1/+0 until end of turn.

Scroll Thief Whenever Scroll Thief deals combat damage to a player, draw a card.

Seacoast Drake Flying

Seismic Stomp Creatures without flying can't block this turn.

Sengir Vampire Flying

Whenever a creature dealt damage by Sengir Vampire this turn dies, put a +1/+1 counter on Sengir Vampire.

Sensory Deprivation Enchant creature

Enchanted creature gets -3/-0.

Sentinel Sliver Sliver creatures you control have vigilance. (Attacking doesn't cause them to tap.)

Seraph of the Sword Flying

Prevent all combat damage that would be dealt to Seraph of the Sword.

Serra Angel Flying

Vigilance (Attacking doesn't cause this creature to tap.)

Shadowborn Apostle A deck can have any number of cards named Shadowborn Apostle.

, Sacrifice six creatures named Shadowborn Apostle: Search your library for a Demon creature card and put it onto the battlefield. Then shuffle your library.

Shadowborn Demon Flying

When Shadowborn Demon enters the battlefield, destroy target non-Demon creature.

At the beginning of your upkeep, if there are fewer than six creature cards in your graveyard, sacrifice a creature.

Shimmering Grotto : Add to your mana pool.

, : Add one mana of any color to your mana pool.

Shivan Dragon Flying

: Shivan Dragon gets +1/+0 until end of turn.

Shiv's Embrace Enchant creature

Enchanted creature gets +2/+2 and has flying.

: Enchanted creature gets +1/+0 until end of turn.

Shock Shock deals 2 damage to target creature or player.

Show of Valor Target creature gets +2/+4 until end of turn.

Shrivel All creatures get -1/-1 until end of turn.

Siege Mastodon

Silence Your opponents can't cast spells this turn. (Spells cast before this resolves are unaffected.)

Sliver Construct

Smelt Destroy target artifact.

Solemn Offering Destroy target artifact or enchantment. You gain 4 life.

Soulmender : You gain 1 life.

Spell Blast Counter target spell with converted mana cost X. (For example, if that spell's mana cost is , X is 5.)

Sporemound Whenever a land enters the battlefield under your control, put a 1/1 green Saproling creature token onto the battlefield.

Staff of the Death Magus Whenever you cast a black spell or a Swamp enters the battlefield under your control, you gain 1 life.

Staff of the Flame Magus Whenever you cast a red spell or a Mountain enters the battlefield under your control, you gain 1 life.

Staff of the Mind Magus Whenever you cast a blue spell or an Island enters the battlefield under your control, you gain 1 life.

Staff of the Sun Magus Whenever you cast a white spell or a Plains enters the battlefield under your control, you gain 1 life.

Staff of the Wild Magus Whenever you cast a green spell or a Forest enters the battlefield under your control, you gain 1 life.

Steelform Sliver Sliver creatures you control get +0/+1.

Stonehorn Chanter 5 ✱: Stonehorn Chanter gains vigilance and lifelink until end of turn. (Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)

Striking Sliver Sliver creatures you control have first strike. (They deal combat damage before creatures without first strike.)

Strionic Resonator 2, ↻: Copy target triggered ability you control. You may choose new targets for the copy. (A triggered ability uses the words "when," "whenever," or "at.")

Suntail Hawk Flying

Swamp B

Syphon Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.)

Tenacious Dead When Tenacious Dead dies, you may pay 1 ☠. If you do, return it to the battlefield tapped under its owner's control.

Thorncaster Sliver Sliver creatures you control have "Whenever this creature attacks, it deals 1 damage to target creature or player."

Thunder Strike Target creature gets +2/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

Tidebinder Mage When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

Time Ebb Put target creature on top of its owner's library.

Tome Scour Target player puts the top five cards of his or her library into his or her graveyard.

Trading Post 1, ↻, Discard a card: You gain 4 life.

1, ↻, Pay 1 life: Put a 0/1 white Goat creature token onto the battlefield.

1, ↻, Sacrifice a creature: Return target artifact card from your graveyard to your hand.

1, ↻, Sacrifice an artifact: Draw a card.

Trained Condor Flying

Whenever Trained Condor attacks, another target creature you control gains flying until end of turn.

Traumatize Target player puts the top half of his or her library, rounded down, into his or her graveyard.

Trollhide Enchant creature

Enchanted creature gets +2/+2 and has "1 : Regenerate this creature." (The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Undead Minotaur

Vampire Warlord Sacrifice another creature: Regenerate Vampire Warlord. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Vastwood Hydra Vastwood Hydra enters the battlefield with X +1/+1 counters on it.

When Vastwood Hydra dies, you may distribute a number of +1/+1 counters equal to the number of +1/+1 counters on Vastwood Hydra among any number of creatures you control.

Verdant Haven Enchant land

When Verdant Haven enters the battlefield, you gain 2 life.

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool (in addition to the mana the land produces).

Vial of Poison 1, Sacrifice Vial of Poison: Target creature gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Vile Rebirth Exile target creature card from a graveyard. Put a 2/2 black Zombie creature token onto the battlefield.

Volcanic Geyser Volcanic Geyser deals X damage to target creature or player.

Voracious Wurm Voracious Wurm enters the battlefield with X +1/+1 counters on it, where X is the amount of life you've gained this turn.

Wall of Frost Defender (This creature can't attack.)

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

Wall of Swords Defender (This creature can't attack.)

Flying

Warden of Evos Isle Flying

Creature spells with flying you cast cost 1 less to cast.

Water Servant : Water Servant gets +1/-1 until end of turn.

: Water Servant gets -1/+1 until end of turn.

Wild Guess As an additional cost to cast Wild Guess, discard a card.

Draw two cards.

Wild Ricochet You may choose new targets for target instant or sorcery spell. Then copy that spell. You may choose new targets for the copy.

Windreader Sphinx Flying

Whenever a creature with flying attacks, you may draw a card.

Windstorm Windstorm deals X damage to each creature with flying.

Witchstalker Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever an opponent casts a blue or black spell during your turn, put a +1/+1 counter on Witchstalker.

Woodborn Behemoth As long as you control eight or more lands, Woodborn Behemoth gets +4/+4 and has trample. (If this creature would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Wring Flesh Target creature gets -3/-1 until end of turn.

Xathrid Necromancer Whenever Xathrid Necromancer or another Human creature you control dies, put a 2/2 black Zombie creature token onto the battlefield tapped.

Young Pyromancer Whenever you cast an instant or sorcery spell, put a 1/1 red Elemental creature token onto the battlefield.

Zephyr Charge {1}{U}: Target creature gains flying until end of turn.

5.13 Theros

Abhorrent Overlord Flying

When Abhorrent Overlord enters the battlefield, put a number of 1/1 black Harpy creature tokens with flying onto the battlefield equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

At the beginning of your upkeep, sacrifice a creature.

Agent of Horizons {2}{U}: Agent of Horizons can't be blocked this turn.

Agent of the Fates Deathtouch

Heroic — Whenever you cast a spell that targets Agent of the Fates, each opponent sacrifices a creature.

Akroan Crusader Heroic — Whenever you cast a spell that targets Akroan Crusader, put a 1/1 red Soldier creature token with haste onto the battlefield.

Akroan Hoplite Whenever Akroan Hoplite attacks, it gets +X/+0 until end of turn, where X is the number of attacking creatures you control.

Akroan Horse Defender

When Akroan Horse enters the battlefield, an opponent gains control of it.

At the beginning of your upkeep, each opponent puts a 1/1 white Soldier creature token onto the battlefield.

Anax and Cymede First strike, vigilance

Heroic — Whenever you cast a spell that targets Anax and Cymede, creatures you control get +1/+1 and gain trample until end of turn.

Anger of the Gods Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Annul Counter target artifact or enchantment spell.

Anthousa, Setessan Hero Heroic — Whenever you cast a spell that targets Anthousa, Setessan Hero, up to three target lands you control each become 2/2 Warrior creatures until end of turn. They're still lands.

Anvilwrought Raptor Flying, first strike

Aqueous Form Enchant creature

Enchanted creature can't be blocked.

Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Arbor Colossus Reach

{3}{G}{G}{G}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Arbor Colossus becomes monstrous, destroy target creature with flying an opponent controls.

Arena Athlete Heroic — Whenever you cast a spell that targets Arena Athlete, target creature an opponent controls can't block this turn.

Artisan of Forms Heroic — Whenever you cast a spell that targets Artisan of Forms, you may have Artisan of Forms become a copy of target creature and gain this ability.

Artisan's Sorrow Destroy target artifact or enchantment. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Ashen Rider Flying

When Ashen Rider enters the battlefield or dies, exile target permanent.

Ashiok, Nightmare Weaver +2: Exile the top three cards of target opponent's library.

-X: Put a creature card with converted mana cost X exiled with Ashiok, Nightmare Weaver onto the battlefield under your control. That creature is a Nightmare in addition to its other types.

-10: Exile all cards from all opponents' hands and graveyards.

Asphodel Wanderer (2)(B): Regenerate Asphodel Wanderer.

Baleful Eidolon Bestow (4)(B) (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Enchanted creature gets +1/+1 and has deathtouch.

Battlewise Hoplite Heroic — Whenever you cast a spell that targets Battlewise Hoplite, put a +1/+1 counter on Battlewise Hoplite, then scry 1. (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Battlewise Valor Target creature gets +2/+2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Benthic Giant Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Bident of Thassa Whenever a creature you control deals combat damage to a player, you may draw a card.

(1)(U), (T): Creatures your opponents control attack this turn if able.

Blood-Toll Harpy Flying

When Blood-Toll Harpy enters the battlefield, each player loses 1 life.

Boon of Erebos Target creature gets +2/+0 until end of turn. Regenerate it. You lose 2 life.

Boon Satyr Flash

Bestow (3)(G)(G) (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +4/+2.

Borderland Minotaur

Boulderfall Boulderfall deals 5 damage divided as you choose among any number of target creatures and/or players.

Bow of Nylea Attacking creatures you control have deathtouch.

(1)(G), (T): Choose one — Put a +1/+1 counter on target creature; or Bow of Nylea deals 2 damage to target creature with flying; or you gain 3 life; or put up to four target cards from your graveyard on the bottom of your library in any order.

Breaching Hippocamp Flash (You may cast this spell any time you could cast an instant.)

When Breaching Hippocamp enters the battlefield, untap another target creature you control.

Bronze Sable

Burnished Hart 3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Cavalry Pegasus Flying

Whenever Cavalry Pegasus attacks, each attacking Human gains flying until end of turn.

Cavern Lampad Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Intimidate

Enchanted creature gets +2/+2 and has intimidate.

Celestial Archon Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying, first strike

Enchanted creature gets +4/+4 and has flying and first strike.

Centaur Battlemaster Heroic — Whenever you cast a spell that targets Centaur Battlemaster, put three +1/+1 counters on Centaur Battlemaster.

Chained to the Rocks Enchant Mountain you control

When Chained to the Rocks enters the battlefield, exile target creature an opponent controls until Chained to the Rocks leaves the battlefield. (That creature returns under its owner's control.)

Chosen by Heliod Enchant creature

When Chosen by Heliod enters the battlefield, draw a card.

Enchanted creature gets +0/+2.

Chronicler of Heroes When Chronicler of Heroes enters the battlefield, draw a card if you control a creature with a +1/+1 counter on it.

Coastline Chimera Flying

1: Coastline Chimera can block an additional creature this turn.

Colossus of Akros Defender, indestructible

10: Monstrosity 10. (If this creature isn't monstrous, put ten +1/+1 counters on it and it becomes monstrous.)

As long as Colossus of Akros is monstrous, it has trample and can attack as though it didn't have defender.

Commune with the Gods Reveal the top five cards of your library. You may put a creature or enchantment card from among them into your hand. Put the rest into your graveyard.

Coordinated Assault Up to two target creatures each get +1/+0 and gain first strike until end of turn.

Crackling Triton 2, Sacrifice Crackling Triton: Crackling Triton deals 2 damage to target creature or player.

Curse of the Swine Exile X target creatures. For each creature exiled this way, its controller puts a 2/2 green Boar creature token onto the battlefield.

Cutthroat Maneuver Up to two target creatures each get +1/+1 and gain lifelink until end of turn.

Dark Betrayal Destroy target black creature.

Dauntless Onslaught Up to two target creatures each get +2/+2 until end of turn.

Daxos of Meletis Daxos of Meletis can't be blocked by creatures with power 3 or greater.

Whenever Daxos of Meletis deals combat damage to a player, exile the top card of that player's library. You gain life equal to that card's converted mana cost. Until end of turn, you may cast that card and you may spend mana as though it were mana of any color to cast it.

Deathbellow Raider Deathbellow Raider attacks each turn if able.

2 : Regenerate Deathbellow Raider.

Decorated Griffin Flying

1 : Prevent the next 1 combat damage that would be dealt to you this turn.

Defend the Hearth Prevent all combat damage that would be dealt to players this turn.

Demolish Destroy target artifact or land.

Destructive Revelry Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

Disciple of Phenax When Disciple of Phenax enters the battlefield, target player reveals a number of cards from his or her hand equal to your devotion to black. You choose one of them. That player discards that card. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Dissolve Counter target spell. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Divine Verdict Destroy target attacking or blocking creature.

Dragon Mantle Enchant creature

When Dragon Mantle enters the battlefield, draw a card.

Enchanted creature has ": This creature gets +1/+0 until end of turn."

Elspeth, Sun's Champion +1: Put three 1/1 white Soldier creature tokens onto the battlefield.

-3: Destroy all creatures with power 4 or greater.

-7: You get an emblem with "Creatures you control get +2/+2 and have flying."

Ember Swallower 5 : Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Ember Swallower becomes monstrous, each player sacrifices three lands.

Ephara's Warden : Tap target creature with power 3 or less.

Erebos, God of the Dead Indestructible

As long as your devotion to black is less than five, Erebos isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Your opponents can't gain life.

1 , Pay 2 life: Draw a card.

Erebos's Emissary Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Discard a creature card: Erebos's Emissary gets +2/+2 until end of turn. If Erebos's Emissary is an Aura, enchanted creature gets +2/+2 until end of turn instead.

Enchanted creature gets +3/+3.

Evangel of Heliod When Evangel of Heliod enters the battlefield, put a number of 1/1 white Soldier creature tokens onto the battlefield equal to your devotion to white. (Each in the mana costs of permanents you control counts toward your devotion to white.)

Fabled Hero Double strike

Heroic — Whenever you cast a spell that targets Fabled Hero, put a +1/+1 counter on Fabled Hero.

Fade into Antiquity Exile target artifact or enchantment.

Fanatic of Mogis When Fanatic of Mogis enters the battlefield, it deals damage to each opponent equal to your devotion to red. (Each in the mana costs of permanents you control counts toward your devotion to red.)

Fate Foretold Enchant creature

When Fate Foretold enters the battlefield, draw a card.

When enchanted creature dies, its controller draws a card.

Favored Hoplite Heroic — Whenever you cast a spell that targets Favored Hoplite, put a +1/+1 counter on Favored Hoplite and prevent all damage that would be dealt to it this turn.

Felhide Minotaur

Feral Invocation Flash (You may cast this spell any time you could cast an instant.)

Enchant creature

Enchanted creature gets +2/+2.

Firedrinker Satyr Whenever Firedrinker Satyr is dealt damage, it deals that much damage to you.

: Firedrinker Satyr gets +1/+0 until end of turn and deals 1 damage to you.

Flamecast Wheel , , Sacrifice Flamecast Wheel: Flamecast Wheel deals 3 damage to target creature.

Flamespeaker Adept Whenever you scry, Flamespeaker Adept gets +2/+0 and gains first strike until end of turn.

Fleecemane Lion : Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

As long as Fleecemane Lion is monstrous, it has hexproof and indestructible.

Fleetfeather Sandals Equipped creature has flying and haste.

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Fleshmad Steed Whenever another creature dies, tap Fleshmad Steed.

Forest G

Gainsay Counter target blue spell.

Gift of Immortality Enchant creature

When enchanted creature dies, return that card to the battlefield under its owner's control. Return Gift of Immortality to the battlefield attached to that creature at the beginning of the next end step.

Glare of Heresy Exile target white permanent.

Gods Willing Target creature you control gains protection from the color of your choice until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Gray Merchant of Asphodel When Gray Merchant of Asphodel enters the battlefield, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Griptide Put target creature on top of its owner's library.

Guardians of Meletis Defender

Hammer of Purphoros Creatures you control have haste.

2, , Sacrifice a land: Put a 3/3 colorless Golem enchantment artifact creature token onto the battlefield.

Heliod, God of the Sun Indestructible

As long as your devotion to white is less than five, Heliod isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to white.)

Other creatures you control have vigilance.

2: Put a 2/1 white Cleric enchantment creature token onto the battlefield.

Heliod's Emissary Bestow 6 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Whenever Heliod's Emissary or enchanted creature attacks, tap target creature an opponent controls.

Enchanted creature gets +3/+3.

Hero's Downfall Destroy target creature or planeswalker.

Hopeful Eidolon Bestow 3 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Enchanted creature gets +1/+1 and has lifelink.

Horizon Chimera Flash (You may cast this spell any time you could cast an instant.)

Flying, trample

Whenever you draw a card, you gain 1 life.

Horizon Scholar Flying

When Horizon Scholar enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Hundred-Handed One Vigilance

3: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

As long as Hundred-Handed One is monstrous, it has reach and can block an additional ninety-nine creatures each combat.

Hunt the Hunter Target green creature you control gets +2/+2 until end of turn. It fights target green creature an opponent controls.

Hythonia the Cruel Deathtouch

6: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Hythonia the Cruel becomes monstrous, destroy all non-Gorgon creatures.

Ill-Tempered Cyclops Trample

5: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Insatiable Harpy Flying, lifelink

Island U

Karametra's Acolyte : Add an amount of to your mana pool equal to your devotion to green. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Keepsake Gorgon Deathtouch

: Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

When Keepsake Gorgon becomes monstrous, destroy target non-Gorgon creature an opponent controls.

Kragma Warcaller Minotaur creatures you control have haste.

Whenever a Minotaur you control attacks, it gets +2/+0 until end of turn.

Labyrinth Champion Heroic — Whenever you cast a spell that targets Labyrinth Champion, Labyrinth Champion deals 2 damage to target creature or player.

Lagonna-Band Elder When Lagonna-Band Elder enters the battlefield, if you control an enchantment, you gain 3 life.

Lash of the Whip Target creature gets -4/-4 until end of turn.

Last Breath Exile target creature with power 2 or less. Its controller gains 4 life.

Leafcrown Dryad Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Reach

Enchanted creature gets +2/+2 and has reach.

Leonin Snarecaster When Leonin Snarecaster enters the battlefield, you may tap target creature.

Lightning Strike Lightning Strike deals 3 damage to target creature or player.

Loathsome Catoblepas : Loathsome Catoblepas must be blocked this turn if able.

When Loathsome Catoblepas dies, target creature an opponent controls gets -3/-3 until end of turn.

Lost in a Labyrinth Target creature gets -3/-0 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Magma Jet Magma Jet deals 2 damage to target creature or player. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

March of the Returned Return up to two target creature cards from your graveyard to your hand.

Master of Waves Protection from red

Elemental creatures you control get +1/+1.

When Master of Waves enters the battlefield, put a number of 1/0 blue Elemental creature tokens onto the battlefield equal to your devotion to blue. (Each in the mana costs of permanents you control counts toward your devotion to blue.)

Medomai the Ageless Flying

Whenever Medomai the Ageless deals combat damage to a player, take an extra turn after this one.

Medomai the Ageless can't attack during extra turns.

Meletis Charlatan , : The controller of target instant or sorcery spell copies it. That player may choose new targets for the copy.

Messenger's Speed Enchant creature

Enchanted creature has trample and haste.

Minotaur Skullcleaver Haste

When Minotaur Skullcleaver enters the battlefield, it gets +2/+0 until end of turn.

Mistcutter Hydra Mistcutter Hydra can't be countered.

Haste, protection from blue

Mistcutter Hydra enters the battlefield with X +1/+1 counters on it.

Mnemonic Wall Defender

When Mnemonic Wall enters the battlefield, you may return target instant or sorcery card from your graveyard to your hand.

Mogis's Marauder When Mogis's Marauder enters the battlefield, up to X target creatures each gain intimidate and haste until end of turn, where X is your devotion to black. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Mountain R

Nemesis of Mortals Nemesis of Mortals costs less to cast for each creature card in your graveyard.

: Monstrosity 5. This ability costs less to activate for each creature card in your graveyard. (If this creature isn't monstrous, put five +1/+1 counters on it and it becomes monstrous.)

Nessian Asp Reach

: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)

Nessian Courser

Nighthowler Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Nighthowler and enchanted creature each get +X/+X, where X is the number of creature cards in all graveyards.

Nimbus Naiad Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying

Enchanted creature gets +2/+2 and has flying.

Nykthos, Shrine to Nyx : Add to your mana pool.

, : Choose a color. Add to your mana pool an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

Nylea, God of the Hunt Indestructible

As long as your devotion to green is less than five, Nylea isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Other creatures you control have trample.

: Target creature gets +2/+2 until end of turn.

Nylea's Disciple When Nylea's Disciple enters the battlefield, you gain life equal to your devotion to green. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Nylea's Emissary Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Trample

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

Nylea's Presence Enchant land

When Nylea's Presence enters the battlefield, draw a card.

Enchanted land is every basic land type in addition to its other types.

Observant Alseid Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Vigilance

Enchanted creature gets +2/+2 and has vigilance.

Omenspeaker When Omenspeaker enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Opaline Unicorn : Add one mana of any color to your mana pool.

Ordeal of Erebos Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Erebos.

When you sacrifice Ordeal of Erebos, target player discards two cards.

Ordeal of Heliod Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Heliod.

When you sacrifice Ordeal of Heliod, you gain 10 life.

Ordeal of Nylea Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Nylea.

When you sacrifice Ordeal of Nylea, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Ordeal of Purphoros Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Purphoros.

When you sacrifice Ordeal of Purphoros, it deals 3 damage to target creature or player.

Ordeal of Thassa Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Thassa.

When you sacrifice Ordeal of Thassa, draw two cards.

Peak Eruption Destroy target Mountain. Peak Eruption deals 3 damage to that land's controller.

Phalanx Leader Heroic — Whenever you cast a spell that targets Phalanx Leader, put a +1/+1 counter on each creature you control.

Pharika's Cure Pharika's Cure deals 2 damage to target creature and you gain 2 life.

Pharika's Mender When Pharika's Mender enters the battlefield, you may return target creature or enchantment card from your graveyard to your hand.

Pheres-Band Centaurs

Plains W

Polis Crusher Trample, protection from enchantments

(4)(R)(G): Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Whenever Polis Crusher deals combat damage to a player, if Polis Crusher is monstrous, destroy target enchantment that player controls.

Polukranos, World Eater (X)(X)(G): Monstrosity X. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)

When Polukranos, World Eater becomes monstrous, it deals X damage divided as you choose among any number of target creatures your opponents control. Each of those creatures deals damage equal to its power to Polukranos.

Portent of Betrayal Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Prescient Chimera Flying

Whenever you cast an instant or sorcery spell, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Priest of Iroas (3)(W), Sacrifice Priest of Iroas: Destroy target enchantment.

Prognostic Sphinx Flying

Discard a card: Prognostic Sphinx gains hexproof until end of turn. Tap it.

Whenever Prognostic Sphinx attacks, scry 3. (Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Prophet of Kruphix Untap all creatures and lands you control during each other player's untap step.

You may cast creature cards as though they had flash.

Prowler's Helm Equipped creature can't be blocked except by Walls.

Equip (2)

Psychic Intrusion Target opponent reveals his or her hand. You choose a nonland card from that player's graveyard or hand and exile it. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.

Purphoros, God of the Forge Indestructible

As long as your devotion to red is less than five, Purphoros isn't a creature.

Whenever another creature enters the battlefield under your control, Purphoros deals 2 damage to each opponent.

(2)(R): Creatures you control get +1/+0 until end of turn.

Purphoros's Emissary Bestow (6)(R) (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Purphoros's Emissary can't be blocked except by two or more creatures.

Enchanted creature gets +3/+3 and can't be blocked except by two or more creatures.

Pyxis of Pandemonium (T): Each player exiles the top card of his or her library face down.

(7), (T), Sacrifice Pyxis of Pandemonium: Each player turns face up all cards he or she owns exiled with Pyxis of Pandemonium, then puts all permanent cards among them onto the battlefield.

Rage of Purphoros Rage of Purphoros deals 4 damage to target creature. It can't be regenerated this turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Rageblood Shaman Trample

Other Minotaur creatures you control get +1/+1 and have trample.

Ray of Dissolution Destroy target enchantment. You gain 3 life.

Read the Bones Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Reaper of the Wilds Whenever another creature dies, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Reaper of the Wilds gains deathtouch until end of turn.

: Reaper of the Wilds gains hexproof until end of turn.

Rescue from the Underworld As an additional cost to cast Rescue from the Underworld, sacrifice a creature.

Choose target creature card in your graveyard. Return that card and the sacrificed card to the battlefield under your control at the beginning of your next upkeep. Exile Rescue from the Underworld.

Returned Centaur When Returned Centaur enters the battlefield, target player puts the top four cards of his or her library into his or her graveyard.

Returned Phalanx Defender

: Returned Phalanx can attack this turn as though it didn't have defender.

Reverent Hunter When Reverent Hunter enters the battlefield, put a number of +1/+1 counters on it equal to your devotion to green. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Satyr Hedonist , Sacrifice Satyr Hedonist: Add to your mana pool.

Satyr Piper : Target creature must be blocked this turn if able.

Satyr Rambler Trample

Savage Surge Target creature gets +2/+2 until end of turn. Untap that creature.

Scholar of Athreos : Each opponent loses 1 life. You gain life equal to the life lost this way.

Scourgemark Enchant creature

When Scourgemark enters the battlefield, draw a card.

Enchanted creature gets +1/+0.

Sea God's Revenge Return up to three target creatures your opponents control to their owners' hands. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Sealock Monster Sealock Monster can't attack unless defending player controls an Island.

: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

Sedge Scorpion Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Sentry of the Underworld Flying, vigilance

, Pay 3 life: Regenerate Sentry of the Underworld.

Setessan Battle Priest Heroic — Whenever you cast a spell that targets Setessan Battle Priest, you gain 2 life.

Setessan Griffin Flying

{2}{G}{G}: Setessan Griffin gets +2/+2 until end of turn. Activate this ability only once each turn.

Shipbreaker Kraken {6}{U}{U}: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)

When Shipbreaker Kraken becomes monstrous, tap up to four target creatures. Those creatures don't untap during their controllers' untap steps for as long as you control Shipbreaker Kraken.

Shipwreck Singer Flying

{1}{U}: Target creature an opponent controls attacks this turn if able.

{1}{B}, {T}: Attacking creatures get -1/-1 until end of turn.

Shredding Winds Shredding Winds deals 7 damage to target creature with flying.

Silent Artisan

Sip of Hemlock Destroy target creature. Its controller loses 2 life.

Soldier of the Pantheon Protection from multicolored

Whenever an opponent casts a multicolored spell, you gain 1 life.

Spark Jolt Spark Jolt deals 1 damage to target creature or player. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Spear of Heliod Creatures you control get +1/+1.

{1}{W}{W}, {T}: Destroy target creature that dealt damage to you this turn.

Spearpoint Oread Bestow {5}{R} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

First strike

Enchanted creature gets +2/+2 and has first strike.

Spellheart Chimera Flying, trample

Spellheart Chimera's power is equal to the number of instant and sorcery cards in your graveyard.

Staunch-Hearted Warrior Heroic — Whenever you cast a spell that targets Staunch-Hearted Warrior, put two +1/+1 counters on Staunch-Hearted Warrior.

Steam Augury Reveal the top five cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.

Stoneshock Giant {6}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Stoneshock Giant becomes monstrous, creatures without flying your opponents control can't block this turn.

Stormbreath Dragon Flying, haste, protection from white

{5}{R}{R}: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

When Stormbreath Dragon becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.

Stymied Hopes Counter target spell unless its controller pays {1}. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Swamp B

Swan Song Counter target enchantment, instant, or sorcery spell. Its controller puts a 2/2 blue Bird creature token with flying onto the battlefield.

Sylvan Caryatid Defender, hexproof

: Add one mana of any color to your mana pool.

Temple of Abandon Temple of Abandon enters the battlefield tapped.

When Temple of Abandon enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Deceit Temple of Deceit enters the battlefield tapped.

When Temple of Deceit enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Mystery Temple of Mystery enters the battlefield tapped.

When Temple of Mystery enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Silence Temple of Silence enters the battlefield tapped.

When Temple of Silence enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Triumph Temple of Triumph enters the battlefield tapped.

When Temple of Triumph enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Thassa, God of the Sea Indestructible

As long as your devotion to blue is less than five, Thassa isn't a creature. (Each in the mana costs of permanents you control counts toward your devotion to blue.)

At the beginning of your upkeep, scry 1.

: Target creature you control can't be blocked this turn.

Thassa's Bounty Draw three cards. Target player puts the top three cards of his or her library into his or her graveyard.

Thassa's Emissary Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Whenever Thassa's Emissary or enchanted creature deals combat damage to a player, draw a card.

Enchanted creature gets +3/+3.

Thoughtseize Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

Time to Feed Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that

creature. (Each deals damage equal to its power to the other.)

Titan of Eternal Fire Each Human creature you control has ", : This creature deals 1 damage to target creature or player."

Titan's Strength Target creature gets +3/+1 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Tormented Hero Tormented Hero enters the battlefield tapped.

Heroic — Whenever you cast a spell that targets Tormented Hero, each opponent loses 1 life. You gain life equal to the life lost this way.

Traveler's Amulet , Sacrifice Traveler's Amulet: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

Traveling Philosopher

Triad of Fates , : Put a fate counter on another target creature.

, : Exile target creature that has a fate counter on it, then return it to the battlefield under its owner's control.

, : Exile target creature that has a fate counter on it. Its controller draws two cards.

Triton Fortune Hunter Heroic — Whenever you cast a spell that targets Triton Fortune Hunter, draw a card.

Triton Shorethief

Triton Tactics Up to two target creatures each get +0/+3 until end of turn. Untap those creatures. At this turn's next end of combat, tap each creature that was blocked by one of those creatures this turn and it doesn't untap during its controller's next untap step.

Two-Headed Cerberus Double strike (This creature deals both first-strike and regular combat damage.)

Tymaret, the Murder King , Sacrifice another creature: Tymaret, the Murder King deals 2 damage to target player.

, Sacrifice a creature: Return Tymaret from your graveyard to your hand.

Underworld Cerberus Underworld Cerberus can't be blocked except by three or more creatures.

Cards in graveyards can't be the targets of spells or abilities.

When Underworld Cerberus dies, exile it and each player returns all creature cards from his or her graveyard to his or her hand.

Unknown Shores : Add to your mana pool.

, : Add one mana of any color to your mana pool.

Vanquish the Foul Destroy target creature with power 4 or greater. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Vaporkin Flying

Vaporkin can block only creatures with flying.

Viper's Kiss Enchant creature

Enchanted creature gets -1/-1, and its activated abilities can't be activated.

Voyage's End Return target creature to its owner's hand. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Voyaging Satyr : Untap target land.

Vulpine Goliath Trample

Warriors' Lesson Until end of turn, up to two target creatures you control each gain "Whenever this creature deals combat damage to a player, draw a card."

Wavecrash Triton Heroic — Whenever you cast a spell that targets Wavecrash Triton, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

Whip of Erebos Creatures you control have lifelink.

, : Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate this ability only any time you could cast a sorcery.

Wild Celebrants When Wild Celebrants enters the battlefield, you may destroy target artifact.

Wingsteed Rider Flying

Heroic — Whenever you cast a spell that targets Wingsteed Rider, put a +1/+1 counter on Wingsteed Rider.

Witches' Eye Equipped creature has ", : Scry 1." (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Equip

Xenagos, the Reveler +1: Add X mana in any combination of and/or to your mana pool, where X is the number of creatures you control.

0: Put a 2/2 red and green Satyr creature token with haste onto the battlefield.

-6: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

Yoked Ox

5.14 Heroes of Theros

5.14.1 Theros

The Avenger : Target creature you control gains deathtouch until end of turn.

The Harvester : Draw a card, then discard a card.

The Hunter : Target creature you control gets +1/+1 until end of turn.

The Philosopher : Tap target creature.

The Protector : Prevent the next 1 damage that would be dealt to target creature or player this turn.

The Slayer You start the game with additional 7 life.

The Warrior : Target creature you control gains haste until end of turn.

5.14.2 Born of the Gods

The Explorer You may play an additional land on each of your turns.

The General Exile The General: Creatures you control get +1/+1 until end of turn. Untap them.

The Provider Exile The Provider: Put two +1/+1 counters on target creature you control. You gain life equal to that creature's toughness.

The Savant Exile The Savant: Tap all creatures yout opponents control. Those creatures don't untap during their controller's next untap steps.

The Tyrant Exile The Tyrant: Creatures your opponents control get -1/-1 until end of turn.

The Vanquisher Your starting hand size is increased by one.

Your maximum hand size is increased by one.

The Warmonger Exile The Warmonger: Creatures you control get +2/+0 and gain haste until end of turn.

5.14.3 Journey into Nyx

Hero Artifacts

Spear of the General Equipped creature gets +2/+0 and has first strike.

Equip 2

Cloak of the Philosopher Equipped creature gets +1/+1.

2: Untap equipped creature.

Equip 2

Lash of the Tyrant Equipped creature gets +1/+2 and has deathtouch.

Equip 2

Axe of the Warmonger Equipped creature gets +2/+1 and has haste.

Equip 2

Bow of the Hunter Equipped creature has ": This creature deals 2 damage to target creature or player."

Equip 2

"Forge a Godslayer" Stickers

- Equipped creature has double strike.
- Whenever equipped creature deals damage, untap two target lands.
- Equipped creature has vigilance and can block an additional creature each combat.
- Whenever equipped creature deals damage, put a +1/+1 counter on it.
- Whenever equipped creature deals damage, scry 1.
- Equipped creature has protection from enchantments.
- Whenever equipped creature deals damage, put a 1/1 white Soldier creature token onto the battlefield.

Heroes

The Destined Spells you cast that target a creature you control cost 2 less to cast.

The Champion 2, , Exile The Champion: Search your library for a legendary artifact card that isn't a creature, reveal it, and put it onto the battlefield. Then shuffle your library

5.15 Face the Hydra!

Take the nest step on the Hero's Path and play a new form of **Magic: The Gathering.** Face this Challenge Deck as a single hero or with a group. The deck's rules let you run the Hydra too!

5.15.1 How to Play

You can battle the Hydra alone or with friends (just replace "you" with "each player" in these rules). **At the end of any turn, if there are no Heads on the battlefield, you win!**

Use the regular **Magic** rules with the following exceptions:

- You start with up to two Hero cards on the battlefield. (You don't need a Hero to play.)
- Choose a starting number of Heads. Take that many **cards named Hydra Head** from the Challenge Deck and place them on the battlefield. Shuffle the remaining cards to form the Hydra's Library.
- You go first. (Don't draw a card on your first turn.)
- Then the Hydra takes its turn, and so on.
- You can attack Heads directly with your creatures. Any number of creatures can attack a single Head.
- **Growing New Heads:** Whenever a Head leaves the battlefield, reveal the top two cards of the Hydra's library. Put any Heads onto the battlefield and any sorcery cards into the Hydra's graveyard.

5.15.2 The Hydra's Turn

1. A the start of the Hydra's turn, untap any tapped Heads.
2. Reveal the top card of the Hydra's library. The Hydra casts that card. When the spell resolves, if it's a Head, put it onto the battlefield. If it's a sorcery, follow its instructions and then put it into the Hydra's graveyard.
3. The Hydra deals 1 damage to you for each untapped card named Hydra Head it controls and 2 damage to you for each untapped elite Head it controls.

Special Rules

- If the Hydra would be dealt damage or lose life, instead deal that much damage to a Head of your choice.
- Ignore effects that would cause the Hydra to draw or discard cards, or any impossible actions.
- If a Head would move to any zone other than the graveyard, instead put it into the Hydra's graveyard.
- You make any choices for the Hydra.

5.15.3 Hydra Cards

Heads

Hydra Head *Hero's Reward* — When Hydra Head leaves the battlefield, each player gains 2 life.

Ravenous Brute Head *Hero's Reward* — When Ravenous Brute Head leaves the battlefield, each player gains 2 life and draws a card.

Savage Vigor Head At the beginning of the Hydra's end step, reveal the top card of the Hydra's library and the Hydra casts that card.

Hero's Reward — When Savage Vigor Head leaves the battlefield, each player gains 4 life and draws a card.

Shrieking Titan Head At the beginning of the Hydra's end step, each player discards a card.

Hero's Reward — When Shrieking Titan Head leaves the battlefield, each player gains 4 life and draws a card.

Snapping Fang Head At the beginning of the Hydra's end step, Snapping Fang Head deals 1 damage to each player.

Hero's Reward — When Snapping Fang Head leaves the battlefield, each player gains 4 life and draws a card.

Sorceries

Disorienting Glower Players cant' cast spells until the Hydra's next turn.

Distract the Hydra Each player may sacrifice a creature. Each player who sacrificed a creature this way chooses a Head and taps it. Each player who didn't sacrifice a creature loses 3 life.

Grown from the Stump Put exactly two cards named Hydra Head onto the battlefield from the Hydra's graveyard. If you can't, reveal cards from the top of the Hydra's library until you reveal a Head card. Put that card onto the battlefield and the rest into the Hydra's graveyard.

Hydra's Impenetrable Hide Each Head gains indestructible until the end of the Hydra's next turn.

Neck Tangle If there are five or more Heads on the battlefield, tap two of them and they don't untap during the Hydra's next untap step. Otherwise, reveal the top card of the Hydra's library and the Hydra casts that card.

Noxious Hydra Breath Choose one — Noxious Hydra Breath deals 5 damage to each player; or destroy each tapped non-Head creature.

Strike the Weak Spot Destroy target Head. If that Head was elite, the Hydra takes an extra turn after this one.

Swallow the Hero Whole Each player exiles a creature he or she controls. Until the Hydra's next turn, when a Head leaves the battlefield, return the exiled cards to the battlefield under their owners' control.

Torn Between Heads Tap up to two Heads. They don't untap during the Hydra's next untap step. Torn Between Heads deals 5 damage to each player.

Unified Lunge Unified Lunge deals X damage to each player, where X is the number of Heads on the battlefield.

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Acidic Slime Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

When Acidic Slime enters the battlefield, destroy target artifact, enchantment, or land.

Act of Authority When Act of Authority enters the battlefield, you may exile target artifact or enchantment.

At the beginning of your upkeep, you may exile target artifact or enchantment. If you do, its controller gains control of Act of Authority.

Aerie Mystics Flying

{1}{G}{U}: Creatures you control gain shroud until end of turn. (They can't be the targets of spells or abilities.)

Æthermage's Touch Reveal the top four cards of your library. You may put a creature card from among them onto the battlefield. It gains "At the beginning of your end step, return this creature to its owner's hand." Then put the rest of the cards revealed this way on the bottom of your library in any order.

Ajani's Pridemate Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate. (For example, if an effect causes you to gain 3 life, you may put one +1/+1 counter on this creature.)

Akoum Refuge Akoum Refuge enters the battlefield tapped.

When Akoum Refuge enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Angel of Finality Flying

When Angel of Finality enters the battlefield, exile all cards from target player's graveyard.

Annihilate Destroy target nonblack creature. It can't be regenerated.

Draw a card.

Arcane Denial Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Arcane Melee Instant and sorcery spells cost 2 less to cast.

Arcane Sanctum Arcane Sanctum enters the battlefield tapped.

: Add , , or to your mana pool.

Archangel Flying, vigilance

Armillary Sphere 2, , Sacrifice Armillary Sphere: Search your library for up to two basic land cards, reveal them, and put them into your hand. Then shuffle your library.

Army of the Damned Put thirteen 2/2 black Zombie creature tokens onto the battlefield tapped.

Flashback 7 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Augur of Bolas When Augur of Bolas enters the battlefield, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Augury Adept Whenever Augury Adept deals combat damage to a player, reveal the top card of your library and put that card into your hand. You gain life equal to its converted mana cost.

Avenger of Zendikar When Avenger of Zendikar enters the battlefield, put a 0/1 green Plant creature token onto the battlefield for each land you control.

Landfall — Whenever a land enters the battlefield under your control, you may put a +1/+1 counter on each Plant creature you control.

Azami, Lady of Scrolls Tap an untapped Wizard you control: Draw a card.

Azorius Chancery Azorius Chancery enters the battlefield tapped.

When Azorius Chancery enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Azorius Guildgate Azorius Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Azorius Herald Azorius Herald can't be blocked.

When Azorius Herald enters the battlefield, you gain 4 life.

When Azorius Herald enters the battlefield, sacrifice it unless was spent to cast it.

Azorius Keyrune : Add or to your mana pool.

: Azorius Keyrune becomes a 2/2 white and blue Bird artifact creature with flying until end of turn.

Baleful Force At the beginning of each upkeep, you draw a card and you lose 1 life.

Baleful Strix Flying, deathtouch

When Baleful Strix enters the battlefield, draw a card.

Baloth Woodcrasher Landfall — Whenever a land enters the battlefield under your control, Baloth Woodcrasher gets +4/+4 and gains trample until end of turn.

Bane of Progress When Bane of Progress enters the battlefield, destroy all artifacts and enchantments. Put a +1/+1 counter on Bane of Progress for each permanent destroyed this way.

Bant Panorama : Add to your mana pool.

, , Sacrifice Bant Panorama: Search your library for a basic Forest, Plains, or Island card and put it onto the battlefield tapped. Then shuffle your library.

Barren Moor Barren Moor enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Basalt Monolith Basalt Monolith doesn't untap during your untap step.

: Add to your mana pool.

: Untap Basalt Monolith.

Behemoth Sledge Equipped creature gets +2/+2 and has lifelink and trample.

Equip

Blood Rites , Sacrifice a creature: Blood Rites deals 2 damage to target creature or player.

Blue Sun's Zenith Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.

Bojuka Bog Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile all cards from target player's graveyard.

: Add to your mana pool.

Boros Charm Choose one — Boros Charm deals 4 damage to target player; or permanents you control gain indestructible until end of turn; or target creature gains double strike until end of turn.

Boros Garrison Boros Garrison enters the battlefield tapped.

When Boros Garrison enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Boros Guildgate Boros Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Borrowing 100,000 Arrows Draw a card for each tapped creature target opponent controls.

Brilliant Plan Draw three cards.

Brooding Saurian At the beginning of each end step, each player gains control of all nontoken permanents he or she owns.

Capricious Efreet At the beginning of your upkeep, choose target nonland permanent you control and up to two target nonland permanents you don't control. Destroy one of them at random.

Carnage Altar {3}, Sacrifice a creature: Draw a card.

Charmbreaker Devils At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

Charnelhoard Wurm Trample

Whenever Charnelhoard Wurm deals damage to an opponent, you may return target card from your graveyard to your hand.

Command Tower {T}: Add to your mana pool one mana of any color in your commander's color identity.

Conjurer's Closet At the beginning of your end step, you may exile target creature you control, then return that card to the battlefield under your control.

Contested Cliffs {T}: Add {1} to your mana pool.

{2}{R}{G}, {T}: Target Beast creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

Control Magic Enchant creature

You control enchanted creature.

Cradle of Vitality Whenever you gain life, you may pay {1}{W}. If you do, put a +1/+1 counter on target creature for each 1 life you gained.

Crater Hellion Echo {4}{R}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Crater Hellion enters the battlefield, it deals 4 damage to each other creature.

Crawlspace No more than two creatures can attack you each combat.

Crosis's Charm Choose one — Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.

Cruel Ultimatum Target opponent sacrifices a creature, discards three cards, then loses 5 life. You return a creature card from your graveyard to your hand, draw three cards, then gain 5 life.

Crumbling Necropolis Crumbling Necropolis enters the battlefield tapped.

{T}: Add {U}, {B}, or {R} to your mana pool.

Cultivate Search your library for up to two basic land cards, reveal those cards, and put one onto the battlefield tapped and the other into your hand. Then shuffle your library.

Curse of Chaos Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may discard a card. If the player does, he or she draws a card.

Curse of Inertia Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

Curse of Predation Enchant player

Whenever a creature attacks enchanted player, put a +1/+1 counter on it.

Curse of Shallow Graves Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may put a 2/2 black Zombie creature token onto the battlefield tapped.

Curse of the Forsaken Enchant player

Whenever a creature attacks enchanted player, its controller gains 1 life.

Darksteel Ingot Indestructible

: Add one mana of any color to your mana pool.

Darksteel Mutation Enchant creature

Enchanted creature is a 0/1 Insect artifact creature with indestructible and loses all other abilities, card types, and creature types.

Deadwood Treefolk Vanishing 3 (This permanent enters the battlefield with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)

When Deadwood Treefolk enters the battlefield or leaves the battlefield, return another target creature card from your graveyard to your hand.

Death Grasp Death Grasp deals X damage to target creature or player. You gain X life.

Deathbringer Thoctar Whenever another creature dies, you may put a +1/+1 counter on Deathbringer Thoctar.

Remove a +1/+1 counter from Deathbringer Thoctar: Deathbringer Thoctar deals 1 damage to target creature or player.

Deceiver Exarch Flash (You may cast this spell any time you could cast an instant.)

When Deceiver Exarch enters the battlefield, choose one — Untap target permanent you control; or tap target permanent an opponent controls.

Decree of Pain Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way.

Cycling 3 (3, Discard this card: Draw a card.)

When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.

Deep Analysis Target player draws two cards.

Flashback— 1 , Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Deepfire Elemental X X 1 : Destroy target artifact or creature with converted mana cost X.

Derevi, Empyrial Tactician Flying

Whenever Derevi, Empyrial Tactician enters the battlefield or a creature you control deals combat damage to a player, you may tap or untap target permanent.

1 : Put Derevi onto the battlefield from the command zone.

Dimir Guildgate Dimir Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Dirge of Dread All creatures gain fear until end of turn. (They can't be blocked except by artifact creatures and/or black creatures.)

Cycling 1 (1 , Discard this card: Draw a card.)

When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Disciple of Griselbrand 1, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

Dismiss Counter target spell.

Draw a card.

Diviner Spirit Whenever Diviner Spirit deals combat damage to a player, you and that player each draw that many cards.

Divinity of Pride Flying, lifelink

Divinity of Pride gets +4/+4 as long as you have 25 or more life.

Djinn of Infinite Deceits Flying

: Exchange control of two target nonlegendary creatures. You can't activate this ability during combat.

Drifting Meadow Drifting Meadow enters the battlefield tapped.

: Add * to your mana pool.

Cycling 2 (2, Discard this card: Draw a card.)

Dromar's Charm Choose one — You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Druidic Satchel 2, : Reveal the top card of your library. If it's a creature card, put a 1/1 green Saproling creature token onto the battlefield. If it's a land card, put that card onto the battlefield under your control. If it's a noncreature, nonland card, you gain 2 life.

Drumhunter At the beginning of your end step, if you control a creature with power 5 or greater, you may draw a card.

: Add 1 to your mana pool.

Dungeon Geists Flying

When Dungeon Geists enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Dungeon Geists.

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

LEVEL 2-3

2/4

, : Copy target instant or sorcery spell. You may choose new targets for the copy.

LEVEL 4+

2/5

, : Copy target instant or sorcery spell twice. You may choose new targets for the copies.

Elvish Skysweeper 4, Sacrifice a creature: Destroy target creature with flying.

Endless Cockroaches When Endless Cockroaches dies, return it to its owner's hand.

Endrek Sahr, Master Breeder Whenever you cast a creature spell, put X 1/1 black Thrull creature tokens onto the battlefield, where X is that spell's converted mana cost.

When you control seven or more Thrulls, sacrifice Endrek Sahr, Master Breeder.

Esper Panorama : Add 1 to your mana pool.

1, , Sacrifice Esper Panorama: Search your library for a basic Plains, Island, or Swamp card and put it onto the battlefield tapped. Then shuffle your library.

Eternal Dragon Flying

: Return Eternal Dragon from your graveyard to your hand. Activate this ability only during your upkeep.

Plainscycling (, Discard this card: Search your library for a Plains card, reveal it, and put it into your hand. Then shuffle your library.)

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Eye of Doom When Eye of Doom enters the battlefield, each player chooses a nonland permanent and puts a doom counter on it.

, , Sacrifice Eye of Doom: Destroy each permanent with a doom counter on it.

Faerie Conclave Faerie Conclave enters the battlefield tapped.

: Add to your mana pool.

: Faerie Conclave becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.

Famine Famine deals 3 damage to each creature and each player.

Farhaven Elf When Farhaven Elf enters the battlefield, you may search your library for a basic land card and put it onto the battlefield tapped. If you do, shuffle your library.

Fecundity Whenever a creature dies, that creature's controller may draw a card.

Fell Shepherd Whenever Fell Shepherd deals combat damage to a player, you may return to your hand all creature cards that were put into your graveyard from the battlefield this turn.

, Sacrifice another creature: Target creature gets -2/-2 until end of turn.

Fiend Hunter When Fiend Hunter enters the battlefield, you may exile another target creature.

When Fiend Hunter leaves the battlefield, return the exiled card to the battlefield under its owner's control.

Fiery Justice Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. Target opponent gains 5 life.

Filigree Angel Flying

When Filigree Angel enters the battlefield, you gain 3 life for each artifact you control.

Fireball Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs more to cast for each target beyond the first.

Fires of Yavimaya Creatures you control have haste.

Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Fissure Vent Choose one or both — Destroy target artifact

and/or destroy target nonbasic land.

Flickerform Enchant creature

: Exile enchanted creature and all Auras attached to it. At the beginning of the next end step, return that card to the battlefield under its owner's control. If you do, return the other cards exiled this way to the battlefield under their owners' control attached to that creature.

Flickerwisp Flying

When Flickerwisp enters the battlefield, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Fog Bank Defender, flying

Prevent all combat damage that would be dealt to and dealt by Fog Bank.

Forest G

Forgotten Cave Forgotten Cave enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Foster Whenever a creature you control dies, you may pay . If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

From the Ashes Destroy all nonbasic lands. For each land destroyed this way, its controller may search his or her library for a basic land card and put it onto the battlefield. Then each player who searched his or her library this way shuffles it.

Furnace Celebration Whenever you sacrifice another permanent, you may pay . If you do, Furnace Celebration deals 2 damage to target creature or player.

Gahiji, Honored One Whenever a creature attacks one of your opponents or a planeswalker an opponent controls, that creature gets +2/+0 until end of turn.

Goblin Bombardment Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

Goblin Sharpshooter Goblin Sharpshooter doesn't untap during your untap step.

Whenever a creature dies, untap Goblin Sharpshooter.

: Goblin Sharpshooter deals 1 damage to target creature or player.

Golgari Guildgate Golgari Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Golgari Guildmage , Sacrifice a creature: Return target creature card from your graveyard to your hand.

: Put a +1/+1 counter on target creature.

Golgari Rot Farm Golgari Rot Farm enters the battlefield tapped.

When Golgari Rot Farm enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Grazing Gladehart Landfall — Whenever a land enters the battlefield under your control, you may gain 2 life.

Greed , Pay 2 life: Draw a card.

Grim Backwoods : Add to your mana pool.

, , Sacrifice a creature: Draw a card.

Grixis Charm Choose one — Return target permanent to its owner's hand; or target creature gets -4/-4 until end of turn; or creatures you control get +2/+0 until end of turn.

Grixis Panorama : Add to your mana pool.

, , Sacrifice Grixis Panorama: Search your library for a basic Island, Swamp, or Mountain card and put it onto the battlefield tapped. Then shuffle your library.

Gruul Guildgate Gruul Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Guard Gomazoa Defender, flying

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

Guttersnipe Whenever you cast an instant or sorcery spell, Guttersnipe deals 2 damage to each opponent.

Hada Spy Patrol Level up (: Put a level counter on this. Level up only as a sorcery.)

LEVEL 1-2

2/2

Hada Spy Patrol can't be blocked.

LEVEL 3+

3/3

Shroud

Hada Spy Patrol can't be blocked.

Harmonize Draw three cards.

Homeward Path : Add to your mana pool.

: Each player gains control of all creatures he or she owns.

Hooded Horror Hooded Horror can't be blocked if defending player controls the most creatures or is tied for the most.

Hua Tuo, Honored Physician : Put target creature card from your graveyard on top of your library. Activate this ability only during your turn, before attackers are declared.

Hull Breach Choose one — Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Hunted Troll When Hunted Troll enters the battlefield, target opponent puts four 1/1 blue Faerie creature tokens with flying onto the battlefield.

: Regenerate Hunted Troll.

Illusionist's Gambit Cast Illusionist's Gambit only during the declare blockers step on an opponent's turn.

Remove all attacking creatures from combat and untap them. After this phase, there is an additional combat phase. Each of those creatures attacks that combat if able. They can't attack you or a planeswalker you control that combat.

Incendiary Command Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Inferno Titan : Inferno Titan gets +1/+0 until end of turn.

Whenever Inferno Titan enters the battlefield or attacks, it deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Infest All creatures get -2/-2 until end of turn.

Island U

Izzet Boilerworks Izzet Boilerworks enters the battlefield tapped.

When Izzet Boilerworks enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Izzet Guildgate Izzet Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Jace's Archivist , : Each player discards his or her hand, then draws cards equal to the greatest number of cards a player discarded this way.

Jade Mage : Put a 1/1 green Saproling creature token onto the battlefield.

Jar of Eyeballs Whenever a creature you control dies, put two eyeball counters on Jar of Eyeballs.

, , Remove all eyeball counters from Jar of Eyeballs: Look at the top X cards of your library, where X is the number of eyeball counters removed this way. Put one of them into your hand and the rest on the bottom of your library in any order.

Jeleva, Nephalia's Scourge Flying

When Jeleva, Nephalia's Scourge enters the battlefield, each player exiles the top X cards of his or her library, where X is the amount of mana spent to cast Jeleva.

Whenever Jeleva attacks, you may cast an instant or sorcery card exiled with it without paying its mana cost.

Jund Charm Choose one — Exile all cards from target player's graveyard; or Jund Charm deals 2 damage to each creature; or put two +1/+1 counters on target creature.

Jund Panorama : Add to your mana pool.

, , Sacrifice Jund Panorama: Search your library for a basic Swamp, Mountain, or Forest card and put it onto the battlefield tapped. Then shuffle your library.

Jungle Shrine Jungle Shrine enters the battlefield tapped.

: Add , , or to your mana pool.

Jwar Isle Refuge Jwar Isle Refuge enters the battlefield tapped.

When Jwar Isle Refuge enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Karmic Guide Flying, protection from black

Echo (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Karmic Guide enters the battlefield, return target creature card from your graveyard to the battlefield.

Kazandu Refuge Kazandu Refuge enters the battlefield tapped.

When Kazandu Refuge enters the battlefield, you gain 1 life.

: Add or to your mana pool.

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

LEVEL 2-5

1/1

: Put a 3/3 green Elephant creature token onto the battlefield.

LEVEL 6+

1/1

: Put two 3/3 green Elephant creature tokens onto the battlefield.

Khalni Garden Khalni Garden enters the battlefield tapped.

When Khalni Garden enters the battlefield, put a 0/1 green Plant creature token onto the battlefield.

: Add to your mana pool.

Kher Keep : Add to your mana pool.

, : Put a 0/1 red Kobold creature token named Kobolds of Kher Keep onto the battlefield.

Kirtar's Wrath Destroy all creatures. They can't be regenerated.

Threshold — If seven or more cards are in your graveyard, instead destroy all creatures, then put two 1/1 white Spirit creature tokens with flying onto the battlefield. Creatures destroyed this way can't be regenerated.

Kongming, "Sleeping Dragon" Other creatures you control get +1/+1.

Krosan Grip Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)

Destroy target artifact or enchantment.

Krosan Tusker Cycling (, Discard this card: Draw a card.)

When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle your library.

Krosan Warchief Beast spells you cast cost less to cast.

: Regenerate target Beast.

Leafdrake Roost Enchant land

Enchanted land has " , , : Put a 2/2 green and blue Drake creature token with flying onto the battlefield."

Leonin Bladetrap Flash (You may cast this spell any time you could cast an instant.)

, Sacrifice Leonin Bladetrap: Leonin Bladetrap deals 2 damage to each attacking creature without flying.

Lim-Dûl's Vault Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle your library and put the last cards you looked at this way on top of it in any order.

Llanowar Reborn Llanowar Reborn enters the battlefield tapped.

: Add to your mana pool.

Graft 1 (This land enters the battlefield with a +1/+1 counter on it. Whenever a creature enters the battlefield, you may move a +1/+1 counter from this land onto it.)

Lonely Sandbar Lonely Sandbar enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Lu Xun, Scholar General Horsemanship (This creature can't be blocked except by creatures with horsemanship.)

Whenever Lu Xun, Scholar General deals damage to an opponent, you may draw a card.

Magus of the Arena {3}, {T}: Tap target creature you control and target creature of an opponent's choice he or she controls. Those creatures fight each other. (Each deals damage equal to its power to the other.)

Marath, Will of the Wild Marath, Will of the Wild enters the battlefield with a number of +1/+1 counters on it equal to the amount of mana spent to cast it.

{X}, Remove X +1/+1 counters from Marath: Choose one — Put X +1/+1 counters on target creature; or Marath deals X damage to target creature or player; or put an X/X green Elemental creature token onto the battlefield. X can't be 0.

Marrow Bats Flying

Pay 4 life: Regenerate Marrow Bats.

Mass Mutiny For each opponent, gain control of up to one target creature that player controls until end of turn. Untap those creatures. They gain haste until end of turn.

Mayael the Anima {3}{R}{G}{W}, {T}: Look at the top five cards of your library. You may put a creature card with power 5 or greater from among them onto the battlefield. Put the rest on the bottom of your library in any order.

Mirari Whenever you cast an instant or sorcery spell, you may pay {3}. If you do, copy that spell. You may choose new targets for the copy.

Mirror Entity Changeling (This card is every creature type at all times.)

{X}: Creatures you control become X/X and gain all creature types until end of turn.

Mistmeadow Witch {2}{W}{U}: Exile target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Mnemonic Wall Defender

When Mnemonic Wall enters the battlefield, you may return target instant or sorcery card from your graveyard to your hand.

Mold Shambler Kicker {1}{G} (You may pay an additional {1}{G} as you cast this spell.)

When Mold Shambler enters the battlefield, if it was kicked, destroy target noncreature permanent.

Molten Disaster Kicker {R} (You may pay an additional {R} as you cast this spell.)

If Molten Disaster was kicked, it has split second. (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)

Molten Disaster deals X damage to each creature without flying and each player.

Molten Slagheap {T}: Add {1} to your mana pool.

{1}, {T}: Put a storage counter on Molten Slagheap.

{1}, Remove X storage counters from Molten Slagheap: Add X mana in any combination of {B} and/or {R} to your mana pool.

Mosswort Bridge Hideaway (This land enters the battlefield tapped. When it does, look at the top four cards of your library, exile one face down, then put the rest on the bottom of your library.)

{T}: Add {G} to your mana pool.

{G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater.

Mountain R

Murkfiend Liege Other green creatures you control get +1/+1.

Other blue creatures you control get +1/+1.

Untap all green and/or blue creatures you control during each other player's untap step.

Myr Battlesphere When Myr Battlesphere enters the battlefield, put four 1/1 colorless Myr artifact creature tokens onto the battlefield.

Whenever Myr Battlesphere attacks, you may tap X untapped Myr you control. If you do, Myr Battlesphere gets +X/+0 until end of turn and deals X damage to defending player.

Mystic Barrier When Mystic Barrier enters the battlefield or at the beginning of your upkeep, choose left or right.

Each player may attack only the opponent seated nearest him or her in the last chosen direction and planeswalkers controlled by that player.

Naya Charm Choose one — Naya Charm deals 3 damage to target creature; or return target card from a graveyard to its owner's hand; or tap all creatures target player controls.

Naya Panorama : Add to your mana pool.

, , Sacrifice Naya Panorama: Search your library for a basic Mountain, Forest, or Plains card and put it onto the battlefield tapped. Then shuffle your library.

Naya Soulbeast Trample

When you cast Naya Soulbeast, each player reveals the top card of his or her library. Naya Soulbeast enters the battlefield with X +1/+1 counters on it, where X is the total converted mana cost of all cards revealed this way.

Nekusar, the Mindrazer At the beginning of each player's draw step, that player draws an additional card.

Whenever an opponent draws a card, Nekusar, the Mindrazer deals 1 damage to that player.

Nevinyrral's Disk Nevinyrral's Disk enters the battlefield tapped.

, : Destroy all artifacts, creatures, and enchantments.

New Benalia New Benalia enters the battlefield tapped.

When New Benalia enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add to your mana pool.

Night Soil , Exile two creature cards from a single graveyard: Put a 1/1 green Saproling creature token onto the battlefield.

Nightscape Familiar Blue spells and red spells you cast cost less to cast.

: Regenerate Nightscape Familiar.

Nihil Spellbomb , Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay . If you do, draw a card.

Nivix Guildmage : Draw a card, then discard a card.

: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

Obelisk of Esper : Add , , or to your mana pool.

Obelisk of Grixis : Add , , or to your mana pool.

Obelisk of Jund : Add , , or to your mana pool.

Oloro, Ageless Ascetic At the beginning of your upkeep, you gain 2 life.

Whenever you gain life, you may pay . If you do, draw a card and each opponent loses 1 life.

At the beginning of your upkeep, if Oloro, Ageless Ascetic is in the command zone, you gain 2 life.

One Dozen Eyes Choose one — Put a 5/5 green Beast creature token onto the battlefield; or put five 1/1 green Insect creature tokens onto the battlefield.

Entwine (Choose both if you pay the entwine cost.)

Opal Palace : Add to your mana pool.

, : Add to your mana pool one mana of any color in your commander's color identity. If you spend this mana to cast your commander, it enters the battlefield with a number of +1/+1 counters on it equal to the number of times it's been cast from the command zone this game.

Ophiomancer At the beginning of each upkeep, if you control no Snakes, put a 1/1 black Snake creature token with deathtouch onto the battlefield.

Opportunity Target player draws four cards.

Order of Succession Choose left or right. Starting with you and proceeding in the chosen direction, each player chooses a creature controlled by the next player in that direction. Each player gains control of the creature he or she chose.

Orzhov Basilica Orzhov Basilica enters the battlefield tapped.

When Orzhov Basilica enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Orzhov Guildgate Orzhov Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Phantom Nantuko Trample

Phantom Nantuko enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nantuko, prevent that damage. Remove a +1/+1 counter from Phantom Nantuko.

: Put a +1/+1 counter on Phantom Nantuko.

Phthisis Destroy target creature. Its controller loses life equal to its power plus its toughness.

Suspend 5— (Rather than cast this card from your hand, you may pay and exile it with five time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)

Phyrexian Delver When Phyrexian Delver enters the battlefield, return target creature card from your graveyard to the battlefield. You lose life equal to that card's converted mana cost.

Phyrexian Gargantua When Phyrexian Gargantua enters the battlefield, you draw two cards and you lose 2 life.

Phyrexian Reclamation , Pay 2 life: Return target creature card from your graveyard to your hand.

Pilgrim's Eye Flying

When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Plague Boiler At the beginning of your upkeep, put a plague counter on Plague Boiler.

: Put a plague counter on Plague Boiler or remove a plague counter from it.

When Plague Boiler has three or more plague counters on it, sacrifice it. If you do, destroy all nonland permanents.

Plains W

Presence of Gond Enchant creature

Enchanted creature has ": Put a 1/1 green Elf Warrior creature token onto the battlefield."

Price of Knowledge Players have no maximum hand size.

At the beginning of each opponent's upkeep, Price of Knowledge deals damage to that player equal to the number of cards in that player's hand.

Primal Vigor If one or more tokens would be put onto the battlefield, twice that many of those tokens are put onto the battlefield instead.

If one or more +1/+1 counters would be placed on a creature, twice that many +1/+1 counters are placed on that creature instead.

Pristine Talisman : Add to your mana pool. You gain 1 life.

Propaganda Creatures can't attack you unless their controller pays for each creature he or she controls that's attacking you.

Prosperity Each player draws X cards.

Prossh, Skyraider of Kher Flying

When you cast Prossh, Skyraider of Kher, put X 0/1 red Kobold creature tokens named Kobolds of Kher Keep onto the battlefield, where X is the amount of mana spent to cast Prossh.

Sacrifice another creature: Prossh gets +1/+0 until end of turn.

Quagmire Druid , , Sacrifice a creature: Destroy target enchantment.

Rain of Thorns Choose one or more — Destroy target artifact

destroy target enchantment

and/or destroy target land.

Rakdos Carnarium Rakdos Carnarium enters the battlefield tapped.

When Rakdos Carnarium enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Rakdos Guildgate Rakdos Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Rakeclaw Gargantuan : Target creature with power 5 or greater gains first strike until end of turn.

Rampaging Baloths Trample

Landfall — Whenever a land enters the battlefield under your control, you may put a 4/4 green Beast creature token onto the battlefield.

Raven Familiar Flying

Echo (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Raven Familiar enters the battlefield, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Ravenous Baloth Sacrifice a Beast: You gain 4 life.

Razor Hippogriff Flying

When Razor Hippogriff enters the battlefield, return target artifact card from your graveyard to your hand. You gain life equal to that card's converted mana cost.

Reckless Spite Destroy two target nonblack creatures. You lose 5 life.

Reincarnation Choose target creature. When that creature dies this turn, return a creature card from its owner's graveyard to the battlefield under the control of that creature's owner.

Restore Put target land card from a graveyard onto the battlefield under your control.

Roon of the Hidden Realm Vigilance, trample

2, : Exile another target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Rough // Tumble (Rough) Rough deals 2 damage to each creature without flying.

Rubinia Soulsinger You may choose not to untap Rubinia Soulsinger during your untap step.

: Gain control of target creature for as long as you control Rubinia and Rubinia remains tapped.

Rupture Spire Rupture Spire enters the battlefield tapped.

When Rupture Spire enters the battlefield, sacrifice it unless you pay 1.

: Add one mana of any color to your mana pool.

Sakura-Tribe Elder Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle your library.

Saltcrusted Steppe : Add 1 to your mana pool.

1, : Put a storage counter on Saltcrusted Steppe.

1, Remove X storage counters from Saltcrusted Steppe: Add X mana in any combination of and/or to your mana pool.

Sanguine Bond Whenever you gain life, target opponent loses that much life.

Savage Lands Savage Lands enters the battlefield tapped.

: Add , , or to your mana pool.

Savage Twister Savage Twister deals X damage to each creature.

Scarland Thrinax Sacrifice a creature: Put a +1/+1 counter on Scarland Thrinax.

Seaside Citadel Seaside Citadel enters the battlefield tapped.

: Add , , or to your mana pool.

Secluded Steppe Secluded Steppe enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Seer's Sundial Landfall — Whenever a land enters the battlefield under your control, you may pay 2. If you do, draw a card.

Sejiri Refuge Sejiri Refuge enters the battlefield tapped.

When Sejiri Refuge enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Sek'Kuar, Deathkeeper Whenever another nontoken creature you control dies, put a 3/1 black and red Graveborn creature token with haste onto the battlefield.

Selesnya Charm Choose one — Target creature gets +2/+2 and gains trample until end of turn; or exile target creature with power 5 or greater; or put a 2/2 white Knight creature token with vigilance onto the battlefield.

Selesnya Guildgate Selesnya Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Selesnya Guildmage : Put a 1/1 green Saproling creature token onto the battlefield.

: Creatures you control get +1/+1 until end of turn.

Selesnya Sanctuary Selesnya Sanctuary enters the battlefield tapped.

When Selesnya Sanctuary enters the battlefield, return a land you control to its owner's hand.

: Add to your mana pool.

Selesnya Signet , : Add to your mana pool.

Serene Master Whenever Serene Master blocks, exchange its power and the power of target creature it's blocking until end of combat.

Serra Avatar Serra Avatar's power and toughness are each equal to your life total.

When Serra Avatar is put into a graveyard from anywhere, shuffle it into its owner's library.

Sharding Sphinx Flying

Whenever an artifact creature you control deals combat damage to a player, you may put a 1/1 blue Thopter artifact creature token with flying onto the battlefield.

Sharuum the Hegemon Flying

When Sharuum the Hegemon enters the battlefield, you may return target artifact card from your graveyard to the battlefield.

Shattergang Brothers , Sacrifice a creature: Each other player sacrifices a creature.

, Sacrifice an artifact: Each other player sacrifices an artifact.

, Sacrifice an enchantment: Each other player sacrifices an enchantment.

Silklash Spider Reach

: Silklash Spider deals X damage to each creature with flying.

Simic Guildgate Simic Guildgate enters the battlefield tapped.

: Add or to your mana pool.

Simic Signet , : Add to your mana pool.

Skyscribing Each player draws X cards.

Forecast — , Reveal Skyscribing from your hand: Each player draws a card. (Activate this ability only during your upkeep and only once each turn.)

Skyward Eye Prophets Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

Slice and Dice Slice and Dice deals 4 damage to each creature.

Cycling (, Discard this card: Draw a card.)

When you cycle Slice and Dice, you may have it deal 1 damage to each creature.

Slice in Twain Destroy target artifact or enchantment.

Draw a card.

Slippery Karst Slippery Karst enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Smoldering Crater Smoldering Crater enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Sol Ring : Add to your mana pool.

Soul Manipulation Choose one or both — Counter target creature spell

and/or return target creature card from your graveyard to your hand.

Spawning Grounds Enchant land

Enchanted land has " : Put a 5/5 green Beast creature token with trample onto the battlefield."

Spellbreaker Behemoth Spellbreaker Behemoth can't be countered.

Creature spells you control with power 5 or greater can't be countered.

Sphinx of the Steel Wind Flying, first strike, vigilance, lifelink, protection from red and from green

Spinal Embrace Cast Spinal Embrace only during combat.

Untap target creature you don't control and gain control of it. It gains haste until end of turn. At the beginning of the next end step, sacrifice it. If you do, you gain life equal to its toughness.

Spine of Ish Sah When Spine of Ish Sah enters the battlefield, destroy target permanent.

When Spine of Ish Sah is put into a graveyard from the battlefield, return Spine of Ish Sah to its owner's hand.

Spitebellows When Spitebellows leaves the battlefield, it deals 6 damage to target creature.

Evoke (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

Spiteful Visions At the beginning of each player's draw step, that player draws an additional card.

Whenever a player draws a card, Spiteful Visions deals 1 damage to that player.

Spoils of Victory Search your library for a Plains, Island, Swamp, Mountain, or Forest card and put that card onto the battlefield. Then shuffle your library.

Springjack Pasture : Add to your mana pool.

, : Put a 0/1 white Goat creature token onto the battlefield.

, Sacrifice X Goats: Add X mana of any one color to your mana pool. You gain X life.

Sprouting Thrinax When Sprouting Thrinax dies, put three 1/1 green Saproling creature tokens onto the battlefield.

Sprouting Vines Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

Stalking Vengeance Haste

Whenever another creature you control dies, it deals damage equal to its power to target player.

Starstorm Starstorm deals X damage to each creature.

Cycling 3 (3, Discard this card: Draw a card.)

Stonecloaker Flash (You may cast this spell any time you could cast an instant.)

Flying

When Stonecloaker enters the battlefield, return a creature you control to its owner's hand.

When Stonecloaker enters the battlefield, exile target card from a graveyard.

Stormscape Battlemage Kicker and/or 2

When Stormscape Battlemage enters the battlefield, if it was kicked with its kicker, you gain 3 life.

When Stormscape Battlemage enters the battlefield, if it was kicked with its 2 kicker, destroy target nonblack creature. That creature can't be regenerated.

Strategic Planning Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

Street Spasm Street Spasm deals X damage to target creature without flying you don't control.

Overload X X (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Stronghold Assassin , Sacrifice a creature: Destroy target nonblack creature.

Sudden Demise Choose a color. Sudden Demise deals X damage to each creature of the chosen color.

Sudden Spoiling Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)

Creatures target player controls become 0/2 and lose all abilities until end of turn.

Sun Droplet Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Surveyor's Scope , Exile Surveyor's Scope: Search your library for up to X basic land cards, where X is the number of players who control at least two more lands than you. Put those cards onto the battlefield, then shuffle your library.

Survival Cache You 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, you may cast this card from exile without paying its mana cost.)

Swamp B

Swiftfoot Boots Equipped creature has hexproof and haste.

Equip 1

Sword of the Paruns As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Sydri, Galvanic Genius : Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.

: Target artifact creature gains deathtouch and lifelink until end of turn.

Temple Bell : Each player draws a card.

Temple of the False God : Add 2 to your mana pool. Activate this ability only if you control five or more lands.

Tempt with Discovery Tempting offer — Search your library for a land card and put it onto the battlefield. Each opponent may search his or her library for a land card and put it onto the battlefield. For each opponent who searches a library this way, search your library for a land card and put it onto the battlefield. Then each player who searched a library this way shuffles it.

Tempt with Glory Tempting offer — Put a +1/+1 counter on each creature you control. Each opponent may put a +1/+1 counter on each creature he or she controls. For each opponent who does, put a +1/+1 counter on each creature you control.

Tempt with Immortality Tempting offer — Return a creature card from your graveyard to the battlefield. Each opponent may return a creature card from his or her graveyard to the battlefield. For each player who does, return a creature card from your graveyard to the battlefield.

Tempt with Reflections Tempting offer — Choose target creature you control. Put a token onto the battlefield that's a copy of that creature. Each opponent may put a token onto the battlefield that's a copy of that creature. For each opponent who does, put a token onto the battlefield that's a copy of that creature.

Tempt with Vengeance Tempting offer — Put X 1/1 red Elemental creature tokens with haste onto the battlefield. Each opponent may put X 1/1 red Elemental creature tokens with haste onto the battlefield. For each player who does, put X 1/1 red Elemental creature tokens with haste onto the battlefield.

Terra Ravager Whenever Terra Ravager attacks, it gets +X/+0 until end of turn, where X is the number of lands defending player controls.

Terramorphic Expanse , Sacrifice Terramorphic Expanse: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Thopter Foundry 1, Sacrifice a nontoken artifact: Put a 1/1 blue Thopter artifact creature token with flying onto the battlefield. You gain 1 life.

Thornwind Faeries Flying

: Thornwind Faeries deals 1 damage to target creature or player.

Thousand-Year Elixir You may activate abilities of creatures you control as though those creatures had haste.

1, : Untap target creature.

Thraximundar Haste

Whenever Thraximundar attacks, defending player sacrifices a creature.

Whenever a player sacrifices a creature, you may put a +1/+1 counter on Thraximundar.

Thunderstaff As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, : Attacking creatures get +1/+0 until end of turn.

Tidal Force At the beginning of each upkeep, you may tap or untap target permanent.

Tidehollow Strix Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Tooth and Claw Sacrifice two creatures: Put a 3/1 red Beast creature token named Carnivore onto the battlefield.

Tower Gargoyle Flying

Tower of Fortunes 8, : Draw four cards.

Toxic Deluge As an additional cost to cast Toxic Deluge, pay X life.

All creatures get -X/-X until end of turn.

Tranquil Thicket Tranquil Thicket enters the battlefield tapped.

: Add to your mana pool.

Cycling (, Discard this card: Draw a card.)

Transguild Promenade Transguild Promenade enters the battlefield tapped.

When Transguild Promenade enters the battlefield, sacrifice it unless you pay 1.

: Add one mana of any color to your mana pool.

True-Name Nemesis As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player. (This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)

Rough // Tumble (Tumble) Tumble deals 6 damage to each creature with flying.

Unexpectedly Absent Put target nonland permanent into its owner's library just beneath the top X cards of that library.

Urza's Factory : Add 1 to your mana pool.

7, : Put a 2/2 colorless Assembly-Worker artifact creature token onto the battlefield.

Uyo, Silent Prophet Flying

2, Return two lands you control to their owner's hand: Copy target instant or sorcery spell. You may choose new targets for the copy.

Valley Rannet Mountaincycling 2, forestcycling 2 (2, Discard this card: Search your library for a Mountain or Forest card, reveal it, and put it into your hand. Then shuffle your library.)

Vampire Nighthawk Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Vile Requiem At the beginning of your upkeep, you may put a verse counter on Vile Requiem.

1 , Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. They can't be regenerated.

Viscera Seer Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Viseling At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus 4.

Vision Skeins Each player draws two cards.

Vitu-Ghazi, the City-Tree : Add to your mana pool.

, : Put a 1/1 green Saproling creature token onto the battlefield.

Vivid Crag Vivid Crag enters the battlefield tapped with two charge counters on it.

: Add to your mana pool.

, Remove a charge counter from Vivid Crag: Add one mana of any color to your mana pool.

Vivid Creek Vivid Creek enters the battlefield tapped with two charge counters on it.

: Add to your mana pool.

, Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

Vivid Grove Vivid Grove enters the battlefield tapped with two charge counters on it.

: Add to your mana pool.

, Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Vivid Marsh Vivid Marsh enters the battlefield tapped with two charge counters on it.

: Add to your mana pool.

, Remove a charge counter from Vivid Marsh: Add one mana of any color to your mana pool.

Vizkopa Guildmage : Target creature gains lifelink until end of turn.

: Whenever you gain life this turn, each opponent loses that much life.

Walker of the Grove When Walker of the Grove leaves the battlefield, put a 4/4 green Elemental creature token onto the battlefield.

Evoke (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

Wall of Reverence Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

War Cadence : This turn, creatures can't block unless their controller pays for each blocking creature he or she controls.

Warstorm Surge Whenever a creature enters the battlefield under your control, it deals damage equal to its power to target creature or player.

Wash Out Return all permanents of the color of your choice to their owners' hands.

Wayfarer's Bauble , , Sacrifice Wayfarer's Bauble: Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library.

Well of Lost Dreams Whenever you gain life, you may pay , where X is less than or equal to the amount of life you gained. If you do, draw X cards.

Where Ancients Tread Whenever a creature with power 5 or greater enters the battlefield under your control, you may have Where Ancients Tread deal 5 damage to target creature or player.

Widespread Panic Whenever a spell or ability causes its controller to shuffle his or her library, that player puts a card from his or her hand on top of his or her library.

Wight of Precinct Six Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Wild Ricochet You may choose new targets for target instant or sorcery spell. Then copy that spell. You may choose new targets for the copy.

Winged Coatl Flash (You may cast this spell any time you could cast an instant.)

Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Witch Hunt Players can't gain life.

At the beginning of your upkeep, Witch Hunt deals 4 damage to you.

At the beginning of your end step, target opponent chosen at random gains control of Witch Hunt.

Wonder Flying

As long as Wonder is in your graveyard and you control an Island, creatures you control have flying.

Wrath of God Destroy all creatures. They can't be regenerated.

5.17 Battle the Horde!

You have come far, hero, but the next step on your Hero's Path is the deadliest yet. You will face the Horde, an onslaught of savage and fierce Minotaurs, an unyielding tide of destruction.

As the battle progresses, more and more Minotaurs will join the ranks of the Horde. They will attack at every opportunitym but a strong defense can turn their aggression against them. The Horde will bring idols, talismans, and other remnants of previous conquests. On the battlefield, these artifacts will inspire the Horde to frenzy, speeding up the assault. But if you can send those artifacts to the graveyard, you'll reap the rewards. The Horde's sorceries make its creatures difficult to handle in combat, but these sorceries can backfire at times.

Can you defeat the Horde? To battle!

The "Battle the Horde" Challenge uses the Regular Magic rules, with the following exceptions:

5.17.1 Special Rules for the Player

- You start with up to three different Hero cards on the battlefield. (You don't need a Hero to play.)
- **You take three turns at the start of the game, before the Horde takes its first turn.**
- You can attack the Horde with your creatures as thought it were a player, even before the Horde takes a turn.
- The Horde doesn't have a life total, but its library serves a similar purpose. **If the Horde would lose life, put that many cards from the top of its library into its graveyard.** Watch for artifact cards in the Horde's library. They each have a "hero's reward" ability that triggers when the artifact card is put into the graveyard.
- You can target the Horde with spells and abilities a thought it were a player, even before the Horde takes a turn.

5.17.2 Special Rules for the Horde

- At the beginning of the Horde's precombat main phase each turn, reveal the top two cards of the Horde's library. Then the Horde casts those cards. (The Horde's artifacts each cause an additional card to be revealed and cast, starting the turn after the artifact enters the battlefield.)

- You make the choice if the Horde needs to make a decision.
- Ignore effects that would cause Horde to draw or discard cards, or perform any impossible actions.
- If on of the Horde's permanents would move to any zone other than its library or graveyard, that card is put into the Horde's graveyard.

5.17.3 Winning the Challenge

You win the game if the Horde has no cards left in its library and the Horde controls no creatures on the battlefield.

You lose the game if you have 0 or less life or if you have to draw a card and your library is empty.

For a more difficult challenge, try taking only two turns before the Horde's first turn. For an easier challenge, take four turns.

5.17.4 Horde Cards

Creatures

Minotaur Goreseeker Haste

Minotaur Goreseeker attacks each turn if able.

Minotaur Younghorn Haste

Minotaur Younghorn attacks each turn if able

Mogis's Chosen Mogis's Chosen enters the battlefield tapped.

Mogis's Chosen attacks each turn if able.

Phoberos Reaver Haste

Phoberos Reaver attacks each turn if able.

Reckless Minotaur Haste

Reckless Minotaur attacks each turn if able.

At the beginning of the end step, destroy Reckless Minotaur

Sorceries

Consuming Rage Whenever a Minotaur attacks this turn, it gets +2/+0 until end of turn. Destroy that creature at the end of combat.

Descend on the Prey Whenever a Minotaur attacks this turn, it gains first strike until end of turn and must be blocked this turn if able.

Intervention of Keranos At the beginning of combat this turn, Intervention of Keranos deals 3 damage to each creature.

Touch of the Horned God Whenever a Minotaur attacks this turn, it gets deathtouch until end of turn.

Unquenchable Fury Each Minotaur can't be blocked this turn except by two or more creatures.

Artifacts

Altar of Mogis At the beginning of the Horde's precombat main phase, reveal an additional card from the top of the Horde's library. The Horde casts that card.

Hero's Reward - When Altar of Mogis is put into a graveyard from anywhere, the Horde sacrifices two Minotaurs.

Massacre Totem At the beginning of the Horde's precombat main phase, reveal an additional card from the top of the Horde's library. The Horde casts that card.

Hero's Reward - When Massacre Totem is put into a graveyard from anywhere, put the top seven cards of the Horde's library into its graveyard.

Plundered Statue At the beginning of the Horde's precombat main phase, reveal an additional card from the top of the Horde's library. The Horde casts that card.

Hero's Reward - When Plundered Statue is put into a graveyard from anywhere, each player draws a card.

Refreshing Elixir At the beginning of the Horde's precombat main phase, reveal an additional card from the top of the Horde's library. The Horde casts that card.

Hero's Reward - When Refreshing Elixir is put into a graveyard from anywhere, each player gains 5 life.

Vitality Salve At the beginning of the Horde's precombat main phase, reveal an additional card from the top of the Horde's library. The Horde casts that card.

Hero's Reward - When Vitality Salve is put into a graveyard from anywhere, each player returns a creature card from his or her graveyard to the battlefield.

5.18 Born of the Gods

Acolyte's Reward Prevent the next X damage that would be dealt to target creature this turn, where X is your devotion to white. If damage is prevented this way, Acolyte's Reward deals that much damage to target creature or player. (Each in the mana costs of permanents you control counts toward your devotion to white.)

Aerie Worshippers Inspired — Whenever Aerie Worshippers becomes untapped, you may pay . If you do, put a 2/2 blue Bird enchantment creature token with flying onto the battlefield.

Akroan Conscriptor Heroic — Whenever you cast a spell that targets Akroan Conscriptor, gain control of another target creature until end of turn. Untap that creature. It gains haste until end of turn.

Akroan Phalanx Vigilance

: Creatures you control get +1/+0 until end of turn.

Akroan Skyguard Flying

Heroic — Whenever you cast a spell that targets Akroan Skyguard, put a +1/+1 counter on Akroan Skyguard.

Arbiter of the Ideal Flying

Inspired — Whenever Arbiter of the Ideal becomes untapped, reveal the top card of your library. If it's an artifact, creature, or land card, you may put it onto the battlefield with a manifestation counter on it. That permanent is an enchantment in addition to its other types.

Archetype of Aggression Creatures you control have trample.

Creatures your opponents control lose trample and can't have or gain trample.

Archetype of Courage Creatures you control have first strike.

Creatures your opponents control lose first strike and can't have or gain first strike.

Archetype of Endurance Creatures you control have hexproof.

Creatures your opponents control lose hexproof and can't have or gain hexproof.

Archetype of Finality Creatures you control have deathtouch.

Creatures your opponents control lose deathtouch and can't have or gain deathtouch.

Archetype of Imagination Creatures you control have flying.

Creatures your opponents control lose flying and can't have or gain flying.

Ashiok's Adept Heroic — Whenever you cast a spell that targets Ashiok's Adept, each opponent discards a card.

Aspect of Hydra Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Asphyxiate Destroy target untapped creature.

Astral Cornucopia Astral Cornucopia enters the battlefield with X charge counters on it.

: Choose a color. Add one mana of that color to your mana pool for each charge counter on Astral Cornucopia.

Bile Blight Target creature and all other creatures with the same name as that creature get -3/-3 until end of turn.

Black Oak of Odunos Defender

, Tap another untapped creature you control: Black Oak of Odunos gets +1/+1 until end of turn.

Bolt of Keranos Bolt of Keranos deals 3 damage to target creature or player. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Brimaz, King of Oreskos Vigilance

Whenever Brimaz, King of Oreskos attacks, put a 1/1 white Cat Soldier creature token with vigilance onto the battlefield attacking.

Whenever Brimaz blocks a creature, put a 1/1 white Cat Soldier creature token with vigilance onto the battlefield blocking that creature.

Champion of Stray Souls , , Sacrifice X other creatures: Return X target creature cards from your graveyard to the battlefield.

: Put Champion of Stray Souls on top of your library from your graveyard.

Charging Badger Trample

Chorus of the Tides Flying

Heroic — Whenever you cast a spell that targets Chorus of the Tides, scry 1. (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Chromanticore Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying, first strike, vigilance, trample, lifelink

Enchanted creature gets +4/+4 and has flying, first strike, vigilance, trample, and lifelink.

Claim of Erebos Enchant creature

Enchanted creature has "1, : Target player loses 2 life."

Courser of Kruphix Play with the top card of your library revealed.

You may play the top card of your library if it's a land card.

Whenever a land enters the battlefield under your control, you gain 1 life.

Crypsis Target creature you control gains protection from creatures your opponents control until end of turn. Untap it.

Culling Mark Target creature blocks this turn if able.

Cyclops of One-Eyed Pass

Dawn to Dusk Choose one or both — Return target enchantment card from your graveyard to your hand; and/or destroy target enchantment.

Deepwater Hypnotist Inspired — Whenever Deepwater Hypnotist becomes untapped, target creature an opponent controls gets -3/-0 until end of turn.

Divination Draw two cards.

Drown in Sorrow All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Eater of Hope Flying

, Sacrifice another creature: Regenerate Eater of Hope.

, Sacrifice two other creatures: Destroy target creature.

Eidolon of Countless Battles Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Eidolon of Countless Battles and enchanted creature each get +1/+1 for each creature you control and +1/+1 for each Aura you control.

Elite Skirmisher Heroic — Whenever you cast a spell that targets Elite Skirmisher, you may tap target creature.

Ephara, God of the Polis Indestructible

As long as your devotion to white and blue is less than seven, Ephara isn't a creature.

At the beginning of each upkeep, if you had another creature enter the battlefield under your control last turn, draw a card.

Ephara's Enlightenment Enchant creature

When Ephara's Enlightenment enters the battlefield, put a +1/+1 counter on enchanted creature.

Enchanted creature has flying.

Whenever a creature enters the battlefield under your control, you may return Ephara's Enlightenment to its owner's hand.

Ephara's Radiance Enchant creature

Enchanted creature has "1, : You gain 3 life."

Epiphany Storm Enchant creature

Enchanted creature has "2, , Discard a card: Draw a card."

Eternity Snare Enchant creature

When Eternity Snare enters the battlefield, draw a card.

Enchanted creature doesn't untap during its controller's untap step.

Evanescent Intellect Enchant creature

Enchanted creature has "1, , : Target player puts the top three cards of his or her library into his or her graveyard."

Everflame Eidolon Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

: Everflame Eidolon gets +1/+0 until end of turn. If it's an Aura, enchanted creature gets +1/+0 until end of turn instead.

Enchanted creature gets +1/+1.

Excoriate Exile target tapped creature.

Eye Gouge Target creature gets -1/-1 until end of turn. If it's a Cyclops, destroy it.

Fall of the Hammer Target creature you control deals damage equal to its power to another target creature.

Fanatic of Xenagos Trample

Tribute 1 (As this creature enters the battlefield, an opponent of your choice may place a +1/+1 counter on it.)

When Fanatic of Xenagos enters the battlefield, if tribute wasn't paid, it gets +1/+1 and gains haste until end of turn.

Fate Unraveler Whenever an opponent draws a card, Fate Unraveler deals 1 damage to that player.

Fated Conflagration Fated Conflagration deals 5 damage to target creature or planeswalker. If it's your turn, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Fated Infatuation Put a token onto the battlefield that's a copy of target creature you control. If it's your turn, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Fated Intervention Put two 3/3 green Centaur enchantment creature tokens onto the battlefield. If it's your turn, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Fated Retribution Destroy all creatures and planeswalkers. If it's your turn, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Fated Return Put target creature card from a graveyard onto the battlefield under your control. It gains indestructible. If it's your turn, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Fearsome Temper Enchant creature

Enchanted creature gets +2/+2 and has "2 : Target creature can't block this creature this turn."

Felhide Brawler Felhide Brawler can't block unless you control another Minotaur.

Felhide Spiritbinder Inspired — Whenever Felhide Spiritbinder becomes untapped, you may pay 1 . If you do, put a token onto the battlefield that's a copy of another target creature except it's an enchantment in addition to its other types. It gains haste. Exile it at the beginning of the next end step.

Flame-Wreathed Phoenix Flying

Tribute 2 (As this creature enters the battlefield, an opponent of your choice may place two +1/+1 counters on it.)

When Flame-Wreathed Phoenix enters the battlefield, if tribute wasn't paid, it gains haste and "When this creature dies, return it to its owner's hand."

Flitterstep Eidolon Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flitterstep Eidolon can't be blocked.

Enchanted creature gets +1/+1 and can't be blocked.

Floodtide Serpent Floodtide Serpent can't attack unless you return an enchantment you control to its owner's hand. (This cost is paid as attackers are declared.)

Forgestoker Dragon Flying

1 : Forgestoker Dragon deals 1 damage to target creature. That creature can't block this combat. Activate this ability only if Forgestoker Dragon is attacking.

Forlorn Pseudamma Intimidate

Inspired — Whenever Forlorn Pseudamma becomes untapped, you may pay 2 💀. If you do, put a 2/2 black Zombie enchantment creature token onto the battlefield.

Forsaken Drifters When Forsaken Drifters dies, put the top four cards of your library into your graveyard.

Ghostblade Eidolon Bestow 5 ✳ (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Double strike (This creature deals both first-strike and regular combat damage.)

Enchanted creature gets +1/+1 and has double strike.

Gild Exile target creature. Put a colorless artifact token named Gold onto the battlefield. It has "Sacrifice this artifact: Add one mana of any color to your mana pool."

Glimpse the Sun God Tap X target creatures. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

God-Favored General Inspired — Whenever God-Favored General becomes untapped, you may pay 2 ✳. If you do, put two 1/1 white Soldier enchantment creature tokens onto the battlefield.

Gorgon's Head Equipped creature has deathtouch.

Equip 2

Graverobber Spider Reach

3 💀: Graverobber Spider gets +X/+X until end of turn, where X is the number of creature cards in your graveyard. Activate this ability only once each turn.

Great Hart

Griffin Dreamfinder Flying

When Griffin Dreamfinder enters the battlefield, return target enchantment card from your graveyard to your hand.

Grisly Transformation Enchant creature

When Grisly Transformation enters the battlefield, draw a card.

Enchanted creature has intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Herald of Torment Bestow 3 💀 💀 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying

At the beginning of your upkeep, you lose 1 life.

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

Hero of Iroas Aura spells you cast cost 1 less to cast.

Heroic — Whenever you cast a spell that targets Hero of Iroas, put a +1/+1 counter on Hero of Iroas.

Hero of Leina Tower Heroic — Whenever you cast a spell that targets Hero of Leina Tower, you may pay X. If you do, put X +1/+1 counters on Hero of Leina Tower.

Heroes' Podium Each legendary creature you control gets +1/+1 for each other legendary creature you control.

X, ↻: Look at the top X cards of your library. You may reveal a legendary creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

Hold at Bay Prevent the next 7 damage that would be dealt to target creature or player this turn.

Hunter's Prowess Until end of turn, target creature gets +3/+3 and gains trample and "Whenever this creature deals combat damage to a player, draw that many cards."

Impetuous Sunchaser Flying, haste

Impetuous Sunchaser attacks each turn if able.

Karametra, God of Harvests Indestructible

As long as your devotion to green and white is less than seven, Karametra isn't a creature.

Whenever you cast a creature spell, you may search your library for a Forest or Plains card, put it onto the battlefield tapped, then shuffle your library.

Karametra's Favor Enchant creature

When Karametra's Favor enters the battlefield, draw a card.

Enchanted creature has ": Add one mana of any color to your mana pool."

Kiora, the Crashing Wave +1: Until your next turn, prevent all damage that would be dealt to and dealt by target permanent an opponent controls.

-1: Draw a card. You may play an additional land this turn.

-5: You get an emblem with "At the beginning of your end step, put a 9/9 blue Kraken creature token onto the battlefield."

Kiora's Follower : Untap another target permanent.

Kragma Butcher Inspired — Whenever Kragma Butcher becomes untapped, it gets +2/+0 until end of turn.

Kraken of the Straits Creatures with power less than the number of Islands you control can't block Kraken of the Straits.

Lightning Volley Until end of turn, creatures you control gain ": This creature deals 1 damage to target creature or player."

Loyal Pegasus Flying

Loyal Pegasus can't attack or block alone.

Marshmist Titan Marshmist Titan costs X less to cast, where X is your devotion to black. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Meletis Astronomer Heroic — Whenever you cast a spell that targets Meletis Astronomer, look at the top three cards of your library. You may reveal an enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Mindreaver Heroic — Whenever you cast a spell that targets Mindreaver, exile the top three cards of target player's library.

, Sacrifice Mindreaver: Counter target spell with the same name as a card exiled with Mindreaver.

Mischief and Mayhem Up to two target creatures each get +4/+4 until end of turn.

Mogis, God of Slaughter Indestructible

As long as your devotion to black and red is less than seven, Mogis isn't a creature.

At the beginning of each opponent's upkeep, Mogis deals 2 damage to that player unless he or she sacrifices a creature.

Mortal's Ardor Target creature gets +1/+1 and gains lifelink until end of turn. (Damage dealt by the creature also causes its controller to gain that much life.)

Mortal's Resolve Target creature gets +1/+1 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

Necrobite Target creature gains deathtouch until end of turn. Regenerate it.

Nessian Demolok Tribute 3 (As this creature enters the battlefield, an opponent of your choice may place three +1/+1 counters on it.)

When Nessian Demolok enters the battlefield, if tribute wasn't paid, destroy target noncreature permanent.

Nessian Wilds Ravager Tribute 6 (As this creature enters the battlefield, an opponent of your choice may place six +1/+1 counters on it.)

When Nessian Wilds Ravager enters the battlefield, if tribute wasn't paid, you may have Nessian Wilds Ravager fight another target creature. (Each deals damage equal to its power to the other.)

Noble Quarry Bestow 5 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

All creatures able to block Noble Quarry or enchanted creature do so.

Enchanted creature gets +1/+1.

Nullify Counter target creature or Aura spell.

Nyxborn Eidolon Bestow 4 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +2/+1.

Nyxborn Rollicker Bestow 1 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +1/+1.

Nyxborn Shieldmate Bestow 2 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +1/+2.

Nyxborn Triton Bestow 4 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +2/+3.

Nyxborn Wolf Bestow 4 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Enchanted creature gets +3/+1.

Odunos River Trawler When Odunos River Trawler enters the battlefield, return target enchantment creature card from your graveyard to your hand.

, Sacrifice Odunos River Trawler: Return target enchantment creature card from your graveyard to your hand.

Oracle of Bones Haste

Tribute 2 (As this creature enters the battlefield, an opponent of your choice may place two +1/+1 counters on it.)

When Oracle of Bones enters the battlefield, if tribute wasn't paid, you may cast an instant or sorcery card from your hand without paying its mana cost.

Oracle's Insight Enchant creature

Enchanted creature has ": Scry 1, then draw a card." (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Oreskos Sun Guide Inspired — Whenever Oreskos Sun Guide becomes untapped, you gain 2 life.

Ornitharch Flying

Tribute 2 (As this creature enters the battlefield, an opponent of your choice may place two +1/+1 counters on it.)

When Ornitharch enters the battlefield, if tribute wasn't paid, put two 1/1 white Bird creature tokens with flying onto the battlefield.

Pain Seer Inspired — Whenever Pain Seer becomes untapped, reveal the top card of your library and put that card into your hand. You lose life equal to that card's converted mana cost.

Peregrination Search your library for up to two basic land cards, reveal those cards, and put one onto the battlefield tapped and the other into your hand. Shuffle your library, then scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Perplexing Chimera Whenever an opponent casts a spell, you may exchange control of Perplexing Chimera and that spell. If you do, you may choose new targets for the spell. (If the spell becomes a permanent, you control that permanent.)

Pharagax Giant Tribute 2 (As this creature enters the battlefield, an opponent of your choice may place two +1/+1 counters on it.)

When Pharagax Giant enters the battlefield, if tribute wasn't paid, Pharagax Giant deals 5 damage to each opponent.

Phenax, God of Deception Indestructible

As long as your devotion to blue and black is less than seven, Phenax isn't a creature.

Creatures you control have ": Target player puts the top X cards of his or her library into his or her graveyard, where X is this creature's toughness."

Pheres-Band Raiders Inspired — Whenever Pheres-Band Raiders becomes untapped, you may pay 2 . If you do, put a 3/3 green Centaur enchantment creature token onto the battlefield.

Pheres-Band Tromper Inspired — Whenever Pheres-Band Tromper becomes untapped, put a +1/+1 counter on it.

Pillar of War Defender

As long as Pillar of War is enchanted, it can attack as though it didn't have defender.

Pinnacle of Rage Pinnacle of Rage deals 3 damage to each of two target creatures and/or players.

Plea for Guidance Search your library for up to two enchantment cards, reveal them, and put them into your hand. Then shuffle your library.

Ragemonger Minotaur spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay. (For example, if you cast a Minotaur spell with mana cost 2 , it costs 2 to cast.)

Raised by Wolves Enchant creature

When Raised by Wolves enters the battlefield, put two 2/2 green Wolf creature tokens onto the battlefield.

Enchanted creature gets +1/+1 for each Wolf you control.

Reap What Is Sown Put a +1/+1 counter on each of up to three target creatures.

Reckless Reveler , Sacrifice Reckless Reveler: Destroy target artifact.

Retraction Helix Until end of turn, target creature gains ": Return target nonland permanent to its owner's hand."

Revoke Existence Exile target artifact or enchantment.

Rise to the Challenge Target creature gets +2/+0 and gains first strike until end of turn.

Sanguimancy You draw X cards and you lose X life, where X is your devotion to black. (Each in the mana costs of permanents you control counts toward your devotion to black.)

Satyr Firedancer Whenever an instant or sorcery spell you control deals damage to an opponent, Satyr Firedancer deals that much damage to target creature that player controls.

Satyr Nyx-Smith Haste

Inspired — Whenever Satyr Nyx-Smith becomes untapped, you may pay . If you do, put a 3/1 red Elemental enchantment creature token with haste onto the battlefield.

Satyr Wayfinder When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

Scourge of Skola Vale Trample

Scourge of Skola Vale enters the battlefield with two +1/+1 counters on it.

, Sacrifice another creature: Put a number of +1/+1 counters on Scourge of Skola Vale equal to the sacrificed creature's toughness.

Scouring Sands Scouring Sands deals 1 damage to each creature your opponents control. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Searing Blood Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.

Servant of Tymaret Inspired — Whenever Servant of Tymaret becomes untapped, each opponent loses 1 life. You gain life equal to the life lost this way.

: Regenerate Servant of Tymaret.

Setessan Oathsworn Heroic — Whenever you cast a spell that targets Setessan Oathsworn, put two +1/+1 counters on Setessan Oathsworn.

Setessan Starbreaker When Setessan Starbreaker enters the battlefield, you may destroy target Aura.

Shrike Harpy Flying

Tribute 2 (As this creature enters the battlefield, an opponent of your choice may place two +1/+1 counters on it.)

When Shrike Harpy enters the battlefield, if tribute wasn't paid, target opponent sacrifices a creature.

Silent Sentinel Flying

Whenever Silent Sentinel attacks, you may return target enchantment card from your graveyard to the battlefield.

Siren of the Fanged Coast Flying

Tribute 3 (As this creature enters the battlefield, an opponent of your choice may place three +1/+1 counters on it.)

When Siren of the Fanged Coast enters the battlefield, if tribute wasn't paid, gain control of target creature.

Siren of the Silent Song Flying

Inspired — Whenever Siren of the Silent Song becomes untapped, each opponent discards a card, then puts the top card of his or her library into his or her graveyard.

Siren Song Lyre Equipped creature has "2, : Tap target creature."

Equip 2

Skyreaping Skyreaping deals damage to each creature with flying equal to your devotion to green. (Each in the mana costs of permanents you control counts toward your devotion to green.)

Snake of the Golden Grove Tribute 3 (As this creature enters the battlefield, an opponent of your choice may place three +1/+1 counters on it.)

When Snake of the Golden Grove enters the battlefield, if tribute wasn't paid, you gain 4 life.

Sphinx's Disciple Flying

Inspired — Whenever Sphinx's Disciple becomes untapped, draw a card.

Spirit of the Labyrinth Each player can't draw more than one card each turn.

Spiteful Returned Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Whenever Spiteful Returned or enchanted creature attacks, defending player loses 2 life.

Enchanted creature gets +1/+1.

Springleaf Drum , Tap an untapped creature you control: Add one mana of any color to your mana pool.

Stormcaller of Keranos Haste

: Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Stratus Walk Enchant creature

When Stratus Walk enters the battlefield, draw a card.

Enchanted creature has flying.

Enchanted creature can block only creatures with flying.

Sudden Storm Tap up to two target creatures. Those creatures don't untap during their controllers' next untap steps. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Sunbond Enchant creature

Enchanted creature has "Whenever you gain life, put that many +1/+1 counters on this creature."

Swordwise Centaur

Temple of Enlightenment Temple of Enlightenment enters the battlefield tapped.

When Temple of Enlightenment enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Malice Temple of Malice enters the battlefield tapped.

When Temple of Malice enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Plenty Temple of Plenty enters the battlefield tapped.

When Temple of Plenty enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Thassa's Rebuff Counter target spell unless its controller pays , where X is your devotion to blue. (Each in the mana costs of permanents you control counts toward your devotion to blue.)

Thunder Brute Trample

Tribute 3 (As this creature enters the battlefield, an opponent of your choice may place three +1/+1 counters on it.)

When Thunder Brute enters the battlefield, if tribute wasn't paid, it gains haste until end of turn.

Thunderous Might Enchant creature

Whenever enchanted creature attacks, it gets +X/+0 until end of turn, where X is your devotion to red. (Each in the mana costs of permanents you control counts toward your devotion to red.)

Tromokratis Tromokratis has hexproof unless it's attacking or blocking.

Tromokratis can't be blocked unless all creatures defending player controls block it. (If any creature that player controls doesn't block this creature, it can't be blocked.)

Unravel the Æther Choose target artifact or enchantment. Its owner shuffles it into his or her library.

Vanguard of Brimaz Vigilance

Heroic — Whenever you cast a spell that targets Vanguard of Brimaz, put a 1/1 white Cat Soldier creature token with vigilance onto the battlefield.

Vortex Elemental : Put Vortex Elemental and each creature blocking or blocked by it on top of their owners' libraries, then those players shuffle their libraries.

: Target creature blocks Vortex Elemental this turn if able.

Warchanter of Mogis Inspired — Whenever Warchanter of Mogis becomes untapped, target creature you control gains intimidate until end of turn. (A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Weight of the Underworld Enchant creature

Enchanted creature gets -3/-2.

Whelming Wave Return all creatures to their owners' hands except for Krakens, Leviathans, Octopuses, and Serpents.

Whims of the Fates Starting with you, each player separates all permanents he or she controls into three piles. Then each player chooses one of his or her piles at random and sacrifices those permanents. (Piles can be empty.)

Xenagos, God of Revels Indestructible

As long as your devotion to red and green is less than seven, Xenagos isn't a creature.

At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.

5.19 Khans of Tarkir

Abomination of Gudul Flying

Whenever Abomination of Gudul deals combat damage to a player, you may draw a card. If you do, discard a card.

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Abzan Ascendancy When Abzan Ascendancy enters the battlefield, put a +1/+1 counter on each creature you control.

Whenever a nontoken creature you control dies, put a 1/1 white Spirit creature token with flying onto the battlefield.

Abzan Banner : Add , , or to your mana pool.

, , Sacrifice Abzan Banner: Draw a card.

Abzan Battle Priest Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has lifelink.

Abzan Charm Choose one —

- Exile target creature with power 3 or greater.
- You draw two cards and you lose 2 life.
- Distribute two +1/+1 counters among one or two target creatures.

Abzan Falconer Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has flying.

Abzan Guide Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Act of Treason Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Ainok Bond-Kin Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has first strike.

Ainok Tracker First strike

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Alabaster Kirin Flying, vigilance

Alpine Grizzly

Altar of the Brood Whenever another permanent enters the battlefield under your control, each opponent puts the top card of his or her library into his or her graveyard.

Anafenza, the Foremost Whenever Anafenza, the Foremost attacks, put a +1/+1 counter on another target tapped creature you control.

If a creature card would be put into an opponent's graveyard from anywhere, exile it instead.

Ankle Shanker Haste

Whenever Ankle Shanker attacks, creatures you control gain first strike and deathtouch until end of turn.

Arc Lightning Arc Lightning deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

Archers' Parapet Defender

, : Each opponent loses 1 life.

Armament Corps When Armament Corps enters the battlefield, distribute two +1/+1 counters among one or two target creatures you control.

Arrow Storm Arrow Storm deals 4 damage to target creature or player.

Raid — If you attacked with a creature this turn, instead Arrow Storm deals 5 damage to that creature or player and the damage can't be prevented.

Ashcloud Phoenix Flying

When Ashcloud Phoenix dies, return it to the battlefield face down.

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Ashcloud Phoenix is turned face up, it deals 2 damage to each player.

Avalanche Tusker Whenever Avalanche Tusker attacks, target creature defending player controls blocks it this combat if able.

Awaken the Bear Target creature gets +3/+3 and gains trample until end of turn.

Barrage of Boulders Barrage of Boulders deals 1 damage to each creature you don't control.

Ferocious — If you control a creature with power 4 or greater, creatures can't block this turn.

Bear's Companion When Bear's Companion enters the battlefield, put a 4/4 green Bear creature token onto the battlefield.

Become Immense Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Target creature gets +6/+6 until end of turn.

Bellowing Saddlebrute Raid — When Bellowing Saddlebrute enters the battlefield, you lose 4 life unless you attacked with a creature this turn.

Bitter Revelation Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard. You lose 2 life.

Blinding Spray Creatures your opponents control get -4/-0 until end of turn.

Draw a card.

Bloodfell Caves Bloodfell Caves enters the battlefield tapped.

When Bloodfell Caves enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Bloodfire Expert Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Bloodfire Mentor 2, : Draw a card, then discard a card.

Bloodsoaked Champion Bloodsoaked Champion can't block.

Raid — 1: Return Bloodsoaked Champion from your graveyard to the battlefield. Activate this ability only if you attacked with a creature this turn.

Bloodstained Mire , Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

Blossoming Sands Blossoming Sands enters the battlefield tapped.

When Blossoming Sands enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Brave the Sands Creatures you control have vigilance.

Each creature you control can block an additional creature.

Briber's Purse Briber's Purse enters the battlefield with X gem counters on it.

1, , Remove a gem counter from Briber's Purse: Target creature can't attack or block this turn.

Bring Low Bring Low deals 3 damage to target creature. If that creature has a +1/+1 counter on it, Bring Low deals 5 damage to it instead.

Burn Away Burn Away deals 6 damage to target creature. When that creature dies this turn, exile all cards from its controller's graveyard.

Butcher of the Horde Flying

Sacrifice another creature: Butcher of the Horde gains your choice of vigilance, lifelink, or haste until end of turn.

Cancel Counter target spell.

Canyon Lurkers Morph 3 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Chief of the Edge Other Warrior creatures you control get +1/+0.

Chief of the Scale Other Warrior creatures you control get +0/+1.

Clever Impersonator You may have Clever Impersonator enter the battlefield as a copy of any nonland permanent on the battlefield.

Crackling Doom Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures he or she controls.

Cranial Archive 2, Exile Cranial Archive: Target player shuffles his or her graveyard into his or her library. Draw a card.

Crater's Claws Crater's Claws deals X damage to target creature or player.

Ferocious — Crater's Claws deals X plus 2 damage to that creature or player instead if you control a creature with power 4 or greater.

Crippling Chill Tap target creature. It doesn't untap during its controller's next untap step.

Draw a card.

Dazzling Ramparts Defender

1, : Tap target creature.

Dead Drop Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Target player sacrifices two creatures.

Death Frenzy All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

Debilitating Injury Enchant creature

Enchanted creature gets -2/-2.

Defiant Strike Target creature gets +1/+0 until end of turn.

Draw a card.

Deflecting Palm The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

Despise Target opponent reveals his or her hand. You choose a creature or planeswalker card from it. That player discards that card.

Dig Through Time Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

Disdainful Stroke Counter target spell with converted mana cost 4 or greater.

Dismal Backwater Dismal Backwater enters the battlefield tapped.

When Dismal Backwater enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Disowned Ancestor Outlast 1 (1, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Dragon Grip Ferocious — If you control a creature with power 4 or greater, you may cast Dragon Grip as though it had flash. (You may cast it any time you could cast an instant.)

Enchant creature

Enchanted creature gets +2/+0 and has first strike.

Dragon Throne of Tarkir Equipped creature has defender and "2, T: Other creatures you control gain trample and get +X/+X until end of turn, where X is this creature's power."

Equip 3

Dragon's Eye Savants Morph—Reveal a blue card in your hand. (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Dragon's Eye Savants is turned face up, look at target opponent's hand.

Dragonscale Boon Put two +1/+1 counters on target creature and untap it.

Dragon-Style Twins Double strike

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Duneblast Choose up to one creature. Destroy the rest.

Dutiful Return Return up to two target creature cards from your graveyard to your hand.

Efreet Weaponmaster First strike

When Efreet Weaponmaster enters the battlefield or is turned face up, another target creature you control gets +3/+0 until end of turn.

Morph 2 U R W (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Embodiment of Spring 1 G, T, Sacrifice Embodiment of Spring: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Empty the Pits Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Put X 2/2 black Zombie creature tokens onto the battlefield tapped.

End Hostilities Destroy all creatures and all permanents attached to creatures.

Erase Exile target enchantment.

Feat of Resistance Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn.

Feed the Clan You gain 5 life.

Ferocious — You gain 10 life instead if you control a creature with power 4 or greater.

Firehoof Cavalry 3 R: Firehoof Cavalry gets +2/+0 and gains trample until end of turn.

Flooded Strand T, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card and put it onto the battlefield. Then shuffle your library.

Flying Crane Technique Untap all creatures you control. They gain flying and double strike until end of turn.

Force Away Return target creature to its owner's hand.

Ferocious — If you control a creature with power 4 or greater, you may draw a card. If you do, discard a card.

Forest G

Frontier Bivouac Frontier Bivouac enters the battlefield tapped.

: Add , , or to your mana pool.

Ghostfire Blade Equipped creature gets +2/+2.

Equip

Ghostfire Blade's equip ability costs less to activate if it targets a colorless creature.

Glacial Stalker Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Goblinslide Whenever you cast a noncreature spell, you may pay . If you do, put a 1/1 red Goblin creature token with haste onto the battlefield.

Grim Haruspex Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Whenever another nontoken creature you control dies, draw a card.

Gurmag Swiftwing Flying, first strike, haste

Hardened Scales If one or more +1/+1 counters would be placed on a creature you control, that many plus one +1/+1 counters are placed on it instead.

Heart-Piercer Bow Whenever equipped creature attacks, Heart-Piercer Bow deals 1 damage to target creature defending player controls.

Equip

Heir of the Wilds Deathtouch

Ferocious — Whenever Heir of the Wilds attacks, if you control a creature with power 4 or greater, Heir of the Wilds gets +1/+1 until end of turn.

Herald of Anafenza Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Whenever you activate Herald of Anafenza's outlast ability, put a 1/1 white Warrior creature token onto the battlefield.

High Sentinels of Arashin Flying

High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.

: Put a +1/+1 counter on target creature.

Highland Game When Highland Game dies, you gain 2 life.

Highspire Mantis Flying, trample

Hooded Hydra Hooded Hydra enters the battlefield with X +1/+1 counters on it.

When Hooded Hydra dies, put a 1/1 green Snake creature token onto the battlefield for each +1/+1 counter on it.

Morph

As Hooded Hydra is turned face up, put five +1/+1 counters on it.

Hooting Mandrills Delve (Each card you exile from your graveyard while casting this spell pays for .)

Trample

Horde Ambusher Whenever Horde Ambusher blocks, it deals 1 damage to you.

Morph—Reveal a red card in your hand. (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Horde Ambusher is turned face up, target creature can't block this turn.

Hordeling Outburst Put three 1/1 red Goblin creature tokens onto the battlefield.

Howl of the Horde When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Raid — If you attacked with a creature this turn, when you cast your next instant or sorcery spell this turn, copy that spell an additional time. You may choose new targets for the copy.

Icefeather Aven Flying

Morph 1 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Icefeather Aven is turned face up, you may return another target creature to its owner's hand.

Icy Blast Tap X target creatures.

Ferocious — If you control a creature with power 4 or greater, those creatures don't untap during their controllers' next untap steps.

Incremental Growth Put a +1/+1 counter on target creature, two +1/+1 counters on another target creature, and three +1/+1 counters on a third target creature.

Island U

Ivorytusk Fortress Untap each creature you control with a +1/+1 counter on it during each other player's untap step.

Jeering Instigator Morph 2 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Jeering Instigator is turned face up, if it's your turn, gain control of another target creature until end of turn. Untap that creature. It gains haste until end of turn.

Jeskai Ascendancy Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures.

Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.

Jeskai Banner : Add , , or to your mana pool.

, , , Sacrifice Jeskai Banner: Draw a card.

Jeskai Charm Choose one —

- Put target creature on top of its owner's library.
- Jeskai Charm deals 4 damage to target opponent.
- Creatures you control get +1/+1 and gain lifelink until end of turn.

Jeskai Elder Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Whenever Jeskai Elder deals combat damage to a player, you may draw a card. If you do, discard a card.

Jeskai Student Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Jeskai Windscout Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Jungle Hollow Jungle Hollow enters the battlefield tapped.

When Jungle Hollow enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Kheru Bloodsucker Whenever a creature you control with toughness 4 or greater dies, each opponent loses 2 life and you gain 2 life.

, Sacrifice another creature: Put a +1/+1 counter on Kheru Bloodsucker.

Kheru Dreadmaw Defender

, Sacrifice another creature: You gain life equal to the sacrificed creature's toughness.

Kheru Lich Lord At the beginning of your upkeep, you may pay . If you do, return a creature card at random from your graveyard to the battlefield. It gains flying, trample, and haste. Exile that card at the beginning of your next end step. If it would leave the battlefield, exile it instead of putting it anywhere else.

Kheru Spellsnatcher Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Kheru Spellsnatcher is turned face up, counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may cast that card without paying its mana cost for as long as it remains exiled.

Kill Shot Destroy target attacking creature.

Kin-Tree Invocation Put an X/X black and green Spirit Warrior creature token onto the battlefield, where X is the greatest toughness among creatures you control.

Kin-Tree Warden : Regenerate Kin-Tree Warden.

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Krumar Bond-Kin Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Leaping Master : Leaping Master gains flying until end of turn.

Lens of Clarity You may look at the top card of your library and at face-down creatures you don't control. (You may do this at any time.)

Longshot Squad Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has reach. (A creature with reach can block creatures with flying.)

Mantis Rider Flying, vigilance, haste

Mardu Ascendancy Whenever a nontoken creature you control attacks, put a 1/1 red Goblin creature token onto the battlefield tapped and attacking.

Sacrifice Mardu Ascendancy: Creatures you control get +0/+3 until end of turn.

Mardu Banner : Add , , or to your mana pool.

, , Sacrifice Mardu Banner: Draw a card.

Mardu Blazebringer When Mardu Blazebringer attacks or blocks, sacrifice it at end of combat.

Mardu Charm Choose one —

- Mardu Charm deals 4 damage to target creature.

- Put two 1/1 white Warrior creature tokens onto the battlefield. They gain first strike until end of turn.
- Target opponent reveals his or her hand. You choose a noncreature, nonland card from it. That player discards that card.

Mardu Hateblade : Mardu Hateblade gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Mardu Heart-Piercer Raid — When Mardu Heart-Piercer enters the battlefield, if you attacked with a creature this turn, Mardu Heart-Piercer deals 2 damage to target creature or player.

Mardu Hordechief Raid — When Mardu Hordechief enters the battlefield, if you attacked with a creature this turn, put a 1/1 white Warrior creature token onto the battlefield.

Mardu Roughrider Whenever Mardu Roughrider attacks, target creature can't block this turn.

Mardu Skullhunter Mardu Skullhunter enters the battlefield tapped.

Raid — When Mardu Skullhunter enters the battlefield, if you attacked with a creature this turn, target opponent discards a card.

Mardu Warshrieker Raid — When Mardu Warshrieker enters the battlefield, if you attacked with a creature this turn, add to your mana pool.

Master of Pearls Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Master of Pearls is turned face up, creatures you control get +2/+2 until end of turn.

Master the Way Draw a card. Master the Way deals damage to target creature or player equal to the number of cards in your hand.

Meandering Towershell Islandwalk (This creature can't be blocked as long as defending player controls an Island.)

Whenever Meandering Towershell attacks, exile it. Return it to the battlefield under your control tapped and attacking at the beginning of the declare attackers step on your next turn.

Mer-Ek Nightblade Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has deathtouch.

Mindswipe Counter target spell unless its controller pays . Mindswipe deals X damage to that spell's controller.

Mistfire Weaver Flying

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Mistfire Weaver is turned face up, target creature you control gains hexproof until end of turn.

Molting Snakeskin Enchant creature

Enchanted creature gets +2/+0 and has " : Regenerate this creature."

Monastery Flock Defender, flying

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Monastery Swiftspear Haste

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Mountain R

Murderous Cut Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Destroy target creature.

Mystic Monastery Mystic Monastery enters the battlefield tapped.

: Add , , or to your mana pool.

Mystic of the Hidden Way Mystic of the Hidden Way can't be blocked.

Morph 2 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Narset, Enlightened Master First strike, hexproof

Whenever Narset, Enlightened Master attacks, exile the top four cards of your library. Until end of turn, you may cast noncreature cards exiled with Narset this turn without paying their mana costs.

Naturalize Destroy target artifact or enchantment.

Necropolis Fiend Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Flying

X, , Exile X cards from your graveyard: Target creature gets -X/-X until end of turn.

Nomad Outpost Nomad Outpost enters the battlefield tapped.

: Add , , or to your mana pool.

Opulent Palace Opulent Palace enters the battlefield tapped.

: Add , , or to your mana pool.

Pearl Lake Ancient Flash

Pearl Lake Ancient can't be countered.

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Return three lands you control to their owner's hand: Return Pearl Lake Ancient to its owner's hand.

Pine Walker Morph 4 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Whenever Pine Walker or another creature you control is turned face up, untap that creature.

Plains W

Polluted Delta , Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

Ponyback Brigade When Ponyback Brigade enters the battlefield or is turned face up, put three 1/1 red Goblin creature tokens onto the battlefield.

Morph 2 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Quiet Contemplation Whenever you cast a noncreature spell, you may pay 1. If you do, tap target creature an opponent controls and it doesn't untap during its controller's next untap step.

Raiders' Spoils Creatures you control get +1/+0.

Whenever a Warrior you control deals combat damage to a player, you may pay 1 life. If you do, draw a card.

Rakshasa Deathdealer : Rakshasa Deathdealer gets +2/+2 until end of turn.

: Regenerate Rakshasa Deathdealer.

Rakshasa Vizier Whenever one or more cards are put into exile from your graveyard, put that many +1/+1 counters on Rakshasa Vizier.

Rakshasa's Secret Target opponent discards two cards. Put the top two cards of your library into your graveyard.

Rattleclaw Mystic : Add , , or to your mana pool.

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Rattleclaw Mystic is turned face up, add to your mana pool.

Retribution of the Ancients , Remove X +1/+1 counters from among creatures you control: Target creature gets -X/-X until end of turn.

Ride Down Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn.

Rite of the Serpent Destroy target creature. If that creature had a +1/+1 counter on it, put a 1/1 green Snake creature token onto the battlefield.

Riverwheel Aerialists Flying

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Roar of Challenge All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

Rotting Mastodon

Rugged Highlands Rugged Highlands enters the battlefield tapped.

When Rugged Highlands enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Rush of Battle Creatures you control get +2/+1 until end of turn. Warrior creatures you control gain lifelink until end of turn. (Damage dealt by those Warriors also causes their controller to gain that much life.)

Ruthless Ripper Deathtouch

Morph—Reveal a black card in your hand. (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Ruthless Ripper is turned face up, target player loses 2 life.

Sage of the Inward Eye Flying

Whenever you cast a noncreature spell, creatures you control gain lifelink until end of turn.

Sage-Eye Harrier Flying

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Sagu Archer Reach (This creature can block creatures with flying.)

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Sagu Mauler Trample, hexproof

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Salt Road Patrol Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Sandsteppe Citadel Sandsteppe Citadel enters the battlefield tapped.

: Add , , or to your mana pool.

Sarkhan, the Dragonspeaker +1: Until end of turn, Sarkhan, the Dragonspeaker becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. (He doesn't lose loyalty while he's not a planeswalker.)

3: Sarkhan, the Dragonspeaker deals 4 damage to target creature.

6: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand."

Savage Knuckleblade : Savage Knuckleblade gets +2/+2 until end of turn. Activate this ability only once each turn.

: Return Savage Knuckleblade to its owner's hand.

: Savage Knuckleblade gains haste until end of turn.

Savage Punch Target creature you control fights target creature you don't control.

Ferocious — The creature you control gets +2/+2 until end of turn before it fights if you control a creature with power 4 or greater.

Scaldkin Flying

, Sacrifice Scaldkin: Scaldkin deals 2 damage to target creature or player.

Scion of Glaciers : Scion of Glaciers gets +1/-1 until end of turn.

Scoured Barrens Scoured Barrens enters the battlefield tapped.

When Scoured Barrens enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Scout the Borders Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

Secret Plans Face-down creatures you control get +0/+1.

Whenever a permanent you control is turned face up, draw a card.

See the Unwritten Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard.

Ferocious — If you control a creature with power 4 or greater, you may put two creature cards onto the battlefield instead of one.

Seek the Horizon Search your library for up to three basic land cards, reveal them, and put them into your hand. Then shuffle your library.

Seeker of the Way Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Whenever you cast a noncreature spell, Seeker of the Way gains lifelink until end of turn.

Set Adrift Delve (Each card you exile from your graveyard while casting this spell pays for .)

Put target nonland permanent on top of its owner's library.

Shambling Attendants Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Shatter Destroy target artifact.

Sidisi, Brood Tyrant Whenever Sidisi, Brood Tyrant enters the battlefield or attacks, put the top three cards of your library into your graveyard.

Whenever one or more creature cards are put into your graveyard from your library, put a 2/2 black Zombie creature token onto the battlefield.

Sidisi's Pet Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Morph 1 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Siege Rhino Trample

When Siege Rhino enters the battlefield, each opponent loses 3 life and you gain 3 life.

Siegecraft Enchant creature

Enchanted creature gets +2/+4.

Singing Bell Strike Enchant creature

When Singing Bell Strike enters the battlefield, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Enchanted creature has "6: Untap this creature."

Smite the Monstrous Destroy target creature with power 4 or greater.

Smoke Teller 1: Look at target face-down creature.

Snowhorn Rider Trample

Morph 2 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Sorin, Solemn Visitor +1: Until your next turn, creatures you control get +1/+0 and gain lifelink.

2: Put a 2/2 black Vampire creature token with flying onto the battlefield.

6: You get an emblem with "At the beginning of each opponent's upkeep, that player sacrifices a creature."

Stubborn Denial Counter target noncreature spell unless its controller pays 1.

Ferocious — If you control a creature with power 4 or greater, counter that spell instead.

Sultai Ascendancy At the beginning of your upkeep, look at the top two cards of your library. Put any number of them into your graveyard and the rest back on top of your library in any order.

Sultai Banner : Add , , or to your mana pool.

, , Sacrifice Sultai Banner: Draw a card.

Sultai Charm Choose one —

- Destroy target monocolored creature.
- Destroy target artifact or enchantment.
- Draw two cards, then discard a card.

Sultai Flayer Whenever a creature you control with toughness 4 or greater dies, you gain 4 life.

Sultai Scavenger Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Flying

Sultai Soothsayer When Sultai Soothsayer enters the battlefield, look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard.

Summit Prowler

Surrak Dragonclaw Flash

Surrak Dragonclaw can't be countered.

Creature spells you control can't be countered.

Other creatures you control have trample.

Suspension Field When Suspension Field enters the battlefield, you may exile target creature with toughness 3 or greater until Suspension Field leaves the battlefield. (That creature returns under its owner's control.)

Swamp B

Swarm of Bloodflies Flying

Swarm of Bloodflies enters the battlefield with two +1/+1 counters on it.

Whenever another creature dies, put a +1/+1 counter on Swarm of Bloodflies.

Swift Kick Target creature you control gets +1/+0 until end of turn. It fights target creature you don't control.

Swiftwater Cliffs Swiftwater Cliffs enters the battlefield tapped.

When Swiftwater Cliffs enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Taigam's Scheming Look at the top five cards of your library. Put any number of them into your graveyard and the rest back on top of your library in any order.

Take Up Arms Put three 1/1 white Warrior creature tokens onto the battlefield.

Temur Ascendancy Creatures you control have haste.

Whenever a creature with power 4 or greater enters the battlefield under your control, you may draw a card.

Temur Banner : Add , , or to your mana pool.

, , Sacrifice Temur Banner: Draw a card.

Temur Charger Morph—Reveal a green card in your hand. (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Temur Charger is turned face up, target creature gains trample until end of turn.

Temur Charm Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays 3.
- Creatures with power 3 or less can't block this turn.

Thornwood Falls Thornwood Falls enters the battlefield tapped.

When Thornwood Falls enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Thousand Winds Flying

Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

When Thousand Winds is turned face up, return all other tapped creatures to their owners' hands.

Throttle Target creature gets -4/-4 until end of turn.

Timely Hordemate Raid — When Timely Hordemate enters the battlefield, if you attacked with a creature this turn, return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.

Tomb of the Spirit Dragon : Add to your mana pool.

, : You gain 1 life for each colorless creature you control.

Tormenting Voice As an additional cost to cast Tormenting Voice, discard a card.

Draw two cards.

Trail of Mystery Whenever a face-down creature enters the battlefield under your control, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Whenever a permanent you control is turned face up, if it's a creature, it gets +2/+2 until end of turn.

Tranquil Cove Tranquil Cove enters the battlefield tapped.

When Tranquil Cove enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Trap Essence Counter target creature spell. Put two +1/+1 counters on up to one target creature.

Treasure Cruise Delve (Each card you exile from your graveyard while casting this spell pays for .)

Draw three cards.

Trumpet Blast Attacking creatures get +2/+0 until end of turn.

Tusked Colossodon

Tuskguard Captain Outlast (, : Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has trample.

Ugin's Nexus If a player would begin an extra turn, that player skips that turn instead.

If Ugin's Nexus would be put into a graveyard from the battlefield, instead exile it and take an extra turn after this one.

Unyielding Krumar : Unyielding Krumar gains first strike until end of turn.

Utter End Exile target nonland permanent.

Valley Dasher Haste

Valley Dasher attacks each turn if able.

Venerable Lammasu Flying

Villainous Wealth Target opponent exiles the top X cards of his or her library. You may cast any number of nonland cards with converted mana cost X or less from among them without paying their mana costs.

War Behemoth Morph (You may cast this card face down as a 2/2 creature for . Turn it face up any time for its morph cost.)

Warden of the Eye When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

War-Name Aspirant Raid — War-Name Aspirant enters the battlefield with a +1/+1 counter on it if you attacked with a creature this turn.

War-Name Aspirant can't be blocked by creatures with power 1 or less.

Watcher of the Roost Flying

Morph—Reveal a white card in your hand. (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Watcher of the Roost is turned face up, you gain 2 life.

Waterwhirl Return up to two target creatures to their owners' hands.

Weave Fate Draw two cards.

Wetland Sambar

Whirlwind Adept Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Wind-Scarred Crag Wind-Scarred Crag enters the battlefield tapped.

When Wind-Scarred Crag enters the battlefield, you gain 1 life.

: Add or to your mana pool.

Windstorm Windstorm deals X damage to each creature with flying.

Windswept Heath , Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

Wingmate Roc Flying

Raid — When Wingmate Roc enters the battlefield, if you attacked with a creature this turn, put a 3/4 white Bird creature token with flying onto the battlefield.

Whenever Wingmate Roc attacks, you gain 1 life for each attacking creature.

Winterflame Choose one or both —

- Tap target creature.
- Winterflame deals 2 damage to target creature.

Witness of the Ages Morph 5 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Wooded Foothills , Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card and put it onto the battlefield. Then shuffle your library.

Woolly Loxodon Morph 5 (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Zurgo Helmsmasher Haste

Zurgo Helmsmasher attacks each combat if able.

Zurgo Helmsmasher has indestructible as long as it's your turn.

Whenever a creature dealt damage by Zurgo Helmsmasher this turn dies, put a +1/+1 counter on Zurgo Helmsmasher.

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Accursed Spirit Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Act on Impulse Exile the top three cards of your library. Until end of turn, you may play cards exiled this way. (If you cast a spell this way, you still pay its costs. You can play a land this way only if you have an available land play remaining.)

Aegis Angel Flying

When Aegis Angel enters the battlefield, another target permanent gains indestructible for as long as you control Aegis Angel. (Effects that say "destroy" don't destroy it. A creature with indestructible can't be destroyed by damage.)

Aeronaut Tinkerer Aeronaut Tinkerer has flying as long as you control an artifact. (It can't be blocked except by creatures with flying or reach.)

Ætherspouts For each attacking creature, its owner puts it on the top or bottom of his or her library.

Aggressive Mining You can't play lands.

Sacrifice a land: Draw two cards. Activate this ability only once each turn.

Ajani Steadfast +1: Until end of turn, up to one target creature gets +1/+1 and gains first strike, vigilance, and lifelink.

2: Put a +1/+1 counter on each creature you control and a loyalty counter on each other planeswalker you control.

7: You get an emblem with "If a source would deal damage to you or a planeswalker you control, prevent all but 1 of that damage."

Ajani's Pridemate Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.

Altac Bloodseeker Whenever a creature an opponent controls dies, Altac Bloodseeker gets +2/+0 and gains first strike and haste until end of turn. (It deals combat damage before creatures without first strike, and it can attack and ↻ as soon as it comes under your control.)

Amphin Pathmage (2)(💧): Target creature can't be blocked this turn.

Ancient Silverback (🌳): Regenerate Ancient Silverback. (The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)

Avacyn, Guardian Angel Flying, vigilance

(1)(✳): Prevent all damage that would be dealt to another target creature this turn by sources of the color of your choice.

(5)(✳)(✳): Prevent all damage that would be dealt to target player this turn by sources of the color of your choice.

Avarice Amulet Equipped creature gets +2/+0 and has vigilance and "At the beginning of your upkeep, draw a card."

When equipped creature dies, target opponent gains control of Avarice Amulet.

Equip (2) ((2): Attach to target creature you control. Equip only as a sorcery.)

Back to Nature Destroy all enchantments.

Battle Mastery Enchant creature

Enchanted creature has double strike. (It deals both first-strike and regular combat damage.)

Battlefield Forge : Add to your mana pool.

: Add or to your mana pool. Battlefield Forge deals 1 damage to you.

Belligerent Sliver Sliver creatures you control have "This creature can't be blocked except by two or more creatures."

Black Cat When Black Cat dies, target opponent discards a card at random.

Blastfire Bolt Blastfire Bolt deals 5 damage to target creature. Destroy all Equipment attached to that creature.

Blood Host , Sacrifice another creature: Put a +1/+1 counter on Blood Host and you gain 2 life.

Boonweaver Giant When Boonweaver Giant enters the battlefield, you may search your graveyard, hand, and/or library for an Aura card and put it onto the battlefield attached to Boonweaver Giant. If you search your library this way, shuffle it.

Borderland Marauder Whenever Borderland Marauder attacks, it gets +2/+0 until end of turn.

Brawler's Plate Equipped creature gets +2/+2 and has trample. (If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Equip (: Attach to target creature you control. Equip only as a sorcery.)

Bronze Sable

Brood Keeper Whenever an Aura becomes attached to Brood Keeper, put a 2/2 red Dragon creature token with flying onto the battlefield. It has " : This creature gets +1/+0 until end of turn."

Burning Anger Enchant creature

Enchanted creature has " : This creature deals damage equal to its power to target creature or player."

Cancel Counter target spell.

Carnivorous Moss-Beast : Put a +1/+1 counter on Carnivorous Moss-Beast.

Carrion Crow Flying (This creature can't be blocked except by creatures with flying or reach.)

Carrion Crow enters the battlefield tapped.

Caustic Tar Enchant land

Enchanted land has " : Target player loses 3 life."

Caves of Koilos : Add to your mana pool.

: Add or to your mana pool. Caves of Koilos deals 1 damage to you.

Centaur Courser

Chandra, Pyromaster +1: Chandra, Pyromaster deals 1 damage to target player and 1 damage to up to one target creature that player controls. That creature can't block this turn.

0: Exile the top card of your library. You may play it this turn.

7: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs.

Charging Rhino Charging Rhino can't be blocked by more than one creature.

Chasm Skulker Whenever you draw a card, put a +1/+1 counter on Chasm Skulker.

When Chasm Skulker dies, put X 1/1 blue Squid creature tokens with islandwalk onto the battlefield, where X is the number of +1/+1 counters on Chasm Skulker. (They can't be blocked as long as defending player controls an Island.)

Chief Engineer Artifact spells you cast have convoke. (Your creatures can help cast those spells. Each creature you tap while casting an artifact spell pays for 1 or one mana of that creature's color.)

Child of Night Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Chord of Calling Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Search your library for a creature card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

Chronostutter Put target creature into its owner's library second from the top.

Circle of Flame Whenever a creature without flying attacks you or a planeswalker you control, Circle of Flame deals 1 damage to that creature.

Clear a Path Destroy target creature with defender.

Cone of Flame Cone of Flame deals 1 damage to target creature or player, 2 damage to another target creature or player, and 3 damage to a third target creature or player.

Congregate Target player gains 2 life for each creature on the battlefield.

Constricting Sliver Sliver creatures you control have "When this creature enters the battlefield, you may exile target creature an opponent controls until this creature leaves the battlefield."

Coral Barrier Defender (This creature can't attack.)

When Coral Barrier enters the battlefield, put a 1/1 blue Squid creature token with islandwalk onto the battlefield. (It can't be blocked as long as defending player controls an Island.)

Covenant of Blood Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Covenant of Blood deals 4 damage to target creature or player and you gain 4 life.

Crippling Blight Enchant creature

Enchanted creature gets -1/-1 and can't block.

Crowd's Favor Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Target creature gets +1/+0 and gains first strike until end of turn. (It deals combat damage before creatures without first strike.)

Crucible of Fire Dragon creatures you control get +3/+3.

Cruel Sadist , , Pay 1 life: Put a +1/+1 counter on Cruel Sadist.

2 , , Remove X +1/+1 counters from Cruel Sadist: Cruel Sadist deals X damage to target creature.

Darksteel Citadel Indestructible (Effects that say "destroy" don't destroy this land.)

: Add 1 to your mana pool.

Dauntless River Marshal Dauntless River Marshal gets +1/+1 as long as you control an Island.

3 : Tap target creature.

Devouring Light Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Exile target attacking or blocking creature.

Diffusion Sliver Whenever a Sliver creature you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays 2.

Dissipate Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

Divination Draw two cards.

Divine Favor Enchant creature

When Divine Favor enters the battlefield, you gain 3 life.

Enchanted creature gets +1/+3.

Divine Verdict Destroy target attacking or blocking creature.

Elvish Mystic : Add to your mana pool.

Encrust Enchant artifact or creature

Enchanted permanent doesn't untap during its controller's untap step and its activated abilities can't be activated.

Endless Obedience Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Put target creature card from a graveyard onto the battlefield under your control.

Ensoul Artifact Enchant artifact

Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.

Ephemeral Shields Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

Eternal Thirst Enchant creature

Enchanted creature has lifelink and "Whenever a creature an opponent controls dies, put a +1/+1 counter on this creature." (Damage dealt by a creature with lifelink also causes its controller to gain that much life.)

Evolving Wilds , Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

Feast on the Fallen At the beginning of each upkeep, if an opponent lost life last turn, put a +1/+1 counter on target creature you control.

Feral Incarnation Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Put three 3/3 green Beast creature tokens onto the battlefield.

Festergloom Nonblack creatures get -1/-1 until end of turn.

First Response At the beginning of each upkeep, if you lost life last turn, put a 1/1 white Soldier creature token onto the battlefield.

Flesh to Dust Destroy target creature. It can't be regenerated.

Forest G

Forge Devil When Forge Devil enters the battlefield, it deals 1 damage to target creature and 1 damage to you.

Foundry Street Denizen Whenever another red creature enters the battlefield under your control, Foundry Street Denizen gets +1/+0 until end of turn.

Frenzied Goblin Whenever Frenzied Goblin attacks, you may pay . If you do, target creature can't block this turn.

Frost Lynx When Frost Lynx enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

Fugitive Wizard

Furnace Whelp Flying

: Furnace Whelp gets +1/+0 until end of turn.

Gargoyle Sentinel Defender (This creature can't attack.)

: Until end of turn, Gargoyle Sentinel loses defender and gains flying.

Garruk, Apex Predator +1: Destroy another target planeswalker.

+1: Put a 3/3 black Beast creature token with deathtouch onto the battlefield.

3: Destroy target creature. You gain life equal to its toughness.

8: Target opponent gets an emblem with "Whenever a creature attacks you, it gets +5/+5 and gains trample until end of turn."

Garruk's Packleader Whenever another creature with power 3 or greater enters the battlefield under your control, you may draw a card.

Gather Courage Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for or one mana of that creature's color.)

Target creature gets +2/+2 until end of turn.

Geist of the Moors Flying

Generator Servant , Sacrifice Generator Servant: Add to your mana pool. If that mana is spent on a creature spell, it gains haste until end of turn. (That creature can attack and as soon as it comes under your control.)

Genesis Hydra When you cast Genesis Hydra, reveal the top X cards of your library. You may put a nonland permanent card with converted mana cost X or less from among them onto the battlefield. Then shuffle the rest into your library.

Genesis Hydra enters the battlefield with X +1/+1 counters on it.

Glacial Crasher Trample (If this creature would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Glacial Crasher can't attack unless there is a Mountain on the battlefield.

Goblin Kaboomist At the beginning of your upkeep, put a colorless artifact token named Land Mine onto the battlefield with "Sacrifice this artifact: This artifact deals 2 damage to target attacking creature without flying." Then flip a coin. If you lose the flip, Goblin Kaboomist deals 2 damage to itself.

Goblin Rabblemaster Other Goblin creatures you control attack each turn if able.

At the beginning of combat on your turn, put a 1/1 red Goblin creature token with haste onto the battlefield.

Whenever Goblin Rabblemaster attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

Goblin Roughrider

Gravedigger When Gravedigger enters the battlefield, you may return target creature card from your graveyard to your hand.

Grindclock : Put a charge counter on Grindclock.

: Target player puts the top X cards of his or her library into his or her graveyard, where X is the number of charge counters on Grindclock.

Hammerhand Enchant creature

When Hammerhand enters the battlefield, target creature can't block this turn.

Enchanted creature gets +1/+1 and has haste. (It can attack and no matter when it came under your control.)

Haunted Plate Mail Equipped creature gets +4/+4.

0: Until end of turn, Haunted Plate Mail becomes a 4/4 Spirit artifact creature that's no longer an Equipment. Activate this ability only if you control no creatures.

Equip 4 (4: Attach to target creature you control. Equip only as a sorcery.)

Heat Ray Heat Ray deals X damage to target creature.

Heliod's Pilgrim When Heliod's Pilgrim enters the battlefield, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle your library.

Hoarding Dragon Flying

When Hoarding Dragon enters the battlefield, you may search your library for an artifact card, exile it, then shuffle your library.

When Hoarding Dragon dies, you may put the exiled card into its owner's hand.

Hornet Nest Defender (This creature can't attack.)

Whenever Hornet Nest is dealt damage, put that many 1/1 green Insect creature tokens with flying and deathtouch onto the battlefield. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

Hornet Queen Flying

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

When Hornet Queen enters the battlefield, put four 1/1 green Insect creature tokens with flying and deathtouch onto the battlefield.

Hot Soup Equipped creature can't be blocked.

Whenever equipped creature is dealt damage, destroy it.

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

Hunt the Weak Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)

Hunter's Ambush Prevent all combat damage that would be dealt by nongreen creatures this turn.

Hushwing Gryff Flash (You may cast this spell any time you could cast an instant.)

Flying

Creatures entering the battlefield don't cause abilities to trigger.

Hydrosurge Target creature gets -5/-0 until end of turn.

Illusory Angel Flying

Cast Illusory Angel only if you've cast another spell this turn.

In Garruk's Wake Destroy all creatures you don't control and all planeswalkers you don't control.

Indulgent Tormentor Flying

At the beginning of your upkeep, draw a card unless target opponent sacrifices a creature or pays 3 life.

Inferno Fist Enchant creature you control

Enchanted creature gets +2/+0.

, Sacrifice Inferno Fist: Inferno Fist deals 2 damage to target creature or player.

Inspired Charge Creatures you control get +2/+1 until end of turn.

Into the Void Return up to two target creatures to their owners' hands.

Invasive Species When Invasive Species enters the battlefield, return another permanent you control to its owner's hand.

Invisibility Enchant creature

Enchanted creature can't be blocked except by Walls.

Island U

Jace, the Living Guildpact +1: Look at the top two cards of your library. Put one of them into your graveyard.

3: Return another target nonland permanent to its owner's hand.

8: Each player shuffles his or her hand and graveyard into his or her library. You draw seven cards.

Jace's Ingenuity Draw three cards.

Jalira, Master Polymorphist , , Sacrifice another creature: Reveal cards from the top of your library until you reveal a nonlegendary creature card. Put that card onto the battlefield and the rest on the bottom of your library in a random order.

Jorubai Murk Lurker Jorubai Murk Lurker gets +1/+1 as long as you control a Swamp.

: Target creature gains lifelink until end of turn. (Damage dealt by the creature also causes its controller to gain that much life.)

Juggernaut Juggernaut attacks each turn if able.

Juggernaut can't be blocked by Walls.

Kalonian Twingrove Kalonian Twingrove's power and toughness are each equal to the number of Forests you control.

When Kalonian Twingrove enters the battlefield, put a green Treefolk Warrior creature token onto the battlefield with "This creature's power and toughness are each equal to the number of Forests you control."

Kapsho Kitefins Flying

Whenever Kapsho Kitefins or another creature enters the battlefield under your control, tap target creature an opponent controls.

Kinsbaile Skirmisher When Kinsbaile Skirmisher enters the battlefield, target creature gets +1/+1 until end of turn.

Kird Chieftain Kird Chieftain gets +1/+1 as long as you control a Forest.

: Target creature gets +2/+2 and gains trample until end of turn. (If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Krenko's Enforcer Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Kurkesh, Onakke Ancient Whenever you activate an ability of an artifact, if it isn't a mana ability, you may pay . If you do, copy that ability. You may choose new targets for the copy.

Lava Axe Lava Axe deals 5 damage to target player.

Leeching Sliver Whenever a Sliver you control attacks, defending player loses 1 life.

Life's Legacy As an additional cost to cast Life's Legacy, sacrifice a creature.

Draw cards equal to the sacrificed creature's power.

Lightning Strike Lightning Strike deals 3 damage to target creature or player.

Liliana Vess +1: Target player discards a card.

2: Search your library for a card, then shuffle your library and put that card on top of it.

8: Put all creature cards from all graveyards onto the battlefield under your control.

Living Totem Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

When Living Totem enters the battlefield, you may put a +1/+1 counter on another target creature.

Llanowar Wastes T: Add 1 to your mana pool.

T: Add B or G to your mana pool. Llanowar Wastes deals 1 damage to you.

Mahamoti Djinn Flying (This creature can't be blocked except by creatures with flying or reach.)

Marked by Honor Enchant creature

Enchanted creature gets +2/+2 and has vigilance. (Attacking doesn't cause it to tap.)

Mass Calcify Destroy all nonwhite creatures.

Master of Predicaments Flying

Whenever Master of Predicaments deals combat damage to a player, choose a card in your hand. That player guesses whether the card's converted mana cost is greater than 4. If the player guessed wrong, you may cast the card without paying its mana cost.

Meditation Puzzle Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

You gain 8 life.

Mercurial Pretender You may have Mercurial Pretender enter the battlefield as a copy of any creature you control except it gains "2 U U: Return this creature to its owner's hand."

Meteorite When Meteorite enters the battlefield, it deals 2 damage to target creature or player.

T: Add one mana of any color to your mana pool.

Midnight Guard Whenever another creature enters the battlefield, untap Midnight Guard.

Might Makes Right At the beginning of combat on your turn, if you control each creature on the battlefield with the greatest power, gain control of target creature an opponent controls until end of turn. Untap that creature.

It gains haste until end of turn. (It can attack and T this turn.)

Military Intelligence Whenever you attack with two or more creatures, draw a card.

Mind Rot Target player discards two cards.

Mind Sculpt Target opponent puts the top seven cards of his or her library into his or her graveyard.

Miner's Bane 2 R: Miner's Bane gets +1/+0 and gains trample until end of turn. (If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Mountain R

Naturalize Destroy target artifact or enchantment.

Necrobite Target creature gains deathtouch until end of turn. Regenerate it. (The next time that creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat. Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

Necrogen Scudder Flying

When Necrogen Scudder enters the battlefield, you lose 3 life.

Necromancer's Assistant When Necromancer's Assistant enters the battlefield, put the top three cards of your library into your graveyard.

Necromancer's Stockpile 1 B, Discard a creature card: Draw a card. If the discarded card was a Zombie card, put a 2/2 black Zombie creature token onto the battlefield tapped.

Negate Counter target noncreature spell.

Netcaster Spider Reach (This creature can block creatures with flying.)

Whenever Netcaster Spider blocks a creature with flying, Netcaster Spider gets +2/+0 until end of turn.

Nightfire Giant Nightfire Giant gets +1/+1 as long as you control a Mountain.

4 R: Nightfire Giant deals 2 damage to target creature or player.

Nightmare Flying

Nightmare's power and toughness are each equal to the number of Swamps you control.

Nimbus of the Isles Flying (This creature can't be blocked except by creatures with flying or reach.)

Nissa, Worldwaker +1: Target land you control becomes a 4/4 Elemental creature with trample. It's still a land.

+1: Untap up to four target Forests.

7: Search your library for any number of basic land cards, put them onto the battlefield, then shuffle your library. Those lands become 4/4 Elemental creatures with trample. They're still lands.

Nissa's Expedition Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Ob Nixilis, Unshackled Flying, trample

Whenever an opponent searches his or her library, that player sacrifices a creature and loses 10 life.

Whenever another creature dies, put a +1/+1 counter on Ob Nixilis, Unshackled.

Obelisk of Urd Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

As Obelisk of Urd enters the battlefield, choose a creature type.

Creatures you control of the chosen type get +2/+2.

Oppressive Rays Enchant creature

Enchanted creature can't attack or block unless its controller pays 3.

Activated abilities of enchanted creature cost 3 more to activate.

Oreskos Swiftclaw

Ornithopter Flying (This creature can't be blocked except by creatures with flying or reach.)

Overwhelm Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Creatures you control get +3/+3 until end of turn.

Paragon of Eternal Wilds Other green creatures you control get +1/+1.

, : Another target green creature you control gains trample until end of turn. (If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Paragon of Fierce Defiance Other red creatures you control get +1/+1.

, : Another target red creature you control gains haste until end of turn. (It can attack and this turn.)

Paragon of Gathering Mists Other blue creatures you control get +1/+1.

, : Another target blue creature you control gains flying until end of turn.

Paragon of New Dawns Other white creatures you control get +1/+1.

, : Another target white creature you control gains vigilance until end of turn. (Attacking doesn't cause it to tap.)

Paragon of Open Graves Other black creatures you control get +1/+1.

, : Another target black creature you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

Peel from Reality Return target creature you control and target creature you don't control to their owners' hands.

Perilous Vault , , Exile Perilous Vault: Exile all nonland permanents.

Phyrexian Revoker As Phyrexian Revoker enters the battlefield, name a nonland card.

Activated abilities of sources with the chosen name can't be activated.

Phytotitan When Phytotitan dies, return it to the battlefield tapped under its owner's control at the beginning of his or her next upkeep.

Pillar of Light Exile target creature with toughness 4 or greater.

Plains W

Plummet Destroy target creature with flying.

Polymorphist's Jest Until end of turn, each creature target player controls loses all abilities and becomes a blue Frog with base power and toughness 1/1.

Preeminent Captain First strike (This creature deals combat damage before creatures without first strike.)

Whenever Preeminent Captain attacks, you may put a Soldier creature card from your hand onto the battlefield tapped and attacking.

Profane Memento Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life.

Quickling Flash (You may cast this spell any time you could cast an instant.)

Flying

When Quickling enters the battlefield, sacrifice it unless you return another creature you control to its owner's hand.

Radiant Fountain When Radiant Fountain enters the battlefield, you gain 2 life.

: Add to your mana pool.

Raise the Alarm Put two 1/1 white Soldier creature tokens onto the battlefield.

Ranger's Guile Target creature you control gets +1/+1 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Razorfoot Griffin Flying (This creature can't be blocked except by creatures with flying or reach.)

First strike (This creature deals combat damage before creatures without first strike.)

Reclamation Sage When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.

Research Assistant 3, : Draw a card, then discard a card.

Resolute Archangel Flying

When Resolute Archangel enters the battlefield, if your life total is less than your starting life total, it becomes equal to your starting life total.

Restock Return two target cards from your graveyard to your hand. Exile Restock.

Return to the Ranks Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Return X target creature cards with converted mana cost 2 or less from your graveyard to the battlefield.

Roaring Primadox At the beginning of your upkeep, return a creature you control to its owner's hand.

Rogue's Gloves Whenever equipped creature deals combat damage to a player, you may draw a card.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Rotfeaster Maggot When Rotfeaster Maggot enters the battlefield, exile target creature card from a graveyard. You gain life equal to that card's toughness.

Rummaging Goblin , Discard a card: Draw a card.

Runeclaw Bear

Sacred Armory 2: Target creature gets +1/+0 until end of turn.

Sanctified Charge Creatures you control get +2/+1 until end of turn. White creatures you control also gain first strike until end of turn. (They deal combat damage before creatures without first strike.)

Satyr Wayfinder When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

Scrapyard Mongrel As long as you control an artifact, Scrapyard Mongrel gets +2/+0 and has trample. (If it would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Scuttling Doom Engine Scuttling Doom Engine can't be blocked by creatures with power 2 or less.

When Scuttling Doom Engine dies, it deals 6 damage to target opponent.

Seismic Strike Seismic Strike deals damage to target creature equal to the number of Mountains you control.

Selfless Cathar 1 , Sacrifice Selfless Cathar: Creatures you control get +1/+1 until end of turn.

Sengir Vampire Flying

Whenever a creature dealt damage by Sengir Vampire this turn dies, put a +1/+1 counter on Sengir Vampire.

Seraph of the Masses Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Flying

Seraph of the Masses's power and toughness are each equal to the number of creatures you control.

Serra Angel Flying

Vigilance (Attacking doesn't cause this creature to tap.)

Shadowcloak Vampire Pay 2 life: Shadowcloak Vampire gains flying until end of turn. (It can't be blocked except by creatures with flying or reach.)

Shaman of Spring When Shaman of Spring enters the battlefield, draw a card.

Shield of the Avatar If a source would deal damage to equipped creature, prevent X of that damage, where X is the number of creatures you control.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

Shivan Dragon Flying

: Shivan Dragon gets +1/+0 until end of turn.

Shivan Reef : Add 1 to your mana pool.

: Add or to your mana pool. Shivan Reef deals 1 damage to you.

Shrapnel Blast As an additional cost to cast Shrapnel Blast, sacrifice an artifact.

Shrapnel Blast deals 5 damage to target creature or player.

Siege Dragon Flying

When Siege Dragon enters the battlefield, destroy all Walls your opponents control.

Whenever Siege Dragon attacks, if defending player controls no Walls, it deals 2 damage to each creature without flying that player controls.

Siege Wurm Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Trample (If this creature would assign enough damage to its blockers to destroy them, you may have it assign the rest of its damage to defending player or planeswalker.)

Sign in Blood Target player draws two cards and loses 2 life.

Sliver Hive : Add 1 to your mana pool.

: Add one mana of any color to your mana pool. Spend this mana only to cast a Sliver spell.

5, : Put a 1/1 colorless Sliver creature token onto the battlefield. Activate this ability only if you control a Sliver.

Sliver Hivelord Sliver creatures you control have indestructible. (Damage and effects that say "destroy" don't destroy them.)

Solemn Offering Destroy target artifact or enchantment. You gain 4 life.

Soul of Innistrad Deathtouch

3 : Return up to three target creature cards from your graveyard to your hand.

3 , Exile Soul of Innistrad from your graveyard: Return up to three target creature cards from your graveyard to your hand.

Soul of New Phyrexia Trample

5: Permanents you control gain indestructible until end of turn.

5, Exile Soul of New Phyrexia from your graveyard: Permanents you control gain indestructible until end of turn.

Soul of Ravnica Flying

5 : Draw a card for each color among permanents you control.

5 ⊕ ⊕, Exile Soul of Ravnica from your graveyard: Draw a card for each color among permanents you control.

Soul of Shandalar First strike

3 ⊕ ⊕: Soul of Shandalar deals 3 damage to target player and 3 damage to up to one target creature that player controls.

3 ⊕ ⊕, Exile Soul of Shandalar from your graveyard: Soul of Shandalar deals 3 damage to target player and 3 damage to up to one target creature that player controls.

Soul of Theros Vigilance

4 ⊕ ⊕: Creatures you control get +2/+2 and gain first strike and lifelink until end of turn.

4 ⊕ ⊕, Exile Soul of Theros from your graveyard: Creatures you control get +2/+2 and gain first strike and lifelink until end of turn.

Soul of Zendikar Reach

3 ⊕ ⊕: Put a 3/3 green Beast creature token onto the battlefield.

3 ⊕ ⊕, Exile Soul of Zendikar from your graveyard: Put a 3/3 green Beast creature token onto the battlefield.

Soulmender ⊕: You gain 1 life.

Spectra Ward Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. (It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)

Spirit Bonds Whenever a nontoken creature enters the battlefield under your control, you may pay ⊕. If you do, put a 1/1 white Spirit creature token with flying onto the battlefield.

1 ⊕, Sacrifice a Spirit: Target non-Spirit creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

Stab Wound Enchant creature

Enchanted creature gets -2/-2.

At the beginning of the upkeep of enchanted creature's controller, that player loses 2 life.

Staff of the Death Magus Whenever you cast a black spell or a Swamp enters the battlefield under your control, you gain 1 life.

Staff of the Flame Magus Whenever you cast a red spell or a Mountain enters the battlefield under your control, you gain 1 life.

Staff of the Mind Magus Whenever you cast a blue spell or an Island enters the battlefield under your control, you gain 1 life.

Staff of the Sun Magus Whenever you cast a white spell or a Plains enters the battlefield under your control, you gain 1 life.

Staff of the Wild Magus Whenever you cast a green spell or a Forest enters the battlefield under your control, you gain 1 life.

Stain the Mind Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Name a nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

Statute of Denial Counter target spell. If you control a blue creature, draw a card, then discard a card.

Stoke the Flames Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Stoke the Flames deals 4 damage to target creature or player.

Stormtide Leviathan Islandwalk (This creature can't be blocked as long as defending player controls an Island.)

All lands are Islands in addition to their other types.

Creatures without flying or islandwalk can't attack.

Sunblade Elf Sunblade Elf gets +1/+1 as long as you control a Plains.

4 ✳: Creatures you control get +1/+1 until end of turn.

Sungrace Pegasus Flying (This creature can't be blocked except by creatures with flying or reach.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

Swamp B

Terra Stomper Terra Stomper can't be countered.

Trample

The Chain Veil At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.

4, ↻: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.

Thundering Giant Haste (This creature can attack and ↻ as soon as it comes under your control.)

Tireless Missionaries When Tireless Missionaries enters the battlefield, you gain 3 life.

Titanic Growth Target creature gets +4/+4 until end of turn.

Torch Fiend 2, Sacrifice Torch Fiend: Destroy target artifact.

Tormod's Crypt ↻, Sacrifice Tormod's Crypt: Exile all cards from target player's graveyard.

Triplicate Spirits Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Put three 1/1 white Spirit creature tokens with flying onto the battlefield. (They can't be blocked except by creatures with flying or reach.)

Turn to Frog Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1.

Typhoid Rats Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Tyrant's Machine 4, ↻: Tap target creature.

Ulcerate Target creature gets -3/-3 until end of turn. You lose 3 life.

Undergrowth Scavenger Undergrowth Scavenger enters the battlefield with a number of +1/+1 counters on it equal to the number of creature cards in all graveyards.

Unmake the Graves Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Return up to two target creature cards from your graveyard to your hand.

Urborg, Tomb of Yawgmoth Each land is a Swamp in addition to its other land types.

Venom Sliver Sliver creatures you control have deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

Verdant Haven Enchant land

When Verdant Haven enters the battlefield, you gain 2 life.

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool (in addition to the mana the land produces).

Vineweft Enchant creature

Enchanted creature gets +1/+1.

4 G: Return Vineweft from your graveyard to your hand.

Void Snare Return target nonland permanent to its owner's hand.

Walking Corpse

Wall of Essence Defender (This creature can't attack.)

Whenever Wall of Essence is dealt combat damage, you gain that much life.

Wall of Fire Defender (This creature can't attack.)

2: Wall of Fire gets +1/+0 until end of turn.

Wall of Frost Defender (This creature can't attack.)

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

Wall of Limbs Defender (This creature can't attack.)

Whenever you gain life, put a +1/+1 counter on Wall of Limbs.

5 B B, Sacrifice Wall of Limbs: Target player loses X life, where X is Wall of Limbs's power.

Wall of Mulch Defender (This creature can't attack.)

G, Sacrifice a Wall: Draw a card.

Warden of the Beyond Vigilance (Attacking doesn't cause this creature to tap.)

Warden of the Beyond gets +2/+2 as long as an opponent owns a card in exile.

Waste Not Whenever an opponent discards a creature card, put a 2/2 black Zombie creature token onto the battlefield.

Whenever an opponent discards a land card, add B B to your mana pool.

Whenever an opponent discards a noncreature, nonland card, draw a card.

Welkin Tern Flying (This creature can't be blocked except by creatures with flying or reach.)

Welkin Tern can block only creatures with flying.

Will-Forged Golem Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Witch's Familiar

Xathrid Slyblade Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3 B: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Yavimaya Coast : Add to your mana pool.

: Add or to your mana pool. Yavimaya Coast deals 1 damage to you.

Yisan, the Wanderer Bard , , Put a verse counter on Yisan, the Wanderer Bard: Search your library for a creature card with converted mana cost equal to the number of verse counters on Yisan, put it onto the battlefield, then shuffle your library.

Zof Shade : Zof Shade gets +2/+2 until end of turn.

5.21 Journey into Nyx

Aegis of the Gods You have hexproof. (You can't be the target of spells or abilities your opponents control.)

Aerial Formation Strive — Aerial Formation costs more to cast for each target beyond the first.

Any number of target creatures each get +1/+1 and gain flying until end of turn.

Agent of Erebos Constellation — Whenever Agent of Erebos or another enchantment enters the battlefield under your control, exile all cards from target player's graveyard.

Ajani, Mentor of Heroes +1: Distribute three +1/+1 counters among one, two, or three target creatures you control.

+1: Look at the top four cards of your library. You may reveal an Aura, creature, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

8: You gain 100 life.

Ajani's Presence Strive — Ajani's Presence costs more to cast for each target beyond the first.

Any number of target creatures each get +1/+1 and gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

Akroan Line Breaker Heroic — Whenever you cast a spell that targets Akroan Line Breaker, Akroan Line Breaker gets +2/+0 and gains intimidate until end of turn.

Akroan Mastiff , : Tap target creature.

Armament of Nyx Enchant creature

Enchanted creature has double strike as long as it's an enchantment. Otherwise, prevent all damage that would be dealt by enchanted creature. (A creature with double strike deals both first-strike and regular combat damage.)

Armory of Iroas Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip

Aspect of Gorgon Enchant creature

Enchanted creature gets +1/+3 and has deathtouch. (Any amount of damage it deals to a creature is enough to destroy it.)

Athreos, God of Passage Indestructible

As long as your devotion to white and black is less than seven, Athreos isn't a creature.

Whenever another creature you own dies, return it to your hand unless target opponent pays 3 life.

Banishing Light When Banishing Light enters the battlefield, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield. (That permanent returns under its owner's control.)

Bassara Tower Archer Hexproof, reach

Battlefield Thaumaturge Each instant and sorcery spell you cast costs 1 less to cast for each creature it targets.

Heroic — Whenever you cast a spell that targets Battlefield Thaumaturge, Battlefield Thaumaturge gains hexproof until end of turn.

Bearer of the Heavens When Bearer of the Heavens dies, destroy all permanents at the beginning of the next end step.

Bladetusk Boar Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Blinding Flare Strive — Blinding Flare costs more to cast for each target beyond the first.

Any number of target creatures can't block this turn.

Bloodcrazed Hoplite Heroic — Whenever you cast a spell that targets Bloodcrazed Hoplite, put a +1/+1 counter on it.

Whenever a +1/+1 counter is placed on Bloodcrazed Hoplite, remove a +1/+1 counter from target creature an opponent controls.

Brain Maggot When Brain Maggot enters the battlefield, target opponent reveals his or her hand and you choose a nonland card from it. Exile that card until Brain Maggot leaves the battlefield.

Cast into Darkness Enchant creature

Enchanted creature gets -2/-0 and can't block.

Chariot of Victory Equipped creature has first strike, trample, and haste.

Equip 1

Cloaked Siren Flash (You may cast this spell any time you could cast an instant.)

Flying

Colossal Heroics Strive — Colossal Heroics costs 1 more to cast for each target beyond the first.

Any number of target creatures each get +2/+2 until end of turn. Untap those creatures.

Consign to Dust Strive — Consign to Dust costs 2 more to cast for each target beyond the first.

Destroy any number of target artifacts and/or enchantments.

Countermand Counter target spell. Its controller puts the top four cards of his or her library into his or her graveyard.

Cruel Feeding Strive — Cruel Feeding costs 2 more to cast for each target beyond the first.

Any number of target creatures each get +1/+0 and gain lifelink until end of turn. (Damage dealt by a creature with lifelink also causes its controller to gain that much life.)

Crystalline Nautilus Bestow 3 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

When Crystalline Nautilus becomes the target of a spell or ability, sacrifice it.

Enchanted creature gets +4/+4 and has "When this creature becomes the target of a spell or ability, sacrifice it."

Cyclops of Eternal Fury Creatures you control have haste.

Dakra Mystic , : Each player reveals the top card of his or her library. You may put the revealed cards into their owners' graveyards. If you don't, each player draws a card.

Daring Thief Inspired — Whenever Daring Thief becomes untapped, you may exchange control of target nonland permanent you control and target permanent an opponent controls that shares a card type with it.

Dawnbringer Charioteers Flying, lifelink

Heroic — Whenever you cast a spell that targets Dawnbringer Charioteers, put a +1/+1 counter on Dawnbringer Charioteers.

Deicide Exile target enchantment. If the exiled card is a God card, search its controller's graveyard, hand, and library for any number of cards with the same name as that card and exile them, then that player shuffles his or her library.

Desecration Plague Destroy target enchantment or land.

Deserter's Quarters You may choose not to untap Deserter's Quarters during your untap step.

6, : Tap target creature. It doesn't untap during its controller's untap step for as long as Deserter's Quarters remains tapped.

Desperate Stand Strive — Desperate Stand costs more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain first strike and vigilance until end of turn.

Dictate of Erebos Flash

Whenever a creature you control dies, each opponent sacrifices a creature.

Dictate of Heliod Flash

Creatures you control get +2/+2.

Dictate of Karametra Flash

Whenever a player taps a land for mana, that player adds one mana to his or her mana pool of any type that land produced.

Dictate of Kruphix Flash

At the beginning of each player's draw step, that player draws an additional card.

Dictate of the Twin Gods Flash

If a source would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

Disciple of Deceit Inspired — Whenever Disciple of Deceit becomes untapped, you may discard a nonland card. If you do, search your library for a card with the same converted mana cost as that card, reveal it, put it into your hand, then shuffle your library.

Doomwake Giant Constellation — Whenever Doomwake Giant or another enchantment enters the battlefield under your control, creatures your opponents control get -1/-1 until end of turn.

Dreadbringer Lampads Constellation — Whenever Dreadbringer Lampads or another enchantment enters the battlefield under your control, target creature gains intimidate until end of turn. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.)

Eagle of the Watch Flying, vigilance

Eidolon of Blossoms Constellation — Whenever Eidolon of Blossoms or another enchantment enters the battlefield under your control, draw a card.

Eidolon of Rhetoric Each player can't cast more than one spell each turn.

Eidolon of the Great Revel Whenever a player casts a spell with converted mana cost 3 or less, Eidolon of the Great Revel deals 2 damage to that player.

Extinguish All Hope Destroy all nonenchantment creatures.

Feast of Dreams Destroy target enchanted creature or enchantment creature.

Felhide Petrifier Deathtouch

Other Minotaur creatures you control have deathtouch.

Flamespeaker's Will Enchant creature you control

Enchanted creature gets +1/+1.

Whenever enchanted creature deals combat damage to a player, you may sacrifice Flamespeaker's Will. If you do, destroy target artifact.

Fleetfeather Cockatrice Flash (You may cast this spell any time you could cast an instant.)

Flying, deathtouch

5 : Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Flurry of Horns Put two 2/3 red Minotaur creature tokens with haste onto the battlefield.

Font of Fertility 1 , Sacrifice Font of Fertility: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Font of Fortunes 1 , Sacrifice Font of Fortunes: Draw two cards.

Font of Ire 3 , Sacrifice Font of Ire: Font of Ire deals 5 damage to target player.

Font of Return 3 , Sacrifice Font of Return: Return up to three target creature cards from your graveyard to your hand.

Font of Vigor 2 , Sacrifice Font of Vigor: You gain 7 life.

Forgeborn Oreads Constellation — Whenever Forgeborn Oreads or another enchantment enters the battlefield under your control, Forgeborn Oreads deals 1 damage to target creature or player.

Gluttonous Cyclops 5 : Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Gnarled Scarhide Bestow 3 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Gnarled Scarhide can't block.

Enchanted creature gets +2/+1 and can't block.

Godhunter Octopus Godhunter Octopus can't attack unless defending player controls an enchantment or an enchanted permanent.

Godsend Equipped creature gets +3/+3.

Whenever equipped creature blocks or becomes blocked by one or more creatures, you may exile one of those creatures.

Opponents can't cast cards with the same name as cards exiled with Godsend.

Equip 3

Golden Hind : Add to your mana pool.

Goldenhide Ox Constellation — Whenever Goldenhide Ox or another enchantment enters the battlefield under your control, target creature must be blocked this turn if able.

Gold-Forged Sentinel Flying

Grim Guardian Constellation — Whenever Grim Guardian or another enchantment enters the battlefield under your control, each opponent loses 1 life.

Hall of Triumph As Hall of Triumph enters the battlefield, choose a color.

Creatures you control of the chosen color get +1/+1.

Harness by Force Strive — Harness by Force costs {2}{R} more to cast for each target beyond the first.

Gain control of any number of target creatures until end of turn. Untap those creatures. They gain haste until end of turn.

Harvestguard Alseids Constellation — Whenever Harvestguard Alseids or another enchantment enters the battlefield under your control, prevent all damage that would be dealt to target creature this turn.

Heroes' Bane Heroes' Bane enters the battlefield with four +1/+1 counters on it.

{2}{G}{G}: Put X +1/+1 counters on Heroes' Bane, where X is its power.

Hour of Need Strive — Hour of Need costs {1}{U} more to cast for each target beyond the first.

Exile any number of target creatures. For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

Hubris Return target creature and all Auras attached to it to their owners' hands.

Humbler of Mortals Constellation — Whenever Humbler of Mortals or another enchantment enters the battlefield under your control, creatures you control gain trample until end of turn.

Hydra Broodmaster {X}{X}{G}: Monstrosity X. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)

When Hydra Broodmaster becomes monstrous, put X X/X green Hydra creature tokens onto the battlefield.

Hypnotic Siren Bestow {5}{U}{U} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Flying

You control enchanted creature.

Enchanted creature gets +1/+1 and has flying.

Interpret the Signs Scry 3, then reveal the top card of your library. Draw cards equal to that card's converted mana cost. (To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Iroas, God of Victory Indestructible

As long as your devotion to red and white is less than seven, Iroas isn't a creature.

Creatures you control can't be blocked except by two or more creatures.

Prevent all damage that would be dealt to attacking creatures you control.

Keranos, God of Storms Indestructible

As long as your devotion to blue and red is less than seven, Keranos isn't a creature.

Reveal the first card you draw on each of your turns. Whenever you reveal a land card this way, draw a card. Whenever you reveal a nonland card this way, Keranos deals 3 damage to target creature or player.

King Macar, the Gold-Cursed Inspired — Whenever King Macar, the Gold-Cursed becomes untapped, you may exile target creature. If you do, put a colorless artifact token named Gold onto the battlefield. It has "Sacrifice this artifact: Add one mana of any color to your mana pool."

Kiora's Dismissal Strive — Kiora's Dismissal costs {U} more to cast for each target beyond the first.

Return any number of target enchantments to their owners' hands.

Knowledge and Power Whenever you scry, you may pay {2}. If you do, Knowledge and Power deals 2 damage to target creature or player.

Kruphix, God of Horizons Indestructible

As long as your devotion to green and blue is less than seven, Kruphix isn't a creature.

You have no maximum hand size.

If unused mana would empty from your mana pool, that mana becomes colorless instead.

Kruphix's Insight Reveal the top six cards of your library. Put up to three enchantment cards from among them into your hand and the rest of the revealed cards into your graveyard.

Lagonna-Band Trailblazer Heroic — Whenever you cast a spell that targets Lagonna-Band Trailblazer, put a +1/+1 counter on Lagonna-Band Trailblazer.

Launch the Fleet Strive — Launch the Fleet costs 1 more to cast for each target beyond the first.

Until end of turn, any number of target creatures each gain "Whenever this creature attacks, put a 1/1 white Soldier creature token onto the battlefield tapped and attacking."

Leonin Iconoclast Heroic — Whenever you cast a spell that targets Leonin Iconoclast, destroy target enchantment creature an opponent controls.

Lightning Diadem Enchant creature

When Lightning Diadem enters the battlefield, it deals 2 damage to target creature or player.

Enchanted creature gets +2/+2.

Magma Spray Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.

Mana Confluence , Pay 1 life: Add one mana of any color to your mana pool.

Market Festival Enchant land

Whenever enchanted land is tapped for mana, its controller adds two mana in any combination of colors to his or her mana pool (in addition to the mana the land produces).

Master of the Feast Flying

At the beginning of your upkeep, each opponent draws a card.

Mogis's Warhound Bestow 2 (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Mogis's Warhound attacks each turn if able.

Enchanted creature gets +2/+2 and attacks each turn if able.

Mortal Obstinacy Enchant creature you control

Enchanted creature gets +1/+1.

Whenever enchanted creature deals combat damage to a player, you may sacrifice Mortal Obstinacy. If you do, destroy target enchantment.

Nature's Panoply Strive — Nature's Panoply costs 2 more to cast for each target beyond the first.

Choose any number of target creatures. Put a +1/+1 counter on each of them.

Nessian Game Warden When Nessian Game Warden enters the battlefield, look at the top X cards of your library, where X is the number of Forests you control. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Nightmarish End Target creature gets -X/-X until end of turn, where X is the number of cards in your hand.

Nyx Infusion Enchant creature

Enchanted creature gets +2/+2 as long as it's an enchantment. Otherwise, it gets -2/-2.

Nyx Weaver Reach

At the beginning of your upkeep, put the top two cards of your library into your graveyard.

(1)(B)(G), Exile Nyx Weaver: Return target card from your graveyard to your hand.

Nyx-Fleece Ram At the beginning of your upkeep, you gain 1 life.

Oakheart Dryads Constellation — Whenever Oakheart Dryads or another enchantment enters the battlefield under your control, target creature gets +1/+1 until end of turn.

Oppressive Rays Enchant creature

Enchanted creature can't attack or block unless its controller pays (3).

Activated abilities of enchanted creature cost (3) more to activate.

Oreskos Swiftclaw

Pensive Minotaur

Phalanx Formation Strive — Phalanx Formation costs (1)(W) more to cast for each target beyond the first.

Any number of target creatures each gain double strike until end of turn. (They deal both first-strike and regular combat damage.)

Pharika, God of Affliction Indestructible

As long as your devotion to black and green is less than seven, Pharika isn't a creature.

(B)(G): Exile target creature card from a graveyard. Its owner puts a 1/1 black and green Snake enchantment creature token with deathtouch onto the battlefield.

Pharika's Chosen Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Pheres-Band Thunderhoof Heroic — Whenever you cast a spell that targets Pheres-Band Thunderhoof, put two +1/+1 counters on Pheres-Band Thunderhoof.

Pheres-Band Warchief Vigilance, trample

Other Centaur creatures you control get +1/+1 and have vigilance and trample.

Pin to the Earth Enchant creature

Enchanted creature gets -6/-0.

Polymorphous Rush Strive — Polymorphous Rush costs (1)(U) more to cast for each target beyond the first.

Choose a creature on the battlefield. Any number of target creatures you control each become a copy of that creature until end of turn.

Prophetic Flamespeaker Double strike, trample

Whenever Prophetic Flamespeaker deals combat damage to a player, exile the top card of your library. You may play it this turn.

Pull from the Deep Return up to one target instant card and up to one target sorcery card from your graveyard to your hand. Exile Pull from the Deep.

Quarry Colossus When Quarry Colossus enters the battlefield, put target creature into its owner's library just beneath the top X cards of that library, where X is the number of Plains you control.

Ravenous Leucrocota Vigilance

(6)(G): Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

Renowned Weaver (1)(G), Sacrifice Renowned Weaver: Put a 1/3 green Spider enchantment creature token with reach onto the battlefield. (It can block creatures with flying.)

Reprisal Destroy target creature with power 4 or greater. It can't be regenerated.

Returned Reveler When Returned Reveler dies, each player puts the top three cards of his or her library into his or her graveyard.

Revel of the Fallen God Put four 2/2 red and green Satyr creature tokens with haste onto the battlefield.

Reviving Melody Choose one or both —

- Return target creature card from your graveyard to your hand.
- Return target enchantment card from your graveyard to your hand.

Riddle of Lightning Choose target creature or player. Scry 3, then reveal the top card of your library. Riddle of Lightning deals damage equal to that card's converted mana cost to that creature or player. (To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

Riptide Chimera Flying

At the beginning of your upkeep, return an enchantment you control to its owner's hand.

Rise of Eagles Put two 2/2 blue Bird enchantment creature tokens with flying onto the battlefield. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Ritual of the Returned Exile target creature card from your graveyard. Put a black Zombie creature token onto the battlefield. Its power is equal to that card's power and its toughness is equal to that card's toughness.

Rollick of Abandon All creatures get +2/-2 until end of turn.

Rotted Hulk

Rouse the Mob Strive — Rouse the Mob costs more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain trample until end of turn.

Sage of Hours Heroic — Whenever you cast a spell that targets Sage of Hours, put a +1/+1 counter on it.

Remove all +1/+1 counters from Sage of Hours: For each five counters removed this way, take an extra turn after this one.

Satyr Grovedancer When Satyr Grovedancer enters the battlefield, put a +1/+1 counter on target creature.

Satyr Hoplite Heroic — Whenever you cast a spell that targets Satyr Hoplite, put a +1/+1 counter on Satyr Hoplite.

Scourge of Fleets When Scourge of Fleets enters the battlefield, return each creature your opponents control with toughness X or less to its owner's hand, where X is the number of Islands you control.

Setessan Tactics Strive — Setessan Tactics costs more to cast for each target beyond the first.

Until end of turn, any number of target creatures each get +1/+1 and gain ": This creature fights another target creature."

Sightless Brawler Bestow (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Sightless Brawler can't attack alone.

Enchanted creature gets +3/+2 and can't attack alone.

Sigiled Skink Whenever Sigiled Skink attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Sigiled Starfish : Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Silence the Believers Strive — Silence the Believers costs (2)(B) more to cast for each target beyond the first.

Exile any number of target creatures and all Auras attached to them.

Skybind Constellation — Whenever Skybind or another enchantment enters the battlefield under your control, exile target nonenchantment permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Skyspear Cavalry Flying

Double strike (This creature deals both first-strike and regular combat damage.)

Solidarity of Heroes Strive — Solidarity of Heroes costs (1)(G) more to cast for each target beyond the first.

Choose any number of target creatures. Double the number of +1/+1 counters on each of them.

Spawn of Thraxes Flying

When Spawn of Thraxes enters the battlefield, it deals damage to target creature or player equal to the number of Mountains you control.

Spirespine Bestow (4)(G) (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)

Spirespine blocks each turn if able.

Enchanted creature gets +4/+1 and blocks each turn if able.

Spite of Mogis Spite of Mogis deals damage to target creature equal to the number of instant and sorcery cards in your graveyard. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Spiteful Blow Destroy target creature and target land.

Squelching Leeches Squelching Leeches's power and toughness are each equal to the number of Swamps you control.

Starfall Starfall deals 3 damage to target creature. If that creature is an enchantment, Starfall deals 3 damage to that creature's controller.

Stonewise Fortifier (4)(W): Prevent all damage that would be dealt to Stonewise Fortifier by target creature this turn.

Stormchaser Chimera Flying

(2)(U)(R): Scry 1, then reveal the top card of your library. Stormchaser Chimera gets +X/+0 until end of turn, where X is that card's converted mana cost. (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

Strength from the Fallen Constellation — Whenever Strength from the Fallen or another enchantment enters the battlefield under your control, target creature gets +X/+X until end of turn, where X is the number of creature cards in your graveyard.

Supply-Line Cranes Flying

When Supply-Line Cranes enters the battlefield, put a +1/+1 counter on target creature.

Swarmborn Giant When you're dealt combat damage, sacrifice Swarmborn Giant.

(4)(G)(G): Monstrosity 2. (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.)

As long as Swarmborn Giant is monstrous, it has reach.

Temple of Epiphany Temple of Epiphany enters the battlefield tapped.

When Temple of Epiphany enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Temple of Malady Temple of Malady enters the battlefield tapped.

When Temple of Malady enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

: Add or to your mana pool.

Tethmos High Priest Heroic — Whenever you cast a spell that targets Tethmos High Priest, return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.

Thassa's Devourer Constellation — Whenever Thassa's Devourer or another enchantment enters the battlefield under your control, target player puts the top two cards of his or her library into his or her graveyard.

Thassa's Ire : You may tap or untap target creature.

Thoughtrender Lamia Constellation — Whenever Thoughtrender Lamia or another enchantment enters the battlefield under your control, each opponent discards a card.

Tormented Thoughts As an additional cost to cast Tormented Thoughts, sacrifice a creature.

Target player discards a number of cards equal to the sacrificed creature's power.

Triton Cavalry Heroic — Whenever you cast a spell that targets Triton Cavalry, you may return target enchantment to its owner's hand.

Triton Shorestalker Triton Shorestalker can't be blocked.

Twinflame Strive — Twinflame costs more to cast for each target beyond the first.

Choose any number of target creatures you control. For each of them, put a token that's a copy of that creature onto the battlefield. Those tokens have haste. Exile them at the beginning of the next end step.

Underworld Coinsmith Constellation — Whenever Underworld Coinsmith or another enchantment enters the battlefield under your control, you gain 1 life.

, Pay 1 life: Each opponent loses 1 life.

War-Wing Siren Flying

Heroic — Whenever you cast a spell that targets War-Wing Siren, put a +1/+1 counter on War-Wing Siren.

Whitewater Naiads Constellation — Whenever Whitewater Naiads or another enchantment enters the battlefield under your control, target creature can't be blocked this turn.

Wildfire Cerberus : Monstrosity 1. (If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)

When Wildfire Cerberus becomes monstrous, it deals 2 damage to each opponent and each creature your opponents control.

Worst Fears You control target player during that player's next turn. Exile Worst Fears. (You see all cards that player could see and make all decisions for the player.)

5.22 Game Variants

Sometimes new game variants are proposed on the internet or in fat pack's booklet. This document gathers all that information.

5.22.1 Wizard's Tower

A Magic Variant for 2-5 Players. (Appeared in Theros fat pack booklet.)

Wizard's Tower is a fun way for you and your friends to explore the set - and everything you need to play is in this fat pack! In this casual format, all players share a single library, also known as the "Tower," and they draft a card in addition to their normal draw for the turn.

Starting the game:

1. Open the nine booster packs and the land pack in this fat pack. (Try not to look at the cards in the boosters yet, though. It's more fun to discover them during the game.)
2. Shuffle all the cards together into a huge deck.
3. Determine randomly who will go first.
4. Deal three cards to each player.
5. Starting with the first player, each player may discard any number of cards and redraw that many. Once all players have done this, shuffle the discarded cards and put them on the bottom of the deck.
6. Put the top seven cards of the deck face up in the middle of the table. The deck becomes a library that's shared by all players.

Playing the game:

1. When playing Wizard's Tower, your draw step gets a bit more interesting:
   (a) First, choose one of the face-up cards and add it to your hand. If there aren't any, put the top seven cards of the tower face up in the middle of the table, and then choose one.
   (b) Draw the top card of the tower.
2. All players share the same library and the same graveyard. If you cast a spell that targets a card in an opponent's graveyard or manipulates the top card of your library, those cards affect the shared library or graveyard.
3. The face-up cards aren't considered to be in any game zone.

Other than that, the game is played as a Free-for-All **Magic** game. The last player left standing wins!

5.23 Polskie karty

Wszystkie karty zostały przygotowane w programie Magic Set Editor.

W miarę możliwości starałem się korzystać ze zdjęć lub rysunków zrobionych w Polsce lub z Polską się kojarzących.

5.23.1 Lądy

Las (Forest)

Wyspa (Island)

Góra (Mountain)

Góra
Zwykły Ląd — Góra
Rysy
4/10

Równina (Plains)

Równina
Zwykły Ląd — Równina
Diafora — forum.przyroda.org
8/10

Równina
Zwykły Ląd — Równina
Gmina Jednorozec
9/10

Bagno (Swamp)

5.23.2 Żetony

Bestia (Beast) Pojawia się w znacznej części dodatków, ostatnio w Magic 2013.

BESTIA
Stwór — Bestia
3/3
Borislav Mitkov
11/13

BESTIA

Ptak (Bird) Niebieski Pojawił się w dodatku *Theros*.

Ptak (Bird) Biały Pojawia się w sporej części dodatków, ostatnio w bloku *Return to Ravnica*.

PTAK
Stwór — Ptak
Latanie
pasjonat.flog.pl
4/17
1/1

Knur (Boar) Pojawił się w dodatku *Theros*.

Rycerz (Knight) Obecny w bloku *Return to Ravnica*

RYCERZ
Stwór — Rycerz
Czujność
Amor Patriae Nostra Lex
Lukasz Wojtczak
5/9
2/2

RYCERZ
Stwór — Rycerz
Czujność
Amor Patriae Nostra Lex
Mariusz Kozik
6/9
2/2

RYCERZ
Stwór — Rycerz
Czujność
Amor Patriae Nostra Lex
Kryzysowa
4/9
2/2

Drzazgul (Sliver) Obecny w podstawce *Magic 2014*.

Piechur (Soldier) Biały Obecny niemal w każdym bloku.

PIECHUR
Stwór — Piechur
Miroslaw Szeib
3/9
1/1

Piechur (Soldier) Czerwony Ostatnio pojawił się w bloku *Theros*

Piechur (Soldier) Czerwono-Biały Ostatnio pojawił się w bloku *Return to Ravnica*

Wilk (Wolf) Pojawia się w sporej części dodatków, ostatnio w Magic 2013.

5.24 Spis zmian

2014-01-29 Nowe dodatki: *Born of the Gods*, *Avacyn Restored*, Dark Ascension, New Phyrexia.

2014-01-27 Zmiana kolejności wyświetlania dodatków. Dodanie podziału na Standard/Modern/Pozostałe/Specjalne.

2014-01-24 Dodano talię wyzwania *Walka z Hordą*.

2013-11-26 Dodano surową wersję pełnej instrukcji do gry (*Comprehensive Rules*) (bez tłumaczenia)

Zmiana tłumaczenia słowa "permanent".

2013-11-03 Dodano *zasady formatu Commander* (bez tłumaczenia).

Reorganizacja strony tytułowej.

Dodana możliwość włączania podglądu kart w formie tooltip.

2013-10-07 Zakończenie tłumaczenia: *RTR*, *GTC*, *DGM*.

2013-09-29 Dodano artykuł opisujący dodatkowe warianty gry nie ujęte w Skróconej Instrukcji.

Dodano polskie żetony stworów oraz lądy.

2013-09-28 Dodanie kart z decku *Face the Hydra* wraz z instrukcją gry.

Dodano *uzasadnienie* tłumaczeń określonych słów kluczowych i ogólnej koncepcji projektu.

2013-09-17 Zakończenie tłumaczenia *THS*.

2013-09-08 Adaptacja skróconej instrukcji do formatu używanego podczas tłumaczenia.

2013-09-03 Zakończenie tłumaczenia *M14*.

2013-09-01 Start strony mtg.kozaczko.info.

2012-12-01 Rozpoczęcie procesu tłumaczenia na forum Strefy Gry

5.25 Official Commander Rules

Last updated Oct 29th, 2013

Commander is the modern name for EDH, a Magic:The Gathering variant format which emphasises social interactions, interesting games, and creative deckbuilding. It can be played 1-on-1 but is usually multiplayer.

This page details the rules common to most play groups. Locally players often play with house rules, and are encouraged to, but this consensus version exists so that players know what to expect if they join a game outside their local play area.

5.25.1 Philosophy

Commander is designed to promote social games of magic.

It is played in a variety of ways, depending on player preference, but a common vision ties together the global community to help them enjoy a different kind of magic. That vision is predicated on a social contract: a gentleman's agreement which goes beyond these rules to includes a degree of interactivity between players. Players should aim to interact both during the game and before it begins, discussing with other players what they expect/want from the game.

House rules or "fair play" exceptions are always encouraged if they result in more fun for the local community.

5.25.2 Deck Construction Rules

1. Players must choose a legendary creature as the "Commander" for their deck.

   Players may choose any legendary creature as their Commander, although some choices may be met with disapproval by other players. Two players in the same game may choose the same Commander, and other players may include that card in their Deck even if it's not their Commander. Commanders are subject to the Legend rule just like any other legendary creature; multiple copies of the same creature (whether Commander and non-Commander) will all be put into the graveyard (or command zone) as a state based effect.

   The Commander is the principle around which the deck is built. It is more easily available than other cards in the deck, and decks will ususally want to leverage their Commander's strengths in their plans. It is not, however, guarenteed to be available at every point in the game so EDH decks should be able to function without it for a time.

   A deck's commander is also known as its "General" for historical reasons.

2. A card's *colour identity* is its colour plus the colour of any mana symbols in the card's rules text. A card's colour identity is established before the game begins, and cannot be changed by game effects.

   The Commander's colour identity restricts what cards may appear in the deck.

   - Cards in a deck may not have any colours in their identity which are not shared with the commander of the deck. (The identity of each card in the deck must be a subset of the General's)
   - Lands whose type includes swamp, island, plains, forest and/or mountain (e.g.: basic lands, shock-lands, dual lands, Shadowmoor special-basics, etc) DO contain the corresponding mana symbol(s) as per CR 305.6. As such, while they are "colourless" they do have a colour identity and may not appear in a deck unless the Commander is of the appropriate identity.
   - While hybrid mana symbols may be played with either colour mana, they contribute both colours to the card's colour identity. Therefore they may only be played with a Commander whose identity includes ALL of the hybrid symbols' colours.
   - Basic land words (swamp, forest, etc) in the text box of a card do NOT represent a coloured mana symbol. They are not restricted to Commander of the same colour identity.
   - Reminder text is not included in the colour identity of a card.

   An Example of what cards are/aren't allowed in a three colour deck.

   A deck with (casting cost 1) as the Commander may not contain any cards whose colour identity includes red or black.

   - These cards would all be illegal in a Phelddagrif deck:
     - (Its mana cost contains a red mana symbol)
     - (Its ability contains a black mana symbol)
     - (All sorts of verbotten mana symbols)
     - (Three shall be the number of the colours)
     - (… right out)
   - Our Phelddagrif couldn't use any of these lands:
     - (obvious, see above)
     -
     -
     - , etc.
   - Phelddagrif may not call upon for help
   - Phelddagrif IS allowed to use:
     -
     -

3. A deck may not generate mana outside its colours. If an effect would generate mana of an illegal colour, it generates colourless mana instead.
4. A Commander deck must contain exactly 100 cards, including the Commander.
5. With the exception of basic lands, no two cards in the deck may have the same english name.
6. Commander is played with vintage legal cards, with some exceptions:
   - cards are legal as of their set's prerelease
   - The following is the official *banned list for commander games*. These cards (and others like them) should not be played without prior agreement from the other players in the game.
   - Additionally *the following legends may not be used as a Commander*.

5.25.3 Play Rules

1. The start of game procedure for Commander is as follows:
   (a) Players announce their choice of Commander and move that card to the command zone.
   (b) Players may then sideboard if the optional rules for sideboards are being used.
   (c) Each player draws a hand of seven cards.
   (d) Players may mulligan, using the modified *Partial Paris* method.
2. Being a Commander is not a characteristic [*MTG CR 109.3*], it is a property of the card. As such, "Commander-ness" cannot be copied or overwritten by continuous effects, and does not change with control of the card.

   Examples: A copying a Commander in a graveyard is not a Commander. A Commander which is affected by , or is face down, is still a Commander.
3. If a player has been dealt 21 points of combat damage by a particular Commander during the game, that player loses a game.
   - This is an additional state based effect.
   - Commander Damage is cumulative throughout the game; nothing can reduce the amount of damage a Commander has previously done to a player.
   - Because it is a property of the card and not a characteristic of the game object, a card is still the same Commander even if it leaves the field and returns.
   - While effects can raise a player's life total, it doesn't reduce the amount of damage previously taken from a Commander. (eg:)
   - Conversely, combat damage can be reduced, prevented, or replaced as it is taken, in which case it was never dealt and doesn't count towards the total taken from that Commander. (eg: or)
   - Commander Damage is specific to each Commander/Player pairing, not combined across all Commander.
   - A player can lose if he or she is dealt 21 points of combat damage by his or her own Commander (ie: under someone else's control).
4. While a Commander is in the command zone, it may be cast. As an additional cost to cast a Commander from the command zone, its owner must pay for each time it was previously cast from the command zone. (ie: Olivia Voldaren costs to cast for the third time.)

   A Commander is still subject to the normal timing restrictions for casting creatures (unless it has Flash or some other affect allows it to be played at another time, such as Vedalken Orrery)
5. If a Commander would be put into a graveyard or exile from anywhere, its owner may choose to move it to the command zone instead. Details
   - This is a replacement effect; the creature never goes to the graveyard and will not trigger such abilities.
   - Commanders will move to the library or hand as normal; only transitions to Exile or the Graveyard may be replaced.

   If a card is put into the exile zone face down from anywhere, and a player is allowed to look at that card in exile, the player must immediately do so. If it's a commander owned by another player, the player that looked at it turns it face up and puts it into the command zone.
6. Players begin the game with 40 life.
7. Commanders are subject to the Legend rule; a player cannot control more than one legend with the same name.

8. Abilities which refer to other cards owned outside the game (, , ,) do not function in Commander unless the optional sideboard rule is in use. If sideboards are used, wishes and similar cards may retrieve sideboard cards.

Partial Paris Mulligan rule

Because Commander games are long and usually not played in multigame matches, the format uses a modified mulligan rule designed to alleviate mana-light hands without significantly increasing the odds of finding individual cards. This is also known as the "Brittany" mulligan rule.

1. In turn order, players may exile (face down) some or all of the cards in their hand.
2. Each player then draws one less card from their deck than the number they exiled.
3. Players who exiled at least one card may return to step 1 and repeat the process, drawing one less card each time.
4. Players shuffle all exiled cards into their deck.

It is worth noting that even with this form of mulligan, decks playing an insufficient number of mana sources will routinely draw poor hands or insufficient mana as the game progresses.

5.25.4 Optional rules for Commander

Commander is designed first and foremost for social players. It cannot be all things to all people.

Nevertheless, many people like to play for prizes or other non-social incentives. Those incentives can help build communities and playgroups, but they can also undermine the social contract which keeps the format balanced.

When running a competitive commander event, the recommended list of cards to avoid (under the primary deck-building rules) is one place to start. It is not however, nor is it intended to be, comprehensive. There are a great many uninteresting uses for the cards not listed there, and additional structure is required to keep degeneracy[1] in check. To that end, a selection of optional rules are provided here for prospective TOs or players who find their playgroup can't find a balance.

Sideboards

Rather than filling every deck with banal responses, it is preferable to allow some flexibility in the composition of a deck.

- Players may bring a 10 card sideboard in addition to their 99 cards and 1 Commander.
- After Commanders are announced, players have 3 minutes to make 1-for-1 substitutions to their deck.
- Any cards not played as part of the deck may be retrieved by "wishes".

Reasoning

Highly tuned threats piloted by skilled opponents mandate efficient answers. The minimum number of response cards required to ensure they are available in the early turns can easily overwhelm the majority of an EDH deck's building space.

Sideboards allow players to respond to the "best" strategies in a timely fashion . They should be strongly considered as a necessary defense against brokenness and degeneracy in an environment where no gentlemans agreement on style of play exists.

[1] Degenerate: *adj* Having fallen below a normal or desireable state, especially functionally, morally, or socially. Having atrophied or declined to a state of sameness.

Since one of the primary features of commander is the variety of games, and the variable nature of the problem each game presents, degenerate plays are those which take away from the variety and unpredictable nature of the games

Victory Points

Instead of a "last man standing" win condition, organizers are encouraged to use additional or alternate ways to win. Prizes can be awarded for things like:

- most combat damage dealt in a single turn
- biggest mana pool
- Commander Damage kills
- Most mana paid for a Commander
- etc

By encouraging players to play for disparate, interesting goals everyone has a more rewarding, social experience.

An extensive example can be found here

Democratic Victory

An organizer who desires a tournament which better approximates normal commander games should reward players for some balance of winning and social play. One way to achieve this is

1. When the game is over, each player votes for an opponent whose play they enjoyed most.
2. Award two points for being the last player alive, and one point for each vote
3. Prizes can be given out by points awarded.

The League Rule

A "League" consists of a regular group of players who frequently play together using the same decks. No two players in a league game may have the same Commander. Within a given league, Commander are allocated first-come, first-serve and are preserved between meetings/games. No player may have, in his or her deck, the Commander of any other player in the game; it should be replaced with some other card before the game begins.

5.25.5 License

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   - available for public reuse only with attribution, as per the terms of that license.

5.26 Cards banned in Commander

The following is the official banned list for commander games. These cards (and others like them) should not be played without prior agreement from the other players in the game.

5.26.1 Banned from play

5.26.2 Banned Commanders

Additionally the following legends may not be used as a Commander:

5.27 *Magic: The Gathering* Comprehensive Rules

These rules are effective as of November 1, 2013.

Introduction

This document is designed for people who've moved beyond the basics of the *Magic: The Gathering* (R) game. If you're a beginning *Magic* (TM) player, you'll probably find these rules intimidating. They're intended to be the ultimate authority for the game, and you won't usually need to refer to them except in specific cases or during competitive games.

For casual play and most ordinary situations, you'll find what you need in the *Magic: The Gathering* basic rulebook. You can download a copy of that rulebook from the Wizards of the Coast (R) *Magic* rules website at Wizards.com/Magic/Rules. If you're sure this is where you want to be, keep reading.

This document includes a series of numbered rules followed by a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number. (Note that subrules skip the letters "l" and "o" due to potential confusion with the numbers "1" and "0"; subrule 704.5k is followed by 704.5m, then 704.5n, then 704.5p, for example.)

We at Wizards of the Coast recognize that no matter how detailed the rules, situations will arise in which the interaction of specific cards requires a precise answer. If you have questions, you can get the answers from us at Wizards.com/CustomerService. Additional contact information is on the last page of these rules.

In response to play issues and to keep these rules as current as possible, changes may have been made to this document since its publication. See the Wizards of the Coast *Magic* rules website at Wizards.com/Magic/Rules for the current version of the official rules.

5.27.1 1. Game Concepts

100. General

100.1

These *Magic* rules apply to any *Magic* game with two or more players, including two-player games and multiplayer games.

100.1a

A two-player game is a game that begins with only two players.

100.1b

A multiplayer game is a game that begins with more than two players. See section 8, *Multiplayer Rules*.

100.2

To play, each player needs his or her own deck of traditional *Magic* cards, small items to represent any tokens and counters, and some way to clearly track life totals.

100.2a

In constructed play (a way of playing in which each player creates his or her own deck ahead of time), each deck must contain at least sixty cards. A constructed deck may contain any number of basic land cards and no more than four of any card with a particular English name other than basic land cards.

100.2b

In limited play (a way of playing in which each player gets the same quantity of unopened *Magic* product and creates his or her own deck using only this product), each deck must contain at least forty cards. A limited deck may contain as many duplicates of a card as are included with the product.

100.3

Some casual variants require additional items, such as specially designated cards, nontraditional *Magic* cards, and dice. See section 9, *Casual Variants*.

100.4

Each player may also have a sideboard, which is a group of additional cards the player may use to modify his or her deck between games of a match.

100.4a

In constructed play, a sideboard may contain no more than fifteen cards. The four-card limit (see rule *100.2a*) applies to the combined deck and sideboard.

100.4b

In limited play involving individual players, all cards a player opens but doesn't include in his or her deck are in that player's sideboard.

100.4c

In limited play involving the Two-Headed Giant multiplayer variant, all cards a team opens but doesn't include in either player's deck are in that team's sideboard.

100.4d

In limited play involving other multiplayer team variants, each card a team opens but doesn't include in any player's deck is assigned to the sideboard of one of those players. Each player has his or her own sideboard; cards may not be transferred between players.

100.5

There is no maximum deck size.

100.6

Most *Magic* tournaments (organized play activities where players compete against other players to win prizes) have additional rules covered in the *Magic: The Gathering* Tournament Rules (found at Wizards.com/WPN/Events/Rules.aspx). These rules may limit the use of some cards, including barring all cards from some older sets.

100.6a

Tournaments usually consist of a series of matches. A two-player match usually involves playing until one player has won two games. A multiplayer match usually consists of only one game.

100.6b

Players can use the *Magic* Store & Event Locator at Wizards.com/Locator to find tournaments in their area.

101. The *Magic* Golden Rules

101.1

Whenever a card's text directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation. The only exception is that a player can concede the game at any time (see rule *104.3a*).

101.2

When a rule or effect allows or directs something to happen, and another effect states that it can't happen, the "can't" effect takes precedence.

Example: If one effect reads "You may play an additional land this turn" and another reads "You can't play land cards this turn," the effect that precludes you from playing lands wins.

101.2a

Adding abilities to objects and removing abilities from objects don't fall under this rule. (See rule *112.10*.)

101.3

Any part of an instruction that's impossible to perform is ignored. (In many cases the card will specify consequences for this; if it doesn't, there's no effect.)

101.4

If multiple players would make choices and/or take actions at the same time, the active player (the player whose turn it is) makes any choices required, then the next player in turn order (usually the player seated to the active player's left) makes any choices required, followed by the remaining nonactive players in turn order. Then the actions happen simultaneously. This rule is often referred to as the "Active Player, Nonactive Player (APNAP) order" rule.

Example: A card reads "Each player sacrifices a creature." First, the active player chooses a creature he or she controls. Then each of the nonactive players, in turn order, chooses a creature he or she controls. Then all creatures chosen this way are sacrificed simultaneously.

101.4a

If an effect has each player choose a card in a hidden zone, such as his or her hand or library, those cards may remain face down as they're chosen. However, each player must clearly indicate which face-down card he or she is choosing.

101.4b

A player knows the choices made by the previous players when he or she makes his or her choice, except as specified in 101.4a.

101.4c

If a player would make more than one choice at the same time, the player makes the choices in the order written, or in the order he or she chooses if the choices aren't ordered.

101.4d

If a choice made by a nonactive player causes the active player, or a different nonactive player earlier in the turn order, to have to make a choice, APNAP order is restarted for all outstanding choices.

102. Players

102.1

A player is one of the people in the game. The active player is the player whose turn it is. The other players are nonactive players.

102.2

In a two-player game, a player's opponent is the other player.

102.3

In a multiplayer game between teams, a player's teammates are the other players on his or her team, and the player's opponents are all players not on his or her team.

103. Starting the Game

103.1

At the start of a game, each player shuffles his or her deck so that the cards are in a random order. Each player may then shuffle or cut his or her opponents' decks. The players' decks become their libraries.

103.1a

If a player is using a sideboard (see rule *100.4*) or double-faced cards being represented by checklist cards (see rule *711.9*), those cards are set aside before shuffling.

103.1b

In a Commander game, each player puts his or her commander from his or her deck face up into the command zone before shuffling. See rule *903.6*

103.2

After the decks have been shuffled, the players determine which one of them will choose who takes the first turn. In the first game of a match (including a single-game match), the players may use any mutually agreeable method (flipping a coin, rolling dice, etc.) to do so. In a match of several games, the loser of the previous game chooses who takes the first turn. If the previous game was a draw, the player who made the choice in that game makes the choice in this game. The player chosen to take the first turn is the starting player. The game's default turn order begins with the starting player and proceeds clockwise.

103.2a

In a game using the shared team turns option, there is a starting team rather than a starting player.

103.2b

In an Archenemy game, these methods aren't used to determine who takes the first turn. Rather, the archenemy takes the first turn.

103.3

Each player begins the game with a starting life total of 20. Some variant games have different starting life totals.

103.3a

In a Two-Headed Giant game, each team's starting life total is 30.

103.3b

In a Vanguard game, each player's starting life total is 20 plus or minus the life modifier of his or her vanguard card.

103.3c

In a Commander game, each player's starting life total is 40.

103.3d

In an Archenemy game, the archenemy's starting life total is 40.

103.4

Each player draws a number of cards equal to his or her starting hand size, which is normally seven. (Some effects can modify a player's starting hand size.) A player who is dissatisfied with his or her initial hand may take a mulligan. First, the starting player declares whether or not he or she will take a mulligan. Then each other player in turn order does the same. Once each player has made a declaration, all players who decided to take mulligans do so at the same time. To take a mulligan, a player shuffles his or her hand back into his or her library, then draws a new hand of one fewer cards than he or she had before. If a player kept his or her hand of cards, those cards become the player's opening hand, and that player may not take any further mulligans. This process is then repeated until no player takes a mulligan. (Note that if a player's hand size reaches zero cards, that player must keep that hand.)

103.4a

In a Vanguard game, each player's starting hand size is seven plus or minus the hand modifier of his or her vanguard card.

103.4b

If an effect allows a player to perform an action "any time [that player] could mulligan," the player may perform that action at a time he or she would declare whether or not he or she will take a mulligan. This need not be in the first round of mulligans. Other players may have already made their mulligan declarations by the time the player has the option to perform this action. If the player performs the action, he or she then declares whether or not he or she will take a mulligan.

103.4c

In a multiplayer game, the first time a player takes a mulligan, he or she draws a new hand of as many cards as he or she had before. Subsequent hands decrease by one card as normal.

103.4d

In a multiplayer game using the shared team turns option, first each player on the starting team declares whether or not he or she will take a mulligan, then the players on each other team in turn order do the same. Teammates may consult while making their decisions. Then all mulligans are taken at the same time. A player may take a mulligan even after his or her teammate has decided to keep his or her opening hand.

103.4e

The Commander casual variant uses an alternate mulligan rule. Each time a player takes a mulligan, rather than shuffling his or her entire hand of cards into his or her library, that player exiles any number of cards from his or her hand face down. Then the player draws a number of cards equal to one less than the number of cards he or she exiled this way. Once a player keeps an opening hand, that player shuffles all cards he or she exiled this way into his or her library.

103.5

Some cards allow a player to take actions with them from his or her opening hand. Once all players have kept their opening hands, the starting player may take any such actions in any order. Then each other player in turn order may do the same.

103.5a

If a card allows a player to begin the game with that card on the battlefield, the player taking this action puts that card onto the battlefield.

103.5b

If a card allows a player to reveal it from his or her opening hand, the player taking this action does so. The card remains revealed until the first turn begins. Each card may be revealed this way only once.

103.5c

In a multiplayer game using the shared team turns option, first each player on the starting team, in whatever order that team likes, may take such actions. Teammates may consult while making their decisions. Then each player on each other team in turn order does the same.

103.6

In a Planechase game, the starting player moves the top card of his or her planar deck off that planar deck and turns it face up. If it's a plane card, that card is the starting plane. If it's a phenomenon card, the player puts that card on the bottom of his or her planar deck and repeats this process until a plane card is turned face up. (See rule *901*, "Planechase.")

103.7

The starting player takes his or her first turn.

103.7a

In a two-player game, the player who plays first skips the draw step (see rule *504*, "Draw Step") of his or her first turn.

103.7b

In a Two-Headed Giant game, the team who plays first skips the draw step of their first turn.

103.7c

In all other multiplayer games, no player skips the draw step of his or her first turn.

104. Ending the Game

104.1

A game ends immediately when a player wins, when the game is a draw, or when the game is restarted.

104.2

There are several ways to win the game.

104.2a

A player still in the game wins the game if all of that player's opponents have left the game. This happens immediately and overrides all effects that would prevent that player from winning the game.

104.2b

An effect may state that a player wins the game. (In multiplayer games, this may not cause the game to end; see rule *104.3h*)

104.2c

In a multiplayer game between teams, a team with at least one player still in the game wins the game if all other teams have left the game. Each player on the winning team wins the game, even if one or more of those players had previously lost that game.

104.2d

In an Emperor game, a team wins the game if its emperor wins the game. (See rule *809.5*)

104.3

There are several ways to lose the game.

104.3a

A player can concede the game at any time. A player who concedes leaves the game immediately. He or she loses the game.

104.3b

If a player's life total is 0 or less, he or she loses the game the next time a player would receive priority. (This is a state-based action. See rule *704*.)

104.3c

If a player is required to draw more cards than are left in his or her library, he or she draws the remaining cards, and then loses the game the next time a player would receive priority. (This is a state-based action. See rule *704*.)

104.3d

If a player has ten or more poison counters, he or she loses the game the next time a player would receive priority. (This is a state-based action. See rule *704*.)

104.3e

An effect may state that a player loses the game.

104.3f

If a player would both win and lose the game simultaneously, he or she loses the game.

104.3g

In a multiplayer game between teams, a team loses the game if all players on that team have lost the game.

104.3h

In a multiplayer game, an effect that states that a player wins the game instead causes all of that player's opponents to lose the game. (This may not cause the game to end if the limited range of influence option is being used; see rule *801*.)

104.3i

In an Emperor game, a team loses the game if its emperor loses the game. (See rule *809.5*)

104.3j

In a Commander game, a player that's been dealt 21 or more combat damage by the same commander over the course of the game loses the game. (This is a state-based action. See rule *704*. Also see rule *903.14*)

104.3k

In a tournament, a player may lose the game as a result of a penalty given by a judge. See rule *100.6*

104.4

There are several ways for the game to be a draw.

104.4a

If all the players remaining in a game lose simultaneously, the game is a draw.

104.4b

If a game that's not using the limited range of influence option (including a two-player game) somehow enters a "loop" of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw. Loops that contain an optional action don't result in a draw.

104.4c

An effect may state that the game is a draw.

104.4d

In a multiplayer game between teams, the game is a draw if all remaining teams lose simultaneously.

104.4e

In a multiplayer game using the limited range of influence option, the effect of a spell or ability that states that the game is a draw causes the game to be a draw for that spell or ability's controller and all players within his or her range of influence. Only those players leave the game; the game continues for all other players.

104.4f

In a multiplayer game using the limited range of influence option, if the game somehow enters a "loop" of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw for each player who controls an object that's involved in that loop, as well as for each player within the range of influence of any of those players. Only those players leave the game; the game continues for all other players.

104.4g

In a multiplayer game between teams, the game is a draw for a team if the game is a draw for all remaining players on that team.

104.4h

In the Emperor variant, the game is a draw for a team if the game is a draw for its emperor. (See rule *809.5*)

104.4i

In a tournament, all players in the game may agree to an intentional draw. See rule *100.6*

104.5

If a player loses the game, he or she leaves the game. If the game is a draw for a player, he or she leaves the game. The multiplayer rules handle what happens when a player leaves the game; see rule *800.4*

104.6

One card () restarts the game. All players still in the game when it restarts then immediately begin a new game. See rule *714*, "Restarting the Game."

105. Colors

105.1

There are five colors in the *Magic* game: white, blue, black, red, and green.

105.2

An object can be one or more of the five colors, or it can be no color at all. An object is the color or colors of the mana symbols in its mana cost, regardless of the color of its frame. An object's color or colors may also be defined by a color indicator or a characteristic-defining ability. See rule *202.2*

105.2a

A monocolored object is exactly one of the five colors.

105.2b

A multicolored object is two or more of the five colors.

105.2c

A colorless object has no color.

105.3

Effects may change an object's color or give a color to a colorless object. If an effect gives an object a new color, the new color replaces all previous colors the object had (unless the effect said the object became that color "in addition" to its other colors). Effects may also make a colored object become colorless.

105.4

If a player is asked to choose a color, he or she must choose one of the five colors. "Multicolored" is not a color. Neither is "colorless."

106. Mana

106.1

Mana is the primary resource in the game. Players spend mana to pay costs, usually when casting spells and activating abilities.

106.1a

There are five colors of mana: white, blue, black, red, and green.

106.1b

There are six types of mana: white, blue, black, red, green, and colorless.

106.2

Mana is represented by mana symbols (see rule *107.4*). Mana symbols also represent mana costs (see rule *202*).

106.3

Mana is produced by the effects of mana abilities (see rule *605*). It may also be produced by the effects of spells, as well as by the effects of abilities that aren't mana abilities.

106.4

When an effect produces mana, that mana goes into a player's mana pool. From there, it can be used to pay costs immediately, or it can stay in the player's mana pool. Each player's mana pool empties at the end of each step and phase.

106.4a

If a player passes priority (see rule *116*) while there is mana in his or her mana pool, that player announces what mana is there. If any mana remains in a player's mana pool after he or she spends mana to pay a cost, that player announces what mana is still there.

106.5

If an ability would produce one or more mana of an undefined type, it produces no mana instead.

Example: has the ability " : Choose a color of a permanent you control. Add one mana of that color to your mana pool." If you control no colored permanents, activating Meteor Crater's mana ability produces no mana.

106.6

Some spells or abilities that produce mana restrict how that mana can be spent, or have an additional effect that affects the spell or ability that mana is spent on. This doesn't affect the mana's type.

Example: A player's mana pool contains which can be spent only to pay cumulative upkeep costs. That player activates 's ability, which reads " : Double the amount of each type of mana in your mana pool." The player's mana pool now has in it, of which can be spent on anything.

106.7

Some abilities produce mana based on the type of mana another permanent or permanents "could produce." The type of mana a permanent could produce at any time includes any type of mana that an ability of that permanent would produce if the ability were to resolve at that time, taking into account any applicable replacement effects in any possible order. Ignore whether any costs of the ability could or could not be paid. If that permanent wouldn't produce any mana under these conditions, or no type of mana can be defined this way, there's no type of mana it could produce.

Example: has the ability " : Add to your mana pool one mana of any color that a land an opponent controls could produce." If your opponent controls no lands, activating Exotic Orchard's mana ability will produce no mana. The same is true if you and your opponent each control no lands other than Exotic Orchards. However, if you control a Forest and an Exotic Orchard, and your opponent controls an Exotic Orchard, then each Exotic Orchard could produce .

106.8

If an effect would add mana represented by a hybrid mana symbol to a player's mana pool, that player chooses one half of that symbol. If a colored half is chosen, one mana of that color is added to that player's mana pool. If a colorless half is chosen, an amount of colorless mana represented by that half's number is added to that player's mana pool.

106.9

If an effect would add mana represented by a Phyrexian mana symbol to a player's mana pool, one mana of the color of that symbol is added to that player's mana pool.

106.10

To "tap a permanent for mana" is to activate a mana ability of that permanent that includes the symbol in its activation cost. See rule *605*, "Mana Abilities."

106.11

One card () puts all mana from one player's mana pool into another player's mana pool. (Note that these may be the same player.) This empties the former player's mana pool and causes the mana emptied this way to be put into the latter player's mana pool. Which permanents, spells, and/or abilities produced that mana are unchanged, as are any restrictions or additional effects associated with any of that mana.

107. Numbers and Symbols

107.1

The only numbers the *Magic* game uses are integers.

107.1a

You can't choose a fractional number, deal fractional damage, gain fractional life, and so on. If a spell or ability could generate a fractional number, the spell or ability will tell you whether to round up or down.

107.1b

Most of the time, the *Magic* game uses only positive numbers and zero. You can't choose a negative number, deal negative damage, gain negative life, and so on. However, it's possible for a game value, such as a creature's power, to be less than zero. If a calculation or comparison needs to use a negative value, it does so. If a calculation that would determine the result of an effect yields a negative number, zero is used instead, unless that effect sets a player's life total to a specific value, doubles a player's life total, sets a creature's power or toughness to a specific value, or otherwise modifies a creature's power or toughness.

Example: If a 3/4 creature gets -5/-0, it's a -2/4 creature. It doesn't assign damage in combat. Its total power and toughness is 2. You'd have to give it +3/+0 to raise its power to 1.

Example: is a 1/2 creature with the ability ": Add to your mana pool an amount of equal to Viridian Joiner's power." An effect gives it -2/-0, then its ability is activated. The ability adds no mana to your mana pool.

107.1c

If a rule or ability instructs a player to choose "any number," that player may choose any positive number or zero, unless something (such as damage or counters) is being divided or distributed among "any number" of players and/or objects. In that case, a nonzero number of players and/or objects must be chosen if possible.

107.2

If anything needs to use a number that can't be determined, either as a result or in a calculation, it uses 0 instead.

107.3

Many objects use the letter X as a placeholder for a number that needs to be determined. Some objects have abilities that define the value of X; the rest let their controller choose the value of X.

107.3a

If a spell or activated ability has a mana cost, alternative cost, additional cost, and/or activation cost with an X, [-X], or X in it, and the value of X isn't defined by the text of that spell or ability, the controller of that spell or ability chooses and announces the value of X as part of casting the spell or activating the ability. (See rule *601*, "Casting Spells.") While a spell is on the stack, any X in its mana cost equals the announced value. While an activated ability is on the stack, any X in its activation cost equals the announced value.

107.3b

If a player is casting a spell that has an X in its mana cost, the value of X isn't defined by the text of that spell, and an effect lets that player cast that spell while paying neither its mana cost nor an alternative cost that includes X, then the only legal choice for X is 0. This doesn't apply to effects that only reduce a cost, even if they reduce it to zero. See rule *601*, "Casting Spells."

107.3c

If a spell or activated ability has an X, [-X], or X in its cost and/or its text, and the value of X is defined by the text of that spell or ability, then that's the value of X while that spell or ability is on the stack. The controller of that spell or ability doesn't get to choose the value. Note that the value of X may change while that spell or ability is on the stack.

107.3d

If a cost associated with a special action, such as a suspend cost or a morph cost, has an X or an X in it, the value of X is chosen by the player taking the special action as he or she pays that cost.

107.3e

Sometimes X appears in the text of a spell or ability but not in a mana cost, alternative cost, additional cost, or activation cost. If the value of X isn't defined, the controller of the spell or ability chooses the value of X at the appropriate time (either as it's put on the stack or as it resolves).

107.3f

If a card in any zone other than the stack has an X in its mana cost, the value of X is treated as 0, even if the value of X is defined somewhere within its text.

107.3g

All instances of X on an object have the same value at any given time.

107.3h

Some objects use the letter Y in addition to the letter X. Y follows the same rules as X.

107.4

The mana symbols are , , , , , and ; the numerals , , , , , and so on; the hybrid symbols , , , , , , , , , and ; the monocolored hybrid symbols , , , , and ; the Phyrexian mana symbols , , , , and ; and the snow symbol .

107.4a

There are five primary colored mana symbols: is white, blue, black, red, and green. These symbols are used to represent colored mana, and also to represent colored mana in costs. Colored mana in costs can be paid only with the appropriate color of mana. See rule *202*, "Mana Cost and Color."

107.4b

Numeral symbols (such as) and variable symbols (such as) represent generic mana in costs. Generic mana in costs can be paid with any type of mana. For more information about , see rule *107.3*

107.4c

Numeral symbols (such as) and variable symbols (such as) can also represent colorless mana if they appear in the effect of a spell or ability that reads "add [mana symbol] to your mana pool" or something similar. (See rule *107.3e*)

107.4d

The symbol represents zero mana and is used as a placeholder for a cost that can be paid with no resources. (See rule *117.5*)

107.4e

Hybrid mana symbols are also colored mana symbols. Each one represents a cost that can be paid in one of two ways, as represented by the two halves of the symbol. A hybrid symbol such as can be paid with either white or blue mana, and a monocolored hybrid symbol such as can be paid with either one black mana or two mana of any type. A hybrid mana symbol is all of its component colors.

Example: can be paid by spending , , , or .

107.4f

Phyrexian mana symbols are colored mana symbols: is white, is blue, is black, is red, and is green. A Phyrexian mana symbol represents a cost that can be paid either with one mana of its color or by paying 2 life.

Example: can be paid by spending , by spending and paying 2 life, or by paying 4 life.

107.4g

In rules text, the Phyrexian symbol with no colored background means any of the five Phyrexian mana symbols.

107.4h

The snow mana symbol represents one generic mana in a cost. This generic mana can be paid with one mana of any type produced by a snow permanent (see rule *205.4f*). Effects that reduce the amount of generic mana you pay don't affect costs. (There is no such thing as "snow mana"; "snow" is not a type of mana.)

107.5

The tap symbol is . The tap symbol in an activation cost means "Tap this permanent." A permanent that's already tapped can't be tapped again to pay the cost. A creature's activated ability with the tap symbol in its activation cost can't be activated unless the creature has been under its controller's control continuously since his or her most recent turn began. See rule *302.6*

107.6

The untap symbol is . The untap symbol in an activation cost means "Untap this permanent." A permanent that's already untapped can't be untapped again to pay the cost. A creature's activated ability with the untap symbol in its activation cost can't be activated unless the creature has been under its controller's control continuously since his or her most recent turn began. See rule *302.6*

107.7

Each activated ability of a planeswalker has a loyalty symbol in its cost. Positive loyalty symbols point upward and feature a plus sign followed by a number. Negative loyalty symbols point downward and feature a minus sign followed by a number or an X. Neutral loyalty symbols don't point in either direction and feature a 0. [+N] means "Put N loyalty counters on this permanent," [-N] means "Remove N loyalty counters from this permanent," and [0] means "Put zero loyalty counters on this permanent."

107.8

The text box of a leveler card contains two level symbols, each of which is a keyword ability that represents a static ability. The level symbol includes either a range of numbers, indicated here as "N1-N2," or a single number followed by a plus sign, indicated here as "N3+." Any abilities printed within the same text box striation as a level symbol are part of its static ability. The same is true of the power/toughness box printed within that striation, indicated here as "[P/T]." See rule *710*, "Leveler Cards."

107.8a

"{LEVEL N1-N2} [Abilities] [P/T]" means "As long as this creature has at least N1 level counters on it, but no more than N2 level counters on it, it's [P/T] and has [abilities]."

107.8b

"{LEVEL N3+} [Abilities] [P/T]" means "As long as this creature has N3 or more level counters on it, it's [P/T] and has [abilities]."

107.9

A tombstone icon appears to the left of the name of many *Odyssey* (TM) block cards with abilities that are relevant in a player's graveyard. The purpose of the icon is to make those cards stand out when they're in a graveyard. This icon has no effect on game play.

107.10

A type icon appears in the upper left corner of each card from the *Future Sight* (R) set printed with an alternate "timeshifted" frame. If the card has a single card type, this icon indicates what it is: claw marks for creature, a flame for sorcery, a lightning bolt for instant, a sunrise for enchantment, a chalice for artifact, and a pair of mountain peaks for land. If the card has multiple card types, that's indicated by a black and white cross. This icon has no effect on game play.

107.11

The Planeswalker symbol is {PW}. It appears on one face of the planar die used in the Planechase casual variant. See rule *901*, "Planechase."

107.12

The chaos symbol is {C}. It appears on one face of the planar die used in the Planechase casual variant, as well as in abilities that refer to the results of rolling the planar die. See rule *901*, "Planechase."

107.13

The sun symbol appears in the upper left corner of the front face of double-faced cards. See rule *711*, "Double-Faced Cards."

107.14

The moon symbol appears in the upper left corner of the back face of double-faced cards. See rule *711*, "Double-Faced Cards."

107.15

A color indicator is a circular symbol that appears to the left of the type line on some cards. The color of the symbol defines the card's color or colors. See rule *202*, "Mana Cost and Color."

108. Cards

108.1

Use the Oracle (TM) card reference when determining a card's wording. A card's Oracle text can be found using the Gatherer card database at Gatherer.Wizards.com>.

108.2

When a rule or text on a card refers to a "card," it means only a *Magic* card. Most *Magic* games use only traditional *Magic* cards, which measure approximately 2.5 inches (6.3 cm) by 3.5 inches (8.8 cm). Certain formats also use nontraditional *Magic* cards, oversized cards that may have different backs. Tokens aren't considered cards – even a card that represents a token isn't considered a card for rules purposes.

108.2a

In the text of spells or abilities, the term "card" is used only to refer to a card that's not on the battlefield or on the stack, such as a creature card in a player's hand. For more information, see section 4, *Zones*.

108.3

The owner of a card in the game is the player who started the game with it in his or her deck. If a card is brought into the game from outside the game rather than starting in a player's deck, its owner is the player who brought it into the game. If a card starts the game in the command zone, its owner is the player who put it into the command zone to start the game. Legal ownership of a card in the game is irrelevant to the game rules except for the rules for ante. (See rule *407*.)

108.3a

In a Planechase game using the single planar deck option, the planar controller is considered to be the owner of all cards in the planar deck. See rule *901.6*

108.3b

Some spells and abilities allow a player to take cards he or she owns from outside the game and bring them into the game. (See rule *400.10b*) If a card outside that game is involved in a *Magic* game, its owner is determined as described in rule *108.3*. If a card outside that game is in the sideboard of a *Magic* game (see rule *100.4*), its owner is considered to be the player who started the game with it in his or her sideboard. In all other cases, the owner of a card outside the game is its legal owner.

108.4

A card doesn't have a controller unless that card represents a permanent or spell; in those cases, its controller is determined by the rules for permanents or spells. See rules *110.2* and *111.2*.

108.4a

If anything asks for the controller of a card that doesn't have one (because it's not a permanent or spell), use its owner instead.

108.5

Nontraditional *Magic* cards can't start the game in any zone other than the command zone (see rule *408*). If an effect would bring a nontraditional *Magic* card into the game from outside the game, it doesn't; that card remains outside the game.

108.6

For more information about cards, see section 2, *Parts of a Card*.

109. Objects

109.1

An object is an ability on the stack, a card, a copy of a card, a token, a spell, a permanent, or an emblem.

109.2

If a spell or ability uses a description of an object that includes a card type or subtype, but doesn't include the word "card," "spell," "source," or "scheme," it means a permanent of that card type or subtype on the battlefield.

109.2a

If a spell or ability uses a description of an object that includes the word "card" and the name of a zone, it means a card matching that description in the stated zone.

109.2b

If a spell or ability uses a description of an object that includes the word "spell," it means a spell matching that description on the stack.

109.2c

If a spell or ability uses a description of an object that includes the word "source," it means a source matching that description – either a source of an ability or a source of damage – in any zone. See rule *609.7*

109.2d

If an ability of a scheme card includes the text "this scheme," it means the scheme card in the command zone on which that ability is printed.

109.3

An object's characteristics are name, mana cost, color, color indicator, card type, subtype, supertype, rules text, abilities, power, toughness, loyalty, hand modifier, and life modifier. Objects can have some or all of these characteristics. Any other information about an object isn't a characteristic. For example, characteristics don't include whether a permanent is tapped, a spell's target, an object's owner or controller, what an Aura enchants, and so on.

109.4

Only objects on the stack or on the battlefield have a controller. Objects that are neither on the stack nor on the battlefield aren't controlled by any player. See rule *108.4* There are four exceptions to this rule:

109.4a

An emblem is controlled by the player that puts it into the command zone. See rule *113*, "Emblems."

109.4b

In a Planechase game, a face-up plane or phenomenon card is controlled by the player designated as the planar controller. This is usually the active player. See rule *901.6*

109.4c

In a Vanguard game, each vanguard card is controlled by its owner. See rule *902.6*

109.4d

In an Archenemy game, each scheme card is controlled by its owner. See rule *904.7*

109.5

The words "you" and "your" on an object refer to the object's controller, its would-be controller (if a player is attempting to play, cast, or activate it), or its owner (if it has no controller). For a static ability, this is the current controller of the object it's on. For an activated ability, this is the player who activated the ability. For a triggered ability, this is the controller of the object when the ability triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules *603.7d*-f.

110. Permanents

110.1

A permanent is a card or token on the battlefield. A permanent remains on the battlefield indefinitely. A card or token becomes a permanent as it enters the battlefield and it stops being a permanent as it's moved to another zone by an effect or rule.

110.2

A permanent's owner is the same as the owner of the card that represents it (unless it's a token; see rule *110.5a*). A permanent's controller is, by default, the player under whose control it entered the battlefield. Every permanent has a controller.

110.2a

If an effect instructs a player to put an object onto the battlefield, that object enters the battlefield under that player's control unless the effect states otherwise.

110.3

A nontoken permanent's characteristics are the same as those printed on its card, as modified by any continuous effects. See rule *613*, "Interaction of Continuous Effects."

110.4

There are five permanent types: artifact, creature, enchantment, land, and planeswalker. Instant and sorcery cards can't enter the battlefield and thus can't be permanents. Some tribal cards can enter the battlefield and some can't, depending on their other card types. See section 3, *Card Types*.

110.4a

The term "permanent card" is used to refer to a card that could be put onto the battlefield. Specifically, it means an artifact, creature, enchantment, land, or planeswalker card.

110.4b

The term "permanent spell" is used to refer to a spell that will enter the battlefield as a permanent as part of its resolution. Specifically, it means an artifact, creature, enchantment, or planeswalker spell.

110.4c

If a permanent somehow loses all its permanent types, it remains on the battlefield. It's still a permanent.

110.5

Some effects put tokens onto the battlefield. A token is a marker used to represent any permanent that isn't represented by a card.

110.5a

A token is both owned and controlled by the player under whose control it entered the battlefield.

110.5b

The spell or ability that creates a token may define the values of any number of characteristics for the token. This becomes the token's "text." The characteristic values defined this way are functionally equivalent to the characteristic values that are printed on a card; for example, they define the token's copiable values. A token doesn't have any characteristics not defined by the spell or ability that created it.

Example: has the ability "{2}{G}: Put a 1/1 green Saproling creature token onto the battlefield." The resulting token has no mana cost, supertype, rules text, or abilities.

110.5c

A spell or ability that creates a creature token sets both its name and its creature type. If the spell or ability doesn't specify the name of the creature token, its name is the same as its creature type(s). A "Goblin Scout creature token," for example, is named "Goblin Scout" and has the creature subtypes Goblin and Scout. Once a token is on the battlefield, changing its name doesn't change its creature type, and vice versa.

110.5d

If a spell or ability would create a token, but an effect states that a permanent with one or more of that token's characteristics can't enter the battlefield, the token is not created.

110.5e

A token is subject to anything that affects permanents in general or that affects the token's card type or subtype. A token isn't a card (even if represented by a card that has a *Magic* back or that came from a *Magic* booster pack).

110.5f

A token that's phased out, or that's in a zone other than the battlefield, ceases to exist. This is a state-based action; see rule *704*. (Note that if a token changes zones, applicable triggered abilities will trigger before the token ceases to exist.)

110.5g

A token that has left the battlefield can't move to another zone or come back onto the battlefield. If such a token would change zones, it remains in its current zone instead. It ceases to exist the next time state-based actions are checked; see rule *704*.

110.6

A permanent's status is its physical state. There are four status categories, each of which has two possible values: tapped/untapped, flipped/unflipped, face up/face down, and phased in/phased out. Each permanent always has one of these values for each of these categories.

110.6a

Status is not a characteristic, though it may affect a permanent's characteristics.

110.6b

Permanents enter the battlefield untapped, unflipped, face up, and phased in unless a spell or ability says otherwise.

110.6c

A permanent retains its status until a spell, ability, or turn-based action changes it, even if that status is not relevant to it.

Example: says " : Exile target creature card from a graveyard. Dimir Doppelganger becomes a copy of that card and gains this ability." It becomes a copy of , a flip card. Through use of Jushi Apprentice's ability, this creature flips, making it a copy of Tomoya the Revealer with the Dimir Doppelganger ability. If this permanent then becomes a copy of , it will retain its flipped status even though that has no relevance to Runeclaw Bear. If its copy ability is activated again, this time targeting a card (another flip card), this permanent's flipped status means it will have the characteristics of Stabwhisker the Odious (the flipped version of) with the Dimir Doppelganger ability.

110.6d

Only permanents have status. Cards not on the battlefield do not. Although an exiled card may be face down, this has no correlation to the face-down status of a permanent. Similarly, cards not on the battlefield are neither tapped nor untapped, regardless of their physical state.

111. Spells

111.1

A spell is a card on the stack. As the first step of being cast (see rule *601*, "Casting Spells"), the card becomes a spell and is moved to the top of the stack from the zone it was in, which is usually its owner's hand. (See rule *405*, "Stack.") A spell remains on the stack as a spell until it resolves (see rule *608*, "Resolving Spells and Abilities"), is countered (see rule *701.5*), or otherwise leaves the stack. For more information, see section 6, *Spells, Abilities, and Effects*.

111.1a

A copy of a spell is also a spell, even if it has no card associated with it. See rule *706.10*

111.1b

Some effects allow a player to cast a copy of a card; if the player does, that copy is a spell as well. See rule *706.12*

111.2

A spell's owner is the same as the owner of the card that represents it, unless it's a copy. In that case, the owner of the spell is the player under whose control it was put on the stack. A spell's controller is, by default, the player who put it on the stack. Every spell has a controller.

111.3

A noncopy spell's characteristics are the same as those printed on its card, as modified by any continuous effects. See rule *613*, "Interaction of Continuous Effects."

111.4

If an effect changes any characteristics of a permanent spell, the effect continues to apply to the permanent when the spell resolves. See rule *400.7*

Example: If an effect changes a black creature spell to white, the creature is white when it enters the battlefield and remains white for the duration of the effect changing its color.

112. Abilities

112.1

An ability can be one of two things:

112.1a

An ability is a characteristic an object has that lets it affect the game. An object's abilities are defined by its rules text or by the effect that created it. Abilities can also be granted to objects by rules or effects. (Effects that do so use the words "has," "have," "gains," or "gain.") Abilities generate effects. (See rule *609*, "Effects.")

112.1b

An ability can be an activated or triggered ability on the stack. This kind of ability is an object. (See section 6, *Spells, Abilities, and Effects*)

112.2

Abilities can affect the objects they're on. They can also affect other objects and/or players.

112.2a

Abilities can be beneficial or detrimental.

Example: "[This creature] can't block" is an ability.

112.2b

An additional cost or alternative cost to cast a card is an ability of the card.

112.2c

An object may have multiple abilities. If the object is represented by a card, then aside from certain defined abilities that may be strung together on a single line (see rule *702*, "Keyword Abilities"), each paragraph break in a card's text marks a separate ability. If the object is not represented by a card, the effect that created it may have given it multiple abilities. An object may also be granted additional abilities by a spell or ability. If an object has multiple instances of the same ability, each instance functions independently. This may or may not produce more effects than a single instance; refer to the specific ability for more information.

112.2d

Abilities can generate one-shot effects or continuous effects. Some continuous effects are replacement effects or prevention effects. See rule *609*, "Effects."

112.3

There are four general categories of abilities:

112.3a

Spell abilities are abilities that are followed as instructions while an instant or sorcery spell is resolving. Any text on an instant or sorcery spell is a spell ability unless it's an activated ability, a triggered ability, or a static ability that fits the criteria described in rule *112.6*.

112.3b

Activated abilities have a cost and an effect. They are written as "[Cost]: [Effect.] [Activation instructions (if any).]" A player may activate such an ability whenever he or she has priority. Doing so puts it on the stack, where it remains until it's countered, it resolves, or it otherwise leaves the stack. See rule *602*, "Activating Activated Abilities."

112.3c

Triggered abilities have a trigger condition and an effect. They are written as "[Trigger condition], [effect]," and include (and usually begin with) the word "when," "whenever," or "at." Whenever the trigger event occurs, the ability is put on the stack the next time a player would receive priority and stays there until it's countered, it resolves, or it otherwise leaves the stack. See rule *603*, "Handling Triggered Abilities."

112.3d

Static abilities are written as statements. They're simply true. Static abilities create continuous effects which are active while the permanent with the ability is on the battlefield and has the ability, or while the object with the ability is in the appropriate zone. See rule *604*, "Handling Static Abilities."

112.4

Some activated abilities and some triggered abilities are mana abilities. Mana abilities follow special rules: They don't use the stack, and, under certain circumstances, a player can activate mana abilities even if he or she doesn't have priority. See rule *605*, "Mana Abilities."

112.5

Some activated abilities are loyalty abilities. Loyalty abilities follow special rules: A player may activate a loyalty ability of a permanent he or she controls any time he or she has priority and the stack is empty during a main phase of his or her turn, but only if no player has previously activated a loyalty ability of that permanent that turn. See rule *606*, "Loyalty Abilities."

112.6

Abilities of an instant or sorcery spell usually function only while that object is on the stack. Abilities of all other objects usually function only while that object is on the battlefield. The exceptions are as follows:

112.6a

Characteristic-defining abilities function everywhere, even outside the game. (See rule *604.3*)

112.6b

An ability that states which zones it functions in functions only from those zones.

112.6c

An object's ability that allows a player to pay an alternative cost rather than its mana cost functions in any zone in which its mana cost can be paid (which, in general, means it functions on the stack). An object's ability that otherwise modifies what that particular object costs to cast functions on the stack.

112.6d

An object's ability that restricts or modifies how that particular object can be played or cast functions in any zone from which it could be played or cast.

112.6e

An object's ability that restricts or modifies what zones that particular object can be played or cast from functions everywhere, even outside the game.

112.6f

An object's ability that states it can't be countered or can't be countered by spells and abilities functions on the stack.

112.6g

An object's ability that modifies how that particular object enters the battlefield functions as that object is entering the battlefield. See rule *614.12*

112.6h

An object's ability that states counters can't be placed on that object functions as that object is entering the battlefield in addition to functioning while that object is on the battlefield.

112.6i

An object's activated ability that has a cost that can't be paid while the object is on the battlefield functions from any zone in which its cost can be paid.

112.6j

A trigger condition that can't trigger from the battlefield functions in all zones it can trigger from. Other trigger conditions of the same triggered ability may function in different zones.

Example: has the ability "When Absolver Thrull enters the battlefield or the creature it haunts dies, destroy target enchantment." The first trigger condition functions from the battlefield and the second trigger condition functions from the exile zone. (See rule *702.54*, "Haunt.")

112.6k

An ability whose cost or effect specifies that it moves the object it's on out of a particular zone functions only in that zone, unless that ability's trigger condition, or a previous part of that ability's cost or effect, specifies that the object is put into that zone.

Example: says " : Return Reassembling Skeleton from your graveyard to the battlefield tapped." A player may activate this ability only if Reassembling Skeleton is in his or her graveyard.

112.6m

An ability that modifies the rules for deck construction functions before the game begins. Such an ability modifies not just the Comprehensive Rules, but also the *Magic: The Gathering* Tournament Rules and any other documents that set the deck construction rules for a specific Constructed format. However, such an ability can't affect the format legality of a card, including whether it's banned or restricted. The current *Magic: The Gathering* Tournament Rules can be found at Wizards.com/WPN/Events/Rules.aspx.

112.6n

Abilities of emblems, plane cards, vanguard cards, and scheme cards function in the command zone. See rule *113*, "Emblems"; rule *901*, "Planechase"; rule *902*, "Vanguard"; and rule *904*, "Archenemy."

112.7

The source of an ability is the object that generated it. The source of an activated ability on the stack is the object whose ability was activated. The source of a triggered ability (other than a delayed triggered ability) on the stack, or one that has triggered and is waiting to be put on the stack, is the object whose ability triggered. To determine the source of a delayed triggered ability, see rules *603.7d*-f.

112.7a

Once activated or triggered, an ability exists on the stack independently of its source. Destruction or removal of the source after that time won't affect the ability. Note that some abilities cause a source to do something (for example, "Prodigal Pyromancer deals 1 damage to target creature or player") rather than the ability doing anything directly. In these cases, any activated or triggered ability that references information about the source because the effect needs to be divided checks that information when the ability is put onto the stack. Otherwise, it will check that information when it resolves. In both instances, if the source is no longer in the zone it's expected to be in at that time, its last known information is used. The source can still perform the action even though it no longer exists.

112.8

The controller of an activated ability on the stack is the player who activated it. The controller of a triggered ability on the stack (other than a delayed triggered ability) is the player who controlled the ability's source when it triggered, or, if it had no controller, the player who owned the ability's source when it triggered. To determine the controller of a delayed triggered ability, see rules *603.7d*-f.

112.9

Activated and triggered abilities on the stack aren't spells, and therefore can't be countered by anything that counters only spells. Activated and triggered abilities on the stack can be countered by effects that specifically counter abilities, as well as by the rules (for example, an ability with one or more targets is countered if all its targets become illegal). Static abilities don't use the stack and thus can't be countered at all.

112.10

Effects can add or remove abilities of objects. An effect that adds an ability will state that the object "gains" or "has" that ability. An effect that removes an ability will state that the object "loses" that ability. Effects that remove an ability remove all instances of it. If two or more effects add and remove the same ability, in general the most recent one prevails. (See rule *613*, "Interaction of Continuous Effects.")

112.11

An effect that sets an object's characteristic, or simply states a quality of that object, is different from an ability granted by an effect. When an object "gains" or "has" an ability, that ability can be removed by another effect. If an effect defines a characteristic of the object ("[permanent] is [characteristic value]"), it's not granting an ability. (See rule *604.3*) Similarly, if an effect states a quality of that object ("[creature] can't be blocked," for example), it's neither granting an ability nor setting a characteristic.

Example: reads, "Creatures with no abilities get +2/+2." A (a creature with no abilities) enchanted by an Aura that says "Enchanted creature has flying" would not get +2/+2. A Runeclaw Bear enchanted by an Aura that says "Enchanted creature is red" or "Enchanted creature can't be blocked" would get +2/+2.

113. Emblems

113.1

Some effects put emblems into the command zone. An emblem is a marker used to represent an object that has one or more abilities, but no other characteristics.

113.2

An effect that creates an emblem is written "[Player] gets an emblem with [ability]." This means that [player] puts an emblem with [ability] into the command zone. The emblem is both owned and controlled by that player.

113.3

An emblem has no characteristics other than the abilities defined by the effect that created it. In particular, an emblem has no name, no types, no mana cost, and no color.

113.4

Abilities of emblems function in the command zone.

113.5

An emblem is neither a card nor a permanent. Emblem isn't a card type.

114. Targets

114.1

Some spells and abilities require their controller to choose one or more targets for them. The targets are object(s), player(s), and/or zone(s) the spell or ability will affect. These targets are declared as part of the process of putting the spell or ability on the stack. The targets can't be changed except by another spell or ability that explicitly says it can do so.

114.1a

An instant or sorcery spell is targeted if its spell ability identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object, player, or zone. The target(s) are chosen as the spell is cast; see rule *601.2c* (If an activated or triggered ability of an instant or sorcery uses the word target, that ability is targeted, but the spell is not.)

Example: A sorcery card has the ability "When you cycle this card, target creature gets -1/-1 until end of turn." This triggered ability is targeted, but that doesn't make the card it's on targeted.

114.1b

Aura spells are always targeted. These are the only permanent spells with targets. An Aura's target is specified by its enchant keyword ability (see rule *702*.5, "Enchant"). The target(s) are chosen as the spell is cast; see rule *601.2c* An Aura permanent doesn't target anything; only the spell is targeted. (An activated or triggered ability of an Aura permanent can also be targeted.)

114.1c

An activated ability is targeted if it identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object, player, or zone. The target(s) are chosen as the ability is activated; see rule *602.2b*

114.1d

A triggered ability is targeted if it identifies something it will affect by using the phrase "target [something]," where the "something" is a phrase that describes an object, player, or zone. The target(s) are chosen as the ability is put on the stack; see rule *603.3d*

114.1e

Some keyword abilities, such as equip and provoke, represent targeted activated or triggered abilities. In those cases, the phrase "target [something]" appears in the rule for that keyword ability rather than in the ability itself. (The keyword's reminder text will often contain the word "target.") See rule *702*, "Keyword Abilities."

114.2

Only permanents are legal targets for spells and abilities, unless a spell or ability (a) specifies that it can target an object in another zone or a player, (b) targets an object that can't exist on the battlefield, such as a spell or ability, or (c) targets a zone.

114.3

The same target can't be chosen multiple times for any one instance of the word "target" on a spell or ability. If the spell or ability uses the word "target" in multiple places, the same object, player, or zone can be chosen once for each instance of the word "target" (as long as it fits the targeting criteria). This rule applies both when choosing targets for a spell or ability and when changing targets or choosing new targets for a spell or ability (see rule *114.6*).

114.4

A spell or ability on the stack is an illegal target for itself.

114.5

Spells and abilities that can have zero or more targets are targeted only if one or more targets have been chosen for them.

114.6

Some effects allow a player to change the target(s) of a spell or ability, and other effects allow a player to choose new targets for a spell or ability.

114.6a

If an effect allows a player to "change the target(s)" of a spell or ability, each target can be changed only to another legal target. If a target can't be changed to another legal target, the original target is unchanged, even if the original target is itself illegal by then. If all the targets aren't changed to other legal targets, none of them are changed.

114.6b

If an effect allows a player to "change a target" of a spell or ability, the process described in rule *114.6a* is followed, except that only one of those targets may be changed (rather than all of them or none of them).

114.6c

If an effect allows a player to "change any targets" of a spell or ability, the process described in rule *114.6a* is followed, except that any number of those targets may be changed (rather than all of them or none of them).

114.6d

If an effect allows a player to "choose new targets" for a spell or ability, the player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal and must not cause any unchanged targets to become illegal.

114.6e

When changing targets or choosing new targets for a spell or ability, only the final set of targets is evaluated to determine whether the change is legal.

Example: is a sorcery that reads "Arc Trail deals 2 damage to target creature or player and 1 damage to another target creature or player." The current targets of Arc Trail are and , in that order. You cast , an instant that reads "You may choose new targets for target spell," targeting Arc Trail. You can change the first target to Llanowar Elves and change the second target to Runeclaw Bear.

114.7

Modal spells and abilities may have different targeting requirements for each mode. An effect that allows a player to change the target(s) of a modal spell or ability, or to choose new targets for a modal spell or ability, doesn't allow that player to change its mode. (See rule *700.2*)

114.8

Some objects check what another spell or ability is targeting. Depending on the wording, these may check the current state of the targets, the state of the targets at the time they were selected, or both.

114.8a

An object that looks for a "[spell or ability] with a single target" checks the number of times any objects, players, or zones became the target of that spell or ability when it was put on the stack, not the number of its targets that are currently legal. If the same object, player, or zone became a target more than once, each of those instances is counted separately.

114.8b

An object that looks for a "[spell or ability] that targets [something]" checks the current state of that spell or ability's targets. If an object it targets is still in the zone it's expected to be in or a player it targets is still in the game, that target's current information is used, even if it's not currently legal for that spell or ability. If an object it targets is no longer in the zone it's expected to be in or a player it targets is no longer in the game, that target is ignored; its last known information is not used.

114.8c

An object that looks for a "[spell or ability] that targets only [something]" checks the number of different objects or players that became the target of that spell or ability when it was put on the stack (as modified by effects that changed those targets), not the number of those objects or players that are currently legal targets. If that number is one (even if the spell or ability targets that object or player multiple times), the current state of that spell or ability's target is checked as described in rule *114.8b*.

114.9

Spells and abilities can affect objects and players they don't target. In general, those objects and players aren't chosen until the spell or ability resolves. See rule *608*, "Resolving Spells and Abilities."

114.9a

Just because an object or player is being affected by a spell or ability doesn't make that object or player a target of that spell or ability. Unless that object or player is identified by the word "target" in the text of that spell or ability, or the rule for that keyword ability, it's not a target.

114.9b

In particular, the word "you" in an object's text doesn't indicate a target.

115. Special Actions

115.1

Special actions are actions a player may take when he or she has priority that don't use the stack. These are not to be confused with turn-based actions and state-based actions, which the game generates automatically. (See rule *703*, "Turn-Based Actions," and rule *704*, "State-Based Actions.")

115.2

There are six special actions:

115.2a

Playing a land is a special action. To play a land, a player puts that land onto the battlefield from the zone it was in (usually that player's hand). By default, a player can take this action only once during each of his or her turns. A player can take this action any time he or she has priority and the stack is empty during a main phase of his or her turn. See rule *305*, "Lands."

115.2b

Turning a face-down creature face up is a special action. A player can take this action any time he or she has priority. See rule *707*, "Face-Down Spells and Permanents."

115.2c

Some effects allow a player to take an action at a later time, usually to end a continuous effect or to stop a delayed triggered ability from triggering. Doing so is a special action. A player can take such an action any time he or she has priority, but only if the ability or effect allows it.

115.2d

Some effects from static abilities allow a player to take an action to ignore the effect from that ability for a duration. Doing so is a special action. A player can take such an action any time he or she has priority.

115.2e

A player who has a card with suspend in his or her hand may exile that card. This is a special action. A player can take this action any time he or she has priority, but only if he or she could begin to cast that card by putting it onto the stack. See rule *702.61*, "Suspend."

115.2f

In a Planechase game, rolling the planar die is a special action. A player can take this action any time he or she has priority and the stack is empty during a main phase of his or her turn. Taking this action costs a player an amount of mana equal to the number of times he or she has previously taken this action on that turn. Note that this number won't be equal to the number of times the player has rolled the planar die that turn if an effect has caused the player to roll the planar die that turn. See rule *901*, "Planechase."

115.3

If a player takes a special action, that player receives priority afterward.

116. Timing and Priority

116.1

Unless a spell or ability is instructing a player to take an action, which player can take actions at any given time is determined by a system of priority. The player with priority may cast spells, activate abilities, and take special actions.

116.1a

A player may cast an instant spell any time he or she has priority. A player may cast a noninstant spell during his or her main phase any time he or she has priority and the stack is empty.

116.1b

A player may activate an activated ability any time he or she has priority.

116.1c

A player may take some special actions any time he or she has priority. A player may take other special actions during his or her main phase any time he or she has priority and the stack is empty. See rule *115*, "Special Actions."

116.1d

A player may activate a mana ability whenever he or she has priority, whenever he or she is casting a spell or activating an ability that requires a mana payment, or whenever a rule or effect asks for a mana payment (even in the middle of casting or resolving a spell or activating or resolving an ability).

116.2

Other kinds of abilities and actions are automatically generated or performed by the game rules, or are performed by players without receiving priority.

116.2a

Triggered abilities can trigger at any time, including while a spell is being cast, an ability is being activated, or a spell or ability is resolving. (See rule *603*, "Handling Triggered Abilities.") However, nothing actually happens at the time an ability triggers. Each time a player would receive priority, each ability that has triggered but hasn't yet been put on the stack is put on the stack. See rule *116.5*

116.2b

Static abilities continuously affect the game. Priority doesn't apply to them. (See rule *604*, "Handling Static Abilities," and rule *611*, "Continuous Effects.")

116.2c

Turn-based actions happen automatically when certain steps or phases begin. They're dealt with before a player would receive priority. See rule *116.3a* Turn-based actions also happen automatically when each step and phase ends; no player receives priority afterward. See rule *703*, "Turn-Based Actions."

116.2d

State-based actions happen automatically when certain conditions are met. See rule *704*. They're dealt with before a player would receive priority. See rule *116.5*

116.2e

Resolving spells and abilities may instruct players to make choices or take actions, or may allow players to activate mana abilities. Even if a player is doing so, no player has priority while a spell or ability is resolving. See rule *608*, "Resolving Spells and Abilities."

116.3

Which player has priority is determined by the following rules:

116.3a

The active player receives priority at the beginning of most steps and phases, after any turn-based actions (such as drawing a card during the draw step; see rule *703*) have been dealt with and abilities that trigger at the beginning of that phase or step have been put on the stack. No player receives priority during the untap step. Players usually don't get priority during the cleanup step (see rule *514.3*).

116.3b

The active player receives priority after a spell or ability (other than a mana ability) resolves.

116.3c

If a player has priority when he or she casts a spell, activates an ability, or takes a special action, that player receives priority afterward.

116.3d

If a player has priority and chooses not to take any actions, that player passes. If any mana is in that player's mana pool, he or she announces what mana is there. Then the next player in turn order receives priority.

116.4

If all players pass in succession (that is, if all players pass without taking any actions in between passing), the spell or ability on top of the stack resolves or, if the stack is empty, the phase or step ends.

116.5

Each time a player would get priority, the game first performs all applicable state-based actions as a single event (see rule *704*, "State-Based Actions"), then repeats this process until no state-based actions are performed. Then triggered abilities are put on the stack (see rule *603*, "Handling Triggered Abilities"). These steps repeat in order until no further state-based actions are performed and no abilities trigger. Then the player who would have received priority does so.

116.6

In a multiplayer game using the shared team turns option, teams rather than individual players have priority. See rule *805*, "Shared Team Turns Option."

116.7

If a player with priority casts a spell or activates an activated ability while another spell or ability is already on the stack, the new spell or ability has been cast or activated "in response to" the earlier spell or ability. The new spell or ability will resolve first. See rule *608*, "Resolving Spells and Abilities."

117. Costs

117.1

A cost is an action or payment necessary to take another action or to stop another action from taking place. To pay a cost, a player carries out the instructions specified by the spell, ability, or effect that contains that cost.

117.2

If a cost includes a mana payment, the player paying the cost has a chance to activate mana abilities. Paying the cost to cast a spell or activate an activated ability follows the steps in rules 601.2e-g.

117.3

A player can't pay a cost unless he or she has the necessary resources to pay it fully. For example, a player with only 1 life can't pay a cost of 2 life, and a permanent that's already tapped can't be tapped to pay a cost. See rule *202*, "Mana Cost and Color," and rule *602*, "Activating Activated Abilities."

117.3a

Paying mana is done by removing the indicated mana from a player's mana pool. (Players can always pay 0 mana.) If excess mana remains in that player's mana pool after making that payment, the player announces what mana is still there.

117.3b

Paying life is done by subtracting the indicated amount of life from a player's life total. (Players can always pay 0 life.)

117.3c

Activating mana abilities is not mandatory, even if paying a cost is.

Example: A player controls , which says "Nonartifact spells cost 1 more to cast." Another player removes the last time counter from a suspended sorcery card. That player must cast that spell if able, but doing so costs 1. The player is forced to spend 1 if enough mana is in his or her mana pool, but the player isn't forced to activate a mana ability to produce that 1. If he or she doesn't, the card simply remains exiled.

117.4

Some costs include an X or an X. See rule *107.3*

117.5

Some costs are represented by 0, or are reduced to 0. The action necessary for a player to pay such a cost is the player's acknowledgment that he or she is paying it. Even though such a cost requires no resources, it's not automatically paid.

117.5a

A spell whose mana cost is 0 must still be cast the same way as one with a cost greater than zero; it won't cast itself automatically. The same is true for an activated ability whose cost is 0.

117.6

Some mana costs contain no mana symbols. This represents an unpayable cost. An ability can also have an unpayable cost if its cost is based on the mana cost of an object with no mana cost. Attempting to cast a spell or activate an ability that has an unpayable cost is a legal action. However, attempting to pay an unpayable cost is an illegal action.

117.6a

If an unpayable cost is increased by an effect or an additional cost is imposed, the cost is still unpayable. If an alternative cost is applied to an unpayable cost, including an effect that allows a player to cast a spell without paying its mana cost, the alternative cost may be paid.

117.7

What a player actually needs to do to pay a cost may be changed or reduced by effects. If the mana component of a cost is reduced to nothing by cost reduction effects, it's considered to be 0. Paying a cost changed or reduced by an effect counts as paying the original cost.

117.7a

If a cost is reduced by an amount of colored mana, but its colored mana component doesn't contain mana of that color, the cost is reduced by that amount of generic mana.

117.7b

If a cost is reduced by an amount of colored mana that exceeds its mana component of that color, the cost's mana component of that color is reduced to nothing and the cost's generic mana component is reduced by the difference.

117.7c

If a cost is reduced by an amount of mana represented by a hybrid mana symbol, the player paying that cost chooses one half of that symbol at the time the cost reduction is applied (see rule *601.2e*). If a colored half is chosen, the cost is reduced by one mana of that color. If a colorless half is chosen, the cost is reduced by an amount of generic mana equal to that half's number.

117.7d

If a cost is reduced by an amount of mana represented by a Phyrexian mana symbol, the cost is reduced by one mana of that symbol's color.

117.8

Some spells and abilities have additional costs. An additional cost is a cost listed in a spell's rules text, or applied to a spell or ability from another effect, that its controller must pay at the same time that player pays the spell's mana cost or the ability's activation cost. A cost is an additional cost only if it's phrased using the word "additional." Note that some additional costs are listed in keywords; see rule *702*.

117.8a

Any number of additional costs may be applied to a spell as it's being cast or to an ability as it's being activated. The controller of the spell or ability announces his or her intentions to pay any or all of those costs as described in rule *601.2b*.

117.8b

Some additional costs are optional.

117.8c

If an effect instructs a player to cast a spell "if able," and that spell has a mandatory additional cost that includes actions involving cards with a stated quality in a hidden zone, the player isn't required to cast that spell, even if those cards are present in that zone.

117.8d

Additional costs don't change a spell's mana cost, only what its controller has to pay to cast it. Spells and abilities that ask for that spell's mana cost still see the original value.

117.8e

Some effects increase the cost to cast a spell or activate an ability without using the word "additional." Those are not additional costs, and are not considered until determining the total cost of a spell or ability as described in rule *601.2e*.

117.9

Some spells have alternative costs. An alternative cost is a cost listed in a spell's text, or applied to it from another effect, that its controller may pay rather than paying the spell's mana cost. Alternative costs are usually phrased, "You may [action] rather than pay [this object's] mana cost," or "You may cast [this object] without paying its mana cost." Note that some alternative costs are listed in keywords; see rule *702*.

117.9a

Only one alternative cost can be applied to any one spell as it's being cast. The controller of the spell announces his or her intentions to pay that cost as described in rule *601.2b*.

117.9b

Alternative costs are always optional.

117.9c

An alternative cost doesn't change a spell's mana cost, only what its controller has to pay to cast it. Spells and abilities that ask for that spell's mana cost still see the original value.

117.9d

If an alternative cost is being paid to cast a spell, any additional costs, cost increases, and cost reductions that affect that spell are applied to that alternative cost. (See rule *601.2e*)

117.10

Each payment of a cost applies to only one spell, ability, or effect. For example, a player can't sacrifice just one creature to activate the activated abilities of two permanents that each require sacrificing a creature as a cost. Also, the resolution of a spell or ability doesn't pay another spell or ability's cost, even if part of its effect is doing the same thing the other cost asks for.

117.11

The actions performed when paying a cost may be modified by effects. Even if they are, meaning the actions that are performed don't match the actions that are called for, the cost has still been paid.

Example: A player controls , an enchantment with a cumulative upkeep cost of "Draw a card," and , a creature that says "If you would draw a card, you may skip that draw instead." The player may decide to pay Psychic Vortex's cumulative upkeep cost and then draw no cards instead of drawing the appropriate amount. The cumulative upkeep cost has still been paid.

117.12

Some spells, activated abilities, and triggered abilities read, "[Do something]. If [a player] [does or doesn't], [effect]." or "[A player] may [do something]. If [that player] [does or doesn't], [effect]." The action [do something] is a cost, paid when the spell or ability resolves. The "If [a player] [does or doesn't]" clause checks whether the player chose to pay an optional cost or started to pay a mandatory cost, regardless of what events actually occurred.

Example: You control , an enchantment that says "When a player casts a spell, sacrifice Standstill. If you do, each of that player's opponents draws three cards." A spell is cast, causing Standstill's ability to trigger. Then an ability

is activated that exiles Standstill. When Standstill's ability resolves, you're unable to pay the "sacrifice Standstill" cost. No player will draw cards.

Example: Your opponent has cast , a spell that says "If a creature would enter the battlefield under an opponent's control this turn, it enters the battlefield under your control instead." You control a face-down , a creature with morph that says "When Dermoplasm is turned face up, you may put a creature card with morph from your hand onto the battlefield face up. If you do, return Dermoplasm to its owner's hand." You turn Dermoplasm face up, and you choose to put a creature card with morph from your hand onto the battlefield. Due to Gather Specimens, it enters the battlefield under your opponent's control instead of yours. However, since you chose to pay the cost, Dermoplasm is still returned to its owner's hand.

117.12a

Some spells, activated abilities, and triggered abilities read, "[Do something] unless you [do something else]." This means the same thing as "You may [do something else]. If you don't, [do something]."

118. Life

118.1

Each player begins the game with a starting life total of 20. Some variant games have different starting life totals.

118.1a

In a Two-Headed Giant game, each team's starting life total of 30. See rule *810*, "Two-Headed Giant Variant."

118.1b

In a Vanguard game, each player's starting life total is 20 plus or minus the life modifier of his or her vanguard card. See rule *902*, "Vanguard."

118.1c

In a Commander game, each player's starting life total is 40. See rule *903*, "Commander."

118.1d

In an Archenemy game, the archenemy's starting life total is 40. See rule *904*, "Archenemy."

118.2

Damage dealt to a player normally causes that player to lose that much life. See rule *119.3*

118.3

If an effect causes a player to gain life or lose life, that player's life total is adjusted accordingly.

118.4

If a cost or effect allows a player to pay an amount of life greater than 0, the player may do so only if his or her life total is greater than or equal to the amount of the payment. If a player pays life, the payment is subtracted from his or her life total; in other words, the player loses that much life. (Players can always pay 0 life.)

118.4a

If a cost or effect allows a player to pay an amount of life greater than 0 in a Two-Headed Giant game, the player may do so only if his or her team's life total is greater than or equal to the total amount of life both team members are paying for that cost or effect. If a player pays life, the payment is subtracted from his or her team's life total. (Players can always pay 0 life.)

118.5

If an effect sets a player's life total to a specific number, the player gains or loses the necessary amount of life to end up with the new total.

118.6

If a player has 0 or less life, that player loses the game as a state-based action. See rule *704*.

118.7

If an effect says that a player can't gain life, that player can't make an exchange such that the player's life total would become higher; in that case, the exchange won't happen. In addition, a cost that involves having that player gain life can't be paid, and a replacement effect that would replace a life gain event affecting that player won't do anything.

118.8

If an effect says that a player can't lose life, that player can't make an exchange such that the player's life total would become lower; in that case, the exchange won't happen. In addition, a cost that involves having that player pay life can't be paid.

118.9

Some triggered abilities are written, "Whenever [a player] gains life, ..." Such abilities are treated as though they are written, "Whenever a source causes [a player] to gain life, ..." If a player gains 0 life, no life gain event has occurred, and these abilities won't trigger.

Example: A player controls , which reads "Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate," and two creatures with lifelink. The creatures with lifelink deal combat damage simultaneously. Ajani's Pridemate's ability triggers twice.

119. Damage

119.1

Objects can deal damage to creatures, planeswalkers, and players. This is generally detrimental to the object or player that receives that damage. An object that deals damage is the source of that damage.

119.1a

Damage can't be dealt to an object that's neither a creature nor a planeswalker.

119.2

Any object can deal damage.

119.2a

Damage may be dealt as a result of combat. Each attacking and blocking creature deals combat damage equal to its power during the combat damage step.

119.2b

Damage may be dealt as an effect of a spell or ability. The spell or ability will specify which object deals that damage.

119.3

Damage may have one or more of the following results, depending on whether the recipient of the damage is a player or permanent, the characteristics of the damage's source, and the characteristics of the damage's recipient (if it's a permanent).

119.3a

Damage dealt to a player by a source without infect causes that player to lose that much life.

119.3b

Damage dealt to a player by a source with infect causes that player to get that many poison counters.

119.3c

Damage dealt to a planeswalker causes that many loyalty counters to be removed from that planeswalker.

119.3d

Damage dealt to a creature by a source with wither and/or infect causes that many -1/-1 counters to be put on that creature.

119.3e

Damage dealt to a creature by a source with neither wither nor infect causes that much damage to be marked on that creature.

119.3f

Damage dealt by a source with lifelink causes that source's controller to gain that much life, in addition to the damage's other results.

119.4

Damage is processed in a three-part sequence.

119.4a

First, damage is dealt, as modified by replacement and prevention effects that interact with damage. (See rule *614*, "Replacement Effects," and rule *615*, "Prevention Effects.") Abilities that trigger when damage is dealt trigger now and wait to be put on the stack.

119.4b

Next, damage that's been dealt is processed into its results, as modified by replacement effects that interact with those results (such as life loss or counters).

119.4c

Finally, the damage event occurs.

Example: A player who controls , an enchantment that says "If you would gain life, you gain twice that much life instead," attacks with a 3/3 creature with wither and lifelink. It's blocked by a 2/2 creature, and the defending player casts a spell that prevents the next 2 damage that would be dealt to the blocking creature. The damage event starts out as [3 damage is dealt to the 2/2 creature, 2 damage is dealt to the 3/3 creature]. The prevention effect is applied, so the damage event becomes [1 damage is dealt to the 2/2 creature, 2 damage is dealt to the 3/3 creature]. That's processed into its results, so the damage event is now [one -1/-1 counter is put on the 2/2 creature, the active player gains 1 life, 2 damage is marked on the 3/3 creature]. Boon Reflection's effect is applied, so the damage event becomes [one -1/-1 counter is put on the 2/2 creature, the active player gains 2 life, 2 damage is marked on the 3/3 creature]. Then the damage event occurs.

Example: The defending player controls a creature and , an enchantment that says "If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead." That player is at 2 life, and is being attacked by two unblocked 5/5 creatures. The player casts , which says "The next time target creature would deal damage this turn, prevent that damage. You gain life equal to the damage prevented this way," targeting one of the attackers. The damage event starts out as [10 damage is dealt to the defending player]. Awe Strike's effect is applied, so the damage event becomes [5 damage is dealt to the defending player, the defending player gains 5 life]. That's processed into its results, so the damage event is now [the defending player loses 5 life, the defending player gains 5 life]. Worship's effect sees that the damage event would not reduce the player's life total to less than 1, so Worship's effect is not applied. Then the damage event occurs.

119.5

Damage dealt to a creature or planeswalker doesn't destroy it. Likewise, the source of that damage doesn't destroy it. Rather, state-based actions may destroy a creature or planeswalker, or otherwise put it into its owner's graveyard, due to the results of the damage dealt to that permanent. See rule *704*.

Example: A player casts , an instant that says "Lightning Bolt deals 3 damage to target creature or player," targeting a 2/2 creature. After Lightning Bolt deals 3 damage to that creature, the creature is destroyed as a state-based action. Neither Lightning Bolt nor the damage dealt by Lightning Bolt destroyed that creature.

119.6

Damage marked on a creature remains until the cleanup step, even if that permanent stops being a creature. If the total damage marked on a creature is greater than or equal to its toughness, that creature has been dealt lethal damage and is destroyed as a state-based action (see rule *704*). All damage marked on a permanent is removed when it regenerates (see rule *701*.12, "Regenerate") and during the cleanup step (see rule *514.2*).

119.7

The source of damage is the object that dealt it. If an effect requires a player to choose a source of damage, he or she may choose a permanent; a spell on the stack (including a permanent spell); any object referred to by an object on the stack, by a prevention or replacement effect that's waiting to apply, or by a delayed triggered ability that's waiting to trigger (even if that object is no longer in the zone it used to be in); or, in certain casual variant games, a face-up card in the command zone. A source doesn't need to be capable of dealing damage to be a legal choice. See rule *609.7*, "Sources of Damage."

119.8

If a source would deal 0 damage, it does not deal damage at all. That means abilities that trigger on damage being dealt won't trigger. It also means that replacement effects that would increase the damage dealt by that source, or would have that source deal that damage to a different object or player, have no event to replace, so they have no effect.

120. Drawing a Card

120.1

A player draws a card by putting the top card of his or her library into his or her hand. This is done as a turn-based action during each player's draw step. It may also be done as part of a cost or effect of a spell or ability.

120.2

Cards may only be drawn one at a time. If a player is instructed to draw multiple cards, that player performs that many individual card draws.

120.2a

If an effect instructs more than one player to draw cards, the active player performs all of his or her draws first, then each other player in turn order does the same.

120.2b

If an effect instructs more than one player to draw cards in a game that's using the shared team turns option (such as a Two-Headed Giant game), first each player on the active team, in whatever order that team likes, performs his or her draws, then each player on each nonactive team in turn order does the same.

120.3

If there are no cards in a player's library and an effect offers that player the choice to draw a card, that player can choose to do so. However, if an effect says that a player can't draw cards and another effect offers that player the choice to draw a card, that player can't choose to do so.

120.3a

The same principles apply if the player who's making the choice is not the player who would draw the card. If the latter player has no cards in his or her library, the choice can be taken. If an effect says that the latter player can't draw a card, the choice can't be taken.

120.4

A player who attempts to draw a card from a library with no cards in it loses the game the next time a player would receive priority. (This is a state-based action. See rule *704*.)

120.5

If an effect moves cards from a player's library to that player's hand without using the word "draw," the player has not drawn those cards. This makes a difference for abilities that trigger on drawing cards and effects that replace card draws, as well as if the player's library is empty.

120.6

Some effects replace card draws.

120.6a

An effect that replaces a card draw is applied even if no cards could be drawn because there are no cards in the affected player's library.

120.6b

If an effect replaces a draw within a sequence of card draws, the replacement effect is completed before resuming the sequence.

120.6c

Some effects perform additional actions on a card after it's drawn. If the draw is replaced, the additional action is not performed on any cards that are drawn as a result of that replacement effect or any subsequent replacement effects.

120.7

Some replacement effects and prevention effects result in one or more card draws. In such a case, if there are any parts of the original event that haven't been replaced, those parts occur first, then the card draws happen one at a time.

121. Counters

121.1

A counter is a marker placed on an object or player that modifies its characteristics and/or interacts with a rule, ability, or effect. Counters are not objects and have no characteristics. Notably, a counter is not a token, and a token is not a counter. Counters with the same name or description are interchangeable.

121.1a

A +X/+Y counter on a creature or on a creature card in a zone other than the battlefield, where X and Y are numbers, adds X to that object's power and Y to that object's toughness. Similarly, -X/-Y counters subtract from power and toughness. See rule *613.3*

121.1b

The number of loyalty counters on a planeswalker on the battlefield indicates how much loyalty it has. A planeswalker with 0 loyalty is put into its owner's graveyard as a state-based action. See rule *704*.

121.1c

If a player has ten or more poison counters, he or she loses the game as a state-based action. See rule *704*. A player is "poisoned" if he or she has one or more poison counters. (See rule *810* for additional rules for Two-Headed Giant games.)

121.2

Counters on an object are not retained if that object moves from one zone to another. The counters are not "removed"; they simply cease to exist. See rule *400.7*

121.3

If a permanent has both a +1/+1 counter and a -1/-1 counter on it, N +1/+1 and N -1/-1 counters are removed from it as a state-based action, where N is the smaller of the number of +1/+1 and -1/-1 counters on it. See rule *704*.

121.4

If a permanent with an ability that says it can't have more than N counters of a certain kind on it has more than N counters of that kind on it, all but N of those counters are removed from it as a state-based action. See rule *704*.

121.5

If an effect says to "move" a counter, it means to take that counter from the object it's currently on and put it onto a second object. If the first and second objects are the same object, nothing happens. If the first object has no counters, nothing happens; the second object doesn't get a counter put on it. If the second object (or any possible second objects) is no longer in the correct zone when the effect would move the counter, nothing happens; a counter isn't removed from the first object.

121.6

If a spell or ability refers to a counter being "placed" on a permanent, it means putting a counter on that permanent while it's on the battlefield, or that permanent entering the battlefield with a counter on it as the result of an effect (see rule *614.1c*).

5.27.2 2. Parts of a Card

200. General

200.1

The parts of a card are name, mana cost, illustration, color indicator, type line, expansion symbol, text box, power and toughness, loyalty, hand modifier, life modifier, illustration credit, legal text, and collector number. Some cards may have more than one of any or all of these parts.

200.2

Some parts of a card are also characteristics of the object that has them. See rule *109.3*

200.3

Some objects that aren't cards (tokens, copies of cards, and copies of spells) have some of the parts of a card, but only the ones that are also characteristics. See rule *110.5* and rule *706*.

201. Name

201.1

The name of a card is printed on its upper left corner.

201.2

Two objects have the same name if the English versions of their names are identical.

201.3

If an effect instructs a player to name a card, the player must choose the name of a card that exists in the Oracle card reference (see rule *108*.1) and is legal in the format of the game the player is playing. (See rule *100.6*) If the player wants to name a split card, the player must choose the name of one of its halves, but not both. (See rule *708*.) If the player wants to name a flip card's alternative name, the player may do so. (See rule *709*.) If the player wants to name the back face of a double-faced card, the player may do so. (See rule *711*.) A player may not choose the name of a token unless it's also the name of a card.

201.4

Text that refers to the object it's on by name means just that particular object and not any other objects with that name, regardless of any name changes caused by game effects.

201.4a

If an ability's effect grants another ability to an object, and that second ability refers to that first ability's source by name, the name refers only to the specific object that is that first ability's source, not to any other object with the same name. This is also true if the second ability is copied onto a new object.

Example: has an ability that reads "Whenever a nontoken creature you control dies, put a slime counter on Gutter Grime, then put a green Ooze creature token onto the battlefield with 'This creature's power and toughness are

each equal to the number of slime counters on Gutter Grime.'" The ability granted to the token only looks at the Gutter Grime that created the token, not at any other Gutter Grime on the battlefield. A copy of that token would also have an ability that referred only to the Gutter Grime that created the original token.

201.4b

If an ability of an object refers to that object by name, and an object with a different name gains that ability, each instance of the first name in the gained ability that refers to the first object by name should be treated as the second name.

Example: says, in part, ": Quicksilver Elemental gains all activated abilities of target creature until end of turn." If it gains an ability that says ": Regenerate Cudgel Troll," activating that ability will regenerate Quicksilver Elemental, not the it gained the ability from.

Example: is an instant with "splice onto Arcane" that says "Glacial Ray deals 2 damage to target creature or player." If it's spliced onto a , that Kodama's Reach deals 2 damage to the target creature or player.

Example: says ": Exile target creature card from a graveyard. Dimir Doppelganger becomes a copy of that card and gains this ability." Dimir Doppelganger's ability is activated targeting a card. The Doppelganger becomes a copy of Runeclaw Bear and gains an ability that should be treated as saying ": Exile target creature card from a graveyard. Runeclaw Bear becomes a copy of that card and gains this ability."

201.4c

Text printed on some legendary cards refers to that card by a shortened version of its name. Instances of a card's shortened name used in this manner are treated as though they used the card's full name.

201.5

If an ability of an object uses a phrase such as "this [something]" to identify an object, where [something] is a characteristic, it is referring to that particular object, even if it isn't the appropriate characteristic at the time.

Example: An ability reads "Target creature gets +2/+2 until end of turn. Destroy that creature at the beginning of the next end step." The ability will destroy the object it gave +2/+2 to even if that object isn't a creature at the beginning of the next end step.

202. Mana Cost and Color

202.1

A card's mana cost is indicated by mana symbols near the top of the card. (See rule *107.4*) On most cards, these symbols are printed in the upper right corner. Some cards from the *Future Sight* set have alternate frames in which the mana symbols appear to the left of the illustration.

202.1a

The mana cost of an object represents what a player must spend from his or her mana pool to cast that card. Unless an object's mana cost includes Phyrexian mana symbols (see rule *107.4f*), paying that mana cost requires matching the color of any colored mana symbols as well as paying the generic mana indicated in the cost.

202.1b

Some objects have no mana cost. This normally includes all land cards, any other cards that have no mana symbols where their mana cost would appear, tokens (unless the effect that creates them specifies otherwise), and nontraditional *Magic* cards. Having no mana cost represents an unpayable cost (see rule *117.6*). Note that lands are played without paying any costs (see rule *305*, "Lands").

202.2

An object is the color or colors of the mana symbols in its mana cost, regardless of the color of its frame.

202.2a

The five colors are white, blue, black, red, and green. The white mana symbol is represented by , blue by , black by , red by , and green by .

Example: An object with a mana cost of is white, an object with a mana cost of is colorless, and one with a mana cost of is both white and black.

202.2b

Objects with no colored mana symbols in their mana costs are colorless.

202.2c

An object with two or more different colored mana symbols in its mana cost is each of the colors of those mana symbols. Most multicolored cards are printed with a gold frame, but this is not a requirement for a card to be multicolored.

202.2d

An object with one or more hybrid mana symbols and/or Phyrexian mana symbols in its mana cost is all of the colors of those mana symbols, in addition to any other colors the object might be. (Most cards with hybrid mana symbols in their mana costs are printed in a two-tone frame. See rule *107.4e*)

202.2e

An object may have a color indicator printed to the left of the type line. That object is each color denoted by that color indicator. (See rule *204*.)

202.2f

Effects may change an object's color, give a color to a colorless object, or make a colored object become colorless; see rule *105.3*

202.3

The converted mana cost of an object is a number equal to the total amount of mana in its mana cost, regardless of color.

Example: A mana cost of {3}{U}{U} translates to a converted mana cost of 5.

202.3a

The converted mana cost of an object with no mana cost is 0.

202.3b

When calculating the converted mana cost of an object with an {X} in its mana cost, X is treated as 0 while the object is not on the stack, and X is treated as the number chosen for it while the object is on the stack.

202.3c

When calculating the converted mana cost of an object with a hybrid mana symbol in its mana cost, use the largest component of each hybrid symbol.

Example: The converted mana cost of a card with mana cost {1}{2/U}{2/U} is 3.

Example: The converted mana cost of a card with mana cost {2/B}{2/B}{2/B} is 6.

202.3d

Each Phyrexian mana symbol in a card's mana cost contributes 1 to its converted mana cost.

Example: The converted mana cost of a card with mana cost {1}{Φ}{Φ} is 3.

202.4

Any additional cost listed in an object's rules text or imposed by an effect isn't part of the mana cost. (See rule *601*, "Casting Spells.") Such costs are paid at the same time as the spell's other costs.

203. Illustration

203.1

The illustration is printed on the upper half of a card and has no effect on game play. For example, a creature doesn't have the flying ability unless stated in its rules text, even if it's depicted as flying.

204. Color Indicator

204.1

The color indicator is printed to the left of the type line directly below the illustration. It consists of a circular symbol filled in with one or more colors. A color indicator is usually found on nonland cards without a mana cost.

204.2

An object with a color indicator is each color denoted by that color indicator.

205. Type Line

205.1

The type line is printed directly below the illustration. It contains the card's card type(s). It also contains the card's subtype(s) and supertype(s), if applicable.

205.1a

Some effects set an object's card type. In such cases, the new card type(s) replaces any existing card types. Counters, effects, and damage marked on the object remain with it, even if they are meaningless to the new card type. Similarly, when an effect sets one or more of an object's subtypes, the new subtype(s) replaces any existing subtypes from the appropriate set (creature types, land types, artifact types, enchantment types, planeswalker types, or spell types). If an object's card type is removed, the subtypes correlated with that card type will remain if they are also the subtypes of a card type the object currently has; otherwise, they are also removed for the entire time the object's card type is removed. Removing an object's subtype doesn't affect its card types at all.

205.1b

Some effects change an object's card type, supertype, or subtype but specify that the object retains a prior card type, supertype, or subtype. In such cases, all the object's prior card types, supertypes, and subtypes are retained. This rule applies to effects that use the phrase "in addition to its types" or that state that something is "still a [type, supertype, or subtype]." Some effects state that an object becomes an "artifact creature"; these effects also allow the object to retain all of its prior card types and subtypes.

Example: An ability reads, "All lands are 1/1 creatures that are still lands." The affected lands now have two card types: creature and land. If there were any lands that were also artifacts before the ability's effect applied to them, those lands would become "artifact land creatures," not just "creatures," or "land creatures." The effect allows them to retain both the card type "artifact" and the card type "land." In addition, each land affected by the ability retains any land types and supertypes it had before the ability took effect.

Example: An ability reads, "All artifacts are 1/1 artifact creatures." If a permanent is both an artifact and an enchantment, it will become an "artifact enchantment creature."

205.2

Card Types

205.2a

The card types are artifact, creature, enchantment, instant, land, phenomenon, plane, planeswalker, scheme, sorcery, tribal, and vanguard. See section 3, *Card Types*.

205.2b

Some objects have more than one card type (for example, an artifact creature). Such objects satisfy the criteria for any effect that applies to any of their card types.

205.2c

Tokens have card types even though they aren't cards. The same is true of copies of spells and copies of cards.

205.3

Subtypes

205.3a

A card can have one or more subtypes printed on its type line.

205.3b

Subtypes of each card type except plane are always single words and are listed after a long dash. Each word after the dash is a separate subtype; such objects may have multiple types. Subtypes of planes are also listed after a long dash, but may be multiple words; all words after the dash are, collectively, a single subtype.

Example: "Basic Land – Mountain" means the card is a land with the subtype Mountain. "Creature – Goblin Wizard" means the card is a creature with the subtypes Goblin and Wizard. "Artifact – Equipment" means the card is an artifact with the subtype Equipment.

205.3c

If a card with multiple card types has one or more subtypes, each subtype is correlated to its appropriate card type.

Example: 's type line says "Land Creature – Forest Dryad." Forest is a land type, and Dryad is a creature type.

205.3d

An object can't gain a subtype that doesn't correspond to one of that object's types.

205.3e

If an effect instructs a player to choose a subtype, that player must choose one, and only one, existing subtype, and the subtype he or she chooses must be for the appropriate card type. For example, the player can't choose a land type if an instruction requires choosing a creature type.

Example: When choosing a creature type, "Merfolk" or "Wizard" is acceptable, but "Merfolk Wizard" is not. Words like "artifact," "opponent," "Swamp," or "truck" can't be chosen because they aren't creature types.

205.3f

Many cards were printed with subtypes that are now obsolete. Many cards have retroactively received subtypes. Use the Oracle card reference to determine what a card's subtypes are. (See rule *108.1*)

205.3g

Artifacts have their own unique set of subtypes; these subtypes are called artifact types. The artifact types are Contraption, Equipment (see rule *301*.5), and Fortification (see rule *301.6*).

205.3h

Enchantments have their own unique set of subtypes; these subtypes are called enchantment types. The enchantment types are Aura (see rule *303.4*), Curse, and Shrine.

205.3i

Lands have their own unique set of subtypes; these subtypes are called land types. The land types are Desert, Forest, Gate, I
Of that list, Forest, Island, Mountain, Plains, and Swamp are the basic land types. See rule *305.6*

205.3j

Planeswalkers have their own unique set of subtypes; these subtypes are called planeswalker types. The planeswalker types
If a player controls two or more planeswalkers that share a planeswalker type, that player chooses one of them, and the rest are put into their owners' graveyards. This "planeswalker uniqueness rule" is a state-based action. See rule *704*.

205.3k

Instants and sorceries share their lists of subtypes; these subtypes are called spell types. The spell types are Arcane and Trap.

205.3m

Creatures and tribals share their lists of subtypes; these subtypes are called creature types. The creature types are Advisor, Ally, Angel, Anteater, Antelope, Ape, Archer, Archon, Artificer, Assassin, Assembly-Worker, Atog, Aurochs, Avatar, Badger, Barbarian, Basilisk, Bat, Bear, Beast, Beeble, Berserker, Bird, Blinkmoth, Boar, Bringer, Brushwagg, Camarid, Camel, Caribou, Carrier, Cat, Centaur, Cephalid, Chimera, Citizen, Cleric, Cockatrice, Construct, Coward, Crab, Crocodile, Cyclops, Dauthi, Demon, Deserter, Devil, Djinn, Dragon, Drake, Dreadnought, Drone, Druid, Dryad, Dwarf, Efreet, Elder, Eldrazi, Elemental, Elephant, Elf, Elk, Eye, Faerie, Ferret, Fish, Flagbearer, Fox, Frog, Fungus, Gargoyle, Germ, Giant, Gnome, Goat, Goblin, God, Golem, Gorgon, Graveborn, Gremlin, Griffin, Hag, Harpy, Hellion, Hippo, Hippogriff, Homarid, Homunculus, Horror, Horse, Hound, Human, Hydra, Hyena, Illusion, Imp, Incarnation, Insect, Jellyfish, Juggernaut, Kavu, Kirin, Kithkin, Knight, Kobold, Kor, Kraken, Lammasu, Leech, Leviathan, Lhurgoyf, Licid, Lizard, Manticore, Masticore, Mercenary, Merfolk, Metathran, Minion, Minotaur, Monger, Mongoose, Monk, Moonfolk, Mutant, Myr, Mystic, Nautilus, Nephilim, Nightmare, Nightstalker, Ninja, Noggle, Nomad, Nymph, Octopus, Ogre, Ooze, Orb, Orc, Orgg, Ouphe, Ox, Oyster, Pegasus, Pentavite, Pest, Phelddagrif, Phoenix, Pincher, Pirate, Plant, Praetor, Prism, Rabbit, Rat, Rebel, Reflection, Rhino, Rigger, Rogue, Sable, Salamander, Samurai, Sand, Saproling, Satyr, Scarecrow, Scorpion, Scout, Serf, Serpent, Shade, Shaman, Shapeshifter, Sheep, Siren, Skeleton, Slith, Sliver, Slug, Snake, Soldier, Soltari, Spawn, Specter, Spellshaper, Sphinx, Spider, Spike, Spirit, Splinter, Sponge, Squid, Squirrel, Starfish, Surrakar, Survivor, Tetravite, Thalakos, Thopter, Thrull, Treefolk, Triskelavite, Troll, Turtle, Unicorn, Vampire, Vedalken, Viashino, Volver, Wall, Warrior, Weird, Werewolf, Whale, Wizard, Wolf, Wolverine, Wombat, Worm, Wraith, Wurm, Yeti, Zombie, and Zubera.

205.3n

Planes have their own unique set of subtypes; these subtypes are called planar types. The planar types are Alara, Arkhos, Azgol, Belenon, Bolas's Meditation Realm, Dominaria, Equilor, Ergamon, Fabacin, Innistrad, Iquatana, Ir, Kaldheim, Kamigawa, Karsus, Kephalai, Kinshala, Kolbahan, Kyneth, Lorwyn, Luvion, Mercadia, Mirrodin, Moag, Mongseng, Muraganda, New Phyrexia, Phyrexia, Pyrulea, Rabiah, Rath, Ravnica, Regatha, Segovia, Serra's Realm, Shadowmoor, Shandalar, Ulgrotha, Valla, Vryn, Wildfire, Xerex, and Zendikar.

205.3p

Phenomenon cards, scheme cards, and vanguard cards have no subtypes.

205.4

Supertypes

205.4a

A card can also have one or more supertypes. These are printed directly before its card types. The supertypes are basic, legendary, ongoing, snow, and world.

205.4b

An object's supertype is independent of its card type and subtype, even though some supertypes are closely identified with specific card types. Changing an object's card types or subtypes won't change its supertypes. Changing an object's supertypes won't change its card types or subtypes. When an object gains or loses a supertype, it retains any other supertypes it had.

Example: An ability reads, "All lands are 1/1 creatures that are still lands." If any of the affected lands were legendary, they are still legendary.

205.4c

Any land with the supertype "basic" is a basic land. Any land that doesn't have this supertype is a nonbasic land, even if it has a basic land type.

Cards printed in sets prior to the *Eighth Edition* core set didn't use the word "basic" to indicate a basic land. Cards from those sets with the following names are basic lands and have received errata in the Oracle card reference accordingly: Forest, Island, Mountain, Plains, Swamp, Snow-Covered Forest, Snow-Covered Island, Snow-Covered Mountain, Snow-Covered Plains, and Snow-Covered Swamp.

205.4d

Any permanent with the supertype "legendary" is subject to the state-based action for legendary permanents, also called the "legend rule" (see rule *704.5k*).

205.4e

Any permanent with the supertype "world" is subject to the state-based action for world permanents, also called the "world rule" (see rule *704.5m*).

205.4f

Any permanent with the supertype "snow" is a snow permanent. Any permanent that doesn't have this supertype is a nonsnow permanent, regardless of its name.

205.4g

Any scheme card with the supertype "ongoing" is exempt from the state-based action for schemes (see rule *704.5w*).

206. Expansion Symbol

206.1

The expansion symbol indicates which *Magic* set a card is from. It's a small icon normally printed below the right edge of the illustration. It has no effect on game play.

206.2

The color of the expansion symbol indicates the rarity of the card within its set. A red-orange symbol indicates the card is mythic rare. A gold symbol indicates the card is rare. A silver symbol indicates the card is uncommon. A black or white symbol indicates the card is common or is a basic land. A purple symbol signifies a special rarity; to date, only the *Time Spiral* (R) "timeshifted" cards, which were rarer than that set's rare cards, have had purple expansion symbols. (Prior to the *Exodus* (TM) set, all expansion symbols were black, regardless of rarity. Also, prior to the *Sixth Edition* core set, with the exception of the Simplified Chinese *Fifth Edition* core set, *Magic* core sets didn't have expansion symbols at all.)

206.3

Previously, a spell or ability that affected cards from a particular set checked for that set's expansion symbol. These cards have received errata in the Oracle card reference to say they affect cards "originally printed" in a particular set. See rule *700.6* for details.

206.4

Players may include cards from any printing in their constructed decks if those cards appear in sets allowed in that format (or those cards are specifically allowed by the *Magic* Tournament Rules). See the *Magic* Tournament Rules for the current definitions of the constructed formats (Wizards.com/WPN/Events/Rules.aspx).

206.5

The full list of expansions and expansion symbols can be found in the *Magic* Products section of the Wizards of the Coast website (Wizards.com/Magic/TCG/Article.aspx?x=mtg/tcg/products/allproducts).

207. Text Box

207.1

The text box is printed on the lower half of the card. It usually contains rules text defining the card's abilities.

207.2

The text box may also contain italicized text that has no game function.

207.2a

Reminder text is italicized text within parentheses that summarizes a rule that applies to that card. It usually appears on the same line as the ability it's relevant to, but it may appear on its own line if it applies to an aspect of the card other than an ability.

207.2b

Flavor text is italicized text that, like the illustration, adds artistic appeal to the game. It appears below the rules text.

207.2c

An ability word appears in italics at the beginning of some abilities. Ability words are similar to keywords in that they tie together cards that have similar functionality, but they have no special rules meaning and no individual entries in the Comprehensive Rules. The ability words are battalion, bloodrush, channel, chroma, domain, fateful hour, grandeur, hellbent, heroic, imprint, join forces, kinship, landfall, metalcraft, morbid, radiance, sweep, tempting offer, and threshold.

207.3

A guild icon appears in the text box of many *Ravnica* (R) and *Return to Ravnica* (TM) block cards. These cards either have the specified guild's exclusive mechanic or somehow relate to the two colors associated with that guild. Guild icons have no effect on game play. Similarly, a faction icon appears in the text box of most *Scars of Mirrodin* (TM) block cards. These faction icons have no effect on game play.

207.4

The chaos symbol {C} appears in the text box of each plane card to the left of a triggered ability that triggers whenever {C} is rolled on the planar die. The symbol itself has no special rules meaning.

208. Power/Toughness

208.1

A creature card has two numbers separated by a slash printed in its lower right corner. The first number is its power (the amount of damage it deals in combat); the second is its toughness (the amount of damage needed to destroy it). For example, 2/3 means the object has power 2 and toughness 3. Power and toughness can be modified or set to particular values by effects.

208.2

Rather than a fixed number, some creature cards have power and/or toughness that includes a star (*).

208.2a

The card may have a characteristic-defining ability that sets its power and/or toughness according to some stated condition. (See rule *604.3*) Such an ability is worded "[This creature's] [power or toughness] is equal to . . . " or "[This creature's] power and toughness are each equal to . . . " This ability functions everywhere, even outside the game. If the ability needs to use a number that can't be determined, including inside a calculation, use 0 instead of that number.

Example: has power and toughness each equal to 1+*. It has the abilities "As Lost Order of Jarkeld enters the battlefield, choose an opponent" and "Lost Order of Jarkeld's power and toughness are each equal to 1 plus the number of creatures the chosen player controls." While Lost Order of Jarkeld isn't on the battlefield, there won't be a chosen player. Its power and toughness will each be equal to 1 plus 0, so it's 1/1.

208.2b

The card may have a static ability that creates a replacement effect that sets the creature's power and toughness to one of a number of specific choices as it enters the battlefield or is turned face up. (See rule *614*, "Replacement Effects.") Such an ability is worded "As [this creature] enters the battlefield . . . ," "As [this creature] is turned face up . . . ," or "[This creature] enters the battlefield as . . . " and lists two or more specific power and toughness values (and may also list additional characteristics). The characteristics chosen with these effects affect the creature's copiable values. (See rule *706.2*) While the card isn't on the battlefield, its power and toughness are each considered to be 0.

208.3

A noncreature permanent has no power or toughness, even if it's a card with a power and toughness printed on it (such as a Licid that's become an Aura).

209. Loyalty

209.1

Each planeswalker card has a loyalty number printed in its lower right corner. This indicates its loyalty while it's not on the battlefield, and it also indicates that the planeswalker enters the battlefield with that many loyalty counters on it.

209.2

An activated ability with a loyalty symbol in its cost is a loyalty ability. Loyalty abilities follow special rules: A player may activate a loyalty ability of a permanent he or she controls any time he or she has priority and the stack is empty during a main phase of his or her turn, but only if none of that permanent's loyalty abilities have been activated that turn. See rule *606*, "Loyalty Abilities."

210. Hand Modifier

210.1

Each vanguard card has a hand modifier printed in its lower left corner. This is a number preceded by a plus sign, a number preceded by a minus sign, or a zero. This modifier is applied as the starting hand size and the maximum hand size of the vanguard card's owner are determined. See rule *103.4*

211. Life Modifier

211.1

Each vanguard card has a life modifier printed in its lower right corner. This is a number preceded by a plus sign, a number preceded by a minus sign, or a zero. This modifier is applied as the starting life total of the vanguard card's owner is determined. See rule *103.3*

212. Information Below the Text Box

212.1

Each card features text printed below the text box that has no effect on game play.

212.1a

The illustration credit for a card is printed on the first line below the text box. It follows the paintbrush icon or, on older cards, the abbreviation "Illus."

212.1b

Legal text (the fine print at the bottom of the card) lists the trademark and copyright information.

212.1c

Some card sets feature collector numbers. This information is printed in the form [card number]/[total cards in the set], immediately following the legal text.

5.27.3 3. Card Types

300. General

300.1

The card types are artifact, creature, enchantment, instant, land, phenomenon, plane, planeswalker, scheme, sorcery, tribal, and vanguard.

300.2

Some objects have more than one card type (for example, an artifact creature). Such objects combine the aspects of each of those card types, and are subject to spells and abilities that affect either or all of those card types.

300.2a

An object that's both a land and another card type (for example, an artifact land) can only be played as a land. It can't be cast as a spell.

300.2b

Each tribal card has another card type. Casting and resolving a tribal card follow the rules for casting and resolving a card of the other card type.

301. Artifacts

301.1

A player who has priority may cast an artifact card from his or her hand during a main phase of his or her turn when the stack is empty. Casting an artifact as a spell uses the stack. (See rule *601*, "Casting Spells.")

301.2

When an artifact spell resolves, its controller puts it onto the battlefield under his or her control.

301.3

Artifact subtypes are always a single word and are listed after a long dash: "Artifact – Equipment." Artifact subtypes are also called artifact types. Artifacts may have multiple subtypes. See rule *205.3g* for the complete list of artifact types.

301.4

Artifacts have no characteristics specific to their card type. Most artifacts have no colored mana symbols in their mana costs, and are therefore colorless. However, there is no correlation between being colorless and being an artifact: artifacts may be colored, and colorless objects may be card types other than artifact.

301.5

Some artifacts have the subtype "Equipment." An Equipment can be attached to a creature. It can't legally be attached to an object that isn't a creature.

301.5a

The creature an Equipment is attached to is called the "equipped creature." The Equipment is attached to, or "equips," that creature.

301.5b

An Equipment is cast and enters the battlefield just like any other artifact. An Equipment doesn't enter the battlefield attached to a creature. The equip keyword ability attaches the Equipment to a creature you control (see rule *702.6*, "Equip"). Control of the creature matters only when the equip ability is activated and when it resolves. Spells and other abilities may also attach an Equipment to a creature. If an effect attempts to attach an Equipment to an object that can't be equipped by it, the Equipment doesn't move.

301.5c

An Equipment that's also a creature can't equip a creature. An Equipment that loses the subtype "Equipment" can't equip a creature. An Equipment can't equip itself. An Equipment that equips an illegal or nonexistent permanent becomes unattached from that permanent but remains on the battlefield. (This is a state-based action. See rule *704*.) An Equipment can't equip more than one creature. If a spell or ability would cause an Equipment to equip more than one creature, the Equipment's controller chooses which creature it equips.

301.5d

An Equipment's controller is separate from the equipped creature's controller; the two need not be the same. Changing control of the creature doesn't change control of the Equipment, and vice versa. Only the Equipment's controller can activate its abilities. However, if the Equipment grants an ability to the equipped creature (with "gains" or "has"), the equipped creature's controller is the only one who can activate that ability.

301.5e

An ability of a permanent that refers to the "equipped creature" refers to whatever creature that permanent is attached to, even if the permanent with the ability isn't an Equipment.

301.6

Some artifacts have the subtype "Fortification." A Fortification can be attached to a land. It can't legally be attached to an object that isn't a land. Fortification's analog to the equip keyword ability is the fortify keyword ability. Rules 301.5a-e apply to Fortifications in relation to lands just as they apply to Equipment in relation to creatures, with one clarification relating to rule *301.5c*: a Fortification that's also a creature (not a land) can't fortify a land. (See rule *702.66*, "Fortify.")

302. Creatures

302.1

A player who has priority may cast a creature card from his or her hand during a main phase of his or her turn when the stack is empty. Casting a creature as a spell uses the stack. (See rule *601*, "Casting Spells.")

302.2

When a creature spell resolves, its controller puts it onto the battlefield under his or her control.

302.3

Creature subtypes are always a single word and are listed after a long dash: "Creature – Human Soldier," "Artifact Creature – Golem," and so on. Creature subtypes are also called creature types. Creatures may have multiple subtypes. See rule *205.3m* for the complete list of creature types.

Example: "Creature – Goblin Wizard" means the card is a creature with the subtypes Goblin and Wizard.

302.4

Power and toughness are characteristics only creatures have.

302.4a

A creature's power is the amount of damage it deals in combat.

302.4b

A creature's toughness is the amount of damage needed to destroy it.

302.4c

To determine a creature's power and toughness, start with the numbers printed in its lower right corner, then apply any applicable continuous effects. (See rule *613*, "Interaction of Continuous Effects.")

302.5

Creatures can attack and block. (See rule *508*, "Declare Attackers Step," and rule *509*, "Declare Blockers Step.")

302.6

A creature's activated ability with the tap symbol or the untap symbol in its activation cost can't be activated unless the creature has been under its controller's control continuously since his or her most recent turn began. A creature can't attack unless it has been under its controller's control continuously since his or her most recent turn began. This rule is informally called the "summoning sickness" rule.

302.7

Damage dealt to a creature by a source with neither wither nor infect is marked on that creature (see rule *119*.3). If the total damage marked on that creature is greater than or equal to its toughness, that creature has been dealt lethal damage and is destroyed as a state-based action (see rule *704*). All damage marked on a creature is removed when it regenerates (see rule *701*.12, "Regenerate") and during the cleanup step (see rule *514.2*).

303. Enchantments

303.1

A player who has priority may cast an enchantment card from his or her hand during a main phase of his or her turn when the stack is empty. Casting an enchantment as a spell uses the stack. (See rule *601*, "Casting Spells.")

303.2

When an enchantment spell resolves, its controller puts it onto the battlefield under his or her control.

303.3

Enchantment subtypes are always a single word and are listed after a long dash: "Enchantment – Shrine." Each word after the dash is a separate subtype. Enchantment subtypes are also called enchantment types. Enchantments may have multiple subtypes. See rule *205.3h* for the complete list of enchantment types.

303.4

Some enchantments have the subtype "Aura." An Aura enters the battlefield attached to an object or player. What an Aura can be attached to is defined by its enchant keyword ability (see rule *702.5*, "Enchant"). Other effects can limit what a permanent can be enchanted by.

303.4a

An Aura spell requires a target, which is defined by its enchant ability.

303.4b

The object or player an Aura is attached to is called enchanted. The Aura is attached to, or "enchants," that object or player.

303.4c

If an Aura is enchanting an illegal object or player as defined by its enchant ability and other applicable effects, the object it was attached to no longer exists, or the player it was attached to has left the game, the Aura is put into its owner's graveyard. (This is a state-based action. See rule *704*.)

303.4d

An Aura can't enchant itself. If this occurs somehow, the Aura is put into its owner's graveyard. An Aura that's also a creature can't enchant anything. If this occurs somehow, the Aura becomes unattached, then is put into its owner's graveyard. (These are state-based actions. See rule *704*.) An Aura can't enchant more than one object or player. If a spell or ability would cause an Aura to become attached to more than one object or player, the Aura's controller chooses which object or player it becomes attached to.

303.4e

An Aura's controller is separate from the enchanted object's controller or the enchanted player; the two need not be the same. If an Aura enchants an object, changing control of the object doesn't change control of the Aura, and vice versa. Only the Aura's controller can activate its abilities. However, if the Aura grants an ability to the enchanted object (with "gains" or "has"), the enchanted object's controller is the only one who can activate that ability.

303.4f

If an Aura is entering the battlefield under a player's control by any means other than by resolving as an Aura spell, and the effect putting it onto the battlefield doesn't specify the object or player the Aura will enchant, that player chooses what it will enchant as the Aura enters the battlefield. The player must choose a legal object or player according to the Aura's enchant ability and any other applicable effects.

303.4g

If an Aura is entering the battlefield and there is no legal object or player for it to enchant, the Aura remains in its current zone, unless that zone is the stack. In that case, the Aura is put into its owner's graveyard instead of entering the battlefield.

303.4h

If an effect attempts to put a permanent that isn't an Aura, Equipment, or Fortification onto the battlefield attached to an object or player, it enters the battlefield unattached.

303.4i

If an effect attempts to attach an Aura on the battlefield to an object or player, that object or player must be able to be enchanted by it. If the object or player can't be, the Aura doesn't move.

303.4j

An ability of a permanent that refers to the "enchanted [object or player]" refers to whatever object or player that permanent is attached to, even if the permanent with the ability isn't an Aura.

304. Instants

304.1

A player who has priority may cast an instant card from his or her hand. Casting an instant as a spell uses the stack. (See rule *601*, "Casting Spells.")

304.2

When an instant spell resolves, the actions stated in its rules text are followed. Then it's put into its owner's graveyard.

304.3

Instant subtypes are always a single word and are listed after a long dash: "Instant – Arcane." Each word after the dash is a separate subtype. The set of instant subtypes is the same as the set of sorcery subtypes; these subtypes are called spell types. Instants may have multiple subtypes. See rule *205.3k* for the complete list of spell types.

304.4

Instants can't enter the battlefield. If an instant would enter the battlefield, it remains in its previous zone instead.

304.5

If text states that a player may do something "any time he or she could cast an instant," it means only that the player must have priority. The player doesn't need to have an instant he or she could actually cast. Effects that would prevent that player from casting a spell or casting an instant don't affect the player's capability to perform that action (unless the action is actually casting a spell or casting an instant).

305. Lands

305.1

A player who has priority may play a land card from his or her hand during a main phase of his or her turn when the stack is empty. Playing a land is a special action; it doesn't use the stack (see rule *115*). Rather, the player simply puts the land onto the battlefield. Since the land doesn't go on the stack, it is never a spell, and players can't respond to it with instants or activated abilities.

305.2

A player can normally play one land during his or her turn; however, continuous effects may increase this number.

305.2a

To determine whether a player can play a land, compare the number of lands the player can play this turn with the number of lands he or she has already played this turn (including lands played as special actions and lands played during the resolution of spells and abilities). If the number of lands the player can play is greater, the play is legal.

305.2b

A player can't play a land, for any reason, if number of lands the player can play this turn is equal to or less than the number of lands he or she has already played this turn. Ignore any part of an effect that instructs a player to do so.

305.3

A player can't play a land, for any reason, if it isn't his or her turn. Ignore any part of an effect that instructs a player to do so.

305.4

Effects may also allow players to "put" lands onto the battlefield. This isn't the same as "playing a land" and doesn't count as a land played during the current turn.

305.5

Land subtypes are always a single word and are listed after a long dash. Land subtypes are also called land types. Lands may have multiple subtypes. See rule *205.3i* for the complete list of land types.

Example: "Basic Land – Mountain" means the card is a land with the subtype Mountain.

305.6

The basic land types are Plains, Island, Swamp, Mountain, and Forest. If an object uses the words "basic land type," it's referring to one of these subtypes. A land with a basic land type has the intrinsic ability ": Add [mana symbol] to your mana pool," even if the text box doesn't actually contain that text or the object has no text box. For Plains, [mana symbol] is ; for Islands, ; for Swamps, ; for Mountains, ; and for Forests, . See rule *107.4a* Also see rule *605*, "Mana Abilities."

305.7

If an effect sets a land's subtype to one or more of the basic land types, the land no longer has its old land type. It loses all abilities generated from its rules text, its old land types, and any copy effects affecting that land, and it gains the appropriate mana ability for each new basic land type. Note that this doesn't remove any abilities that were granted to the land by other effects. Setting a land's subtype doesn't add or remove any card types (such as creature) or supertypes (such as basic, legendary, and snow) the land may have. If a land gains one or more land types in addition to its own, it keeps its land types and rules text, and it gains the new land types and mana abilities.

305.8

Any land with the supertype "basic" is a basic land. Any land that doesn't have this supertype is a nonbasic land, even if it has a basic land type.

305.9

If an object is both a land and another card type, it can be played only as a land. It can't be cast as a spell.

306. Planeswalkers

306.1

A player who has priority may cast a planeswalker card from his or her hand during a main phase of his or her turn when the stack is empty. Casting a planeswalker as a spell uses the stack. (See rule *601*, "Casting Spells.")

306.2

When a planeswalker spell resolves, its controller puts it onto the battlefield under his or her control.

306.3

Planeswalker subtypes are always a single word and are listed after a long dash: "Planeswalker – Jace." Each word after the dash is a separate subtype. Planeswalker subtypes are also called planeswalker types. Planeswalkers may have multiple subtypes. See rule *205.3j* for the complete list of planeswalker types.

306.4

If a player controls two or more planeswalkers that share a planeswalker type, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the "planeswalker uniqueness rule." See rule *704*.

306.5

Loyalty is a characteristic only planeswalkers have.

306.5a

The loyalty of a planeswalker card not on the battlefield is equal to the number printed in its lower right corner.

306.5b

A planeswalker is treated as if its text box included, "This permanent enters the battlefield with a number of loyalty counters on it equal to its printed loyalty number." This ability creates a replacement effect (see rule *614.1c*).

306.5c

The loyalty of a planeswalker on the battlefield is equal to the number of loyalty counters on it.

306.5d

Each planeswalker has a number of loyalty abilities, which are activated abilities with loyalty symbols in their costs. Loyalty abilities follow special rules: A player may activate a loyalty ability of a permanent he or she controls any time he or she has priority and the stack is empty during a main phase of his or her turn, but only if none of that permanent's loyalty abilities have been activated that turn. See rule *606*, "Loyalty Abilities."

306.6

Planeswalkers can be attacked. (See rule *508*, "Declare Attackers Step.")

306.7

If noncombat damage would be dealt to a player by a source controlled by an opponent, that opponent may have that source deal that damage to a planeswalker the first player controls instead. This is a redirection effect (see rule *614.9*) and is subject to the normal rules for ordering replacement effects (see rule *616*). The opponent chooses whether to redirect the damage as the redirection effect is applied.

306.8

Damage dealt to a planeswalker results in that many loyalty counters being removed from it.

306.9

If a planeswalker's loyalty is 0, it's put into its owner's graveyard. (This is a state-based action. See rule *704*.)

307. Sorceries

307.1

A player who has priority may cast a sorcery card from his or her hand during a main phase of his or her turn when the stack is empty. Casting a sorcery as a spell uses the stack. (See rule *601*, "Casting Spells.")

307.2

When a sorcery spell resolves, the actions stated in its rules text are followed. Then it's put into its owner's graveyard.

307.3

Sorcery subtypes are always a single word and are listed after a long dash: "Sorcery – Arcane." Each word after the dash is a separate subtype. The set of sorcery subtypes is the same as the set of instant subtypes; these subtypes are called spell types. Sorceries may have multiple subtypes. See rule *205.3k* for the complete list of spell types.

307.4

Sorceries can't enter the battlefield. If a sorcery would enter the battlefield, it remains in its previous zone instead.

307.5

If a spell, ability, or effect states that a player can do something only "any time he or she could cast a sorcery," it means only that the player must have priority, it must be during the main phase of his or her turn, and the stack must be empty. The player doesn't need to have a sorcery he or she could actually cast. Effects that would prevent that player from casting a spell or casting a sorcery don't affect the player's capability to perform that action (unless the action is actually casting a spell or casting a sorcery).

307.5a

Similarly, if an effect checks to see if a spell was cast "any time a sorcery couldn't have been cast," it's checking only whether the spell's controller cast it without having priority, during a phase other than his or her main phase, or while another object was on the stack.

308. Tribals

308.1

Each tribal card has another card type. Casting and resolving a tribal card follows the rules for casting and resolving a card of the other card type.

308.2

Tribal subtypes are always a single word and are listed after a long dash: "Tribal Enchantment – Merfolk." The set of tribal subtypes is the same as the set of creature subtypes; these subtypes are called creature types. Tribals may have multiple subtypes. See rule *205.3m* for the complete list of creature types.

309. Planes

309.1

Plane is a card type seen only on nontraditional *Magic* cards. Only the Planechase casual variant uses plane cards. See rule *901*, "Planechase."

309.2

Plane cards remain in the command zone throughout the game, both while they're part of a planar deck and while they're face up. They're not permanents. They can't be cast. If a plane card would leave the command zone, it remains in the command zone.

309.3

Plane subtypes are listed after a long dash, and may be multiple words: "Plane – Serra's Realm." All words after the dash are, collectively, a single subtype. Planar subtypes are called planar types. A plane can have only one subtype. See rule *205.3n* for the complete list of planar types.

309.4

A plane card may have any number of static, triggered, and/or activated abilities. As long as a plane card is face up in the command zone, its static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

309.5

The controller of a face-up plane card is the player designated as the planar controller. Normally, the planar controller is whoever the active player is. However, if the current planar controller would leave the game, instead the next player in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller leaves the game. The new planar controller retains that designation until he or she leaves the game or a different player becomes the active player, whichever comes first.

309.6

A face-up plane card that's turned face down becomes a new object.

309.7

Each plane card has a triggered ability that triggers "Whenever you roll {C}." These are called "chaos abilities." Each one is indicated by a {C} to its left, though the symbol itself has no special rules meaning.

310. Phenomena

310.1

Phenomenon is a card type seen only on nontraditional *Magic* cards. Only the Planechase casual variant uses phenomenon cards. See rule *901*, "Planechase."

310.2

Phenomenon cards remain in the command zone throughout the game, both while they're part of a planar deck and while they're face up. They're not permanents. They can't be cast. If a phenomenon card would leave the command zone, it remains in the command zone.

310.3

Phenomenon cards have no subtypes.

310.4

The controller of a face-up phenomenon card is the player designated as the planar controller. Normally, the planar controller is whoever the active player is. However, if the current planar controller would leave the game, instead the next player in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller leaves the game. The new planar controller retains that designation until he or she leaves the game or a different player becomes the active player, whichever comes first.

310.5

Each phenomenon card has a triggered ability that triggers when you encounter it. "When you encounter [this phenomenon]" means "When you move this card off a planar deck and turn it face up."

310.6

A face-up phenomenon card that's turned face down becomes a new object.

310.7

If a phenomenon card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, the planar controller planeswalks the next time a player would receive priority. (This is a state-based action; see rule *704*. See also rule *701.21*, "Planeswalk.")

311. Vanguards

311.1

Vanguard is a card type seen only on nontraditional *Magic* cards. Only the Vanguard casual variant uses vanguard cards. See rule *902*, "Vanguard."

311.2

Vanguard cards remain in the command zone throughout the game. They're not permanents. They can't be cast. If a vanguard card would leave the command zone, it remains in the command zone.

311.3

Vanguard cards have no subtypes.

311.4

A vanguard card may have any number of static, triggered, and/or activated abilities. As long as a vanguard card is in the command zone, its static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

311.5

The owner of a vanguard card is the player who started the game with it in the command zone. The controller of a face-up vanguard card is its owner.

311.6

Each vanguard card has a hand modifier printed in its lower left corner. This is a number preceded by a plus sign, a number preceded by a minus sign, or a zero. This modifier is applied to the starting hand size and maximum hand size of the vanguard card's owner (normally seven). The resulting number is both how many cards that player draws at the beginning of the game and his or her maximum hand size.

311.7

Each vanguard card has a life modifier printed in its lower right corner. This is a number preceded by a plus sign, a number preceded by a minus sign, or a zero. This modifier is applied as the starting life total of the vanguard card's owner (normally 20) to is determined. See rule *103.3*

312. Schemes

312.1

Scheme is a card type seen only on nontraditional *Magic* cards. Only the Archenemy casual variant uses scheme cards. See rule *904*, "Archenemy."

312.2

Scheme cards remain in the command zone throughout the game, both while they're part of a scheme deck and while they're face up. They're not permanents. They can't be cast. If a scheme card would leave the command zone, it remains in the command zone.

312.3

Scheme cards have no subtypes.

312.4

A scheme card may have any number of static, triggered, and/or activated abilities. As long as a scheme card is face up in the command zone, its static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

312.5

The owner of a scheme card is the player who started the game with it in the command zone. The controller of a face-up scheme card is its owner.

312.6

If a non-ongoing scheme card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, that scheme card is turned face down and put on the bottom of its owner's scheme deck the next time a player would receive priority. (This is a state-based action. See rule *704*.)

312.7

If an ability of a scheme card includes the text "this scheme," it means the scheme card in the command zone that's the source of that ability. This is an exception to rule *109.2*.

5.27.4 4. Zones

400. General

400.1

A zone is a place where objects can be during a game. There are normally seven zones: library, hand, battlefield, graveyard, stack, exile, and command. Some older cards also use the ante zone. Each player has his or her own library, hand, and graveyard. The other zones are shared by all players.

400.2

Public zones are zones in which all players can see the cards' faces, except for those cards that some rule or effect specifically allow to be face down. Graveyard, battlefield, stack, exile, ante, and command are public zones. Hidden zones are zones in which not all players can be expected to see the cards' faces. Library and hand are hidden zones, even if all the cards in one such zone happen to be revealed.

400.3

If an object would go to any library, graveyard, or hand other than its owner's, it goes to its owner's corresponding zone.

400.4

Cards with certain card types can't enter certain zones.

400.4a

If an instant or sorcery card would enter the battlefield, it remains in its previous zone.

400.4b

If a plane, phenomenon, vanguard, or scheme card would leave the command zone, it remains in the command zone.

400.5

The order of objects in a library, in a graveyard, or on the stack can't be changed except when effects or rules allow it. The same is true for objects arranged in face-down piles in other zones. Other objects in other zones can be arranged however their owners wish, although who controls those objects, whether they're tapped or flipped, and what other objects are attached to them must remain clear to all players.

400.6

If an object would move from one zone to another, determine what event is moving the object. If the object is moving to a public zone, all players look at it to see if it has any abilities that would affect the move. Then any appropriate replacement effects, whether they come from that object or from elsewhere, are applied to that event. If any effects or rules try to do two or more contradictory or mutually exclusive things to a particular object, that object's controller – or its owner if it has no controller – chooses which effect to apply, and what that effect does. (Note that multiple instances of the same thing may be mutually exclusive; for example, two simultaneous "destroy" effects.) Then the event moves the object.

400.7

An object that moves from one zone to another becomes a new object with no memory of, or relation to, its previous existence. There are seven exceptions to this rule:

400.7a

Effects from spells, activated abilities, and triggered abilities that change the characteristics of a permanent spell on the stack continue to apply to the permanent that spell becomes.

400.7b

Prevention effects that apply to damage from a permanent spell on the stack continue to apply to damage from the permanent that spell becomes.

400.7c

If an ability of a permanent requires information about choices made as that permanent was cast as a spell, including what mana was spent to cast that spell, it uses information about the spell that became that permanent as it resolved.

400.7d

Abilities that trigger when an object moves from one zone to another (for example, "When Rancor is put into a graveyard from the battlefield") can find the new object that it became in the zone it moved to when the ability triggered, if that zone is a public zone.

400.7e

Abilities of Auras that trigger when the enchanted permanent leaves the battlefield can find the new object that Aura became in its owner's graveyard if it was put into that graveyard at the same time the enchanted permanent left the battlefield. It can also find the new object that Aura became in its owner's graveyard as a result of being put there as a state-based action for not being attached to a permanent. (See rule *704.5n*)

400.7f

If an effect grants a nonland card an ability that allows it to be cast, that ability will continue to apply to the new object that card became after it moved to the stack as a result of being cast this way.

400.7g

A resolving spell or activated ability can perform actions on an object that moved from one zone to another while that spell was being cast or that ability was being activated, if that object moved to a public zone.

400.8

If an object in the exile zone is exiled, it doesn't change zones, but it becomes a new object that has just been exiled.

400.9

If a face-up object in the command zone is turned face down, it becomes a new object.

400.10

An object is outside the game if it isn't in any of the game's zones. Outside the game is not a zone.

400.10a

Cards in a player's sideboard are outside the game. See rule *100.4*.

400.10b

Some effects bring cards into a game from outside of it. Those cards remain in the game until it ends.

400.10c

Cards outside the game can't be affected by spells or abilities, except for characteristic-defining abilities printed on them (see rule *604.3*) and spells and abilities that allow those cards to be brought into the game.

400.11

Some effects instruct a player to do something to a zone (such as "Shuffle your hand into your library"). That action is performed on all cards in that zone. The zone itself is not affected.

401. Library

401.1

When a game begins, each player's deck becomes his or her library.

401.2

Each library must be kept in a single face-down pile. Players can't look at or change the order of cards in a library.

401.3

Any player may count the number of cards remaining in any player's library at any time.

401.4

If an effect puts two or more cards on the top or bottom of a library at the same time, the owner of those cards may arrange them in any order. That library's owner doesn't reveal the order in which the cards go into his or her library.

401.5

If a spell or ability causes a card to be drawn while another spell is being cast, the drawn card is kept face down until that spell becomes cast (see rule *601.2h*). While face down, it's considered to have no characteristics. The same is true with relation to another ability being activated. If an effect allows or instructs a player to reveal the card as it's being drawn, it's revealed after the spell becomes cast or the ability becomes activated.

401.6

Some effects tell a player to play with the top card of his or her library revealed, or say that a player may look at the top card of his or her library. If the top card of the player's library changes while a spell is being cast, the new top card won't be revealed and can't be looked at until the spell becomes cast (see rule *601.2h*). The same is true with relation to an ability being activated.

401.7

If an effect causes a player to play with the top card of his or her library revealed, and that particular card stops being revealed for any length of time before being revealed again, it becomes a new object.

401.8

If an effect causes a player to put a card into a library "Nth from the top," and that library has fewer than N cards in it, the player puts that card on the bottom of that library.

402. Hand

402.1

The hand is where a player holds cards that have been drawn. Cards can be put into a player's hand by other effects as well. At the beginning of the game, each player draws a number of cards equal to that player's starting hand size, normally seven. (See rule *103*, "Starting the Game.")

402.2

Each player has a maximum hand size, which is normally seven cards. A player may have any number of cards in his or her hand, but as part of his or her cleanup step, the player must discard excess cards down to the maximum hand size.

402.3

A player may arrange his or her hand in any convenient fashion and look at it as much as he or she wishes. A player can't look at the cards in another player's hand but may count those cards at any time.

403. Battlefield

403.1

Most of the area between the players represents the battlefield. The battlefield starts out empty. Permanents a player controls are normally kept in front of him or her on the battlefield, though there are some cases (such as an Aura attached to another player's permanent) when a permanent one player controls is kept closer to a different player.

403.2

A spell or ability affects and checks only the battlefield unless it specifically mentions a player or another zone.

403.3

Permanents exist only on the battlefield. Every object on the battlefield is a permanent. See rule *110*, "Permanents."

403.4

Whenever a permanent enters the battlefield, it becomes a new object and has no relationship to any previous permanent represented by the same card, except for the cases listed in rule *400.7*. (This is also true for any objects entering any zone.)

403.5

Previously, the battlefield was called the "in-play zone." Cards that were printed with text that contains the phrases "in play," "from play," "into play," or the like are referring to the battlefield. Cards that were printed with that text have received errata in the Oracle card reference.

404. Graveyard

404.1

A player's graveyard is his or her discard pile. Any object that's countered, discarded, destroyed, or sacrificed is put on top of its owner's graveyard, as is any instant or sorcery spell that's finished resolving. Each player's graveyard starts out empty.

404.2

Each graveyard is kept in a single face-up pile. A player can examine the cards in any graveyard at any time but normally can't change their order. Additional rules applying to sanctioned tournaments may allow a player to change the order of cards in his or her graveyard.

404.3

If an effect or rule puts two or more cards into the same graveyard at the same time, the owner of those cards may arrange them in any order.

405. Stack

405.1

When a spell is cast, the physical card is put on the stack (see rule *601.2a*). When an ability is activated or triggers, it goes on top of the stack without any card associated with it (see rules *602.2a* and *603.3*).

405.2

The stack keeps track of the order that spells and/or abilities were added to it. Each time an object is put on the stack, it's put on top of all objects already there.

405.3

If an effect puts two or more objects on the stack at the same time, those controlled by the active player are put on lowest, followed by each other player's objects in APNAP order (see rule *101.4*). If a player controls more than one of these objects, that player chooses their relative order on the stack.

405.4

Each spell has all the characteristics of the card associated with it. Each activated or triggered ability that's on the stack has the text of the ability that created it and no other characteristics. The controller of a spell is the person who cast it. The controller of an activated ability is the player who activated it. The controller of a triggered ability is the player who controlled the ability's source when it triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules *603.7d*-f.

405.5

When all players pass in succession, the top (last-added) spell or ability on the stack resolves. If the stack is empty when all players pass, the current step or phase ends and the next begins.

405.6

Some things that happen during the game don't use the stack.

405.6a

Effects don't go on the stack; they're the result of spells and abilities resolving. Effects may create delayed triggered abilities, however, and these may go on the stack when they trigger (see rule *603.7*).

405.6b

Static abilities continuously generate effects and don't go on the stack. (See rule *604*, "Handling Static Abilities.") This includes characteristic-defining abilities such as "[This object] is red" (see rule *604.3*).

405.6c

Mana abilities resolve immediately. If a mana ability both produces mana and has another effect, the mana is produced and the other effect happens immediately. If a player had priority before a mana ability was activated, that player gets priority after it resolves. (See rule *605*, "Mana Abilities.")

405.6d

Special actions don't use the stack; they happen immediately. See rule *115*, "Special Actions."

405.6e

Turn-based actions don't use the stack; they happen automatically when certain steps or phases begin. They're dealt with before a player would receive priority (see rule *116.3a*). Turn-based actions also happen automatically when each step and phase ends; no player receives priority afterward. See rule *703*.

405.6f

State-based actions don't use the stack; they happen automatically when certain conditions are met. See rule *704*. They are dealt with before a player would receive priority. See rule *116.5*

405.6g

A player may concede the game at any time. That player leaves the game immediately. See rule *104.3a*

405.6h

If a player leaves a multiplayer game, objects may leave the game, cease to exist, change control, or be exiled as a result. These actions happen immediately. See rule *800.4a*

406. Exile

406.1

The exile zone is essentially a holding area for objects. Some spells and abilities exile an object without any way to return that object to another zone. Other spells and abilities exile an object only temporarily.

406.2

To exile an object is to put it into the exile zone from whatever zone it's currently in. An exiled card is a card that's been put into the exile zone.

406.3

Exiled cards are, by default, kept face up and may be examined by any player at any time. Cards "exiled face down" can't be examined by any player except when instructions allow it. However, once a player is allowed to look at a card exiled face down, that player may continue to look at that card as long as it remains exiled, even if the instruction allowing the player to do so no longer applies. A card exiled face down has no characteristics, but the spell or ability that exiled it may allow it to be played from exile. Unless that card is being cast face down (see rule *707*.4), the card is turned face up just before the player announces that he or she is playing the card (see rule *601.2*).

406.4

Exiled cards that might return to the battlefield or any other zone should be kept in separate piles to keep track of their respective ways of returning. Exiled cards that may have an impact on the game due to their own abilities (such as cards with haunt) or the abilities of the cards that exiled them should likewise be kept in separate piles.

406.5

An object may have one ability printed on it that causes one or more cards to be exiled, and another ability that refers either to "the exiled cards" or to cards "exiled with [this object]." These abilities are linked: the second refers only to cards that have been exiled due to the first. See rule *607*, "Linked Abilities."

406.6

If an object in the exile zone becomes exiled, it doesn't change zones, but it becomes a new object that has just been exiled.

406.7

Previously, the exile zone was called the "removed-from-the-game zone." Cards that were printed with text that "removes [an object] from the game" exiles that object. The same is true for cards printed with text that "sets [an object] aside." Cards that were printed with that text have received errata in the Oracle card reference.

407. Ante

407.1

Earlier versions of the *Magic* rules included an ante rule as a way of playing "for keeps." Playing *Magic* games for ante is now considered an optional variation on the game, and it's allowed only where it's not forbidden by

law or by other rules. Playing for ante is strictly forbidden under the *Magic: The Gathering* Tournament Rules (Wizards.com/WPN/Events/Rules.aspx).

407.2

When playing for ante, each player puts one random card from his or her deck into the ante zone after determining which player goes first but before players draw any cards. Cards in the ante zone may be examined by any player at any time. At the end of the game, the winner becomes the owner of all the cards in the ante zone.

407.3

A few cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." These are the only cards that can add or remove cards from the ante zone or change a card's owner.

407.4

To ante an object is to put that object into the ante zone from whichever zone it's currently in. The owner of an object is the only person who can ante that object.

408. Command

408.1

The command zone is a game area reserved for certain specialized objects that have an overarching effect on the game, yet are not permanents and cannot be destroyed.

408.2

Emblems may be created in the command zone. See rule *113*, "Emblems."

408.3

In the Planechase, Vanguard, Commander, and Archenemy casual variants, nontraditional *Magic* cards and/or specially designated cards start the game in the command zone. Each variant has its own rules regarding such cards. See section 9, *Casual Variants*.

5.27.5 5. Turn Structure

500. General

500.1

A turn consists of five phases, in this order: beginning, precombat main, combat, postcombat main, and ending. Each of these phases takes place every turn, even if nothing happens during the phase. The beginning, combat, and ending phases are further broken down into steps, which proceed in order.

500.2

A phase or step in which players receive priority ends when the stack is empty and all players pass in succession. Simply having the stack become empty doesn't cause such a phase or step to end; all players have to pass in succession with the stack empty. Because of this, each player gets a chance to add new things to the stack before that phase or step ends.

500.3

A step in which no players receive priority ends when all specified actions that take place during that step are completed. The only such steps are the untap step (see rule *502*) and certain cleanup steps (see rule *514*).

500.4

When a step or phase ends, any unused mana left in a player's mana pool empties. This turn-based action doesn't use the stack.

500.5

When a phase or step ends, any effects scheduled to last "until end of" that phase or step expire. When a phase or step begins, any effects scheduled to last "until" that phase or step expire. Effects that last "until end of combat" expire at the end of the combat phase, not at the beginning of the end of combat step. Effects that last "until end of turn" are subject to special rules; see rule *514.2*

500.6

When a phase or step begins, any abilities that trigger "at the beginning of" that phase or step are added to the stack.

500.7

Some effects can give a player extra turns. They do this by adding the turns directly after the current turn. If a player gets multiple extra turns or if multiple players get extra turns during a single turn, the extra turns are added one at a time. The most recently created turn will be taken first.

500.8

Some effects can add phases to a turn. They do this by adding the phases directly after the specified phase. If multiple extra phases are created after the same phase, the most recently created phase will occur first.

500.9

Some effects can add steps to a phase. They do this by adding the steps directly after a specified step or directly before a specified step. If multiple extra steps are created after the same step, the most recently created step will occur first.

500.10

Some effects can cause a step, phase, or turn to be skipped. To skip a step, phase, or turn is to proceed past it as though it didn't exist. See rule *614.10*

500.11

No game events can occur between turns, phases, or steps.

501. Beginning Phase

501.1

The beginning phase consists of three steps, in this order: untap, upkeep, and draw.

502. Untap Step

502.1

First, all phased-in permanents with phasing that the active player controls phase out, and all phased-out permanents that the active player controlled when they phased out phase in. This all happens simultaneously. This turn-based action doesn't use the stack. See rule *702.25*, "Phasing."

502.2

Second, the active player determines which permanents he or she controls will untap. Then he or she untaps them all simultaneously. This turn-based action doesn't use the stack. Normally, all of a player's permanents untap, but effects can keep one or more of a player's permanents from untapping.

502.3

No player receives priority during the untap step, so no spells can be cast or resolve and no abilities can be activated or resolve. Any ability that triggers during this step will be held until the next time a player would receive priority, which is usually during the upkeep step. (See rule *503*, "Upkeep Step.")

503. Upkeep Step

503.1

First, any abilities that trigger at the beginning of the upkeep step and any abilities that triggered during the turn's untap step go on the stack. (See rule *603*, "Handling Triggered Abilities.")

503.2

Second, the active player gets priority. Players may cast spells and activate abilities.

503.3

If a spell states that it may be cast only "after [a player's] upkeep step," and the turn has multiple upkeep steps, that spell may be cast any time after the first upkeep step ends.

504. Draw Step

504.1

First, the active player draws a card. This turn-based action doesn't use the stack.

504.2

Second, any abilities that trigger at the beginning of the draw step and any other abilities that have triggered go on the stack.

504.3

Third, the active player gets priority. Players may cast spells and activate abilities.

505. Main Phase

505.1

There are two main phases in a turn. In each turn, the first main phase (also known as the precombat main phase) and the second main phase (also known as the postcombat main phase) are separated by the combat phase (see rule *506*, "Combat Phase"). The precombat and postcombat main phases are individually and collectively known as the main phase.

505.1a

Only the first main phase of the turn is a precombat main phase. All other main phases are postcombat main phases. This includes the second main phase of a turn in which the combat phase has been skipped. It is also true of a turn in which an effect has caused an additional combat phase and an additional main phase to be created.

505.2

The main phase has no steps, so a main phase ends when all players pass in succession while the stack is empty. (See rule *500.2*)

505.3

First, but only if the players are playing an Archenemy game (see rule *904*), the active player is the archenemy, and it's the active player's precombat main phase, the active player sets the top card of his or her scheme deck in motion (see rule *701.22*). This turn-based action doesn't use the stack.

505.4

Second, any abilities that trigger at the beginning of the main phase go on the stack. (See rule *603*, "Handling Triggered Abilities.")

505.5

Third, the active player gets priority. Players may cast spells and activate abilities. The active player may play a land.

505.5a

The main phase is the only phase in which a player can normally cast artifact, creature, enchantment, planeswalker, and sorcery spells. Only the active player may cast these spells.

505.5b

During either main phase, the active player may play one land card from his or her hand if the stack is empty, if the player has priority, and if he or she hasn't played a land this turn (unless an effect states the player may play additional lands). This action doesn't use the stack. Neither the land nor the action of playing the land is a spell or ability, so it can't be countered, and players can't respond to it with instants or activated abilities. (See rule *305*, "Lands.")

506. Combat Phase

506.1

The combat phase has five steps, which proceed in order: beginning of combat, declare attackers, declare blockers, combat damage, and end of combat. The declare blockers and combat damage steps are skipped if no creatures are declared as attackers or put onto the battlefield attacking (see rule *508*.4). There are two combat damage steps if any attacking or blocking creature has first strike (see rule *702*.7) or double strike (see rule *702.4*).

506.2

During the combat phase, the active player is the attacking player; creatures that player controls may attack. During the combat phase of a two-player game, the nonactive player is the defending player; that player and planeswalkers he or she controls may be attacked.

506.2a

During the combat phase of a multiplayer game, there may be one or more defending players, depending on the variant being played and the options chosen for it. Unless all the attacking player's opponents automatically become defending players during the combat phase, the attacking player chooses one of his or her opponents as a turn-based action during the beginning of combat step. (Note that the choice may be dictated by the variant being played or the options chosen for it.) That player becomes the defending player. See rule *802*, "Attack Multiple Players Option," rule *803*, "Attack Left and Attack Right Options," and rule *809*, "Emperor Variant."

506.2b

In the Two-Headed Giant multiplayer variant, the nonactive team is the defending team. See rule *810*, "Two-Headed Giant Variant."

506.3

Only a creature can attack or block. Only a player or a planeswalker can be attacked.

506.3a

If an effect would put a noncreature permanent onto the battlefield attacking or blocking, the permanent does enter the battlefield but it's never considered to be an attacking or blocking permanent.

506.3b

If an effect would put a creature onto the battlefield attacking under the control of any player except an attacking player, that creature does enter the battlefield, but it's never considered to be an attacking creature.

506.3c

If an effect would put a creature onto the battlefield attacking either a player not in the game or a planeswalker no longer on the battlefield or no longer a planeswalker, that creature does enter the battlefield, but it's never considered to be an attacking creature.

506.3d

If an effect would put a creature onto the battlefield blocking but the creature it would block isn't attacking either the first creature's controller or a planeswalker that player controls, that creature does enter the battlefield, but it's never considered to be a blocking creature.

506.4

A permanent is removed from combat if it leaves the battlefield, if its controller changes, if it phases out, if an effect specifically removes it from combat, if it's a planeswalker that's being attacked and stops being a planeswalker, or if it's an attacking or blocking creature that regenerates (see rule *701.12*) or stops being a creature. A creature that's removed from combat stops being an attacking, blocking, blocked, and/or unblocked creature. A planeswalker that's removed from combat stops being attacked.

506.4a

Once a creature has been declared as an attacking or blocking creature, spells or abilities that would have kept that creature from attacking or blocking don't remove the creature from combat.

506.4b

Tapping or untapping a creature that's already been declared as an attacker or blocker doesn't remove it from combat and doesn't prevent its combat damage.

506.4c

If a creature is attacking a planeswalker, removing that planeswalker from combat doesn't remove that creature from combat. It continues to be an attacking creature, although it is attacking neither a player nor a planeswalker. It may be blocked. If it is unblocked, it will deal no combat damage.

506.4d

A permanent that's both a blocking creature and a planeswalker that's being attacked is removed from combat if it stops being both a creature and a planeswalker. If it stops being one of those card types but continues to be the other, it continues to be either a blocking creature or a planeswalker that's being attacked, whichever is appropriate.

506.5

A creature attacks alone if it's the only creature declared as an attacker during the declare attackers step. A creature is attacking alone if it's attacking but no other creatures are. A creature blocks alone if it's the only creature declared as a blocker during the declare blockers step. A creature is blocking alone if it's blocking but no other creatures are.

506.6

Some spells state that they may be cast "only [before/after] [a particular point in the combat phase]," in which that point may be "attackers are declared," "blockers are declared," "the combat damage step," "the end of combat step," "the combat phase," or "combat."

506.6a

A spell that states it may be cast "only before (or after) attackers are declared" is referring to the turn-based action of declaring attackers. It may be cast only before (or after) the declare attackers step begins, regardless of whether any attackers are actually declared. (See rule *508*.)

506.6b

A spell that states it may be cast "only before (or after) blockers are declared" is referring to the turn-based action of declaring blockers. It may be cast only before (or after) the declare blockers step begins, regardless of whether any blockers are actually declared. (See rule *509*.)

506.6c

Some spells state that they may be cast only "during combat" or "during a certain player's combat phase" in addition to the criteria described in rule *506.6*. If a turn has multiple combat phases, such spells may be cast at an appropriate time during any of them.

506.6d

Some spells state that they may be cast "only before (or after) [a particular point in the combat phase]," but don't meet the additional criteria described in rule *506.6c*. If a turn has multiple combat phases, such spells may be cast that turn only before (or after) the stated point of the first combat phase.

506.6e

If a spell states that it may be cast "only before [a particular point in the combat phase]," but the stated point doesn't exist within the relevant combat phase because the declare blockers step and the combat damage step are skipped (see rule *508.6*), then the spell may be cast only before the declare attackers step ends. If the stated point doesn't exist because the relevant combat phase has been skipped, then the spell may be cast only before the precombat main phase ends.

506.6f

If a spell states that it may be cast "only during combat after blockers are declared," but the declare blockers step is skipped that combat phase (see rule *508.6*), then the spell may not be cast during that combat phase.

506.6g

Rules 506.6 and 506.6a-f apply to abilities that state that they may be activated only at certain times with respect to combat just as they apply to spells that state that they may be cast only at certain times with respect to combat.

507. Beginning of Combat Step

507.1

First, if the game being played is a multiplayer game in which the active player's opponents don't all automatically become defending players, the active player chooses one of his or her opponents. That player becomes the defending player. This turn-based action doesn't use the stack. (See rule *506.2*)

507.2

Second, any abilities that trigger at the beginning of combat go on the stack. (See rule *603*, "Handling Triggered Abilities.")

507.3

Third, the active player gets priority. Players may cast spells and activate abilities.

508. Declare Attackers Step

508.1

First, the active player declares attackers. This turn-based action doesn't use the stack. To declare attackers, the active player follows the steps below, in order. If at any point during the declaration of attackers, the active player is unable to comply with any of the steps listed below, the declaration is illegal; the game returns to the moment before the declaration (see rule *717*, "Handling Illegal Actions").

508.1a

The active player chooses which creatures that he or she controls, if any, will attack. The chosen creatures must be untapped, and each one must either have haste or have been controlled by the active player continuously since the turn began.

508.1b

If the defending player controls any planeswalkers, or the game allows the active player to attack multiple other players, the active player announces which player or planeswalker each of the chosen creatures is attacking.

508.1c

The active player checks each creature he or she controls to see whether it's affected by any restrictions (effects that say a creature can't attack, or that it can't attack unless some condition is met). If any restrictions are being disobeyed, the declaration of attackers is illegal.

Example: A player controls two creatures, each with a restriction that states "[This creature] can't attack alone." It's legal to declare both as attackers.

508.1d

The active player checks each creature he or she controls to see whether it's affected by any requirements (effects that say a creature must attack, or that it must attack if some condition is met). If the number of requirements that are being obeyed is fewer than the maximum possible number of requirements that could be obeyed without disobeying any restrictions, the declaration of attackers is illegal. If a creature can't attack unless a player pays a cost, that player is not required to pay that cost, even if attacking with that creature would increase the number of requirements being obeyed.

Example: A player controls two creatures: one that "attacks if able" and one with no abilities. An effect states "No more than one creature can attack each turn." The only legal attack is for just the creature that "attacks if able" to attack. It's illegal to attack with the other creature, attack with both, or attack with neither.

508.1e

If any of the chosen creatures have banding or a "bands with other" ability, the active player announces which creatures, if any, are banded with which. (See rule *702.21*, "Banding.")

508.1f

The active player taps the chosen creatures. Tapping a creature when it's declared as an attacker isn't a cost; attacking simply causes creatures to become tapped.

508.1g

If any of the chosen creatures require paying costs to attack, the active player determines the total cost to attack. Costs may include paying mana, tapping permanents, sacrificing permanents, discarding cards, and so on. Once the total cost is determined, it becomes "locked in." If effects would change the total cost after this time, ignore this change.

508.1h

If any of the costs require mana, the active player then has a chance to activate mana abilities (see rule *605*, "Mana Abilities").

508.1i

Once the player has enough mana in his or her mana pool, he or she pays all costs in any order. Partial payments are not allowed.

508.1j

Each chosen creature still controlled by the active player becomes an attacking creature. It remains an attacking creature until it's removed from combat or the combat phase ends, whichever comes first. See rule *506.4*

508.2

Second, any abilities that triggered on attackers being declared go on the stack. (See rule *603*, "Handling Triggered Abilities.")

508.2a

Abilities that trigger on a creature attacking trigger only at the point the creature is declared as an attacker. They will not trigger if a creature attacks and then that creature's characteristics change to match the ability's trigger condition.

Example: A permanent has the ability "Whenever a green creature attacks, destroy that creature at end of combat." If a blue creature attacks and is later turned green, the ability will not trigger.

508.3

Third, the active player gets priority. Players may cast spells and activate abilities.

508.4

If a creature is put onto the battlefield attacking, its controller chooses which defending player or which planeswalker a defending player controls it's attacking as it enters the battlefield (unless the effect that put it onto the battlefield specifies what it's attacking). Such creatures are "attacking" but, for the purposes of trigger events and effects, they never "attacked."

508.4a

If the effect that put a creature onto the battlefield attacking specifies it's attacking a certain player, and that player is no longer in the game when the effect resolves, the creature is put onto the battlefield but is never considered an attacking creature. The same is true if the effect specifies a creature is put onto the battlefield attacking a planeswalker and that planeswalker is no longer on the battlefield or is no longer a planeswalker when the effect resolves.

508.5

If an ability of an attacking creature refers to a defending player, or a spell or ability refers to both an attacking creature and a defending player, then unless otherwise specified, the defending player it's referring to is the player that creature was attacking at the time it became an attacking creature that combat, or the controller of the planeswalker that creature was attacking at the time it became an attacking creature that combat.

508.5a

In a multiplayer game, any rule, object, or effect that refers to a "defending player" refers to one specific defending player, not to all of the defending players. If a spell or ability could apply to multiple attacking creatures, the appropriate defending player is individually determined for each of those attacking creatures. If there are multiple defending players that could be chosen, the controller of the spell or ability chooses one.

508.6

If no creatures are declared as attackers or put onto the battlefield attacking, skip the declare blockers and combat damage steps.

509. Declare Blockers Step

509.1

First, the defending player declares blockers. This turn-based action doesn't use the stack. To declare blockers, the defending player follows the steps below, in order. If at any point during the declaration of blockers, the defending player is unable to comply with any of the steps listed below, the declaration is illegal; the game returns to the moment before the declaration (see rule *717*, "Handling Illegal Actions").

509.1a

The defending player chooses which creatures that he or she controls, if any, will block. The chosen creatures must be untapped. For each of the chosen creatures, the defending player chooses one creature for it to block that's attacking him, her, or a planeswalker he or she controls.

509.1b

The defending player checks each creature he or she controls to see whether it's affected by any restrictions (effects that say a creature can't block, or that it can't block unless some condition is met). If any restrictions are being disobeyed, the declaration of blockers is illegal. A restriction may be created by an evasion ability (a static ability an attacking creature has that restricts what can block it). If an attacking creature gains or loses an evasion ability after a legal block has been declared, it doesn't affect that block. Different evasion abilities are cumulative.

Example: An attacking creature with flying and shadow can't be blocked by a creature with flying but without shadow.

509.1c

The defending player checks each creature he or she controls to see whether it's affected by any requirements (effects that say a creature must block, or that it must block if some condition is met). If the number of requirements that are being obeyed is fewer than the maximum possible number of requirements that could be obeyed without disobeying any restrictions, the declaration of blockers is illegal. If a creature can't block unless a player pays a cost, that player is not required to pay that cost, even if blocking with that creature would increase the number of requirements being obeyed.

Example: A player controls one creature that "blocks if able" and another creature with no abilities. An effect states "Creatures can't be blocked except by two or more creatures." Having only the first creature block violates the restriction. Having neither creature block fulfills the restriction but not the requirement. Having both creatures block the same attacking creature fulfills both the restriction and the requirement, so that's the only option.

509.1d

If any of the chosen creatures require paying costs to block, the defending player determines the total cost to block. Costs may include paying mana, tapping permanents, sacrificing permanents, discarding cards, and so on. Once the total cost is determined, it becomes "locked in." If effects would change the total cost after this time, ignore this change.

509.1e

If any of the costs require mana, the defending player then has a chance to activate mana abilities (see rule *605*, "Mana Abilities").

509.1f

Once the player has enough mana in his or her mana pool, he or she pays all costs in any order. Partial payments are not allowed.

509.1g

Each chosen creature still controlled by the defending player becomes a blocking creature. Each one is blocking the attacking creatures chosen for it. It remains a blocking creature until it's removed from combat or the combat phase ends, whichever comes first. See rule *506.4*

509.1h

An attacking creature with one or more creatures declared as blockers for it becomes a blocked creature; one with no creatures declared as blockers for it becomes an unblocked creature. This remains unchanged until the creature is removed from combat, an effect says that it becomes blocked or unblocked, or the combat phase ends, whichever comes first. A creature remains blocked even if all the creatures blocking it are removed from combat.

509.2

Second, for each attacking creature that's become blocked, the active player announces that creature's damage assignment order, which consists of the creatures blocking it in an order of that player's choice. (During the combat damage step, an attacking creature can't assign combat damage to a creature that's blocking it unless each creature ahead of that blocking creature in its order is assigned lethal damage.) This turn-based action doesn't use the stack.

Example: is blocked by , , and . Vastwood Gorger's controller announces the Vastwood Gorger's damage assignment order as Serra Angel, then Llanowar Elves, then Runeclaw Bear.

509.2a

During the declare blockers step, if a blocking creature is removed from combat or a spell or ability causes it to stop blocking an attacking creature, the blocking creature is removed from all relevant damage assignment orders. The relative order among the remaining blocking creatures is unchanged.

509.3

Third, for each blocking creature, the defending player announces that creature's damage assignment order, which consists of the creatures it's blocking in an order of that player's choice. (During the combat damage step, a blocking creature can't assign combat damage to a creature it's blocking unless each creature ahead of that blocked creature in its order is assigned lethal damage.) This turn-based action doesn't use the stack.

509.3a

During the declare blockers step, if an attacking creature is removed from combat or a spell or ability causes it to stop being blocked by a blocking creature, the attacking creature is removed from all relevant damage assignment orders. The relative order among the remaining attacking creatures is unchanged.

509.4

Fourth, any abilities that triggered on blockers being declared go on the stack. (See rule *603*, "Handling Triggered Abilities.")

509.4a

An ability that reads "Whenever [this creature] blocks, . . . " generally triggers only once each combat for that creature, even if it blocks multiple creatures. It triggers if the creature is declared as a blocker. It will also trigger if that creature becomes a blocker as the result of an effect, but only if it wasn't a blocking creature at that time. (See rule *509.1g*) It won't trigger if the creature is put onto the battlefield blocking.

509.4b

An ability that reads "Whenever [this creature] blocks a creature, . . . " triggers once for each attacking creature the creature with the ability blocks. It triggers if the creature is declared as a blocker. It will also trigger if an effect causes that creature to block an attacking creature, but only if it wasn't already blocking that attacking creature at that time. It won't trigger if the creature is put onto the battlefield blocking.

509.4c

An ability that reads "Whenever [this creature] becomes blocked, . . . " generally triggers only once each combat for that creature, even if it's blocked by multiple creatures. It will trigger if that creature becomes blocked by at least one creature declared as a blocker. It will also trigger if that creature becomes blocked by an effect or by a creature that's put onto the battlefield as a blocker, but only if the attacking creature was an unblocked creature at that time. (See rule *509.1h*)

509.4d

An ability that reads "Whenever [this creature] becomes blocked by a creature, . . . " triggers once for each creature that blocks the named creature. It triggers if a creature is declared as a blocker for the attacking creature. It will also trigger if an effect causes a creature to block the attacking creature, but only if it wasn't already blocking that attacking creature at that time. In addition, it will trigger if a creature is put onto the battlefield blocking that creature. It won't trigger if the creature becomes blocked by an effect rather than a creature.

509.4e

If an ability triggers when a creature blocks or becomes blocked by a particular number of creatures, the ability triggers if the creature blocks or is blocked by that many creatures when blockers are declared. Effects that add or remove blockers can also cause such abilities to trigger. This applies to abilities that trigger on a creature blocking or being blocked by at least a certain number of creatures as well.

509.4f

If an ability triggers when a creature with certain characteristics blocks, it will trigger only if the creature has those characteristics at the point blockers are declared, or at the point an effect causes it to block. If an ability triggers when a creature with certain characteristics becomes blocked, it will trigger only if the creature has those characteristics at the point it becomes a blocked creature. If an ability triggers when a creature becomes blocked by a creature with certain characteristics, it will trigger only if the latter creature has those characteristics at the point it becomes a blocking creature. None of those abilities will trigger if the relevant creature's characteristics change to match the ability's trigger condition later on.

Example: A creature has the ability "Whenever this creature becomes blocked by a white creature, destroy that creature at end of combat." If the creature becomes blocked by a black creature that is later turned white, the ability will not trigger.

509.4g

An ability that reads "Whenever [this creature] attacks and isn't blocked, . . . " triggers if no creatures are declared as blockers for that creature. It will trigger even if the creature was never declared as an attacker (for example, if it entered the battlefield attacking). It won't trigger if the attacking creature is blocked and then all its blockers are removed from combat.

509.5

Fifth, the active player gets priority. Players may cast spells and activate abilities.

509.6

If a spell or ability causes a creature on the battlefield to block an attacking creature, the active player announces the blocking creature's placement in the attacking creature's damage assignment order. The relative order among the remaining blocking creatures is unchanged. Then the defending player announces the attacking creature's placement in the blocking creature's damage assignment order. The relative order among the remaining attacking creatures is unchanged. This is done as part of the blocking effect.

509.7

If a creature is put onto the battlefield blocking, its controller chooses which attacking creature it's blocking as it enters the battlefield (unless the effect that put it onto the battlefield specifies what it's blocking), then the active player announces the new creature's placement in the blocked creature's damage assignment order. The relative order among the remaining blocking creatures is unchanged. A creature put onto the battlefield this way is "blocking" but, for the purposes of trigger events and effects, it never "blocked."

Example: is blocked by . The defending player casts , which puts a Saproling token onto the battlefield blocking the Giant Spider. Giant Spider's controller announces the Giant Spider's damage assignment order as the Saproling token, then Canyon Minotaur.

510. Combat Damage Step

510.1

First, the active player announces how each attacking creature assigns its combat damage, then the defending player announces how each blocking creature assigns its combat damage. This turn-based action doesn't use the stack. A player assigns a creature's combat damage according to the following rules:

510.1a

Each attacking creature and each blocking creature assigns combat damage equal to its power. Creatures that would assign 0 or less damage this way don't assign combat damage at all.

510.1b

An unblocked creature assigns its combat damage to the player or planeswalker it's attacking. If it isn't currently attacking anything (if, for example, it was attacking a planeswalker that has left the battlefield), it assigns no combat damage.

510.1c

A blocked creature assigns its combat damage to the creatures blocking it. If no creatures are currently blocking it (if, for example, they were destroyed or removed from combat), it assigns no combat damage. If exactly one creature is blocking it, it assigns all its combat damage to that creature. If two or more creatures are blocking it, it assigns its combat damage to those creatures according to the damage assignment order announced for it. This may allow the blocked creature to divide its combat damage. However, it can't assign combat damage to a creature that's blocking it unless, when combat damage assignments are complete, each creature that precedes that blocking creature in its order is assigned lethal damage. When checking for assigned lethal damage, take into account damage already marked on the creature and damage from other creatures that's being assigned during the same combat damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. An amount of damage that's greater than a creature's lethal damage may be assigned to it.

Example: The damage assignment order of an attacking (a 5/6 creature) is (a 0/3 creature) then (a 1/1 creature). Vastwood Gorger can assign 3 damage to the Guardian and 2 damage to the Elves, 4 damage to the Guardian and 1 damage to the Elves, or 5 damage to the Guardian.

Example: The damage assignment order of an attacking (a 5/6 creature) is (a 0/3 creature) then (a 1/1 creature). During the declare blockers step, the defending player casts targeting Pride Guardian, which gives it +3/+3 until end of turn. Vastwood Gorger must assign its 5 damage to the Guardian.

Example: The damage assignment order of an attacking (a 0/3 creature) then (a 1/1 creature). During the declare blockers step, the defending player casts targeting Pride Guardian, which prevents the next 4 damage that would be dealt to it. Vastwood Gorger can assign 3 damage to the Guardian and 2 damage to the Elves, 4 damage to the Guardian and 1 damage to the Elves, or 5 damage to the Guardian.

Example: The damage assignment order of an attacking (a 7/7 creature) is (a 3/3 creature) that already has 2 damage marked on it, then (a 2/4 creature that can block an additional creature), then (a 5/5 creature). The damage assignment order of an attacking (a 4/4 creature) is the same Foriysian Brigade, then (a 2/1 creature). Among other possibilities, the active player may have the Baloth assign 1 damage to the Armodon, 1 damage to the Brigade, and 5 damage to the Ape, and have the Boars assign 3 damage to the Brigade and 1 damage to the Piker.

510.1d

A blocking creature assigns combat damage to the creatures it's blocking. If it isn't currently blocking any creatures (if, for example, they were destroyed or removed from combat), it assigns no combat damage. If it's blocking exactly one creature, it assigns all its combat damage to that creature. If it's blocking two or more creatures, it assigns its combat damage to those creatures according to the damage assignment order announced for it. This may allow the blocking creature to divide its combat damage. However, it can't assign combat damage to a creature that it's blocking unless, when combat damage assignments are complete, each creature that precedes that blocked creature is assigned lethal damage. When checking for assigned lethal damage, take into account damage already marked on the creature and damage from other creatures that's being assigned during the same combat damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. An amount of damage that's greater than a creature's lethal damage may be assigned to it.

510.1e

Once a player has assigned combat damage from each attacking or blocking creature he or she controls, the total damage assignment (not solely the damage assignment of any individual attacking or blocking creature) is checked to see if it complies with the above rules. If it doesn't, the combat damage assignment is illegal; the game returns to the moment before that player began to assign combat damage. (See rule *717*, "Handling Illegal Actions").

510.2

Second, all combat damage that's been assigned is dealt simultaneously. This turn-based action doesn't use the stack. No player has the chance to cast spells or activate abilities between the time combat damage is assigned and the time it's dealt. This is a change from previous rules.

Example: (a 1/1 creature with flying) and (a 2/1 creature) are attacking. (a 1/1 creature with the ability "Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player) blocks the Goblin Piker. The defending player sacrifices Mogg Fanatic during the declare blockers step to deal 1 damage to the Squadron Hawk. The Hawk is destroyed. The Piker deals and is dealt no combat damage this turn. If the defending player instead left Mogg Fanatic on the battlefield, the Fanatic and the Piker would have dealt lethal damage to one another, but the Squadron Hawk couldn't have been dealt damage.

510.3

Third, any abilities that triggered on damage being assigned or dealt go on the stack. (See rule *603*, "Handling Triggered Abilities.")

510.4

Fourth, the active player gets priority. Players may cast spells and activate abilities.

510.5

If at least one attacking or blocking creature has first strike (see rule *702*.7) or double strike (see rule *702.4*) as the combat damage step begins, the only creatures that assign combat damage in that step are those with first strike or double strike. After that step, instead of proceeding to the end of combat step, the phase gets a second combat damage step. The only creatures that assign combat damage in that step are the remaining attackers and blockers that had neither first strike nor double strike as the first combat damage step began, as well as the remaining attackers and blockers that currently have double strike. After that step, the phase proceeds to the end of combat step.

511. End of Combat Step

511.1

First, all "at end of combat" abilities trigger and go on the stack. (See rule *603*, "Handling Triggered Abilities.")

511.2

Second, the active player gets priority. Players may cast spells and activate abilities.

511.3

As soon as the end of combat step ends, all creatures and planeswalkers are removed from combat. After the end of combat step ends, the combat phase is over and the postcombat main phase begins (see rule *505*).

512. Ending Phase

512.1

The ending phase consists of two steps: end and cleanup.

513. End Step

513.1

First, all abilities that trigger "at the beginning of the end step" or "at the beginning of the next end step" go on the stack. (See rule *603*, "Handling Triggered Abilities.")

513.1a

Previously, abilities that trigger at the beginning of the end step were printed with the trigger condition "at end of turn." Cards that were printed with that text have received errata in the Oracle card reference to say "at the beginning of the end step" or "at the beginning of the next end step."

513.2

Second, the active player gets priority. Players may cast spells and activate abilities.

513.3

If a permanent with an ability that triggers "at the beginning of the end step" enters the battlefield during this step, that ability won't trigger until the next turn's end step. Likewise, if a delayed triggered ability that triggers "at the beginning of the next end step" is created during this step, that ability won't trigger until the next turn's end step. In other words, the step doesn't "back up" so those abilities can go on the stack. This rule applies only to triggered abilities; it doesn't apply to continuous effects whose durations say "until end of turn" or "this turn." (See rule *514*, "Cleanup Step.")

514. Cleanup Step

514.1

First, if the active player's hand contains more cards than his or her maximum hand size (normally seven), he or she discards enough cards to reduce his or her hand size to that number. This turn-based action doesn't use the stack.

514.2

Second, the following actions happen simultaneously: all damage marked on permanents (including phased-out permanents) is removed and all "until end of turn" and "this turn" effects end. This turn-based action doesn't use the stack.

514.3

Normally, no player receives priority during the cleanup step, so no spells can be cast and no abilities can be activated. However, this rule is subject to the following exception:

514.3a

At this point, the game checks to see if any state-based actions would be performed and/or any triggered abilities are waiting to be put onto the stack (including those that trigger "at the beginning of the next cleanup step"). If so, those state-based actions are performed, then those triggered abilities are put on the stack, then the active

player gets priority. Players may cast spells and activate abilities. Once the stack is empty and all players pass in succession, another cleanup step begins.

5.27.6 6. Spells, Abilities, and Effects

600. General

601. Casting Spells

601.1

Previously, the action of casting a spell, or casting a card as a spell, was referred to on cards as "playing" that spell or that card. Cards that were printed with that text have received errata in the Oracle card reference so they now refer to "casting" that spell or that card.

601.1a

Some effects still refer to "playing" a card. "Playing a card" means playing that card as a land or casting that card as a spell, whichever is appropriate.

601.2

To cast a spell is to take it from where it is (usually the hand), put it on the stack, and pay its costs, so that it will eventually resolve and have its effect. Casting a spell follows the steps listed below, in order. If, at any point during the casting of a spell, a player is unable to comply with any of the steps listed below, the casting of the spell is illegal; the game returns to the moment before that spell started to be cast (see rule *717*, "Handling Illegal Actions"). Announcements and payments can't be altered after they've been made.

601.2a

The player announces that he or she is casting the spell. That card (or that copy of a card) moves from where it is to the stack. It becomes the topmost object on the stack. It has all the characteristics of the card (or the copy of a card) associated with it, and that player becomes its controller. The spell remains on the stack until it's countered, it resolves, or an effect moves it elsewhere.

601.2b

If the spell is modal the player announces the mode choice (see rule *700*.2). If the player wishes to splice any cards onto the spell (see rule *702*.46), he or she reveals those cards in his or her hand. If the spell has alternative or additional costs that will be paid as it's being cast such as buyback or kicker costs (see rules *117.8* and *117.9*), the player announces his or her intentions to pay any or all of those costs (see rule *601*.2e). A player can't apply two alternative methods of casting or two alternative costs to a single spell. If the spell has a variable cost that will be paid as it's being cast (such as an in its mana cost; see rule *107.3*), the player announces the value of that variable. If a cost that will be paid as the spell is being cast includes hybrid mana symbols, the player announces the nonhybrid equivalent cost he or she intends to pay. If a cost that will be paid as the spell is being cast includes Phyrexian mana symbols, the player announces whether he or she intends to pay 2 life or the corresponding colored mana cost for each of those symbols. Previously made choices (such as choosing to cast a spell with flashback from a graveyard or choosing to cast a creature with morph face down) may restrict the player's options when making these choices.

601.2c

The player announces his or her choice of an appropriate player, object, or zone for each target the spell requires. A spell may require some targets only if an alternative or additional cost (such as a buyback or kicker cost), or a particular mode, was chosen for it; otherwise, the spell is cast as though it did not require those targets. If the spell has a variable number of targets, the player announces how many targets he or she will choose before he or she announces those targets. The same target can't be chosen multiple times for any one instance of the word "target" on the spell. However, if the spell uses the word "target" in multiple places, the same object, player, or zone can be chosen once for each instance of the word "target" (as long as it fits the targeting criteria). If any effects say that an object or player must be chosen as a target, the player chooses targets so that he or she obeys the maximum possible number of such effects without violating any rules or effects that say that an object or player can't be chosen as a target. The chosen players, objects, and/or zones each become a target of that spell. (Any abilities that trigger when those players, objects, and/or zones become the target of a spell trigger at this point; they'll wait to be put on the stack until the spell has finished being cast.)

Example: If a spell says "Tap two target creatures," then the same creature can't be chosen twice; the spell requires two different legal targets. A spell that says "Destroy target artifact and target land," however, can target the same artifact land twice because it uses the word "target" in multiple places.

601.2d

If the spell requires the player to divide or distribute an effect (such as damage or counters) among one or more targets, the player announces the division. Each of these targets must receive at least one of whatever is being divided.

601.2e

The player determines the total cost of the spell. Usually this is just the mana cost. Some spells have additional or alternative costs. Some effects may increase or reduce the cost to pay, or may provide other alternative costs. Costs may include paying mana, tapping permanents, sacrificing permanents, discarding cards, and so on. The total cost is the mana cost or alternative cost (as determined in rule *601.2b*), plus all additional costs and cost increases, and minus all cost reductions. If the mana component of the total cost is reduced to nothing by cost reduction effects, it is considered to be 0. It can't be reduced to less than 0. Once the total cost is determined, any effects that directly affect the total cost are applied. Then the resulting total cost becomes "locked in." If effects would change the total cost after this time, they have no effect.

601.2f

If the total cost includes a mana payment, the player then has a chance to activate mana abilities (see rule *605*, "Mana Abilities"). Mana abilities must be activated before costs are paid.

601.2g

The player pays the total cost in any order. Partial payments are not allowed. Unpayable costs can't be paid.

Example: You cast , which costs 1 and has an additional cost of sacrificing a creature. You sacrifice , whose effect makes your black spells cost 1 less to cast. Because a spell's total cost is "locked in" before payments are actually made, you pay , not 1 , even though you're sacrificing the Familiar.

601.2h

Once the steps described in 601.2a-g are completed, the spell becomes cast. Any abilities that trigger when a spell is cast or put onto the stack trigger at this time. If the spell's controller had priority before casting it, he or she gets priority.

601.3

Some spells specify that one of their controller's opponents does something the controller would normally do while it's being cast, such as choose a mode or choose targets. In these cases, the opponent does so when the spell's controller normally would do so.

601.3a

If there is more than one opponent who could make such a choice, the spell's controller decides which of those opponents will make the choice.

601.3b

If the spell instructs its controller and another player to do something at the same time as the spell is being cast, the spell's controller goes first, then the other player. This is an exception to rule *101.4*.

601.4

Casting a spell that alters costs won't affect spells and abilities that are already on the stack.

601.5

A player can't begin to cast a spell that's prohibited from being cast.

601.5a

If an effect allows a card that's prohibited from being cast to be cast face down, and the face-down spell would not be prohibited, that spell can be cast face down. See rule *707*, "Face-Down Spells and Permanents."

602. Activating Activated Abilities

602.1

Activated abilities have a cost and an effect. They are written as "[Cost]: [Effect.] [Activation instructions (if any).]"

602.1a

The activation cost is everything before the colon (:). An ability's activation cost must be paid by the player who is activating it.

Example: The activation cost of an ability that reads "2, ↷: You gain 1 life" is two mana of any type plus tapping the permanent that has the ability.

602.1b

Some text after the colon of an activated ability states instructions that must be followed while activating that ability. Such text may state which players can activate that ability, may restrict when a player can activate the ability, or may define some aspect of the activation cost. This text is not part of the ability's effect. It functions at all times. If an activated ability has any activation instructions, they appear last, after the ability's effect.

602.1c

An activated ability is the only kind of ability that can be activated. If an object or rule refers to activating an ability without specifying what kind, it must be referring to an activated ability.

602.1d

Previously, the action of using an activated ability was referred to on cards as "playing" that ability. Cards that were printed with that text have received errata in the Oracle card reference so they now refer to "activating" that ability.

602.2

To activate an ability is to put it onto the stack and pay its costs, so that it will eventually resolve and have its effect. Only an object's controller (or its owner, if it doesn't have a controller) can activate its activated ability unless the object specifically says otherwise. Activating an ability follows the steps listed below, in order. If, at any point during the activation of an ability, a player is unable to comply with any of those steps, the activation is illegal; the game returns to the moment before that ability started to be activated (see rule *717*, "Handling Illegal Actions"). Announcements and payments can't be altered after they've been made.

602.2a

The player announces that he or she is activating the ability. If an activated ability is being activated from a hidden zone, the card that has that ability is revealed. That ability is created on the stack as an object that's not a card. It becomes the topmost object on the stack. It has the text of the ability that created it, and no other characteristics. Its controller is the player who activated the ability. The ability remains on the stack until it's countered, it resolves, or an effect moves it elsewhere.

602.2b

The remainder of the process for activating an ability is identical to the process for casting a spell listed in rules 601.2b-h. Those rules apply to activating an ability just as they apply to casting a spell. An activated ability's analog to a spell's mana cost (as referenced in rule *601.2e*) is its activation cost.

602.3

Some abilities specify that one of their controller's opponents does something the controller would normally do while it's being activated, such as choose a mode or choose targets. In these cases, the opponent does so when the ability's controller normally would do so.

602.3a

If there is more than one opponent who could make such a choice, the ability's controller decides which of those opponents will make the choice.

602.3b

If the ability instructs its controller and another player to do something at the same time as the ability is being activated, the ability's controller goes first, then the other player. This is an exception to rule *101.4*.

602.4

Activating an ability that alters costs won't affect spells and abilities that are already on the stack.

602.5

A player can't begin to activate an ability that's prohibited from being activated.

602.5a

A creature's activated ability with the tap symbol ( ) or the untap symbol ( ) in its activation cost can't be activated unless the creature has been under its controller's control since the start of his or her most recent turn. Ignore this rule for creatures with haste (see rule *702.10*).

602.5b

If an activated ability has a restriction on its use (for example, "Activate this ability only once each turn"), the restriction continues to apply to that object even if its controller changes.

602.5c

If an object acquires an activated ability with a restriction on its use from another object, that restriction applies only to that ability as acquired from that object. It doesn't apply to other, identically worded abilities.

602.5d

Activated abilities that read "Activate this ability only any time you could cast a sorcery" mean the player must follow the timing rules for casting a sorcery spell, though the ability isn't actually a sorcery. The player doesn't actually need to have a sorcery card that he or she could cast.

602.5e

Activated abilities that read "Activate this ability only any time you could cast an instant" mean the player must follow the timing rules for casting an instant spell, though the ability isn't actually an instant. The player doesn't actually need to have an instant card that he or she could cast.

603. Handling Triggered Abilities

603.1

Triggered abilities have a trigger condition and an effect. They are written as "[Trigger condition], [effect]," and begin with the word "when," "whenever," or "at." They can also be expressed as "[When/Whenever/At] [trigger event], [effect]."

603.2

Whenever a game event or game state matches a triggered ability's trigger event, that ability automatically triggers. The ability doesn't do anything at this point.

603.2a

Because they aren't cast or activated, triggered abilities can trigger even when it isn't legal to cast spells and activate abilities. Effects that prevent abilities from being activated don't affect them.

603.2b

When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger.

603.2c

An ability triggers only once each time its trigger event occurs. However, it can trigger repeatedly if one event contains multiple occurrences. See also rule *509.4*.

Example: A permanent has an ability whose trigger condition reads, "Whenever a land is put into a graveyard from the battlefield, ..." If someone casts a spell that destroys all lands, the ability will trigger once for each land put into the graveyard during the spell's resolution.

603.2d

Some trigger events use the word "becomes" (for example, "becomes attached" or "becomes blocked"). These trigger only at the time the named event happens – they don't trigger if that state already exists or retrigger if it persists. An ability that triggers when a permanent "becomes tapped" or "becomes untapped" doesn't trigger if the permanent enters the battlefield in that state.

Example: An ability that triggers when a permanent "becomes tapped" triggers only when the status of a permanent that's already on the battlefield changes from untapped to tapped.

603.2e

If a triggered ability's trigger condition is met, but the object with that triggered ability is at no time visible to all players, the ability does not trigger.

603.2f

An ability triggers only if its trigger event actually occurs. An event that's prevented or replaced won't trigger anything.

Example: An ability that triggers on damage being dealt won't trigger if all the damage is prevented.

603.3

Once an ability has triggered, its controller puts it on the stack as an object that's not a card the next time a player would receive priority. See rule *116*, "Timing and Priority." The ability becomes the topmost object on the stack. It has the text of the ability that created it, and no other characteristics. It remains on the stack until it's countered, it resolves, a rule causes it to be removed from the stack, or an effect moves it elsewhere.

603.3a

A triggered ability is controlled by the player who controlled its source at the time it triggered, unless it's a delayed triggered ability. To determine the controller of a delayed triggered ability, see rules *603.7d*-f.

603.3b

If multiple abilities have triggered since the last time a player received priority, each player, in APNAP order, puts triggered abilities he or she controls on the stack in any order he or she chooses. (See rule *101.4*) Then the game once again checks for and resolves state-based actions until none are performed, then abilities that triggered during this process go on the stack. This process repeats until no new state-based actions are performed and no abilities trigger. Then the appropriate player gets priority.

603.3c

If a triggered ability is modal, its controller announces the mode choice when he or she puts the ability on the stack. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. If no mode can be chosen, the ability is removed from the stack. (See rule *700.2*)

603.3d

The remainder of the process for putting a triggered ability on the stack is identical to the process for casting a spell listed in rules 601.2c-d. If a choice is required when the triggered ability goes on the stack but no legal choices can be made for it, or if a rule or a continuous effect otherwise makes the ability illegal, the ability is simply removed from the stack.

603.4

A triggered ability may read "When/Whenever/At [trigger event], if [condition], [effect]." When the trigger event occurs, the ability checks whether the stated condition is true. The ability triggers only if it is; otherwise it does nothing. If the ability triggers, it checks the stated condition again as it resolves. If the condition isn't true at that time, the ability is removed from the stack and does nothing. Note that this mirrors the check for legal targets. This rule is referred to as the "intervening 'if' clause" rule. (The word "if" has only its normal English meaning anywhere else in the text of a card; this rule only applies to an "if" that immediately follows a trigger condition.)

Example: reads, "At the beginning of your upkeep, if you have 40 or more life, you win the game." Its controller's life total is checked as that player's upkeep begins. If that player has 39 or less life, the ability doesn't trigger at all. If that player has 40 or more life, the ability triggers and goes on the stack. As the ability resolves, that player's life total is checked again. If that player has 39 or less life at this time, the ability is removed from the stack and has no effect. If that player has 40 or more life at this time, the ability resolves and that player wins the game.

603.5

Some triggered abilities' effects are optional (they contain "may," as in "At the beginning of your upkeep, you may draw a card"). These abilities go on the stack when they trigger, regardless of whether their controller intends to exercise the ability's option or not. The choice is made when the ability resolves. Likewise, triggered abilities that have an effect "unless" something is true or a player chooses to do something will go on the stack normally; the "unless" part of the ability is dealt with when the ability resolves.

603.6

Trigger events that involve objects changing zones are called "zone-change triggers." Many abilities with zone-change triggers attempt to do something to that object after it changes zones. During resolution, these abilities

look for the object in the zone that it moved to. If the object is unable to be found in the zone it went to, the part of the ability attempting to do something to the object will fail to do anything. The ability could be unable to find the object because the object never entered the specified zone, because it left the zone before the ability resolved, or because it is in a zone that is hidden from a player, such as a library or an opponent's hand. (This rule applies even if the object leaves the zone and returns again before the ability resolves.) The most common zone-change triggers are enters-the-battlefield triggers and leaves-the-battlefield triggers.

603.6a

Enters-the-battlefield abilities trigger when a permanent enters the battlefield. These are written, "When [this object] enters the battlefield, . . . " or "Whenever a [type] enters the battlefield, . . . " Each time an event puts one or more permanents onto the battlefield, all permanents on the battlefield (including the newcomers) are checked for any enters-the-battlefield triggers that match the event.

603.6b

Continuous effects that modify characteristics of a permanent do so the moment the permanent is on the battlefield (and not before then). The permanent is never on the battlefield with its unmodified characteristics. Continuous effects don't apply before the permanent is on the battlefield, however (see rule *603.6e*).

Example: If an effect reads "All lands are creatures" and a land card is played, the effect makes the land card into a creature the moment it enters the battlefield, so it would trigger abilities that trigger when a creature enters the battlefield. Conversely, if an effect reads "All creatures lose all abilities" and a creature card with an enters-the-battlefield triggered ability enters the battlefield, that effect will cause it to lose its abilities the moment it enters the battlefield, so the enters-the-battlefield ability won't trigger.

603.6c

Leaves-the-battlefield abilities trigger when a permanent moves from the battlefield to another zone, or when a phased-in permanent leaves the game because its owner leaves the game. These are written as, but aren't limited to, "When [this object] leaves the battlefield, . . . " or "Whenever [something] is put into a graveyard from the battlefield, ..." An ability that attempts to do something to the card that left the battlefield checks for it only in the first zone that it went to. An ability that triggers when a card is put into a certain zone "from anywhere" is never treated as a leaves-the-battlefield ability, even if an object is put into that zone from the battlefield.

603.6d

Normally, objects that exist immediately after an event are checked to see if the event matched any trigger conditions. Continuous effects that exist at that time are used to determine what the trigger conditions are and what the objects involved in the event look like. However, some triggered abilities must be treated specially. Leaves-the-battlefield abilities, abilities that trigger when a permanent phases out, abilities that trigger when an object that all players can see is put into a hand or library, abilities that trigger specifically when an object becomes unattached, abilities that trigger when a player loses control of an object, and abilities that trigger when a player planeswalks away from a plane will trigger based on their existence, and the appearance of objects, prior to the event rather than afterward. The game has to "look back in time" to determine if these abilities trigger.

Example: Two creatures are on the battlefield along with an artifact that has the ability "Whenever a creature dies, you gain 1 life." Someone plays a spell that destroys all artifacts, creatures, and enchantments. The artifact's ability triggers twice, even though the artifact goes to its owner's graveyard at the same time as the creatures.

603.6e

Some permanents have text that reads "[This permanent] enters the battlefield with . . . ," "As [this permanent] enters the battlefield . . . ," "[This permanent] enters the battlefield as . . . ," or "[This permanent] enters the

battlefield tapped." Such text is a static ability – not a triggered ability – whose effect occurs as part of the event that puts the permanent onto the battlefield.

603.6f

Some Auras have triggered abilities that trigger on the enchanted permanent leaving the battlefield. These triggered abilities can find the new object that permanent card became in the zone it moved to; they can also find the new object the Aura card became in its owner's graveyard after state-based actions have been checked. See rule *400.7*

603.7

An effect may create a delayed triggered ability that can do something at a later time. A delayed triggered ability will contain "when," "whenever," or "at," although that word won't usually begin the ability.

603.7a

Delayed triggered abilities come from spells or other abilities that create them on resolution, or are created as the result of a replacement effect being applied. That means a delayed triggered ability won't trigger until it has actually been created, even if its trigger event occurred just beforehand. Other events that happen earlier may make the trigger event impossible.

Example: Part of an effect reads "When this creature leaves the battlefield," but the creature in question leaves the battlefield before the spell or ability creating the effect resolves. In this case, the delayed ability never triggers.

Example: If an effect reads "When this creature becomes untapped" and the named creature becomes untapped before the effect resolves, the ability waits for the next time that creature untaps.

603.7b

A delayed triggered ability will trigger only once – the next time its trigger event occurs – unless it has a stated duration, such as "this turn."

603.7c

A delayed triggered ability that refers to a particular object still affects it even if the object changes characteristics. However, if that object is no longer in the zone it's expected to be in at the time the delayed triggered ability resolves, the ability won't affect it. (Note that if that object left that zone and then returned, it's a new object and thus won't be affected. See rule *400.7*)

Example: An ability that reads "Exile this creature at the beginning of the next end step" will exile the permanent even if it's no longer a creature during the next end step. However, it won't do anything if the permanent left the battlefield before then.

603.7d

If a spell creates a delayed triggered ability, the source of that delayed triggered ability is that spell. The controller of that delayed triggered ability is the player who controlled that spell as it resolved.

603.7e

If an activated or triggered ability creates a delayed triggered ability, the source of that delayed triggered ability is the same as the source of that other ability. The controller of that delayed triggered ability is the player who controlled that other ability as it resolved.

603.7f

If a static ability generates a replacement effect which causes a delayed triggered ability to be created, the source of that delayed triggered ability is the object with that static ability. The controller of that delayed triggered ability is the same as the controller of that object at the time the replacement effect was applied.

603.8

Some triggered abilities trigger when a game state (such as a player controlling no permanents of a particular card type) is true, rather than triggering when an event occurs. These abilities trigger as soon as the game state matches the condition. They'll go onto the stack at the next available opportunity. These are called state triggers. (Note that state triggers aren't the same as state-based actions.) A state-triggered ability doesn't trigger again until the ability has resolved, has been countered, or has otherwise left the stack. Then, if the object with the ability is still in the same zone and the game state still matches its trigger condition, the ability will trigger again.

Example: A permanent's ability reads, "Whenever you have no cards in hand, draw a card." If its controller plays the last card from his or her hand, the ability will trigger once and won't trigger again until it has resolved. If its controller casts a spell that reads "Discard your hand, then draw that many cards," the ability will trigger during the spell's resolution because the player's hand was momentarily empty.

603.9

Some triggered abilities trigger specifically when a player loses the game. These abilities trigger when a player loses or leaves the game, regardless of the reason, unless that player leaves the game as the result of a draw. See rule *104.3*

603.10

Some objects have a static ability that's linked to a triggered ability. (See rule *607*, "Linked Abilities.") These objects combine both abilities into one paragraph, with the static ability first, followed by the triggered ability. A very few objects have triggered abilities which are written with the trigger condition in the middle of the ability, rather than at the beginning.

Example: An ability that reads "Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card" is a static ability linked to a triggered ability.

604. Handling Static Abilities

604.1

Static abilities do something all the time rather than being activated or triggered. They are written as statements, and they're simply true.

604.2

Static abilities create continuous effects, some of which are prevention effects or replacement effects. These effects are active as long as the permanent with the ability remains on the battlefield and has the ability, or as long as the object with the ability remains in the appropriate zone, as described in rule *112.6*.

604.3

Some static abilities are characteristic-defining abilities. A characteristic-defining ability conveys information about an object's characteristics that would normally be found elsewhere on that object (such as in its mana cost, type line, or power/toughness box). Characteristic-defining abilities function in all zones. They also function outside the game.

604.3a

A static ability is a characteristic-defining ability if it meets the following criteria: (1) It defines an object's colors, subtypes, power, or toughness; (2) it is printed on the card it affects, it was granted to the token it affects by the effect that created the token, or it was acquired by the object it affects as the result of a copy effect or text-changing effect; (3) it does not directly affect the characteristics of any other objects; (4) it is not an ability that an object grants to itself; and (5) it does not set the values of such characteristics only if certain conditions are met.

604.4

Many Auras, Equipment, and Fortifications have static abilities that modify the object they're attached to, but those abilities don't target that object. If an Aura, Equipment, or Fortification is moved to a different object, the ability stops applying to the original object and starts modifying the new one.

604.5

Some static abilities apply while a spell is on the stack. These are often abilities that refer to countering the spell. Also, abilities that say "As an additional cost to cast . . . ," "You may pay [cost] rather than pay [this object]'s mana cost," and "You may cast [this object] without paying its mana cost" work while a spell is on the stack.

604.6

Some static abilities apply while a card is in any zone that you could cast or play it from (usually your hand). These are limited to those that read, "You may [cast/play] [this card] . . . ," "You can't [cast/play] [this card] . . . ," and "[Cast/Play] [this card] only . . . ."

604.7

Unlike spells and other kinds of abilities, static abilities can't use an object's last known information for purposes of determining how their effects are applied.

605. Mana Abilities

605.1

Some activated abilities and some triggered abilities are mana abilities, which are subject to special rules. Only abilities that meet either of the following two sets of criteria are mana abilities, regardless of what other effects they

may generate or what timing restrictions (such as "Activate this ability only any time you could cast an instant") they may have.

605.1a

An activated ability is a mana ability if it meets three criteria: it doesn't have a target, it could put mana into a player's mana pool when it resolves, and it's not a loyalty ability. (See rule *606*, "Loyalty Abilities.")

605.1b

A triggered ability without a target that triggers from activating a mana ability and could put mana into a player's mana pool when it resolves is a mana ability.

605.2

A mana ability remains a mana ability even if the game state doesn't allow it to produce mana.

Example: A permanent has an ability that reads " : Add to your mana pool for each creature you control." This is still a mana ability even if you control no creatures or if the permanent is already tapped.

605.3

Activating an activated mana ability follows the rules for activating any other activated ability (see rule *602.2*), with the following exceptions:

605.3a

A player may activate an activated mana ability whenever he or she has priority, whenever he or she is casting a spell or activating an ability that requires a mana payment, or whenever a rule or effect asks for a mana payment, even if it's in the middle of casting or resolving a spell or activating or resolving an ability.

605.3b

An activated mana ability doesn't go on the stack, so it can't be targeted, countered, or otherwise responded to. Rather, it resolves immediately after it is activated. (See rule *405.6c*)

605.4

Triggered mana abilities follow all the rules for other triggered abilities (see rule *603*, "Handling Triggered Abilities"), with the following exception:

605.4a

A triggered mana ability doesn't go on the stack, so it can't be targeted, countered, or otherwise responded to. Rather, it resolves immediately after the mana ability that triggered it, without waiting for priority.

Example: An enchantment reads, "Whenever a player taps a land for mana, that player adds one mana to his or her mana pool of any type that land produced." If a player taps lands for mana while casting a spell, the additional mana is added to the player's mana pool immediately and can be used to pay for the spell.

605.5

Abilities that don't meet the criteria specified in rules 605.1a-b and spells aren't mana abilities.

605.5a

An ability with a target is not a mana ability, even if it could put mana into a player's mana pool when it resolves. The same is true for a triggered ability that could produce mana but triggers from an event other than activating a mana ability, or a triggered ability that triggers from activating a mana ability but couldn't produce mana. These follow the normal rules for activated or triggered abilities, as appropriate.

605.5b

A spell can never be a mana ability, even if it could put mana into a player's mana pool when it resolves. It's cast and resolves just like any other spell. Some older cards were printed with the card type "mana source"; these cards have received errata in the Oracle card reference and are now instants.

606. Loyalty Abilities

606.1

Some activated abilities are loyalty abilities, which are subject to special rules.

606.2

An activated ability with a loyalty symbol in its cost is a loyalty ability. Normally, only planeswalkers have loyalty abilities.

606.3

A player may activate a loyalty ability of a permanent he or she controls any time he or she has priority and the stack is empty during a main phase of his or her turn, but only if no player has previously activated a loyalty ability of that permanent that turn.

606.4

The cost to activate a loyalty ability of a permanent is to put on or remove from that permanent a certain number of loyalty counters, as shown by the loyalty symbol in the ability's cost.

606.5

A loyalty ability with a negative loyalty cost can't be activated unless the permanent has at least that many loyalty counters on it.

607. Linked Abilities

607.1

An object may have two abilities printed on it such that one of them causes actions to be taken or objects or players to be affected and the other one directly refers to those actions, objects, or players. If so, these two abilities are

linked: the second refers only to actions that were taken or objects or players that were affected by the first, and not by any other ability.

607.1a

An ability printed on an object within another ability that grants that ability to that object is still considered to be "printed on" that object for these purposes.

607.1b

An ability printed on an object that fulfills both criteria described in rule *607.1* is linked to itself.

607.2

There are different kinds of linked abilities.

607.2a

If an object has an activated or triggered ability printed on it that instructs a player to exile one or more cards and an ability printed on it that refers either to "the exiled cards" or to cards "exiled with [this object]," these abilities are linked. The second ability refers only to cards in the exile zone that were put there as a result of an instruction to exile them in the first ability.

607.2b

If an object has an ability printed on it that generates a replacement effect which causes one or more cards to be exiled and an ability printed on it that refers either to "the exiled cards" or to cards "exiled with [this object]," these abilities are linked. The second ability refers only to cards in the exile zone that were put there as a direct result of a replacement event caused by the first ability. See rule *614*, "Replacement Effects."

607.2c

If an object has an activated or triggered ability printed on it that puts one or more objects onto the battlefield and an ability printed on it that refers to objects "put onto the battlefield with [this object]," those abilities are linked. The second can refer only to objects put onto the battlefield as a result of the first.

607.2d

If an object has an ability printed on it that causes a player to "choose a [value]" or "name a card" and an ability printed on it that refers to "the chosen [value]," "the last chosen [value]," or "the named card," those abilities are linked. The second ability refers only to a choice made as a result of the first ability.

607.2e

If an object has an ability printed on it that causes a player to choose from between two or more words that otherwise have no rules meaning and an ability printed on it that refers to a choice involving one or more of those words, those abilities are linked. The second can refer only to a choice made as a result of the first ability.

607.2f

If an object has an ability printed on it that causes a player to pay a cost as it enters the battlefield and an ability printed on it that refers to the cost paid "as [this object] entered the battlefield," these abilities are linked. The second ability refers only to a cost paid as a result of the first ability.

607.2g

If an object has both a static ability and a triggered ability printed on it in the same paragraph, those abilities are linked. The triggered ability refers only to actions taken as a result of the static ability. See rule *603.10*

607.2h

If an object has a kicker ability printed on it and an ability printed on it that refers to whether that object was kicked, those abilities are linked. The second refers only to whether the intent to pay the kicker cost listed in the first was declared as the object was cast as a spell. If a kicker ability lists multiple costs, it will have multiple abilities linked to it. Each of those abilities will specify which kicker cost it refers to. See rule *702.32*, "Kicker."

607.2i

If an object has an ability printed on it that causes a player to pay a variable additional cost as it's cast and an ability printed on it that refers to the cost paid "as [this object] was cast," these abilities are linked. The second refers only to the value chosen for the cost listed in the first as the object was cast as a spell. See rule *601.2b*

607.2j

The two abilities represented by the champion keyword are linked abilities. See rule *702.71*, "Champion."

607.3

If, within a pair of linked abilities, one ability refers to a single object as "the exiled card," "a card exiled with [this card]," or a similar phrase, and the other ability has exiled multiple cards (usually because it was copied), the ability refers to each of the exiled cards. If that ability asks for any information about the exiled card, such as a characteristic or converted mana cost, it gets multiple answers. If these answers are used to determine the value of a variable, the sum of the answers is used. If that ability performs any actions on the exiled card, it performs that action on each exiled card.

607.4

An ability may be part of more than one pair of linked abilities.

Example: has the following three abilities: "As Paradise Plume enters the battlefield, choose a color," "Whenever a player casts a spell of the chosen color, you may gain 1 life," and " : Add one mana of the chosen color to your mana pool." The first and second abilities are linked. The first and third abilities are linked.

607.5

If an object acquires a pair of linked abilities as part of the same effect, the abilities will be similarly linked to one another on that object even though they weren't printed on that object. They can't be linked to any other ability, regardless of what other abilities the object may currently have or may have had in the past.

Example: has the ability ", Exile the top ten cards of your library: Arc-Slogger deals 2 damage to target creature or player." has the ability ": Exile target creature blocking or blocked by Sisters of Stone Death" and the ability ": Put a creature card exiled with Sisters of Stone Death onto the battlefield under your control." has the ability ": Quicksilver Elemental gains all activated abilities of target creature until end of turn." If a player has Quicksilver Elemental gain Arc-Slogger's ability, activates it, then has Quicksilver Elemental gain Sisters of Stone Death's abilities, activates the exile ability, and then activates the return-to-the-battlefield ability, only the creature card Quicksilver Elemental exiled with Sisters of Stone Death's ability can be returned to the battlefield. Creature cards Quicksilver Elemental exiled with Arc-Slogger's ability can't be returned.

608. Resolving Spells and Abilities

608.1

Each time all players pass in succession, the spell or ability on top of the stack resolves. (See rule *609*, "Effects.")

608.2

If the object that's resolving is an instant spell, a sorcery spell, or an ability, its resolution may involve several steps. The steps described in rules 608.2a and 608.2b are followed first. The steps described in rules 608.2c-j are then followed as appropriate, in no specific order. The step described in rule *608.2k* is followed last.

608.2a

If a triggered ability has an intervening "if" clause, it checks whether the clause's condition is true. If it isn't, the ability is removed from the stack and does nothing. Otherwise, it continues to resolve. See rule *603.4*

608.2b

If the spell or ability specifies targets, it checks whether the targets are still legal. A target that's no longer in the zone it was in when it was targeted is illegal. Other changes to the game state may cause a target to no longer be legal; for example, its characteristics may have changed or an effect may have changed the text of the spell. If the source of an ability has left the zone it was in, its last known information is used during this process. The spell or ability is countered if all its targets, for every instance of the word "target," are now illegal. If the spell or ability is not countered, it will resolve normally. However, if any of its targets are illegal, the part of the spell or ability's effect for which it is an illegal target can't perform any actions on that target, make another object or player perform any actions on that target, or make that target perform any actions. The effect may still determine information about illegal targets, though, and other parts of the effect for which those targets are not illegal may still affect them.

Example: is a black instant that reads, "Sorin's Thirst deals 2 damage to target creature and you gain 2 life." If the creature isn't a legal target during the resolution of Sorin's Thirst (say, if the creature has gained protection from black or left the battlefield), then Sorin's Thirst is countered. Its controller doesn't gain any life.

Example: reads, "Destroy target nonblack creature and target land. They can't be regenerated." Suppose the same animated land is chosen both as the nonblack creature and as the land, and the color of the creature land is changed to black before Plague Spores resolves. Plagues Spores isn't countered because the black creature land is still a legal target for the "target land" part of the spell. The "destroy target nonblack creature" part of the spell won't affect that permanent, but the "destroy target land" part of the spell will still destroy it. It can't be regenerated.

608.2c

The controller of the spell or ability follows its instructions in the order written. However, replacement effects may modify these actions. In some cases, later text on the card may modify the meaning of earlier text (for example, "Destroy target creature. It can't be regenerated" or "Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into its owner's graveyard.") Don't just apply effects step by step without thinking in these cases – read the whole text and apply the rules of English to the text.

608.2d

If an effect of a spell or ability offers any choices other than choices already made as part of casting the spell, activating the ability, or otherwise putting the spell or ability on the stack, the player announces these while applying the effect. The player can't choose an option that's illegal or impossible, with the exception that having a library with no cards in it doesn't make drawing a card an impossible action (see rule *120*.3). If an effect divides or distributes something, such as damage or counters, as a player chooses among any number of untargeted players and/or objects, the player chooses the amount and division such that at least one player or object is chosen if able, and each chosen player or object receives at least one of whatever is being divided. (Note that if an effect divides or distributes something, such as damage or counters, as a player chooses among some number of target objects and/or players, the amount and division were determined as the spell or ability was put onto the stack rather than at this time; see rule *601.2d*)

Example: A spell's instruction reads, "You may sacrifice a creature. If you don't, you lose 4 life." A player who controls no creatures can't choose the sacrifice option.

608.2e

Some spells and abilities have multiple steps or actions, denoted by separate sentences or clauses, that involve multiple players. In these cases, the choices for the first action are made in APNAP order, and then the first action is processed simultaneously. Then the choices for the second action are made in APNAP order, and then that action is processed simultaneously, and so on. See rule *101.4*

608.2f

If an effect gives a player the option to pay mana, he or she may activate mana abilities before taking that action. If an effect specifically instructs or allows a player to cast a spell during resolution, he or she does so by putting that spell on top of the stack, then continuing to cast it by following the steps in rules 601.2a-h, except no player receives priority after it's cast. The currently resolving spell or ability then continues to resolve, which may include casting other spells this way. No other spells can normally be cast and no other abilities can normally be activated during resolution.

608.2g

If an effect requires information from the game (such as the number of creatures on the battlefield), the answer is determined only once, when the effect is applied. If the effect requires information from a specific object, including the source of the ability itself or a target that's become illegal, the effect uses the current information of that object if it's in the public zone it was expected to be in; if it's no longer in that zone, or if the effect has moved it from a public zone to a hidden zone, the effect uses the object's last known information. See rule *112.7a* If an ability states that an object does something, it's the object as it exists – or as it most recently existed – that does it, not the ability.

608.2h

If an effect refers to certain characteristics, it checks only for the value of the specified characteristics, regardless of any related ones an object may also have.

Example: An effect that reads "Destroy all black creatures" destroys a white-and-black creature, but one that reads "Destroy all nonblack creatures" doesn't.

608.2i

If an ability's effect refers to a specific untargeted object that has been previously referred to by that ability's cost or trigger condition, it still affects that object even if the object has changed characteristics.

Example: says "Whenever Wall of Tears blocks a creature, return that creature to its owner's hand at end of combat." If Wall of Tears blocks a creature, then that creature ceases to be a creature before the triggered ability resolves, the permanent will still be returned to its owner's hand.

608.2j

If an instant spell, sorcery spell, or ability that can legally resolve leaves the stack once it starts to resolve, it will continue to resolve fully.

608.2k

As the final part of an instant or sorcery spell's resolution, the spell is put into its owner's graveyard. As the final part of an ability's resolution, the ability is removed from the stack and ceases to exist.

608.3

If the object that's resolving is a permanent spell, its resolution involves a single step (unless it's an Aura). The spell card becomes a permanent and is put onto the battlefield under the control of the spell's controller.

608.3a

If the object that's resolving is an Aura spell, its resolution involves two steps. First, it checks whether the target specified by its enchant ability is still legal, as described in rule *608.2b*. (See rule *702.5*, "Enchant.") If so, the spell card becomes a permanent and is put onto the battlefield under the control of the spell's controller attached to the object it was targeting.

608.3b

If a permanent spell resolves but its controller can't put it onto the battlefield, that player puts it into its owner's graveyard.

Example: has the ability "Lands can't enter the battlefield." says "You may have Clone enter the battlefield as a copy of any creature on the battlefield." If a player casts Clone and chooses to copy (a land creature) while Worms of the Earth is on the battlefield, Clone can't enter the battlefield from the stack. It's put into its owner's graveyard.

609. Effects

609.1

An effect is something that happens in the game as a result of a spell or ability. When a spell, activated ability, or triggered ability resolves, it may create one or more one-shot or continuous effects. Static abilities may create one or more continuous effects. Text itself is never an effect.

609.2

Effects apply only to permanents unless the instruction's text states otherwise or they clearly can apply only to objects in one or more other zones.

Example: An effect that changes all lands into creatures won't alter land cards in players' graveyards. But an effect that says spells cost more to cast will apply only to spells on the stack, since a spell is always on the stack while a player is casting it.

609.3

If an effect attempts to do something impossible, it does only as much as possible.

Example: If a player is holding only one card, an effect that reads "Discard two cards" causes him or her to discard only that card. If an effect moves cards out of the library (as opposed to drawing), it moves as many as possible.

609.4

Some effects state that a player may do something "as though" some condition were true or a creature can do something "as though" some condition were true. This applies only to the stated effect. For purposes of that effect, treat the game exactly as if the stated condition were true. For all other purposes, treat the game normally.

609.4a

If two effects state that a player may (or a creature can) do the same thing "as though" different conditions were true, both conditions could apply. If one "as though" effect satisfies the requirements for another "as though" effect, then both effects will apply.

Example: A player controls , an artifact that says "You may cast nonland cards as though they had flash." That player casts , an instant that says, in part, "You may play cards from other players' graveyards as though they were in your graveyard." The player may cast a sorcery with flashback from another player's graveyard as though it were in that player's graveyard and as though it had flash.

609.5

If an effect could result in a tie, the text of the spell or ability that created the effect will specify what to do in the event of a tie. The *Magic* game has no default for ties.

609.6

Some continuous effects are replacement effects or prevention effects. See rules *614* and *615*.

609.7

Some effects apply to damage from a source – for example, "The next time a red source of your choice would deal damage to you this turn, prevent that damage."

609.7a

If an effect requires a player to choose a source of damage, he or she may choose a permanent; a spell on the stack (including a permanent spell); any object referred to by an object on the stack, by a replacement or prevention effect that's waiting to apply, or by a delayed triggered ability that's waiting to trigger (even if that object is no longer in the zone it used to be in); or, for certain casual variant games, a face-up card in the command zone. A source doesn't need to be capable of dealing damage to be a legal choice. The source is chosen when the effect is created. If the player chooses a permanent, the effect will apply to the next damage dealt by that permanent, regardless of whether it's combat damage or damage dealt as the result of a spell or ability. If the player chooses a permanent spell, the effect will apply to any damage dealt by that spell and any damage dealt by the permanent that spell becomes when it resolves.

609.7b

Some effects from resolved spells and abilities prevent or replace damage from sources with certain properties, such as a creature or a source of a particular color. When the source would deal damage, the "shield" rechecks the source's properties. If the properties no longer match, the damage isn't prevented or replaced. If for any reason the shield prevents no damage or replaces no damage, the shield isn't used up.

609.7c

Some effects from static abilities prevent or replace damage from sources with certain properties. For these effects, the prevention or replacement applies to sources that are permanents with that property and to any sources that aren't on the battlefield that have that property.

610. One-Shot Effects

610.1

A one-shot effect does something just once and doesn't have a duration. Examples include dealing damage, destroying a permanent, putting a token onto the battlefield, and moving an object from one zone to another.

610.2

Some one-shot effects create a delayed triggered ability, which instructs a player to do something later in the game (usually at a specific time) rather than as the spell or ability that's creating the one-shot effect resolves. See rule *603.7*

610.3

Some one-shot effects cause an object to change zones "until" a specified event occurs. A second one-shot effect is created immediately after the specified event. This second one-shot effect returns the object to its previous zone.

610.3a

If the specified event has already occurred when the initial one-shot effect would cause the object to change zones, the object doesn't move.

610.3b

An object returned to the battlefield this way returns under its owner's control unless otherwise specified.

611. Continuous Effects

611.1

A continuous effect modifies characteristics of objects, modifies control of objects, or affects players or the rules of the game, for a fixed or indefinite period.

611.2

A continuous effect may be generated by the resolution of a spell or ability.

611.2a

A continuous effect generated by the resolution of a spell or ability lasts as long as stated by the spell or ability creating it (such as "until end of turn"). If no duration is stated, it lasts until the end of the game.

611.2b

Some continuous effects generated by the resolution of a spell or ability have durations worded "for as long as . . . ." If the "for as long as" duration never starts, or it ends before the moment the effect would first be applied, the effect does nothing. It doesn't start and immediately stop again, and it doesn't last forever.

Example: has the ability "When Master Thief enters the battlefield, gain control of target artifact for as long as you control Master Thief." If you lose control of Master Thief before the ability resolves, it does nothing, because its duration – as long as you control Master Thief – was over before the effect began.

611.2c

If a continuous effect generated by the resolution of a spell or ability modifies the characteristics or changes the controller of any objects, the set of objects it affects is determined when that continuous effect begins. After that point, the set won't change. (Note that this works differently than a continuous effect from a static ability.) A continuous effect generated by the resolution of a spell or ability that doesn't modify the characteristics or change the controller of any objects modifies the rules of the game, so it can affect objects that weren't affected when that continuous effect began. If a single continuous effect has parts that modify the characteristics or changes the controller of any objects and other parts that don't, the set of objects each part applies to is determined independently.

Example: An effect that reads "All white creatures get +1/+1 until end of turn" gives the bonus to all permanents that are white creatures when the spell or ability resolves – even if they change color later – and doesn't affect those that enter the battlefield or turn white afterward.

Example: An effect that reads "Prevent all damage creatures would deal this turn" doesn't modify any object's characteristics, so it's modifying the rules of the game. That means the effect will apply even to damage from creatures that weren't on the battlefield when the continuous effect began. It also affects damage from permanents that become creatures later in the turn.

611.2d

If a resolving spell or ability that creates a continuous effect contains a variable such as X, the value of that variable is determined only once, on resolution. See rule *608.2g*

611.3

A continuous effect may be generated by the static ability of an object.

611.3a

A continuous effect generated by a static ability isn't "locked in"; it applies at any given moment to whatever its text indicates.

611.3b

The effect applies at all times that the permanent generating it is on the battlefield or the object generating it is in the appropriate zone.

Example: A permanent with the static ability "All white creatures get +1/+1" generates an effect that continuously gives +1/+1 to each white creature on the battlefield. If a creature becomes white, it gets this bonus; a creature that stops being white loses it.

611.3c

Continuous effects that modify characteristics of permanents do so simultaneously with the permanent entering the battlefield. They don't wait until the permanent is on the battlefield and then change it. Because such effects apply as the permanent enters the battlefield, they are applied before determining whether the permanent will cause an ability to trigger when it enters the battlefield.

Example: A permanent with the static ability "All white creatures get +1/+1" is on the battlefield. A creature spell that would normally create a 1/1 white creature instead creates a 2/2 white creature. The creature doesn't enter the battlefield as 1/1 and then change to 2/2.

612. Text-Changing Effects

612.1

Some continuous effects change an object's text. This can apply to any words or symbols printed on that object, but generally affects only that object's rules text (which appears in its text box) and/or the text that appears in its type line. Such an effect is a text-changing effect.

612.2

A text-changing effect changes only those words that are used in the correct way (for example, a *Magic* color word being used as a color word, a land type word used as a land type, or a creature type word used as a creature type). An effect that changes a color word or a subtype can't change a card name, even if that name contains a word or a series of letters that is the same as a *Magic* color word, basic land type, or creature type.

612.2a

Most spells and abilities that create creature tokens use creature types to define both the creature types and the names of the tokens. A text-changing effect that affects such a spell or an object with such an ability can change these words because they're being used as creature types, even though they're also being used as names.

612.3

Effects that add or remove abilities don't change the text of the objects they affect, so any abilities that are granted to an object can't be modified by text-changing effects that affect that object.

612.4

A token's subtypes and rules text are defined by the spell or ability that created the token. A text-changing effect that affects a token can change these characteristics.

612.5

One card () states that an object has the "full text" of another object. This changes not just the text that appears in the object's text box and type line, but also changes the text that represents its name, mana cost, color indicator, power, and toughness.

613. Interaction of Continuous Effects

613.1

The values of an object's characteristics are determined by starting with the actual object. For a card, that means the values of the characteristics printed on that card. For a token or a copy of a spell or card, that means the values of the characteristics defined by the effect that created it. Then all applicable continuous effects are applied in a series of layers in the following order:

613.1a

Layer 1: Copy effects are applied. See rule *706*, "Copying Objects."

613.1b

Layer 2: Control-changing effects are applied.

613.1c

Layer 3: Text-changing effects are applied. See rule *612*, "Text-Changing Effects."

613.1d

Layer 4: Type-changing effects are applied. These include effects that change an object's card type, subtype, and/or supertype.

613.1e

Layer 5: Color-changing effects are applied.

613.1f

Layer 6: Ability-adding and ability-removing effects are applied.

613.1g

Layer 7: Power- and/or toughness-changing effects are applied.

613.2

Within layers 1-6, apply effects from characteristic-defining abilities first (see rule *604*.3), then all other effects in timestamp order (see rule *613*.6). Note that dependency may alter the order in which effects are applied within a layer. (See rule *613.7*)

613.3

Within layer 7, apply effects in a series of sublayers in the order described below. Within each sublayer, apply effects in timestamp order. (See rule *613*.6.) Note that dependency may alter the order in which effects are applied within a sublayer. (See rule *613.7*)

613.3a

Layer 7a: Effects from characteristic-defining abilities that define power and/or toughness are applied. See rule *604.3*

613.3b

Layer 7b: Effects that set power and/or toughness to a specific number or value are applied.

613.3c

Layer 7c: Effects that modify power and/or toughness (but don't set power and/or toughness to a specific number or value) are applied.

613.3d

Layer 7d: Power and/or toughness changes from counters are applied. See rule *121*, "Counters."

613.3e

Layer 7e: Effects that switch a creature's power and toughness are applied. Such effects take the value of power and apply it to the creature's toughness, and take the value of toughness and apply it to the creature's power.

Example: A 1/3 creature is given +0/+1 by an effect. Then another effect switches the creature's power and toughness. Its new power and toughness is 4/1. A new effect gives the creature +5/+0. Its "unswitched" power and toughness would be 6/4, so its actual power and toughness is 4/6.

Example: A 1/3 creature is given +0/+1 by an effect. Then another effect switches the creature's power and toughness. Its new power and toughness is 4/1. If the +0/+1 effect ends before the switch effect ends, the creature becomes 3/1.

613.4

The application of continuous effects as described by the layer system is continually and automatically performed by the game. All resulting changes to an object's characteristics are instantaneous.

Example: is an enchantment that reads "White creatures you control get +1/+1." Honor of the Pure and a 2/2 black creature are on the battlefield under your control. If an effect then turns the creature white (layer 5), it gets +1/+1 from Honor of the Pure (layer 7c), becoming 3/3. If the creature's color is later changed to red (layer 5), Honor of the Pure's effect stops applying to it, and it will return to being 2/2.

Example: , a 2/2 creature, is on the battlefield. An effect puts a +1/+1 counter on it (layer 7d), making it 3/3. A spell targeting it that says "Target creature gets +4/+4 until end of turn" resolves (layer 7c), making it 7/7. An enchantment that says "Creatures you control get +0/+2" enters the battlefield (layer 7c), making it 7/9. An effect that says "Target creature becomes 0/1 until end of turn" is applied to it (layer 7b), making it 5/8 (0/1, with +4/+4 from the resolved spell, +0/+2 from the enchantment, and +1/+1 from the counter).

613.5

If an effect should be applied in different layers and/or sublayers, the parts of the effect each apply in their appropriate ones. If an effect starts to apply in one layer and/or sublayer, it will continue to be applied to the same set of objects in each other applicable layer and/or sublayer, even if the ability generating the effect is removed during this process.

Example: An effect that reads " gets +1/+1 and becomes the color of your choice until end of turn" is both a power- and toughness-changing effect and a color-changing effect. The "becomes the color of your choice" part is applied in layer 5, and then the "gets +1/+1" part is applied in layer 7c.

Example: has an effect that reads "Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn." This is both a control-changing effect and an effect that adds an ability to an object. The "gain control" part is applied in layer 2, and then the "it gains haste" part is applied in layer 6.

Example: An effect that reads "All noncreature artifacts become 2/2 artifact creatures until end of turn" is both a type-changing effect and a power- and toughness-setting effect. The type-changing effect is applied to all noncreature artifacts in layer 4 and the power- and toughness-setting effect is applied to those same permanents in layer 7b, even though those permanents aren't noncreature artifacts by then.

Example: , is on the battlefield. An effect that says "Until end of turn, target land becomes a 3/3 creature that's still a land" is applied to it (layers 4 and 7b). An effect that says "Target creature gets +1/+1 until end of turn" is applied to it (layer 7c), making it a 4/4 land creature. Then while you have ten creature cards in your graveyard, you activate Svogthos's ability: "Until end of turn, Svogthos, the Restless Tomb becomes a black and green Plant Zombie creature with 'This creature's power and toughness are each equal to the number of creature cards in your graveyard.' It's still a land." (layers 4, 5, and 7b). It becomes an 11/11 land creature. If a creature card enters or leaves your graveyard, Svogthos's power and toughness will be modified accordingly. If the first effect is applied to it again, it will become a 4/4 land creature again.

613.6

Within a layer or sublayer, determining which order effects are applied in is usually done using a timestamp system. An effect with an earlier timestamp is applied before an effect with a later timestamp.

613.6a

A continuous effect generated by a static ability has the same timestamp as the object the static ability is on, or the timestamp of the effect that created the ability, whichever is later.

613.6b

A continuous effect generated by the resolution of a spell or ability receives a timestamp at the time it's created.

613.6c

An object's timestamp is the time it entered the zone it's currently in, unless it's an Aura, Equipment, or Fortification that's attached to another object or player, or it's a face-up plane card, phenomenon card, or scheme card.

613.6d

If an Aura, Equipment, or Fortification becomes attached to an object or player, the Aura, Equipment, or Fortification receives a new timestamp at that time.

613.6e

A face-up plane card, phenomenon card, or scheme card receives a timestamp at the time it's turned face up.

613.6f

A face-up vanguard card receives a timestamp at the beginning of the game.

613.6g

If two or more objects would receive a timestamp simultaneously, such as by entering a zone simultaneously or becoming attached simultaneously, the active player determines their timestamp order at that time.

613.7

Within a layer or sublayer, determining which order effects are applied in is sometimes done using a dependency system. If a dependency exists, it will override the timestamp system.

613.7a

An effect is said to "depend on" another if (a) it's applied in the same layer (and, if applicable, sublayer) as the other effect (see rules *613.1* and *613.3*); (b) applying the other would change the text or the existence of the first effect, what it applies to, or what it does to any of the things it applies to; and (c) neither effect is from a characteristic-defining ability or both effects are from characteristic-defining abilities. Otherwise, the effect is considered to be independent of the other effect.

613.7b

An effect dependent on one or more other effects waits to apply until just after all of those effects have been applied. If multiple dependent effects would apply simultaneously in this way, they're applied in timestamp order relative to each other. If several dependent effects form a dependency loop, then this rule is ignored and the effects in the dependency loop are applied in timestamp order.

613.7c

After each effect is applied, the order of remaining effects is reevaluated and may change if an effect that has not yet been applied becomes dependent on or independent of one or more other effects that have not yet been applied.

613.8

One continuous effect can override another. Sometimes the results of one effect determine whether another effect applies or what another effect does.

Example: Two effects are affecting the same creature: one from an Aura that says "Enchanted creature gains flying" and one from an Aura that says "Enchanted creature loses flying." Neither of these depends on the other,

since nothing changes what they affect or what they're doing to it. Applying them in timestamp order means the one that was generated last "wins." The same process would be followed, and the same result reached, if either of the effects had a duration (such as "Target creature loses flying until end of turn") or came from a non-Aura source (such as "All creatures lose flying").

Example: One effect reads, "White creatures get +1/+1," and another reads, "Enchanted creature is white." The enchanted creature gets +1/+1 from the first effect, regardless of its previous color.

613.9

Some continuous effects affect players rather than objects. For example, an effect might give a player protection from red. All such effects are applied in timestamp order after the determination of objects' characteristics. See also the rules for timestamp order and dependency (rules 613.6 and 613.7).

613.10

Some continuous effects affect game rules rather than objects. For example, effects may modify a player's maximum hand size, or say that a creature must attack this turn if able. These effects are applied after all other continuous effects have been applied. Continuous effects that affect the costs of spells or abilities are applied according to the order specified in rule *601.2e*. All other such effects are applied in timestamp order. See also the rules for timestamp order and dependency (rules 613.6 and 613.7).

614. Replacement Effects

614.1

Some continuous effects are replacement effects. Like prevention effects (see rule *615*), replacement effects apply continuously as events happen – they aren't locked in ahead of time. Such effects watch for a particular event that would happen and completely or partially replace that event with a different event. They act like "shields" around whatever they're affecting.

614.1a

Effects that use the word "instead" are replacement effects. Most replacement effects use the word "instead" to indicate what events will be replaced with other events.

614.1b

Effects that use the word "skip" are replacement effects. These replacement effects use the word "skip" to indicate what events, steps, phases, or turns will be replaced with nothing.

614.1c

Effects that read "[This permanent] enters the battlefield with . . . ," "As [this permanent] enters the battlefield . . . ," or "[This permanent] enters the battlefield as . . . " are replacement effects.

614.1d

Continuous effects that read "[This permanent] enters the battlefield . . . " or "[Objects] enter the battlefield . . . " are replacement effects.

614.1e

Effects that read "As [this permanent] is turned face up . . . ," are replacement effects.

614.2

Some replacement effects apply to damage from a source. See rule *609.7*

614.3

There are no special restrictions on casting a spell or activating an ability that generates a replacement effect. Such effects last until they're used up or their duration has expired.

614.4

Replacement effects must exist before the appropriate event occurs – they can't "go back in time" and change something that's already happened. Spells or abilities that generate these effects are often cast or activated in response to whatever would produce the event and thus resolve before that event would occur.

Example: A player can activate an ability to regenerate a creature in response to a spell that would destroy it. Once the spell resolves, though, it's too late to regenerate the creature.

614.5

A replacement effect doesn't invoke itself repeatedly; it gets only one opportunity to affect an event or any modified events that may replace it.

Example: A player controls two permanents, each with an ability that reads "If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead." A creature that normally deals 2 damage will deal 8 damage – not just 4, and not an infinite amount.

614.6

If an event is replaced, it never happens. A modified event occurs instead, which may in turn trigger abilities. Note that the modified event may contain instructions that can't be carried out, in which case the impossible instruction is simply ignored.

614.7

If a replacement effect would replace an event, but that event never happens, the replacement effect simply doesn't do anything.

614.7a

If a source would deal 0 damage, it does not deal damage at all. Replacement effects that would increase the damage dealt by that source, or would have that source deal that damage to a different object or player, have no event to replace, so they have no effect.

614.8

Regeneration is a destruction-replacement effect. The word "instead" doesn't appear on the card but is implicit in the definition of regeneration. "Regenerate [permanent]" means "The next time [permanent] would be destroyed this turn, instead remove all damage marked on it and tap it. If it's an attacking or blocking creature, remove it from combat." Abilities that trigger from damage being dealt still trigger even if the permanent regenerates. See rule *701.12*

614.9

Some effects replace damage dealt to one creature, planeswalker, or player with the same damage dealt to another creature, planeswalker, or player; such effects are called redirection effects. If either creature or planeswalker is no longer on the battlefield when the damage would be redirected, or is no longer a creature or planeswalker when the damage would be redirected, the effect does nothing. If damage would be redirected to or from a player who has left the game, the effect does nothing.

614.10

An effect that causes a player to skip an event, step, phase, or turn is a replacement effect. "Skip [something]" is the same as "Instead of doing [something], do nothing." Once a step, phase, or turn has started, it can no longer be skipped – any skip effects will wait until the next occurrence.

614.10a

Anything scheduled for a skipped step, phase, or turn won't happen. Anything scheduled for the "next" occurrence of something waits for the first occurrence that isn't skipped. If two effects each cause a player to skip his or her next occurrence, that player must skip the next two; one effect will be satisfied in skipping the first occurrence, while the other will remain until another occurrence can be skipped.

614.10b

Some effects cause a player to skip a step, phase, or turn, then take another action. That action is considered to be the first thing that happens during the next step, phase, or turn to actually occur.

614.11

Some effects replace card draws. These effects are applied even if no cards could be drawn because there are no cards in the affected player's library.

614.11a

If an effect replaces a draw within a sequence of card draws, all actions required by the replacement are completed, if possible, before resuming the sequence.

614.11b

If an effect would have a player both draw a card and perform an additional action on that card, and the draw is replaced, the additional action is not performed on any cards that are drawn as a result of that replacement effect.

614.12

Some replacement effects modify how a permanent enters the battlefield. (See rules *614.1c*-d.) Such effects may come from the permanent itself if they affect only that permanent (as opposed to a general subset of permanents that includes it). They may also come from other sources. To determine which replacement effects apply and how they apply, check the characteristics of the permanent as it would exist on the battlefield, taking into account replacement effects that have already modified how it enters the battlefield (see rule *616*.1), continuous effects generated by the resolution of spells or abilities that changed the permanent's characteristics on the stack (see rule *400.7a*), and continuous effects from the permanent's own static abilities, but ignoring continuous effects from any other source that would affect it.

Example: says "As Voice of All enters the battlefield, choose a color" and "Voice of All has protection from the chosen color." An effect creates a token that's a copy of Voice of All. As that token is put onto the battlefield, its controller chooses a color for it.

Example: says "Cards in graveyards lose all abilities." says "Scarwood Treefolk enters the battlefield tapped." A Scarwood Treefolk that's put onto the battlefield from a graveyard enters the battlefield tapped.

Example: is an artifact that says "Permanents enter the battlefield tapped." It won't affect itself, so Orb of Dreams enters the battlefield untapped.

614.12a

If a replacement effect that modifies how a permanent enters the battlefield requires a choice, that choice is made before the permanent enters the battlefield.

614.13

An effect that modifies how a permanent enters the battlefield may cause other objects to change zones.

614.13a

When applying an effect that modifies how a permanent enters the battlefield, you can't make a choice that would cause that permanent to go to a different zone and not enter the battlefield.

Example: says, in part, "As Sutured Ghoul enters the battlefield, exile any number of creature cards from your graveyard." If Sutured Ghoul enters the battlefield from your graveyard, you can't choose to exile Sutured Ghoul itself.

614.13b

The same object can't be chosen to change zones more than once when applying replacement effects that modify how a single permanent enters the battlefield.

Example: Jund (a plane card) says, "Whenever a player casts a black, red, or green creature spell, it gains devour 5." A player controls and casts , a red creature spell with devour 3. As Thunder-Thrash Elder enters the battlefield, its controller can choose to sacrifice Runeclaw Bear when applying the devour 3 effect or when applying the devour 5 effect, but not both. Thunder-Thrash Elder will enter the battlefield with zero, three, or five +1/+1 counters, depending on this choice.

614.14

An object may have one ability printed on it that generates a replacement effect which causes one or more cards to be exiled, and another ability that refers either to "the exiled cards" or to cards "exiled with [this object]." These abilities are linked: the second refers only to cards in the exile zone that were put there as a direct result of the

replacement event caused by the first. If another object gains a pair of linked abilities, the abilities will be similarly linked on that object. They can't be linked to any other ability, regardless of what other abilities the object may currently have or may have had in the past. See rule *607*, "Linked Abilities."

614.15

Some replacement effects are not continuous effects. Rather, they are an effect of a resolving spell or ability that replace part or all of that spell or ability's own effect(s). Such effects are called self-replacement effects. When applying replacement effects to an event, self-replacement effects are applied before other replacement effects.

615. Prevention Effects

615.1

Some continuous effects are prevention effects. Like replacement effects (see rule *614*), prevention effects apply continuously as events happen – they aren't locked in ahead of time. Such effects watch for a damage event that would happen and completely or partially prevent the damage that would be dealt. They act like "shields" around whatever they're affecting.

615.1a

Effects that use the word "prevent" are prevention effects. Prevention effects use "prevent" to indicate what damage will not be dealt.

615.2

Many prevention effects apply to damage from a source. See rule *609.7*

615.3

There are no special restrictions on casting a spell or activating an ability that generates a prevention effect. Such effects last until they're used up or their duration has expired.

615.4

Prevention effects must exist before the appropriate damage event occurs – they can't "go back in time" and change something that's already happened. Spells or abilities that generate these effects are often cast or activated in response to whatever would produce the event and thus resolve before that event would occur.

Example: A player can activate an ability that prevents damage in response to a spell that would deal damage. Once the spell resolves, though, it's too late to prevent the damage.

615.5

Some prevention effects also include an additional effect, which may refer to the amount of damage that was prevented. The prevention takes place at the time the original event would have happened; the rest of the effect takes place immediately afterward.

615.6

If damage that would be dealt is prevented, it never happens. A modified event may occur instead, which may in turn trigger abilities. Note that the modified event may contain instructions that can't be carried out, in which case the impossible instruction is simply ignored.

615.7

Some prevention effects generated by the resolution of a spell or ability refer to a specific amount of damage – for example, "Prevent the next 3 damage that would be dealt to target creature or player this turn." These work like shields. Each 1 damage that would be dealt to the "shielded" creature or player is prevented. Preventing 1 damage reduces the remaining shield by 1. If damage would be dealt to the shielded creature or player by two or more applicable sources at the same time, the player or the controller of the creature chooses which damage the shield prevents. Once the shield has been reduced to 0, any remaining damage is dealt normally. Such effects count only the amount of damage; the number of events or sources dealing it doesn't matter.

615.8

Some prevention effects generated by the resolution of a spell or ability refer to the next time a specific source would deal damage. These effects prevent the next instance of damage from that source, regardless of how much damage that is. Once an instance of damage from that source has been prevented, any subsequent instances of damage that would be dealt by that source are dealt normally.

615.9

Some prevention effects generated by static abilities refer to a specific amount of damage – for example, "If a source would deal damage to you, prevent 1 of that damage." Such an effect prevents only the indicated amount of damage in any applicable damage event at any given time. It will apply separately to damage from other applicable events that would happen at the same time, or at a different time.

Example: says "If a source would deal damage to a Cleric creature you control, prevent 1 of that damage." says "Pyroclasm deals 2 damage to each creature." Pyroclasm will deal 1 damage to each Cleric creature controlled by Daunting Defender's controller. It will deal 2 damage to each other creature that player controls.

615.10

Some prevention effects prevent the next N damage that would be dealt to each of a number of untargeted creatures. Such an effect creates a prevention shield for each applicable creature when the spell or ability that generates that effect resolves.

Example: has an ability that says " : Prevent the next 1 damage that would be dealt to target creature and each other creature that shares a color with it this turn." When the ability resolves, it gives the target creature and each other creature on the battlefield that shares a color with it at that time a shield preventing the next 1 damage that would be dealt to it. Changing creatures' colors after the ability resolves doesn't add or remove shields, and creatures that enter the battlefield later in the turn don't get the shield.

615.11

Some effects state that damage "can't be prevented." If unpreventable damage would be dealt, any applicable prevention effects are still applied to it. Those effects won't prevent any damage, but any additional effects they have will take place. Existing damage prevention shields won't be reduced by damage that can't be prevented.

615.11a

A prevention effect is applied to any particular unpreventable damage event just once. It won't invoke itself repeatedly trying to prevent that damage.

616. Interaction of Replacement and/or Prevention Effects

616.1

If two or more replacement and/or prevention effects are attempting to modify the way an event affects an object or player, the affected object's controller (or its owner if it has no controller) or the affected player chooses one to apply, following the steps listed below. If two or more players have to make these choices at the same time, choices are made in APNAP order (see rule *101.4*).

616.1a

If any of the replacement and/or prevention effects are self-replacement effects (see rule *614.15*), one of them must be chosen. If not, proceed to rule *616.1b*.

616.1b

If any of the replacement and/or prevention effects would modify under whose control an object would enter the battlefield, one of them must be chosen. If not, proceed to rule *616.1c*.

616.1c

If any of the replacement and/or prevention effects would cause an object to become a copy of another object as it enters the battlefield, one of them must be chosen. If not, proceed to rule *616.1d*.

616.1d

Any of the applicable replacement and/or prevention effects may be chosen.

616.1e

Once the chosen effect has been applied, this process is repeated (taking into account only replacement or prevention effects that would now be applicable) until there are no more left to apply.

Example: Two permanents are on the battlefield. One is an enchantment that reads "If a card would be put into a graveyard from anywhere, instead exile it," and the other is a creature that reads "If [this creature] would be put into a graveyard from the battlefield, instead shuffle it into its owner's library." If the creature is destroyed, its controller decides which replacement to apply first; the other does nothing.

Example: reads "Creatures you control enter the battlefield as a copy of Essence of the Wild." A player who controls Essence of the Wild casts , which normally enters the battlefield tapped. As it enters the battlefield, the copy effect from Essence of the Wild is applied first. As a result, it no longer has the ability that causes it to enter the battlefield tapped. Rusted Sentinel will enter the battlefield as an untapped copy of Essence of the Wild.

616.2

A replacement or prevention effect can become applicable to an event as the result of another replacement or prevention effect that modifies the event.

Example: One effect reads "If you would gain life, draw that many cards instead," and another reads "If you would draw a card, return a card from your graveyard to your hand instead." Both effects combine (regardless of the order they came into existence): Instead of gaining 1 life, the player puts a card from his or her graveyard into his or her hand.

5.27.7 7. Additional Rules

700. General

700.1

Anything that happens in a game is an event. Multiple events may take place during the resolution of a spell or ability. The text of triggered abilities and replacement effects defines the event they're looking for. One "happening" may be treated as a single event by one ability and as multiple events by another.

Example: If an attacking creature is blocked by two creatures, this is one event for a triggered ability that reads "Whenever [this creature] becomes blocked" but two events for a triggered ability that reads "Whenever [this creature] becomes blocked by a creature."

700.2

A spell or ability is modal if it has two or more options preceded by "Choose one – ," "Choose two – ," "Choose one or both – ," "Choose one or more – ," or "[a specified player] chooses one – ." Each of those options is a mode.

700.2a

The controller of a modal spell or activated ability chooses the mode(s) as part of casting that spell or activating that ability. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. (See rule *601.2b*)

700.2b

The controller of a modal triggered ability chooses the mode(s) as part of putting that ability on the stack. If one of the modes would be illegal (due to an inability to choose legal targets, for example), that mode can't be chosen. If no mode can be chosen, the ability is removed from the stack. (See rule *603.3c*)

700.2c

If a spell or ability targets one or more targets only if a particular mode is chosen for it, its controller will need to choose those targets only if he or she chose that mode. Otherwise, the spell or ability is treated as though it did not have those targets. (See rule *601.2c*)

700.2d

Some spells and abilities specify that a player other than their controller chooses a mode for it. In that case, the other player does so when the spell or ability's controller normally would do so. If there is more than one other player who could make such a choice, the spell or ability's controller decides which of those players will make the choice.

700.2e

Modal spells and abilities may have different targeting requirements for each mode. Changing a spell or ability's target can't change its mode.

700.2f

A copy of a modal spell or ability copies the mode(s) chosen for it. The controller of the copy can't choose a different mode. (See rule *706.10*)

700.3

Sometimes an effect will cause objects to be temporarily grouped into two or more piles.

700.3a

Each of the affected objects must be put into exactly one of those piles, unless the effect specifies otherwise.

700.3b

Each object in a pile is still an individual object. The pile is not an object.

700.3c

Objects grouped into piles don't leave the zone they're currently in. If cards in a graveyard are split into piles, the order of the graveyard must be maintained.

Example: reads, "Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard." While an opponent is separating the revealed cards into piles, they're still in their owner's library. They don't leave the library until they're put into their owner's hand or graveyard.

700.3d

A pile can contain zero or more objects.

700.4

The term dies means "is put into a graveyard from the battlefield."

700.5

A player's devotion to [color] is equal to the number of mana symbols of that color among the mana costs of permanents that player controls.

700.6

Some cards refer to cards "originally printed" in a particular set.

700.6a

One card () refers to permanents and cards with the same name as a card originally printed in the *Arabian Nights* (TM) expansion. Those cards are , , ,

701.3b

If an effect tries to attach an Aura, Equipment, or Fortification to an object it can't be attached to, the Aura, Equipment, or Fortification doesn't move. If an effect tries to attach an Aura, Equipment, or Fortification to the object it's already attached to, the effect does nothing. If an effect tries to attach an object that isn't an Aura, Equipment, or Fortification to another object or player, the effect does nothing and the first object doesn't move.

701.3c

Attaching an Aura, Equipment, or Fortification on the battlefield to a different object causes the Aura, Equipment, or Fortification to receive a new timestamp.

701.3d

To "unattach" an Equipment from a creature means to move it away from that creature so the Equipment is on the battlefield but is not equipping anything. It should no longer be physically touching any creature. If an Aura, Equipment, or Fortification that was attached to something ceases to be attached to it, that counts as "becoming unattached"; this includes if that object and/or that Aura, Equipment, or Fortification leaves the battlefield.

701.4

Cast

701.4a

To cast a spell is to take it from the zone it's in (usually the hand), put it on the stack, and pay its costs, so that it will eventually resolve and have its effect. A player may cast a spell if he or she has priority. See rule *601*, "Casting Spells."

701.4b

To cast a card is to cast it as a spell.

701.5

Counter

701.5a

To counter a spell or ability means to cancel it, removing it from the stack. It doesn't resolve and none of its effects occur. A countered spell is put into its owner's graveyard.

701.5b

The player who cast a countered spell or activated a countered ability doesn't get a "refund" of any costs that were paid.

701.6

Destroy

701.6a

To destroy a permanent, move it from the battlefield to its owner's graveyard.

701.6b

The only ways a permanent can be destroyed are as a result of an effect that uses the word "destroy" or as a result of the state-based actions that check for lethal damage (see rule *704*.5g) or damage from a source with deathtouch (see rule *704.5h*). If a permanent is put into its owner's graveyard for any other reason, it hasn't been "destroyed."

701.6c

A regeneration effect replaces a destruction event. See rule *701.12*, "Regenerate."

701.7

Discard

701.7a

To discard a card, move it from its owner's hand to that player's graveyard.

701.7b

By default, effects that cause a player to discard a card allow the affected player to choose which card to discard. Some effects, however, require a random discard or allow another player to choose which card is discarded.

701.7c

If a card is discarded, but an effect causes it to be put into a hidden zone instead of into its owner's graveyard without being revealed, all values of that card's characteristics are considered to be undefined. If a card is discarded this way to pay a cost that specifies a characteristic about the discarded card, that cost payment is illegal; the game returns to the moment before the cost was paid (see rule *717*, "Handling Illegal Actions").

701.8

Exchange

701.8a

A spell or ability may instruct players to exchange something (for example, life totals or control of two permanents) as part of its resolution. When such a spell or ability resolves, if the entire exchange can't be completed, no part of the exchange occurs.

Example: If a spell attempts to exchange control of two target creatures but one of those creatures is destroyed before the spell resolves, the spell does nothing to the other creature.

701.8b

When control of two permanents is exchanged, if those permanents are controlled by different players, each of those players simultaneously gains control of the permanent that was controlled by the other player. If, on the other hand, those permanents are controlled by the same player, the exchange effect does nothing.

701.8c

When life totals are exchanged, each player gains or loses the amount of life necessary to equal the other player's previous life total. Replacement effects may modify these gains and losses, and triggered abilities may trigger on them.

701.8d

Some spells or abilities may instruct a player to exchange cards in one zone with cards in a different zone (for example, exiled cards and cards in a player's hand). These spells and abilities work the same as other "exchange" spells and abilities, except they can exchange the cards only if all the cards are owned by the same player.

701.8e

If a card in one zone is exchanged with a card in a different zone, and either of them is attached to an object, that card stops being attached to that object and the other card becomes attached to that object.

701.8f

If a spell or ability instructs a player to simply exchange two zones, and one of the zones is empty, the cards in the zones are still exchanged.

701.8g

A spell or ability may instruct a player to exchange two numerical values. In such an exchange, each value becomes equal to the previous value of the other. If either of those values is a life total, the affected player gains or loses the amount of life necessary to equal the other value. Replacement effects may modify this gain or loss, and triggered abilities may trigger on it. If either of those values is a power or toughness, a continuous effect is created setting that power or toughness to the other value (see rule *613.3b*). This rule does not apply to spells and abilities that switch a creature's power and toughness.

701.9

Exile

701.9a

To exile an object, move it to the exile zone from wherever it is. See rule *406*, "Exile."

701.10

Fight

701.10a

A spell or ability may instruct a creature to fight another creature or it may instruct two creatures to fight each other. Each of those creatures deals damage equal to its power to the other creature.

701.10b

If a creature instructed to fight is no longer on the battlefield or is no longer a creature, no damage is dealt. If a creature is an illegal target for a resolving spell or ability that instructs it to fight, no damage is dealt.

701.10c

If a creature fights itself, it deals damage equal to its power to itself twice.

701.10d

The damage dealt when a creature fights isn't combat damage.

701.11

Play

701.11a

To play a land means to put it onto the battlefield from the zone it's in (usually the hand). A player may play a land if he or she has priority, it's the main phase of his or her turn, the stack is empty, and he or she hasn't played a land this turn. Playing a land is a special action (see rule *115*), so it doesn't use the stack; it simply happens. Putting a land onto the battlefield as the result of a spell or ability isn't the same as playing a land. See rule *305*, "Lands."

701.11b

To play a card means to play that card as a land or to cast that card as a spell, whichever is appropriate.

701.11c

Some effects instruct a player to "play" with a certain aspect of the game changed, such as "Play with the top card of your library revealed." "Play" in this sense means to play the *Magic* game.

701.11d

Previously, the action of casting a spell, or casting a card as a spell, was referred to on cards as "playing" that spell or that card. Cards that were printed with that text have received errata in the Oracle card reference so they now refer to "casting" that spell or that card.

701.11e

Previously, the action of using an activated ability was referred to on cards as "playing" that ability. Cards that were printed with that text have received errata in the Oracle card reference so they now refer to "activating" that ability.

701.12

Regenerate

701.12a

If the effect of a resolving spell or ability regenerates a permanent, it creates a replacement effect that protects the permanent the next time it would be destroyed this turn. In this case, "Regenerate [permanent]" means "The next time [permanent] would be destroyed this turn, instead remove all damage marked on it and tap it. If it's an attacking or blocking creature, remove it from combat."

701.12b

If the effect of a static ability regenerates a permanent, it replaces destruction with an alternate effect each time that permanent would be destroyed. In this case, "Regenerate [permanent]" means "Instead remove all damage marked on [permanent] and tap it. If it's an attacking or blocking creature, remove it from combat."

701.12c

Neither activating an ability that creates a regeneration shield nor casting a spell that creates a regeneration shield is the same as regenerating a permanent. Effects that say that a permanent can't be regenerated don't prevent such abilities from being activated or such spells from being cast; rather, they prevent regeneration shields from having any effect.

701.13

Reveal

701.13a

To reveal a card, show that card to all players for a brief time. If an effect causes a card to be revealed, it remains revealed for as long as necessary to complete the parts of the effect that card is relevant to. If the cost to cast a spell or activate an ability includes revealing a card, the card remains revealed from the time the spell or ability is announced until it the time it leaves the stack.

701.13b

Revealing a card doesn't cause it to leave the zone it's in.

701.14

Sacrifice

701.14a

To sacrifice a permanent, its controller moves it from the battlefield directly to its owner's graveyard. A player can't sacrifice something that isn't a permanent, or something that's a permanent he or she doesn't control. Sacrificing a permanent doesn't destroy it, so regeneration or other effects that replace destruction can't affect this action.

701.15

Search

701.15a

To search for a card in a zone, look at all cards in that zone (even if it's a hidden zone) and find a card that matches the given description.

701.15b

If a player is searching a hidden zone for cards with a stated quality, such as a card with a certain card type or color, that player isn't required to find some or all of those cards even if they're present in that zone.

Example: says "Exile target artifact. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and exile them. That player then shuffles his or her library." A player casts Splinter targeting (an artifact). Howling Mine's controller has another Howling Mine in her graveyard and two more in her library. Splinter's controller must find the Howling Mine in the graveyard, but may choose to find zero, one, or two of the Howling Mines in the library.

701.15c

If a player is instructed to search a hidden zone for cards that match an undefined quality, that player may still search that zone but can't find any cards.

Example: says "Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and exile them. Then that player shuffles his or her library." If the target player has no cards in his or her hand when Lobotomy resolves, the player who cast Lobotomy searches the specified zones but doesn't exile any cards.

701.15d

If a player is searching a hidden zone simply for a quantity of cards, such as "a card" or "three cards," that player must find that many cards (or as many as possible, if the zone doesn't contain enough cards).

701.15e

If the effect that contains the search instruction doesn't also contain instructions to reveal the found card(s), then they're not revealed.

701.15f

If searching a zone is replaced with searching a portion of that zone, any other instructions that refer to searching the zone still apply.

Example: says, in part, "If an opponent would search a library, that player searches the top four cards of that library instead." says "When Veteran Explorer dies, each player may search his or her library for up to two basic land cards and put them onto the battlefield. Then each player who searched his or her library this way shuffles it." An opponent who searched the top four cards of his or her library because of Veteran Explorer's ability would shuffle the entire library.

701.16

Shuffle

701.16a

To shuffle a library or a face-down pile of cards, randomize the cards within it so that no player knows their order.

701.16b

Some effects cause a player to search a library for a card or cards, shuffle that library, then put the found card or cards in a certain position in that library. Even though the found card or cards never leave that library, they aren't included in the shuffle. Rather, all the cards in that library except those are shuffled. Abilities that trigger when a library is shuffled will still trigger.

701.16c

If an effect would cause a player to shuffle one or more specific objects into a library, but none of those objects are in the zone they're expected to be in, that library isn't shuffled.

Example: says, in part, "When Guile is put into a graveyard from anywhere, shuffle it into its owner's library." It's put into a graveyard and its ability triggers, then a player exiles it from that graveyard in response. When the ability resolves, nothing happens.

701.16d

If an effect would cause a player to shuffle one or more specific objects into a library, and a replacement or prevention effect causes all such objects to be moved to another zone instead, that library isn't shuffled.

Example: says, in part, "Shuffle Black Sun's Zenith into its owner's library." Black Sun's Zenith is in a graveyard, has gained flashback (due to Recoup, perhaps), and is cast from that graveyard. Black Sun's Zenith will be exiled, and its owner's library won't be shuffled.

701.16e

If an effect would cause a player to shuffle a set of objects into a library, that library is shuffled even if there are no objects in that set.

Example: says "When Loaming Shaman enters the battlefield, target player shuffles any number of target cards from his or her graveyard into his or her library." It enters the battlefield, its ability triggers, and no cards are targeted. When the ability resolves, the targeted player will still have to shuffle his or her library.

701.16f

If an effect causes a player to shuffle a library containing zero or one cards, abilities that trigger when a library is shuffled will still trigger.

701.16g

If two or more effects cause a library to be shuffled multiple times simultaneously, abilities that trigger when that library is shuffled will trigger that many times.

701.17

Tap and Untap

701.17a

To tap a permanent, turn it sideways from an upright position. Only untapped permanents can be tapped.

701.17b

To untap a permanent, rotate it back to the upright position from a sideways position. Only tapped permanents can be untapped.

701.18

Scry

701.18a

To "scry N" means to look at the top N cards of your library, put any number of them on the bottom of your library in any order, and put the rest on top of your library in any order.

701.19

Fateseal

701.19a

To "fateseal N" means to look at the top N cards of an opponent's library, put any number of them on the bottom of that library in any order, and put the rest on top of that library in any order.

701.20

Clash

701.20a

To clash, a player reveals the top card of his or her library. That player may then put that card on the bottom of his or her library.

701.20b

"Clash with an opponent" means "Choose an opponent. You and that opponent each clash."

701.20c

A player wins a clash if that player revealed a card with a higher converted mana cost than all other cards revealed in that clash.

701.21

Planeswalk

701.21a

A player may planeswalk only during a Planechase game. Only the planar controller may planeswalk. See rule *901*, "Planechase."

701.21b

To planeswalk is to put each face-up plane card and phenomenon card on the bottom of its owner's planar deck face down, then move the top card of your planar deck off that planar deck and turn it face up.

701.21c

A player may planeswalk as the result of the "planeswalking ability" (see rule *901*.8), because the owner of a face-up plane card or phenomenon card leaves the game (see rule *901*.10), or because a phenomenon's triggered ability leaves the stack (see rule *704.5x*). Abilities may also instruct a player to planeswalk.

701.21d

The plane card that's turned face up is the plane the player planeswalks to. The plane card that's turned face down or that leaves the game is the plane the player planeswalks away from. The same is true with respect to phenomena.

701.22

Set in Motion

701.22a

Only a scheme card may be set in motion, and only during an Archenemy game. Only the archenemy may set a scheme card in motion. See rule *312*, "Schemes," and rule *904*, "Archenemy."

701.22b

To set a scheme in motion, move it off the top of your scheme deck and turn it face up.

701.23

Abandon

701.23a

Only a face-up ongoing scheme card may be abandoned, and only during an Archenemy game. See rule *312*, "Schemes," and rule *904*, "Archenemy."

701.23b

To abandon a scheme, turn it face down and put it on the bottom of its owner's scheme deck.

701.24

Proliferate

701.24a

To proliferate means to choose any number of permanents and/or players that have a counter, then give each exactly one additional counter of a kind that permanent or player already has.

701.24b

If a permanent or player chosen this way has more than one kind of counter, the player who is proliferating chooses which kind of counter to add.

701.24c

To proliferate in a Two-Headed Giant game means to choose any number of permanents and/or teams that have a counter, then give each exactly one additional counter of a kind that permanent or team already has. See rule *810*, "Two-Headed Giant Variant."

701.25

Transform

701.25a

Only permanents represented by double-faced cards can transform. (See rule *711*, "Double-Faced Cards.") If a spell or ability instructs a player to transform any permanent that isn't represented by a double-faced card, nothing happens.

701.25b

To transform a permanent, turn it over so that its other face is up.

701.25c

Although transforming a permanent uses the same physical action as turning a permanent face up or face down, they are different game actions. Abilities that trigger when a permanent is turned face down won't trigger when that permanent transforms, and so on.

701.25d

Some triggered abilities trigger when an object "transforms into" an object identified by name. Such an ability triggers only if that object didn't have the specified name immediately before the transform instruction and does have the specified name immediately after the transform instruction.

701.26

Detain

701.26a

Certain spells and abilities can detain a permanent. Until the next turn of the controller of that spell or ability, that permanent can't attack or block and its activated abilities can't be activated.

701.27

Populate

701.27a

To populate means to choose a creature token you control and put a token onto the battlefield that's a copy of that creature token.

701.27b

If you control no creature tokens when instructed to populate, you won't put a token onto the battlefield.

701.28

Monstrosity

701.28a

"Monstrosity N" means "If this permanent isn't monstrous, put N +1/+1 counters on it and it becomes monstrous." Monstrous is a condition of that permanent that can be referred to by other abilities.

701.28b

If a permanent's ability instructs a player to "monstrosity X," other abilities of that permanent may also refer to X. The value of X in those abilities is equal to the value of X as that permanent became monstrous.

702. Keyword Abilities

702.1

Most abilities describe exactly what they do in the card's rules text. Some, though, are very common or would require too much space to define on the card. In these cases, the object lists only the name of the ability as a "keyword"; sometimes reminder text summarizes the game rule.

702.2

Deathtouch

702.2a

Deathtouch is a static ability.

702.2b

Any nonzero amount of combat damage assigned to a creature by a source with deathtouch is considered to be lethal damage, regardless of that creature's toughness. See rules *510.1c*-d.

702.2c

A creature with toughness greater than 0 that's been dealt damage by a source with deathtouch since the last time state-based actions were checked is destroyed as a state-based action. See rule *704*.

702.2d

The deathtouch rules function no matter what zone an object with deathtouch deals damage from.

702.2e

If an object changes zones before an effect causes it to deal damage, its last known information is used to determine whether it had deathtouch.

702.2f

Multiple instances of deathtouch on the same object are redundant.

702.3

Defender

702.3a

Defender is a static ability.

702.3b

A creature with defender can't attack.

702.3c

Multiple instances of defender on the same creature are redundant.

702.4

Double Strike

702.4a

Double strike is a static ability that modifies the rules for the combat damage step. (See rule *510*, "Combat Damage Step.")

702.4b

If at least one attacking or blocking creature has first strike (see rule *702.7*) or double strike as the combat damage step begins, the only creatures that assign combat damage in that step are those with first strike or double strike. After that step, instead of proceeding to the end of combat step, the phase gets a second combat damage step. The only creatures that assign combat damage in that step are the remaining attackers and blockers that had neither first strike nor double strike as the first combat damage step began, as well as the remaining attackers and blockers that currently have double strike. After that step, the phase proceeds to the end of combat step.

702.4c

Removing double strike from a creature during the first combat damage step will stop it from assigning combat damage in the second combat damage step.

702.4d

Giving double strike to a creature with first strike after it has already dealt combat damage in the first combat damage step will allow the creature to assign combat damage in the second combat damage step.

702.4e

Multiple instances of double strike on the same creature are redundant.

702.5

Enchant

702.5a

Enchant is a static ability, written "Enchant [object or player]." The enchant ability restricts what an Aura spell can target and what an Aura can enchant.

702.5b

For more information on Auras, see rule *303*, "Enchantments."

702.5c

If an Aura has multiple instances of enchant, all of them apply. The Aura's target must follow the restrictions from all the instances of enchant. The Aura can enchant only objects or players that match all of its enchant abilities.

702.5d

Auras that can enchant a player can target and be attached to players. Such Auras can't target permanents and can't be attached to permanents.

702.6

Equip

702.6a

Equip is an activated ability of Equipment cards. "Equip [cost]" means "[Cost]: Attach this permanent to target creature you control. Activate this ability only any time you could cast a sorcery."

702.6b

For more information about Equipment, see rule *301*, "Artifacts."

702.6c

If a permanent has multiple instances of equip, any of its equip abilities may be activated.

702.7

First Strike

702.7a

First strike is a static ability that modifies the rules for the combat damage step. (See rule *510*, "Combat Damage Step.")

702.7b

If at least one attacking or blocking creature has first strike or double strike (see rule *702.4*) as the combat damage step begins, the only creatures that assign combat damage in that step are those with first strike or double strike. After that step, instead of proceeding to the end of combat step, the phase gets a second combat damage step. The only creatures that assign combat damage in that step are the remaining attackers and blockers that had neither first strike nor double strike as the first combat damage step began, as well as the remaining attackers and blockers that currently have double strike. After that step, the phase proceeds to the end of combat step.

702.7c

Giving first strike to a creature without it after combat damage has already been dealt in the first combat damage step won't prevent that creature from assigning combat damage in the second combat damage step. Removing first strike from a creature after it has already dealt combat damage in the first combat damage step won't allow it to also assign combat damage in the second combat damage step (unless the creature has double strike).

702.7d

Multiple instances of first strike on the same creature are redundant.

702.8

Flash

702.8a

Flash is a static ability that functions in any zone from which you could play the card it's on. "Flash" means "You may play this card any time you could cast an instant."

702.8b

Multiple instances of flash on the same object are redundant.

702.9

Flying

702.9a

Flying is an evasion ability.

702.9b

A creature with flying can't be blocked except by creatures with flying and/or reach. A creature with flying can block a creature with or without flying. (See rule *509*, "Declare Blockers Step," and rule *702.17*, "Reach.")

702.9c

Multiple instances of flying on the same creature are redundant.

702.10

Haste

702.10a

Haste is a static ability.

702.10b

If a creature has haste, it can attack even if it hasn't been controlled by its controller continuously since his or her most recent turn began. (See rule *302.6*)

702.10c

If a creature has haste, its controller can activate its activated abilities whose cost includes the tap symbol or the untap symbol even if that creature hasn't been controlled by that player continuously since his or her most recent turn began. (See rule *302.6*)

702.10d

Multiple instances of haste on the same creature are redundant.

702.11

Hexproof

702.11a

Hexproof is a static ability.

702.11b

"Hexproof" on a permanent means "This permanent can't be the target of spells or abilities your opponents control."

702.11c

"Hexproof" on a player means "You can't be the target of spells or abilities your opponents control."

702.11d

Multiple instances of hexproof on the same permanent or player are redundant.

702.12

Indestructible

702.12a

Indestructible is a static ability.

702.12b

A permanent with indestructible can't be destroyed. Such permanents aren't destroyed by lethal damage, and they ignore the state-based action that checks for lethal damage (see rule *704.5g*).

702.12c

Multiple instances of indestructible on the same permanent are redundant.

702.13

Intimidate

702.13a

Intimidate is an evasion ability.

702.13b

A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it. (See rule *509*, "Declare Blockers Step.")

702.13c

Multiple instances of intimidate on the same creature are redundant.

702.14

Landwalk

702.14a

Landwalk is a generic term that appears within an object's rules text as "[type]walk," where [type] is usually a subtype, but can be the card type land, any land type, any supertype, or any combination thereof.

702.14b

Landwalk is an evasion ability.

702.14c

A creature with landwalk can't be blocked as long as the defending player controls at least one land with the specified subtype (as in "islandwalk"), with the specified supertype (as in "legendary landwalk"), without the specified supertype (as in "nonbasic landwalk"), or with both the specified supertype and the specified subtype (as in "snow swampwalk"). (See rule *509*, "Declare Blockers Step.")

702.14d

Landwalk abilities don't "cancel" one another.

Example: If a player controls a snow Forest, that player can't block an attacking creature with snow forestwalk even if he or she also controls a creature with snow forestwalk.

702.14e

Multiple instances of the same kind of landwalk on the same creature are redundant.

702.15

Lifelink

702.15a

Lifelink is a static ability.

702.15b

Damage dealt by a source with lifelink causes that source's controller, or its owner if it has no controller, to gain that much life (in addition to any other results that damage causes). See rule *119.3*

702.15c

If a permanent leaves the battlefield before an effect causes it to deal damage, its last known information is used to determine whether it had lifelink.

702.15d

The lifelink rules function no matter what zone an object with lifelink deals damage from.

702.15e

Multiple instances of lifelink on the same object are redundant.

702.16

Protection

702.16a

Protection is a static ability, written "Protection from [quality]." This quality is usually a color (as in "protection from black") but can be any characteristic value. If the quality happens to be a card name, it is treated as such only if the protection ability specifies that the quality is a name. If the quality is a card type, subtype, or supertype, the ability applies to sources that are permanents with that card type, subtype, or supertype and to any sources not on the battlefield that are of that card type, subtype, or supertype. This is an exception to rule *109.2*.

702.16b

A permanent or player with protection can't be targeted by spells with the stated quality and can't be targeted by abilities from a source with the stated quality.

702.16c

A permanent or player with protection can't be enchanted by Auras that have the stated quality. Such Auras attached to the permanent or player with protection will be put into their owners' graveyards as a state-based action. (See rule *704*, "State-Based Actions.")

702.16d

A permanent with protection can't be equipped by Equipment that have the stated quality or fortified by Fortifications that have the stated quality. Such Equipment or Fortifications become unattached from that permanent as a state-based action, but remain on the battlefield. (See rule *704*, "State-Based Actions.")

702.16e

Any damage that would be dealt by sources that have the stated quality to a permanent or player with protection is prevented.

702.16f

Attacking creatures with protection can't be blocked by creatures that have the stated quality.

702.16g

"Protection from [quality A] and from [quality B]" is shorthand for "protection from [quality A]" and "protection from [quality B]"; it behaves as two separate protection abilities. If an effect causes an object with such an ability to lose protection from [quality A], for example, that object would still have protection from [quality B].

702.16h

"Protection from all [characteristic]" is shorthand for "protection from [quality A]," "protection from [quality B]," and so on for each possible quality the listed characteristic could have; it behaves as multiple separate protection abilities. If an effect causes an object with such an ability to lose protection from [quality A], for example, that object would still have protection from [quality B], [quality C], and so on.

702.16i

"Protection from everything" is a variant of the protection ability. A permanent with protection from everything has protection from each object regardless of that object's characteristic values. Such a permanent can't be targeted by spells or abilities, enchanted by Auras, equipped by Equipment, fortified by Fortifications, or blocked by creatures, and all damage that would be dealt to it is prevented.

702.16j

"Protection from [a player]" is a variant of the protection ability. A permanent with protection from a specific player has protection from each object the player controls and protection from each object the player owns not controlled by another player, regardless of that object's characteristic values. Such a permanent can't be targeted by spells or abilities the player controls, enchanted by Auras the player controls, equipped by Equipment the player controls, fortified by Fortifications the player controls, or blocked by creatures the player controls, and all damage that would be dealt to it by sources controlled by the player or owned by the player but not controlled by another player is prevented.

702.16k

Multiple instances of protection from the same quality on the same permanent or player are redundant.

702.17

Reach

702.17a

Reach is a static ability.

702.17b

A creature with flying can't be blocked except by creatures with flying and/or reach. (See rule *509*, "Declare Blockers Step," and rule *702.9*, "Flying.")

702.17c

Multiple instances of reach on the same creature are redundant.

702.18

Shroud

702.18a

Shroud is a static ability. "Shroud" means "This permanent or player can't be the target of spells or abilities."

702.18b

Multiple instances of shroud on the same permanent or player are redundant.

702.19

Trample

702.19a

Trample is a static ability that modifies the rules for assigning an attacking creature's combat damage. The ability has no effect when a creature with trample is blocking or is dealing noncombat damage. (See rule *510*, "Combat Damage Step.")

702.19b

The controller of an attacking creature with trample first assigns damage to the creature(s) blocking it. Once all those blocking creatures are assigned lethal damage, any remaining damage is assigned as its controller chooses among those blocking creatures and the player or planeswalker the creature is attacking. When checking for assigned lethal damage, take into account damage already marked on the creature and damage from other creatures that's being assigned during the same combat damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. The attacking creature's controller need not assign lethal damage to all those blocking creatures but in that case can't assign any damage to the player or planeswalker it's attacking.

Example: A 2/2 creature that can block an additional creature blocks two attackers: a 1/1 with no abilities and a 3/3 with trample. The active player could assign 1 damage from the first attacker and 1 damage from the second to the blocking creature, and 2 damage to the defending player from the creature with trample.

Example: A 6/6 green creature with trample is blocked by a 2/2 creature with protection from green. The attacking creature's controller must assign at least 2 damage to the blocker, even though that damage will be prevented by the blocker's protection ability. The attacking creature's controller can divide the rest of the damage as he or she chooses between the blocking creature and the defending player.

702.19c

If an attacking creature with trample is blocked, but there are no creatures blocking it when damage is assigned, all its damage is assigned to the player or planeswalker it's attacking.

702.19d

If a creature with trample is attacking a planeswalker, none of its combat damage can be assigned to the defending player, even if that planeswalker has been removed from combat or the damage the attacking creature could assign is greater than the planeswalker's loyalty.

702.19e

Multiple instances of trample on the same creature are redundant.

702.20

Vigilance

702.20a

Vigilance is a static ability that modifies the rules for the declare attackers step.

702.20b

Attacking doesn't cause creatures with vigilance to tap. (See rule *508*, "Declare Attackers Step.")

702.20c

Multiple instances of vigilance on the same creature are redundant.

702.21

Banding

702.21a

Banding is a static ability that modifies the rules for combat.

702.21b

"Bands with other" is a special form of banding. If an effect causes a permanent to lose banding, the permanent loses all "bands with other" abilities as well.

702.21c

As a player declares attackers, he or she may declare that one or more attacking creatures with banding and up to one attacking creature without banding (even if it has "bands with other") are all in a "band." He or she may also declare that one or more attacking [quality] creatures with "bands with other [quality]" and any number of other attacking [quality] creatures are all in a band. A player may declare as many attacking bands as he or she wants, but each creature may be a member of only one of them. (Defending players can't declare bands but may use banding in a different way; see rule *702.21j*)

702.21d

All creatures in an attacking band must attack the same player or planeswalker.

702.21e

Once an attacking band has been announced, it lasts for the rest of combat, even if something later removes banding or "bands with other" from one or more of the creatures in the band.

702.21f

An attacking creature that's removed from combat is also removed from the band it was in.

702.21g

Banding doesn't cause attacking creatures to share abilities, nor does it remove any abilities. The attacking creatures in a band are separate permanents.

702.21h

If an attacking creature becomes blocked by a creature, each other creature in the same band as the attacking creature becomes blocked by that same blocking creature.

Example: A player attacks with a band consisting of a creature with flying and a creature with swampwalk. The defending player, who controls a Swamp, can block the flying creature if able. If he or she does, then the creature with swampwalk will also become blocked by the blocking creature(s).

702.21i

If one member of a band would become blocked due to an effect, the entire band becomes blocked.

702.21j

During the combat damage step, if an attacking creature is being blocked by a creature with banding, or by both a [quality] creature with "bands with other [quality]" and another [quality] creature, the defending player (rather than the active player) chooses how the attacking creature's damage is assigned. That player can divide that

creature's combat damage as he or she chooses among any number of creatures blocking it. This is an exception to the procedure described in rule *510.1c*.

702.21k

During the combat damage step, if a blocking creature is blocking a creature with banding, or both a [quality] creature with "bands with other [quality]" and another [quality] creature, the active player (rather than the defending player) chooses how the blocking creature's damage is assigned. That player can divide that creature's combat damage as he or she chooses among any number of creatures it's blocking. This is an exception to the procedure described in rule *510.1d*.

702.21m

Multiple instances of banding on the same creature are redundant. Multiple instances of "bands with other" of the same kind on the same creature are redundant.

702.22

Rampage

702.22a

Rampage is a triggered ability. "Rampage N" means "Whenever this creature becomes blocked, it gets +N/+N until end of turn for each creature blocking it beyond the first." (See rule *509*, "Declare Blockers Step.")

702.22b

The rampage bonus is calculated only once per combat, when the triggered ability resolves. Adding or removing blockers later in combat won't change the bonus.

702.22c

If a creature has multiple instances of rampage, each triggers separately.

702.23

Cumulative Upkeep

702.23a

Cumulative upkeep is a triggered ability that imposes an increasing cost on a permanent. "Cumulative upkeep [cost]" means "At the beginning of your upkeep, if this permanent is on the battlefield, put an age counter on this permanent. Then you may pay [cost] for each age counter on it. If you don't, sacrifice it." If [cost] has choices associated with it, each choice is made separately for each age counter, then either the entire set of costs is paid, or none of them is paid. Partial payments aren't allowed.

Example: A creature has "Cumulative upkeep or " and two age counters on it. When its ability next triggers and resolves, the creature's controller puts an age counter on it and then may pay , , or to keep the creature on the battlefield.

Example: A creature has "Cumulative upkeep – Sacrifice a creature" and one age counter on it. When its ability next triggers and resolves, its controller can't choose the same creature to sacrifice twice. Either two different creatures must be sacrificed, or the creature with cumulative upkeep must be sacrificed.

702.23b

If a permanent has multiple instances of cumulative upkeep, each triggers separately. However, the age counters are not connected to any particular ability; each cumulative upkeep ability will count the total number of age counters on the permanent at the time that ability resolves.

Example: A creature has two instances of "Cumulative upkeep – Pay 1 life." The creature has no age counters, and both cumulative upkeep abilities trigger. When the first ability resolves, the controller adds a counter and then chooses to pay 1 life. When the second ability resolves, the controller adds another counter and then chooses to pay an additional 2 life.

702.24

Flanking

702.24a

Flanking is a triggered ability that triggers during the declare blockers step. (See rule *509*, "Declare Blockers Step.") "Flanking" means "Whenever this creature becomes blocked by a creature without flanking, the blocking creature gets -1/-1 until end of turn."

702.24b

If a creature has multiple instances of flanking, each triggers separately.

702.25

Phasing

702.25a

Phasing is a static ability that modifies the rules of the untap step. During each player's untap step, before the active player untaps his or her permanents, all phased-in permanents with phasing that player controls "phase out." Simultaneously, all phased-out permanents that had phased out under that player's control "phase in."

702.25b

If a permanent phases out, its status changes to "phased out." Except for rules and effects that specifically mention phased-out permanents, a phased-out permanent is treated as though it does not exist. It can't affect or be affected by anything else in the game.

Example: You control three creatures, one of which is phased out. You cast a spell that says "Draw a card for each creature you control." You draw two cards.

Example: You control a phased-out creature. You cast a spell that says "Destroy all creatures." The phased-out creature is not destroyed.

702.25c

If a permanent phases in, its status changes to "phased in." The game once again treats it as though it exists.

702.25d

The phasing event doesn't actually cause a permanent to change zones or control, even though it's treated as though it's not on the battlefield and not under its controller's control while it's phased out. Zone-change triggers don't trigger when a permanent phases in or out. Counters remain on a permanent while it's phased out. Effects that check a phased-in permanent's history won't treat the phasing event as having caused the permanent to leave or enter the battlefield or its controller's control.

702.25e

Continuous effects that affect a phased-out permanent may expire while that permanent is phased out. If so, they will no longer affect that permanent once it's phased in. In particular, effects with "for as long as" durations that track that permanent (see rule *611.2b*) end when that permanent phases out because they can no longer see it.

702.25f

When a permanent phases out, any Auras, Equipment, or Fortifications attached to that permanent phase out at the same time. This alternate way of phasing out is known as phasing out "indirectly." An Aura, Equipment, or Fortification that phased out indirectly won't phase in by itself, but instead phases in along with the permanent it's attached to.

702.25g

If an object would simultaneously phase out directly and indirectly, it just phases out indirectly.

702.25h

An Aura, Equipment, or Fortification that phased out directly will phase in attached to the object or player it was attached to when it phased out, if that object is still in the same zone or that player is still in the game. If not, that Aura, Equipment, or Fortification phases in unattached. State-based actions apply as appropriate. (See rules *704.5n* and *704.5p*.)

702.25i

Abilities that trigger when a permanent becomes attached or unattached from an object or player don't trigger when that permanent phases in or out.

702.25j

Phased-out permanents owned by a player who leaves the game also leave the game. This doesn't trigger zone-change triggers. See rule *800.4*

702.25k

Phased-out tokens cease to exist as a state-based action. See rule *704.5d*

702.25m

If an effect causes a player to skip his or her untap step, the phasing event simply doesn't occur that turn.

702.25n

Multiple instances of phasing on the same permanent are redundant.

702.26

Buyback

702.26a

Buyback appears on some instants and sorceries. It represents two static abilities that function while the spell is on the stack. "Buyback [cost]" means "You may pay an additional [cost] as you cast this spell" and "If the buyback cost was paid, put this spell into its owner's hand instead of into that player's graveyard as it resolves." Paying a spell's buyback cost follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

702.27

Shadow

702.27a

Shadow is an evasion ability.

702.27b

A creature with shadow can't be blocked by creatures without shadow, and a creature without shadow can't be blocked by creatures with shadow. (See rule *509*, "Declare Blockers Step.")

702.27c

Multiple instances of shadow on the same creature are redundant.

702.28

Cycling

702.28a

Cycling is an activated ability that functions only while the card with cycling is in a player's hand. "Cycling [cost]" means "[Cost], Discard this card: Draw a card."

702.28b

Although the cycling ability can be activated only if the card is in a player's hand, it continues to exist while the object is on the battlefield and in all other zones. Therefore objects with cycling will be affected by effects that depend on objects having one or more activated abilities.

702.28c

Some cards with cycling have abilities that trigger when they're cycled. "When you cycle [this card]" means "When you discard [this card] to pay a cycling cost." These abilities trigger from whatever zone the card winds up in after it's cycled.

702.28d

Typecycling is a variant of the cycling ability. "[Type]cycling [cost]" means "[Cost], Discard this card: Search your library for a [type] card, reveal it, and put it into your hand. Then shuffle your library." This type is usually a subtype (as in "mountaincycling") but can be any card type, subtype, supertype, or combination thereof (as in "basic landcycling").

702.28e

Typecycling abilities are cycling abilities, and typecycling costs are cycling costs. Any cards that trigger when a player cycles a card will trigger when a card is discarded to pay a typecycling cost. Any effect that stops players from cycling cards will stop players from activating cards' typecycling abilities. Any effect that increases or reduces a cycling cost will increase or reduce a typecycling cost.

702.29

Echo

702.29a

Echo is a triggered ability. "Echo [cost]" means "At the beginning of your upkeep, if this permanent came under your control since the beginning of your last upkeep, sacrifice it unless you pay [cost]."

702.29b

Urza block cards with the echo ability were printed without an echo cost. These cards have been given errata in the Oracle card reference; each one now has an echo cost equal to its mana cost.

702.30

Horsemanship

702.30a

Horsemanship is an evasion ability.

702.30b

A creature with horsemanship can't be blocked by creatures without horsemanship. A creature with horsemanship can block a creature with or without horsemanship. (See rule *509*, "Declare Blockers Step.")

702.30c

Multiple instances of horsemanship on the same creature are redundant.

702.31

Fading

702.31a

Fading is a keyword that represents two abilities. "Fading N" means "This permanent enters the battlefield with N fade counters on it" and "At the beginning of your upkeep, remove a fade counter from this permanent. If you can't, sacrifice the permanent."

702.32

Kicker

702.32a

Kicker is a static ability that functions while the spell with kicker is on the stack. "Kicker [cost]" means "You may pay an additional [cost] as you cast this spell." Paying a spell's kicker cost(s) follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

702.32b

The phrase "Kicker [cost 1] and/or [cost 2]" means the same thing as "Kicker [cost 1], kicker [cost 2]."

702.32c

Multikicker is a variant of the kicker ability. "Multikicker [cost]" means "You may pay an additional [cost] any number of times as you cast this spell." A multikicker cost is a kicker cost.

702.32d

If a spell's controller declares the intention to pay any of that spell's kicker costs, that spell has been "kicked." If a spell has two kicker costs or has multikicker, it may be kicked multiple times. See rule *601.2b*

702.32e

Objects with kicker or multikicker have additional abilities that specify what happens if they are kicked. These abilities are linked to the kicker or multikicker abilities printed on that object: they can refer only to those specific kicker or multikicker abilities. See rule *607*, "Linked Abilities."

702.32f

Objects with more than one kicker cost have abilities that each correspond to a specific kicker cost. They contain the phrases "if it was kicked with its [A] kicker" and "if it was kicked with its [B] kicker," where A and B are the first and second kicker costs listed on the card, respectively. Each of those abilities is linked to the appropriate kicker ability.

702.32g

If part of a spell's ability has its effect only if that spell was kicked, and that part of the ability includes any targets, the spell's controller chooses those targets only if that spell was kicked. Otherwise, the spell is cast as if it did not have those targets. See rule *601.2c*

702.33

Flashback

702.33a

Flashback appears on some instants and sorceries. It represents two static abilities: one that functions while the card is in a player's graveyard and another that functions while the card is on the stack. "Flashback [cost]" means "You may cast this card from your graveyard by paying [cost] rather than paying its mana cost" and "If the flashback cost was paid, exile this card instead of putting it anywhere else any time it would leave the stack." Casting a spell using its flashback ability follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.34

Madness

702.34a

Madness is a keyword that represents two abilities. The first is a static ability that functions while the card with madness is in a player's hand. The second is a triggered ability that functions when the first ability is applied. "Madness [cost]" means "If a player would discard this card, that player discards it, but may exile it instead of putting it into his or her graveyard" and "When this card is exiled this way, its owner may cast it by paying [cost] rather than paying its mana cost. If that player doesn't, he or she puts this card into his or her graveyard."

702.34b

Casting a spell using its madness ability follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.35

Fear

702.35a

Fear is an evasion ability.

702.35b

A creature with fear can't be blocked except by artifact creatures and/or black creatures. (See rule *509*, "Declare Blockers Step.")

702.35c

Multiple instances of fear on the same creature are redundant.

702.36

Morph

702.36a

Morph is a static ability that functions in any zone from which you could play the card it's on, and the morph effect works any time the card is face down. "Morph [cost]" means "You may cast this card as a 2/2 face-down creature, with no text, no name, no subtypes, and no mana cost by paying 3 rather than paying its mana cost." (See rule *707*, "Face-Down Spells and Permanents.")

702.36b

To cast a card using its morph ability, turn it face down. It becomes a 2/2 face-down creature card, with no text, no name, no subtypes, and no mana cost. Any effects or prohibitions that would apply to casting a card with these characteristics (and not the face-up card's characteristics) are applied to casting this card. These values are the copiable values of that object's characteristics. (See rule *613*, "Interaction of Continuous Effects," and rule *706*, "Copying Objects.") Put it onto the stack (as a face-down spell with the same characteristics), and pay 3 rather than pay its mana cost. This follows the rules for paying alternative costs. You can use morph to cast a card from any zone from which you could normally play it. When the spell resolves, it enters the battlefield with the same characteristics the spell had. The morph effect applies to the face-down object wherever it is, and it ends when the permanent is turned face up.

702.36c

You can't cast a card face down if it doesn't have morph.

702.36d

If you have priority, you may turn a face-down permanent you control face up. This is a special action; it doesn't use the stack (see rule *115*). To do this, show all players what the permanent's morph cost would be if it were face up, pay that cost, then turn the permanent face up. (If the permanent wouldn't have a morph cost if it were face up, it can't be turned face up this way.) The morph effect on it ends, and it regains its normal characteristics. Any abilities relating to the permanent entering the battlefield don't trigger when it's turned face up and don't have any effect, because the permanent has already entered the battlefield.

702.36e

See rule *707*, "Face-Down Spells and Permanents," for more information on how to cast cards with morph.

702.37

Amplify

702.37a

Amplify is a static ability. "Amplify N" means "As this object enters the battlefield, reveal any number of cards from your hand that share a creature type with it. This permanent enters the battlefield with N +1/+1 counters on it for each card revealed this way. You can't reveal this card or any other cards that are entering the battlefield at the same time as this card."

702.37b

If a creature has multiple instances of amplify, each one works separately.

702.38

Provoke

702.38a

Provoke is a triggered ability. "Provoke" means "Whenever this creature attacks, you may choose to have target creature defending player controls block this creature this combat if able. If you do, untap that creature."

702.38b

If a creature has multiple instances of provoke, each triggers separately.

702.39

Storm

702.39a

Storm is a triggered ability that functions on the stack. "Storm" means "When you cast this spell, put a copy of it onto the stack for each other spell that was cast before it this turn. If the spell has any targets, you may choose new targets for any of the copies."

702.39b

If a spell has multiple instances of storm, each triggers separately.

702.40

Affinity

702.40a

Affinity is a static ability that functions while the spell is on the stack. "Affinity for [text]" means "This spell costs you 1 less to cast for each [text] you control."

702.40b

The affinity ability reduces only the amount of generic mana a spell's controller has to pay; it doesn't reduce how much colored mana that player has to pay.

702.40c

If a spell has multiple instances of affinity, each of them applies.

702.41

Entwine

702.41a

Entwine is a static ability of modal spells (see rule *700.2*) that functions while the spell is on the stack. "Entwine [cost]" means "You may choose all modes of this spell instead of just one. If you do, you pay an additional [cost]." Using the entwine ability follows the rules for choosing modes and paying additional costs in rules 601.2b and 601.2e-g.

702.41b

If the entwine cost was paid, follow the text of each of the modes in the order written on the card when the spell resolves.

702.42

Modular

702.42a

Modular represents both a static ability and a triggered ability. "Modular N" means "This permanent enters the battlefield with N +1/+1 counters on it" and "When this permanent is put into a graveyard from the battlefield, you may put a +1/+1 counter on target artifact creature for each +1/+1 counter on this permanent."

702.42b

If a creature has multiple instances of modular, each one works separately.

702.43

Sunburst

702.43a

Sunburst is a static ability that functions as an object is entering the battlefield from the stack. "Sunburst" means "If this object is entering the battlefield from the stack as a creature, it enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it. If this object is entering the battlefield from the stack and isn't entering the battlefield as a creature, it enters the battlefield with a charge counter on it for each color of mana spent to cast it."

702.43b

Sunburst applies only as the spell is resolving and only if one or more colored mana was spent on its costs. Mana paid for additional or alternative costs applies.

702.43c

Sunburst can also be used to set a variable number for another ability. If the keyword is used in this way, it doesn't matter whether the ability is on a creature spell or on a noncreature spell.

Example: The ability "Modular – Sunburst" means "This permanent enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it" and "When this permanent is put into a graveyard from the battlefield, you may put a +1/+1 counter on target artifact creature for each +1/+1 counter on this permanent."

702.43d

If an object has multiple instances of sunburst, each one works separately.

702.44

Bushido

702.44a

Bushido is a triggered ability. "Bushido N" means "Whenever this creature blocks or becomes blocked, it gets +N/+N until end of turn." (See rule *509*, "Declare Blockers Step.")

702.44b

If a creature has multiple instances of bushido, each triggers separately.

702.45

Soulshift

702.45a

Soulshift is a triggered ability. "Soulshift N" means "When this permanent is put into a graveyard from the battlefield, you may return target Spirit card with converted mana cost N or less from your graveyard to your hand."

702.45b

If a permanent has multiple instances of soulshift, each triggers separately.

702.46

Splice

702.46a

Splice is a static ability that functions while a card is in your hand. "Splice onto [subtype] [cost]" means "You may reveal this card from your hand as you cast a [subtype] spell. If you do, copy this card's text box onto that spell and pay [cost] as an additional cost to cast that spell." Paying a card's splice cost follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

Example: Since the card with splice remains in the player's hand, it can later be cast normally or spliced onto another spell. It can even be discarded to pay a "discard a card" cost of the spell it's spliced onto.

702.46b

You can't choose to use a splice ability if you can't make the required choices (targets, etc.) for that card's instructions. You can't splice any one card onto the same spell more than once. If you're splicing more than one card onto a spell, reveal them all at once and choose the order in which their instructions will be followed. The instructions on the main spell have to be followed first.

702.46c

The spell has the characteristics of the main spell, plus the text boxes of each of the spliced cards. The spell doesn't gain any other characteristics (name, mana cost, color, supertypes, card types, subtypes, etc.) of the spliced cards. Text copied onto the spell that refers to a card by name refers to the spell on the stack, not the card from which the text was copied.

Example: is a red card with splice onto Arcane that reads, "Glacial Ray deals 2 damage to target creature or player." Suppose Glacial Ray is spliced onto , a blue spell. The spell is still blue, and Reach Through Mists deals the damage. This means that the ability can target a creature with protection from red and deal 2 damage to that creature.

702.46d

Choose targets for the added text normally (see rule *601.2c*). Note that a spell with one or more targets will be countered if all of its targets are illegal on resolution.

702.46e

The spell loses any splice changes once it leaves the stack (for example, when it's countered, it's exiled, or it resolves).

702.47

Offering

702.47a

Offering is a static ability of a card that functions in any zone from which the card can be cast. "[Subtype] offering" means "You may cast this card any time you could cast an instant by sacrificing a [subtype] permanent. If you do, the total cost to cast this card is reduced by the sacrificed permanent's mana cost."

702.47b

The permanent is sacrificed at the same time the spell is announced (see rule *601*.2a). The total cost of the spell is reduced by the sacrificed permanent's mana cost (see rule *601.2e*).

702.47c

Generic mana in the sacrificed permanent's mana cost reduces generic mana in the total cost to cast the card with offering. Colored mana in the sacrificed permanent's mana cost reduces mana of the same color in the total cost to cast the card with offering. Colored mana in the sacrificed permanent's mana cost that doesn't match colored mana in the colored mana cost of the card with offering, or is in excess of the card's colored mana cost, reduces that much generic mana in the total cost.

702.48

Ninjutsu

702.48a

Ninjutsu is an activated ability that functions only while the card with ninjutsu is in a player's hand. "Ninjutsu [cost]" means "[Cost], Reveal this card from your hand, Return an unblocked attacking creature you control to its owner's hand: Put this card onto the battlefield from your hand tapped and attacking."

702.48b

The card with ninjutsu remains revealed from the time the ability is announced until the ability leaves the stack.

702.48c

A ninjutsu ability may be activated only while a creature on the battlefield is unblocked (see rule *509.1h*). The creature with ninjutsu is put onto the battlefield unblocked. It will be attacking the same player or planeswalker as the creature that was returned to its owner's hand.

702.49

Epic

702.49a

Epic represents two spell abilities, one of which creates a delayed triggered ability. "Epic" means "For the rest of the game, you can't cast spells," and "At the beginning of each of your upkeeps for the rest of the game, copy this spell except for its epic ability. If the spell has any targets, you may choose new targets for the copy." See rule *706.10*

702.49b

A player can't cast spells once a spell with epic he or she controls resolves, but effects (such as the epic ability itself) can still put copies of spells onto the stack.

702.50

Convoke

702.50a

Convoke is a static ability that functions while the spell with convoke is on the stack. "Convoke" means "For each colored mana in this spell's total cost, you may tap an untapped creature of that color you control rather than pay that mana. For each generic mana in this spell's total cost, you may tap an untapped creature you control rather than pay that mana." The convoke ability isn't an additional or alternative cost and applies only after the total cost of the spell with convoke is determined.

Example: , in part, "Creature spells you cast cost 2 less to cast." You control Heartless Summoning and cast , a spell with convoke that costs 5 G G. The total cost to cast Siege Wurm is 3 G G. After activating mana abilities, you pay that total cost. You may tap up to two green creatures and up to three creatures of any color to pay that cost, and the remainder is paid with mana.

702.50b

Multiple instances of convoke on the same spell are redundant.

702.51

Dredge

702.51a

Dredge is a static ability that functions only while the card with dredge is in a player's graveyard. "Dredge N" means "As long as you have at least N cards in your library, if you would draw a card, you may instead put N cards from the top of your library into your graveyard and return this card from your graveyard to your hand."

702.51b

A player with fewer cards in his or her library than the number required by a dredge ability can't put any of them into his or her graveyard this way.

702.52

Transmute

702.52a

Transmute is an activated ability that functions only while the card with transmute is in a player's hand. "Transmute [cost]" means "[Cost], Discard this card: Search your library for a card with the same converted mana cost as the discarded card, reveal that card, and put it into your hand. Then shuffle your library. Activate this ability only any time you could cast a sorcery."

702.52b

Although the transmute ability can be activated only if the card is in a player's hand, it continues to exist while the object is on the battlefield and in all other zones. Therefore objects with transmute will be affected by effects that depend on objects having one or more activated abilities.

702.53

Bloodthirst

702.53a

Bloodthirst is a static ability. "Bloodthirst N" means "If an opponent was dealt damage this turn, this permanent enters the battlefield with N +1/+1 counters on it."

702.53b

"Bloodthirst X" is a special form of bloodthirst. "Bloodthirst X" means "This permanent enters the battlefield with X +1/+1 counters on it, where X is the total damage your opponents have been dealt this turn."

702.53c

If an object has multiple instances of bloodthirst, each applies separately.

702.54

Haunt

702.54a

Haunt is a triggered ability. "Haunt" on a permanent means "When this permanent is put into a graveyard from the battlefield, exile it haunting target creature." "Haunt" on an instant or sorcery spell means "When this spell is put into a graveyard during its resolution, exile it haunting target creature."

702.54b

Cards that are in the exile zone as the result of a haunt ability "haunt" the creature targeted by that ability. The phrase "creature it haunts" refers to the object targeted by the haunt ability, regardless of whether or not that object is still a creature.

702.54c

Triggered abilities of cards with haunt that refer to the haunted creature can trigger in the exile zone.

702.55

Replicate

702.55a

Replicate is a keyword that represents two abilities. The first is a static ability that functions while the spell with replicate is on the stack. The second is a triggered ability that functions while the spell with replicate is on the stack. "Replicate [cost]" means "As an additional cost to cast this spell, you may pay [cost] any number of times" and "When you cast this spell, if a replicate cost was paid for it, copy it for each time its replicate cost was paid. If the spell has any targets, you may choose new targets for any of the copies." Paying a spell's replicate cost follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

702.55b

If a spell has multiple instances of replicate, each is paid separately and triggers based on the payments made for it, not any other instance of replicate.

702.56

Forecast

702.56a

A forecast ability is a special kind of activated ability that can be activated only from a player's hand. It's written "Forecast – [Activated ability]."

702.56b

A forecast ability may be activated only during the upkeep step of the card's owner and only once each turn. The controller of the forecast ability reveals the card with that ability from his or her hand as the ability is activated. That player plays with that card revealed in his or her hand until it leaves the player's hand or until a step or phase that isn't an upkeep step begins, whichever comes first.

702.57

Graft

702.57a

Graft represents both a static ability and a triggered ability. "Graft N" means "This permanent enters the battlefield with N +1/+1 counters on it" and "Whenever another creature enters the battlefield, if this permanent has a +1/+1 counter on it, you may move a +1/+1 counter from this permanent onto that creature."

702.57b

If a creature has multiple instances of graft, each one works separately.

702.58

Recover

702.58a

Recover is a triggered ability that functions only while the card with recover is in a player's graveyard. "Recover [cost]" means "When a creature is put into your graveyard from the battlefield, you may pay [cost]. If you do, return this card from your graveyard to your hand. Otherwise, exile this card."

702.59

Ripple

702.59a

Ripple is a triggered ability that functions only while the card with ripple is on the stack. "Ripple N" means "When you cast this spell, you may reveal the top N cards of your library, or, if there are fewer than N cards in your library, you may reveal all the cards in your library. If you reveal cards from your library this way, you may cast any of those cards with the same name as this spell without paying their mana costs, then put all revealed cards not cast this way on the bottom of your library in any order."

702.59b

If a spell has multiple instances of ripple, each triggers separately.

702.60

Split Second

702.60a

Split second is a static ability that functions only while the spell with split second is on the stack. "Split second" means "As long as this spell is on the stack, players can't cast other spells or activate abilities that aren't mana abilities."

702.60b

Players may activate mana abilities and take special actions while a spell with split second is on the stack. Triggered abilities trigger and are put on the stack as normal while a spell with split second is on the stack.

702.60c

Multiple instances of split second on the same spell are redundant.

702.61

Suspend

702.61a

Suspend is a keyword that represents three abilities. The first is a static ability that functions while the card with suspend is in a player's hand. The second and third are triggered abilities that function in the exile zone. "Suspend N – [cost]" means "If you could begin to cast this card by putting it onto the stack from your hand, you may pay [cost] and exile it with N time counters on it. This action doesn't use the stack," and "At the beginning of your upkeep, if this card is suspended, remove a time counter from it," and "When the last time counter is removed from this card, if it's exiled, play it without paying its mana cost if able. If you can't, it remains exiled. If you cast a creature spell this way, it gains haste until you lose control of the spell or the permanent it becomes."

702.61b

A card is "suspended" if it's in the exile zone, has suspend, and has a time counter on it.

702.61c

Casting a spell as an effect of its suspend ability follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.62

Vanishing

702.62a

Vanishing is a keyword that represents three abilities. "Vanishing N" means "This permanent enters the battlefield with N time counters on it," "At the beginning of your upkeep, if this permanent has a time counter on it, remove a time counter from it," and "When the last time counter is removed from this permanent, sacrifice it."

702.62b

Vanishing without a number means "At the beginning of your upkeep, if this permanent has a time counter on it, remove a time counter from it" and "When the last time counter is removed from this permanent, sacrifice it."

702.62c

If a permanent has multiple instances of vanishing, each works separately.

702.63

Absorb

702.63a

Absorb is a static ability. "Absorb N" means "If a source would deal damage to this creature, prevent N of that damage."

702.63b

Each absorb ability can prevent only N damage from any one source at any one time. It will apply separately to damage from other sources, or to damage dealt by the same source at a different time.

702.63c

If an object has multiple instances of absorb, each applies separately.

702.64

Aura Swap

702.64a

Aura swap is an activated ability of some Aura cards. "Aura swap [cost]" means "[Cost]: You may exchange this permanent with an Aura card in your hand."

702.64b

If either half of the exchange can't be completed, the ability has no effect.

Example: You activate the aura swap ability of an Aura. The only Aura card in your hand can't enchant the permanent that's enchanted by the Aura with aura swap. The ability has no effect.

Example: You activate the aura swap ability of an Aura that you control but you don't own. The ability has no effect.

702.65

Delve

702.65a

Delve is a static ability that functions while the spell with delve is on the stack. "Delve" means "For each generic mana in this spell's total cost, you may exile a card from your graveyard rather than pay that mana." The delve ability isn't an additional or alternative cost and applies only after the total cost of the spell with delve is determined.

702.65b

Multiple instances of delve on the same spell are redundant.

702.66

Fortify

702.66a

Fortify is an activated ability of Fortification cards. "Fortify [cost]" means "[Cost]: Attach this Fortification to target land you control. Activate this ability only any time you could cast a sorcery."

702.66b

For more information about Fortifications, see rule *301*, "Artifacts."

702.66c

If a Fortification has multiple instances of fortify, any of its fortify abilities may be used.

702.67

Frenzy

702.67a

Frenzy is a triggered ability. "Frenzy N" means "Whenever this creature attacks and isn't blocked, it gets +N/+0 until end of turn."

702.67b

If a creature has multiple instances of frenzy, each triggers separately.

702.68

Gravestorm

702.68a

Gravestorm is a triggered ability that functions on the stack. "Gravestorm" means "When you cast this spell, put a copy of it onto the stack for each permanent that was put into a graveyard from the battlefield this turn. If the spell has any targets, you may choose new targets for any of the copies."

702.68b

If a spell has multiple instances of gravestorm, each triggers separately.

702.69

Poisonous

702.69a

Poisonous is a triggered ability. "Poisonous N" means "Whenever this creature deals combat damage to a player, that player gets N poison counters." (For information about poison counters, see rule *104.3d*)

702.69b

If a creature has multiple instances of poisonous, each triggers separately.

702.70

Transfigure

702.70a

Transfigure is an activated ability. "Transfigure [cost]" means "[Cost], Sacrifice this permanent: Search your library for a creature card with the same converted mana cost as this permanent and put it onto the battlefield. Then shuffle your library. Activate this ability only any time you could cast a sorcery."

702.71

Champion

702.71a

Champion represents two triggered abilities. "Champion an [object]" means "When this permanent enters the battlefield, sacrifice it unless you exile another [object] you control" and "When this permanent leaves the battlefield, return the exiled card to the battlefield under its owner's control."

702.71b

The two abilities represented by champion are linked. See rule *607*, "Linked Abilities."

702.71c

A permanent is "championed" by another permanent if the latter exiles the former as the direct result of a champion ability.

702.72

Changeling

702.72a

Changeling is a characteristic-defining ability. "Changeling" means "This object is every creature type." This ability works everywhere, even outside the game. See rule *604.3*

702.72b

Multiple instances of changeling on the same object are redundant.

702.73

Evoke

702.73a

Evoke represents two abilities: a static ability that functions in any zone from which the card with evoke can be cast and a triggered ability that functions on the battlefield. "Evoke [cost]" means "You may cast this card by paying [cost] rather than paying its mana cost" and "When this permanent enters the battlefield, if its evoke cost was paid, its controller sacrifices it." Paying a card's evoke cost follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.74

Hideaway

702.74a

Hideaway represents a static ability and a triggered ability. "Hideaway" means "This permanent enters the battlefield tapped" and "When this permanent enters the battlefield, look at the top four cards of your library. Exile one of them face down and put the rest on the bottom of your library in any order. The exiled card gains 'Any player who has controlled the permanent that exiled this card may look at this card in the exile zone.'"

702.75

Prowl

702.75a

Prowl is a static ability that functions on the stack. "Prowl [cost]" means "You may pay [cost] rather than pay this spell's mana cost if a player was dealt combat damage this turn by a source that, at the time it dealt that damage, was under your control and had any of this spell's creature types." Paying a spell's prowl cost follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.76

Reinforce

702.76a

Reinforce is an activated ability that functions only while the card with reinforce is in a player's hand. "Reinforce N – [cost]" means "[Cost], Discard this card: Put N +1/+1 counters on target creature."

702.76b

Although the reinforce ability can be activated only if the card is in a player's hand, it continues to exist while the object is on the battlefield and in all other zones. Therefore objects with reinforce will be affected by effects that depend on objects having one or more activated abilities.

702.77

Conspire

702.77a

Conspire is a keyword that represents two abilities. The first is a static ability that functions while the spell with conspire is on the stack. The second is a triggered ability that functions while the spell with conspire is on the stack. "Conspire" means "As an additional cost to cast this spell, you may tap two untapped creatures you control that each share a color with it" and "When you cast this spell, if its conspire cost was paid, copy it. If the spell has any targets, you may choose new targets for the copy." Paying a spell's conspire cost follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

702.77b

If a spell has multiple instances of conspire, each is paid separately and triggers based on its own payment, not any other instance of conspire.

702.78

Persist

702.78a

Persist is a triggered ability. "Persist" means "When this permanent is put into a graveyard from the battlefield, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it."

702.79

Wither

702.79a

Wither is a static ability. Damage dealt to a creature by a source with wither isn't marked on that creature. Rather, it causes that many -1/-1 counters to be put on that creature. See rule *119.3*

702.79b

If a permanent leaves the battlefield before an effect causes it to deal damage, its last known information is used to determine whether it had wither.

702.79c

The wither rules function no matter what zone an object with wither deals damage from.

702.79d

Multiple instances of wither on the same object are redundant.

702.80

Retrace

702.80a

Retrace appears on some instants and sorceries. It represents a static ability that functions while the card with retrace is in a player's graveyard. "Retrace" means "You may cast this card from your graveyard by discarding a land card as an additional cost to cast it." Casting a spell using its retrace ability follows the rules for paying additional costs in rules 601.2b and 601.2e-g.

702.81

Devour

702.81a

Devour is a static ability. "Devour N" means "As this object enters the battlefield, you may sacrifice any number of creatures. This permanent enters the battlefield with N +1/+1 counters on it for each creature sacrificed this way."

702.81b

Some objects have abilities that refer to the number of creatures the permanent devoured. "It devoured" means "sacrificed as a result of its devour ability as it entered the battlefield."

702.82

Exalted

702.82a

Exalted is a triggered ability. "Exalted" means "Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn."

702.82b

A creature "attacks alone" if it's the only creature declared as an attacker in a given combat phase. See rule *506.5*

702.83

Unearth

702.83a

Unearth is an activated ability that functions while the card with unearth is in a graveyard. "Unearth [cost]" means "[Cost]: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate this ability only any time you could cast a sorcery."

702.84

Cascade

702.84a

Cascade is a triggered ability that functions only while the spell with cascade is on the stack. "Cascade" means "When you cast this spell, exile cards from the top of your library until you exile a nonland card whose converted mana cost is less than this spell's converted mana cost. You may cast that card without paying its mana cost. Then put all cards exiled this way that weren't cast on the bottom of your library in a random order."

702.84b

If a spell has multiple instances of cascade, each triggers separately.

702.85

Annihilator

702.85a

Annihilator is a triggered ability. "Annihilator N" means "Whenever this creature attacks, defending player sacrifices N permanents."

702.85b

If a creature has multiple instances of annihilator, each triggers separately.

702.86

Level Up

702.86a

Level up is an activated ability. "Level up [cost]" means "[Cost]: Put a level counter on this permanent. Activate this ability only any time you could cast a sorcery."

702.86b

Each card printed with a level up ability is known as a leveler card. It has a nonstandard layout and includes two level symbols that are themselves keyword abilities. See rule *710*, "Leveler Cards."

702.87

Rebound

702.87a

Rebound appears on some instants and sorceries. It represents a static ability that functions while the spell is on the stack and may create a delayed triggered ability. "Rebound" means "If this spell was cast from your hand, instead of putting it into your graveyard as it resolves, exile it and, at the beginning of your next upkeep, you may cast this card from exile without paying its mana cost."

702.87b

Casting a card without paying its mana cost as the result of a rebound ability follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.87c

Multiple instances of rebound on the same spell are redundant.

702.88

Totem Armor

702.88a

Totem armor is a static ability that appears on some Auras. "Totem armor" means "If enchanted permanent would be destroyed, instead remove all damage marked on it and destroy this Aura."

702.89

Infect

702.89a

Infect is a static ability.

702.89b

Damage dealt to a player by a source with infect doesn't cause that player to lose life. Rather, it causes the player to get that many poison counters. See rule *119.3*

702.89c

Damage dealt to a creature by a source with infect isn't marked on that creature. Rather, it causes that many -1/-1 counters to be put on that creature. See rule *119.3*

702.89d

If a permanent leaves the battlefield before an effect causes it to deal damage, its last known information is used to determine whether it had infect.

702.89e

The infect rules function no matter what zone an object with infect deals damage from.

702.89f

Multiple instances of infect on the same object are redundant.

702.90

Battle Cry

702.90a

Battle cry is a triggered ability. "Battle cry" means "Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn."

702.90b

If a creature has multiple instances of battle cry, each triggers separately.

702.91

Living Weapon

702.91a

Living weapon is a triggered ability. "Living weapon" means "When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this Equipment to it."

702.92

Undying

702.92a

Undying is a triggered ability. "Undying" means "When this permanent is put into a graveyard from the battlefield, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it."

702.93

Miracle

702.93a

Miracle is a static ability linked to a triggered ability (see rule *603.10*). "Miracle [cost]" means "You may reveal this card from your hand as you draw it if it's the first card you've drawn this turn. When you reveal this card this way, you may cast it by paying [cost] rather than its mana cost."

702.93b

If a player chooses to reveal a card using its miracle ability, he or she plays with that card revealed until that card leaves his or her hand, that ability resolves, or that ability otherwise leaves the stack.

702.94

Soulbond

702.94a

Soulbond is a keyword that represents two triggered abilities. "Soulbond" means "When this creature enters the battlefield, if you control both this creature and another creature and both are unpaired, you may pair this creature with another unpaired creature you control for as long as both remain creatures on the battlefield under your control" and "Whenever another creature enters the battlefield under your control, if you control both that creature and this one and both are unpaired, you may pair that creature with this creature for as long as both remain creatures on the battlefield under your control."

702.94b

A creature becomes "paired" with another as the result of a soulbond ability. Abilities may refer to a paired creature, the creature another creature is paired with, or whether a creature is paired. An "unpaired" creature is one that is not paired.

702.94c

When the soulbond ability resolves, if either object that would be paired is no longer a creature, no longer on the battlefield, or no longer under the control of the player who controls the soulbond ability, neither object becomes paired.

702.94d

A creature can be paired with only one other creature.

702.94e

A paired creature becomes unpaired if any of the following occur: another player gains control of it or the creature it's paired with; it or the creature it's paired with stops being a creature; or it or the creature it's paired with leaves the battlefield.

702.95

Overload

702.95a

Overload is a keyword that represents two static abilities that function while the spell with overload is on the stack. Overload [cost] means "You may choose to pay [cost] rather than pay this spell's mana cost" and "If you chose to pay this spell's overload cost, change its text by replacing all instances of the word 'target' with the word 'each.'" Using the overload ability follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.95b

If a player chooses to pay the overload cost of a spell, that spell won't require any targets. It may affect objects that couldn't be chosen as legal targets if the spell were cast without its overload cost being paid.

702.95c

Overload's second ability creates a text-changing effect. See rule *612*, "Text-Changing Effects."

702.96

Scavenge

702.96a

Scavenge is an activated ability that functions only while the card with scavenge is in a graveyard. "Scavenge [cost]" means "[Cost], Exile this card from your graveyard: Put a number of +1/+1 counters equal to the power of the card you exiled on target creature. Activate this ability only any time you could cast a sorcery."

702.97

Unleash

702.97a

Unleash is a keyword that represents two static abilities. "Unleash" means "You may have this permanent enter the battlefield with an additional +1/+1 counter on it" and "This permanent can't block as long as it has a +1/+1 counter on it."

702.98

Cipher

702.98a

Cipher appears on some instants and sorceries. It represents two abilities. The first is a spell ability that functions while the spell with cipher is on the stack. The second is a static ability that functions while the card with cipher is in the exile zone. "Cipher" means "If this spell is represented by a card, you may exile this card encoded on a creature you control" and "For as long as this card is encoded on that creature, that creature has 'Whenever this creature deals combat damage to a player, you may copy the encoded card and you may cast the copy without paying its mana cost.'"

702.98b

The term "encoded" describes the relationship between the card with cipher while in the exile zone and the creature chosen when the spell represented by that card resolves.

702.98c

The card with cipher remains encoded on the chosen creature as long as the card with cipher remains exiled and the creature remains on the battlefield. The card remains encoded on that object even if it changes controller or stops being a creature, as long as it remains on the battlefield.

702.99

Evolve

702.99a

Evolve is a triggered ability. "Evolve" means "Whenever a creature enters the battlefield under your control, if that creature's power is greater than this creature's power and/or that creature's toughness is greater than this creature's toughness, put a +1/+1 counter on this creature."

702.99b

A creature "evolves" when one or more +1/+1 counters are put on it as a result of its evolve ability resolving.

702.99c

A creature can't have a greater power or toughness than a noncreature permanent.

702.99d

If a creature has multiple instances of evolve, each triggers separately.

702.100

Extort

702.100a

Extort is a triggered ability. "Extort" means "Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain life equal to the total life lost this way."

702.100b

If a permanent has multiple instances if extort, each triggers separately.

702.101

Fuse

702.101a

Fuse is a static ability found on some split cards (see rule *708*, "Split Cards") that applies while the card with fuse is in a player's hand. If a player casts a split card with fuse from his or her hand, the player may choose to cast both halves of that split card. This choice is made before putting the split card with fuse onto the stack. The resulting spell is a fused split spell.

702.101b

A fused split spell has two sets of characteristics and one converted mana cost. The converted mana cost of the spell is a number equal to the total amount of mana in its two mana costs, regardless of color.

702.101c

The total cost of a fused split spell includes the mana cost of each half. (See rule *601.2e*)

702.101d

As a fused split spell resolves, the controller of the spell follows the instructions of the left half and then follows the instructions of the right half.

702.102

Bestow

702.102a

Bestow represents two static abilities, one that functions while the card with bestow is on the stack and another that functions both while it's on the stack and while it's on the battlefield. "Bestow [cost]" means "You may cast this card by paying [cost] rather than its mana cost." and "If you chose to pay this spell's bestow cost, it becomes an Aura enchantment and gains enchant creature. These effects last until one of two things happens: this spell has an illegal target as it resolves or the permanent this spell becomes, becomes unattached." Paying a card's bestow cost follows the rules for paying alternative costs in rules 601.2b and 601.2e-g.

702.102b

If a spell's controller chooses to pay its bestow cost, that player chooses a legal target for that Aura spell as defined by its enchant creature ability and rule *601.2c*. See also rule *303.4*.

702.102c

A spell's controller can't choose to pay its bestow cost unless that player can choose a legal target for that spell after it becomes an Aura spell.

702.102d

As an Aura spell with bestow begins resolving, if its target is illegal, the effect making it an Aura spell ends. It continues resolving as a creature spell and will be put onto the battlefield under the control of the spell's controller. This is an exception to rule *608.3a*.

702.102e

If an Aura with bestow is attached to an illegal object or player, it becomes unattached. This is an exception to rule *704.5n*.

703. Turn-Based Actions

703.1

Turn-based actions are game actions that happen automatically when certain steps or phases begin, or when each step and phase ends. Turn-based actions don't use the stack.

703.1a

Abilities that watch for a specified step or phase to begin are triggered abilities, not turn-based actions. (See rule *603*, "Handling Triggered Abilities.")

703.2

Turn-based actions are not controlled by any player.

703.3

Whenever a step or phase begins, if it's a step or phase that has any turn-based action associated with it, those turn-based actions are automatically dealt with first. This happens before state-based actions are checked, before triggered abilities are put on the stack, and before players receive priority.

703.4

The turn-based actions are as follows:

703.4a

Immediately after the untap step begins, all phased-in permanents with phasing that the active player controls phase out, and all phased-out permanents that the active player controlled when they phased out phase in. This all happens simultaneously. See rule *502.1*

703.4b

Immediately after the phasing action has been completed during the untap step, the active player determines which permanents he or she controls will untap. Then he or she untaps them all simultaneously. See rule *502.2*

703.4c

Immediately after the draw step begins, the active player draws a card. See rule *504.1*

703.4d

In an Archenemy game (see rule *904*), immediately after the archenemy's precombat main phase begins, that player sets the top card of his or her scheme deck in motion. See rule *701.22*

703.4e

Immediately after the beginning of combat step begins, if the game being played is a multiplayer game in which the active player's opponents don't all automatically become defending players, the active player chooses one of his or her opponents. That player becomes the defending player. See rule *507.1*

703.4f

Immediately after the declare attackers step begins, the active player declares attackers. See rule *508.1*

703.4g

Immediately after the declare blockers step begins, the defending player declares blockers. See rule *509.1*

703.4h

Immediately after blockers have been declared during the declare blockers step, for each attacking creature that's become blocked by multiple creatures, the active player announces the damage assignment order among the blocking creatures. See rule *509.2*

703.4i

Immediately after the active player has announced damage assignment orders (if necessary) during the declare blockers step, for each creature that's blocking multiple creatures, the defending player announces the damage assignment order among the attacking creatures. See rule *509.3*

703.4j

Immediately after the combat damage step begins, each player in APNAP order announces how each attacking or blocking creature he or she controls assigns its combat damage. See rule *510.1*

703.4k

Immediately after combat damage has been assigned during the combat damage step, all combat damage is dealt simultaneously. See rule *510.2*

703.4m

Immediately after the cleanup step begins, if the active player's hand contains more cards than his or her maximum hand size (normally seven), he or she discards enough cards to reduce his or her hand size to that number. See rule *514.1*

703.4n

Immediately after the active player has discarded cards (if necessary) during the cleanup step, all damage is removed from permanents and all "until end of turn" and "this turn" effects end. These actions happen simultaneously. See rule *514.2*

703.4p

When each step or phase ends, any unused mana left in a player's mana pool empties. See rule *500.4*

704. State-Based Actions

704.1

State-based actions are game actions that happen automatically whenever certain conditions (listed below) are met. State-based actions don't use the stack.

704.1a

Abilities that watch for a specified game state are triggered abilities, not state-based actions. (See rule *603*, "Handling Triggered Abilities.")

704.2

State-based actions are checked throughout the game and are not controlled by any player.

704.3

Whenever a player would get priority (see rule *116*, "Timing and Priority"), the game checks for any of the listed conditions for state-based actions, then performs all applicable state-based actions simultaneously as a single event. If any state-based actions are performed as a result of a check, the check is repeated; otherwise all triggered abilities that are waiting to be put on the stack are put on the stack, then the check is repeated. Once no more state-based actions have been performed as the result of a check and no triggered abilities are waiting to be put on the stack, the appropriate player gets priority. This process also occurs during the cleanup step (see rule *514*),

except that if no state-based actions are performed as the result of the step's first check and no triggered abilities are waiting to be put on the stack, then no player gets priority and the step ends.

704.4

Unlike triggered abilities, state-based actions pay no attention to what happens during the resolution of a spell or ability.

Example: A player controls a creature with the ability "This creature's power and toughness are each equal to the number of cards in your hand" and casts a spell whose effect is "Discard your hand, then draw seven cards." The creature will temporarily have toughness 0 in the middle of the spell's resolution but will be back up to toughness 7 when the spell finishes resolving. Thus the creature will survive when state-based actions are checked. In contrast, an ability that triggers when the player has no cards in hand goes on the stack after the spell resolves, because its trigger event happened during resolution.

704.5

The state-based actions are as follows:

704.5a

If a player has 0 or less life, he or she loses the game.

704.5b

If a player attempted to draw a card from a library with no cards in it since the last time state-based actions were checked, he or she loses the game.

704.5c

If a player has ten or more poison counters, he or she loses the game. Ignore this rule in Two-Headed Giant games; see rule *704.5u* instead.

704.5d

If a token is phased out, or is in a zone other than the battlefield, it ceases to exist.

704.5e

If a copy of a spell is in a zone other than the stack, it ceases to exist. If a copy of a card is in any zone other than the stack or the battlefield, it ceases to exist.

704.5f

If a creature has toughness 0 or less, it's put into its owner's graveyard. Regeneration can't replace this event.

704.5g

If a creature has toughness greater than 0, and the total damage marked on it is greater than or equal to its toughness, that creature has been dealt lethal damage and is destroyed. Regeneration can replace this event.

704.5h

If a creature has toughness greater than 0, and it's been dealt damage by a source with deathtouch since the last time state-based actions were checked, that creature is destroyed. Regeneration can replace this event.

704.5i

If a planeswalker has loyalty 0, it's put into its owner's graveyard.

704.5j

If a player controls two or more planeswalkers that share a planeswalker type, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the "planeswalker uniqueness rule."

704.5k

If a player controls two or more legendary permanents with the same name, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the "legend rule."

704.5m

If two or more permanents have the supertype world, all except the one that has had the world supertype for the shortest amount of time are put into their owners' graveyards. In the event of a tie for the shortest amount of time, all are put into their owners' graveyards. This is called the "world rule."

704.5n

If an Aura is attached to an illegal object or player, or is not attached to an object or player, that Aura is put into its owner's graveyard.

704.5p

If an Equipment or Fortification is attached to an illegal permanent, it becomes unattached from that permanent. It remains on the battlefield.

704.5q

If a creature is attached to an object or player, it becomes unattached and remains on the battlefield. Similarly, if a permanent that's neither an Aura, an Equipment, nor a Fortification is attached to an object or player, it becomes unattached and remains on the battlefield.

704.5r

If a permanent has both a +1/+1 counter and a -1/-1 counter on it, N +1/+1 and N -1/-1 counters are removed from it, where N is the smaller of the number of +1/+1 and -1/-1 counters on it.

704.5s

If a permanent with an ability that says it can't have more than N counters of a certain kind on it has more than N counters of that kind on it, all but N of those counters are removed from it.

704.5t

In a Two-Headed Giant game, if a team has 0 or less life, that team loses the game. See rule *810*, "Two-Headed Giant Variant."

704.5u

In a Two-Headed Giant game, if a team has fifteen or more poison counters, that team loses the game. See rule *810*, "Two-Headed Giant Variant."

704.5v

In a Commander game, a player that's been dealt 21 or more combat damage by the same commander over the course of the game loses the game. See rule *903*, "Commander."

704.5w

In an Archenemy game, if a non-ongoing scheme card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, that scheme card is turned face down and put on the bottom of its owner's scheme deck. See rule *904*, "Archenemy."

704.5x

In a Planechase game, if a phenomenon card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, the planar controller planeswalks. See rule *901*, "Planechase."

704.6

If multiple state-based actions would have the same result at the same time, a single replacement effect will replace all of them.

Example: You control , which says "If you would lose the game, instead shuffle your hand, your graveyard, and all permanents you own into your library, then draw seven cards and your life total becomes 20." There's one card in your library and your life total is 1. A spell causes you to draw two cards and lose 2 life. The next time state-based actions are checked, you'd lose the game due to rule *704.5a* and rule *704.5b*. Instead, Lich's Mirror replaces that game loss and you keep playing.

704.7

If a state-based action results in a permanent leaving the battlefield at the same time other state-based actions were performed, that permanent's last known information is derived from the game state before any of those state-based actions were performed.

Example: You control , a 1/1 creature with undying, and it has a +1/+1 counter on it. A spell puts three -1/-1 counters on Young Wolf. Before state-based actions are performed, Young Wolf has one +1/+1 counter and three -1/-1 counters on it. After state-based actions are performed, Young Wolf is in the graveyard. When it was last on the battlefield, it had a +1/+1 counter on it, so undying will not trigger.

705. Flipping a Coin

705.1

To flip a coin for an object that cares whether a player wins or loses the flip, the affected player flips the coin and calls "heads" or "tails." If the call matches the result, that player wins the flip. Otherwise, the player loses the flip. Only the player who flips the coin wins or loses the flip; no other players are involved.

705.2

To flip a coin for an object that cares whether the coin comes up heads or tails, each affected player flips a coin without making a call. No player wins or loses this kind of flip.

705.3

A coin used in a flip must be a two-sided object with easily distinguished sides and equal likelihood that either side lands face up. If the coin that's being flipped doesn't have an obvious "heads" or "tails," designate one side to be "heads," and the other side to be "tails." Other methods of randomization may be substituted for flipping a coin as long as there are two possible outcomes of equal likelihood and all players agree to the substitution. For example, the player may roll an even-sided die and call "odds" or "evens," or roll an even-sided die and designate that "odds" means "heads" and "evens" means "tails."

706. Copying Objects

706.1

Some objects become or turn another object into a "copy" of a spell, permanent, or card. Some effects put a token onto the battlefield that's a copy of another object. (Certain older cards were printed with the phrase "search for a copy." This section doesn't cover those cards, which have received new text in the Oracle card reference.)

706.2

When copying an object, the copy acquires the copiable values of the original object's characteristics and, for an object on the stack, choices made when casting or activating it (mode, targets, the value of X, whether it was kicked, how it will affect multiple targets, and so on). The "copiable values" are the values derived from the text printed on the object (that text being name, mana cost, color indicator, card type, subtype, supertype, rules text, power, toughness, and/or loyalty), as modified by other copy effects, by "as … enters the battlefield" and "as … is turned face up" abilities that set characteristics, and by abilities that caused the object to be face down. Other effects (including type-changing and text-changing effects), status, and counters are not copied.

Example: is an artifact that reads "{X}: Chimeric Staff becomes an X/X artifact creature until end of turn." is a creature that reads, "You may have Clone enter the battlefield as a copy of any creature on the battlefield." After a Staff has become a 5/5 artifact creature, a Clone enters the battlefield as a copy of it. The Clone is an artifact, not a 5/5 artifact creature. (The copy has the Staff's ability, however, and will become a creature if that ability is activated.)

Example: enters the battlefield as a copy of a face-down (a creature with morph {2}{B}{B}). The Clone is a colorless 2/2 creature with no name, no types, no abilities, and no mana cost. It will still be face up. Its controller can't pay {2}{B}{B} to turn it face up.

706.2a

A copy acquires the color of the object it's copying because that value is derived from its mana cost or color indicator. A copy acquires the abilities of the object it's copying because those values are derived from its rules text. A copy doesn't wind up with two values of each ability (that is, it doesn't copy the object's abilities and its rules text, then have that rules text define a new set of abilities).

706.3

The copy's copiable values become the copied information, as modified by the copy's status (see rule *110.6*). Objects that copy the object will use the new copiable values.

Example: reads, "You may have Vesuvan Doppelganger enter the battlefield as a copy of any creature on the battlefield except it doesn't copy that creature's color and it gains 'At the beginning of your upkeep, you may have this creature become a copy of target creature except it doesn't copy that creature's color. If you do, this creature gains this ability.'" A Vesuvan Doppelganger enters the battlefield as a copy of (a 2/2 green Bear creature with no abilities). Then a enters the battlefield as a copy of the Doppelganger. The Clone is a 2/2 blue Bear named Runeclaw Bear that has the Doppelganger's upkeep-triggered ability.

Example: Tomoya the Revealer (a flipped flip card) becomes a copy of (an unflipped flip card). Tomoya's characteristics become the characteristics of Stabwhisker the Odious, which is the flipped version of Nezumi Shortfang.

Example: A face-down (a creature with morph) becomes a copy of a face-up (a 4/1 green creature with trample and morph). The Demon's characteristics become the characteristics of Branchsnap Lorian. However, since the creature is face down, it remains a 2/2 colorless creature with no name, types, or abilities, and no mana cost. It can be turned face up for . If it's turned face up, it will have the characteristics of Branchsnap Lorian.

Example: A face-down (a creature with morph) becomes a copy of (a 1/1 blue Spirit creature that doesn't have morph). It will be a face-down Wandering Ones. It remains a 2/2 colorless creature with no name, types, or abilities, and no mana cost. Its controller can't turn it face up as a special action. If an effect turns it face up, it will have the characteristics of Wandering Ones.

706.4

Some effects cause a permanent that's copying a permanent to copy a different object while remaining on the battlefield. The change doesn't trigger enters-the-battlefield or leaves-the-battlefield abilities. This also doesn't change any noncopy effects presently affecting the permanent.

Example: reads, "Whenever a creature enters the battlefield, Unstable Shapeshifter becomes a copy of that creature and gains this ability." It's affected by , which reads "Target creature gets +3/+3 until end of turn." If a creature enters the battlefield later this turn, Unstable Shapeshifter will become a copy of that creature, but it will still get +3/+3 from the Giant Growth.

706.5

An object that enters the battlefield "as a copy" or "that's a copy" of another object becomes a copy as it enters the battlefield. It doesn't enter the battlefield, and then become a copy of that permanent. If the text that's being copied includes any abilities that replace the enters-the-battlefield event (such as "enters the battlefield with" or "as [this] enters the battlefield" abilities), those abilities will take effect. Also, any enters-the-battlefield triggered abilities of the copy will have a chance to trigger.

Example: reads, "Fading 2 (This creature enters the battlefield with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)" and "Skyshroud Behemoth enters the battlefield tapped." A that enters the battlefield as a copy of a Skyshroud Behemoth will also enter the battlefield tapped with two fade counters on it.

Example: reads, "When Wall of Omens enters the battlefield, draw a card." A enters the battlefield as a copy of Wall of Omens. The Clone has the Wall's enters-the-battlefield triggered ability, so the Clone's controller draws a card.

706.6

When copying a permanent, any choices that have been made for that permanent aren't copied. Instead, if an object enters the battlefield as a copy of another permanent, the object's controller will get to make any "as [this] enters the battlefield" choices for it.

Example: A enters the battlefield as a copy of . Adaptive Automaton reads, in part, "As Adaptive Automaton enters the battlefield, choose a creature type." The Clone won't copy the creature type choice of the Automaton; rather, the controller of the Clone will get to make a new choice.

706.7

If a pair of linked abilities are copied, those abilities will be similarly linked to one another on the object that copied them. One ability refers only to actions that were taken or objects that were affected by the other. They can't be linked to any other ability, regardless of what other abilities the copy may currently have or may have had in the past. See rule *607*, "Linked Abilities."

706.7a

If an ability causes a player to "choose a [value]" or "name a card," and a second, linked ability refers to that choice, the second ability is the only ability that can refer to that choice. An object doesn't "remember" that choice and use it for other abilities it may copy later. If an object copies an ability that refers to a choice, but either (a) doesn't copy that ability's linked ability or (b) does copy the linked ability but no choice is made for it, then the choice is considered to be "undefined." If an ability refers to an undefined choice, that part of the ability won't do anything.

Example: enters the battlefield and copies it. Voice of All reads, in part, "As Voice of All enters the battlefield, choose a color." and "Voice of All has protection from the chosen color." Unstable Shapeshifter never had a chance for a color to be chosen for it, because it didn't enter the battlefield as a Voice of All card, so the protection ability doesn't protect it from anything at all.

Example: A enters the battlefield as a copy of , and the Doppelganger's controller chooses blue. Later, the Doppelganger copies , which has the ability, " : Add one mana of the chosen color to your mana pool." Even though a color was chosen for the Doppelganger, it wasn't chosen for the ability linked to the mana ability copied from the Elves. If that mana ability of the Doppelganger is activated, it will not produce mana.

706.8

When copying a double-faced permanent, only the copiable values of the face that's currently up are copied. (See rule *711*, "Double-Faced Cards.")

706.9

Copy effects may include modifications or exceptions to the copying process.

706.9a

Some copy effects cause the copy to gain an ability as part of the copying process. This ability becomes part of the copiable values for the copy, along with any other abilities that were copied.

Example: enters the battlefield and an copies it. The copiable values of the Shapeshifter now match those of the Elves, except that the Shapeshifter also has the ability "Whenever a creature enters the battlefield, Unstable Shapeshifter becomes a copy of that creature and gains this ability." Then a enters the battlefield as a copy of the Unstable Shapeshifter. The Clone copies the new copiable values of the Shapeshifter, including the ability that the Shapeshifter gave itself when it copied the Elves.

706.9b

Some copy effects specifically state that they don't copy certain characteristics and instead retain their original values. These effects use the phrase "except its [characteristic] is still [value]" or "except it's still [value(s)]." They may also simply state that certain characteristics are not copied.

706.9c

Some copy effects modify a characteristic as part of the copying process. The final value(s) for that characteristic becomes part of the copiable values for the copy.

Example: is an enchantment that reads, "You may have Copy Artifact enter the battlefield as a copy of any artifact on the battlefield, except it's an enchantment in addition to its other types." It enters the battlefield as a copy of . The copiable values of the Copy Artifact now match those of Juggernaut with one modification: its types are now artifact, creature, and enchantment.

706.9d

When applying a copy effect that doesn't copy a certain characteristic, retains an original value for a certain characteristic, or modifies the final value of a certain characteristic, any characteristic-defining ability (see rule *604.3*) of the object being copied that defines that characteristic is not copied. If that characteristic is color, any color indicator (see rule *204*) of that object is also not copied.

Example: is a creature that reads, "You may have Quicksilver Gargantuan enter the battlefield as a copy of any creature on the battlefield, except it's still 7/7." Quicksilver Gargantuan enters the battlefield as a copy of , which has a characteristic-defining ability that defines its power and toughness. Quicksilver Gargantuan does not have that ability. It will be 7/7.

706.10

To copy a spell or activated ability means to put a copy of it onto the stack; a copy of a spell isn't cast and a copy of an activated ability isn't activated. A copy of a spell or ability copies both the characteristics of the spell or ability and all decisions made for it, including modes, targets, the value of X, and additional or alternative costs. (See rule *601*, "Casting Spells.") Choices that are normally made on resolution are not copied. If an effect of the copy refers to objects used to pay its costs, it uses the objects used to pay the costs of the original spell or ability. A copy of a spell is owned by the player under whose control it was put on the stack. A copy of a spell or ability is controlled by the player under whose control it was put on the stack. A copy of a spell is itself a spell, even though it has no spell card associated with it. A copy of an ability is itself an ability.

Example: A player casts , targeting an . Fork reads, "Copy target instant or sorcery spell, except that the copy is red. You may choose new targets for the copy." Emerald Charm is a green instant that reads, "Choose one – Untap target permanent; or destroy target non-Aura enchantment; or target creature loses flying until end of turn." When the Fork resolves, it puts a copy of the Emerald Charm on the stack except the copy is red, not green. The copy has the same mode that was chosen for the original Emerald Charm. It does not necessarily have the same target, but only because Fork allows choosing of new targets.

Example: is an instant that reads, "As an additional cost to cast Fling, sacrifice a creature" and "Fling deals damage equal to the sacrificed creature's power to target creature or player." When determining how much damage a copy of Fling deals, it checks the power of the creature sacrificed to pay for the original Fling.

706.10a

If a copy of a spell is in a zone other than the stack, it ceases to exist. If a copy of a card is in any zone other than the stack or the battlefield, it ceases to exist. These are state-based actions. See rule *704*.

706.10b

A copy of an ability has the same source as the original ability. If the ability refers to its source by name, the copy refers to that same object and not to any other object with the same name. The copy is considered to be the same ability by effects that count how many times that ability has resolved during the turn.

706.10c

Some effects copy a spell or ability and state that its controller may choose new targets for the copy. The player may leave any number of the targets unchanged, even if those targets would be illegal. If the player chooses to change some or all of the targets, the new targets must be legal. Once the player has decided what the copy's targets will be, the copy is put onto the stack with those targets.

706.11

If an effect refers to a permanent by name, the effect still tracks that permanent even if it changes names or becomes a copy of something else.

Example: An copies a . Crazed Armodon reads, " : Crazed Armodon gets +3/+0 and gains trample until end of turn. Destroy Crazed Armodon at the beginning of the next end step. Activate this ability only once each turn." If this ability of the Shapeshifter is activated, the Shapeshifter will be destroyed at the beginning of the next end step, even if it's no longer a copy of Crazed Armodon at that time.

706.12

An effect that instructs a player to cast a copy of an object (and not just copy a spell) follows the rules for casting spells, except that the copy is created in the same zone the object is in and then cast while another spell or ability is resolving. Casting a copy of an object follows steps *601.2a*-g of rule *601*, "Casting Spells," and then the copy becomes cast. Once cast, the copy is a spell on the stack, and just like any other spell it can resolve or be countered.

707. Face-Down Spells and Permanents

707.1

Two cards (Illusionary Mask and Ixidron) and the morph ability (see rule *702.36*) allow spells and permanents to be face down.

707.2

Face-down spells and face-down permanents have no characteristics other than those listed by the ability or rules that allowed the spell or permanent to be face down. Any listed characteristics are the copiable values of that object's characteristics. (See rule *613*, "Interaction of Continuous Effects," and rule *706*, "Copying Objects.")

707.2a

If a face-up permanent is turned face down by a spell or ability, it becomes a 2/2 face-down creature with no text, no name, no subtypes, and no mana cost. These values are the copiable values of that object's characteristics.

707.3

Objects that are put onto the battlefield face down are turned face down before they enter the battlefield, so the permanent's enters-the-battlefield abilities won't trigger (if triggered) or have any effect (if static).

707.4

Objects that are cast face down are turned face down before they are put onto the stack, so effects that care about the characteristics of a spell will see only the face-down spell's characteristics. Any effects or prohibitions that would apply to casting an object with these characteristics (and not the face-up object's characteristics) are applied to casting this object. The permanent the spell becomes will be a face-down permanent.

707.5

At any time, you may look at a face-down spell you control on the stack or a face-down permanent you control (even if it's phased out). You can't look at face-down cards in any other zone or face-down spells or permanents controlled by another player.

707.6

If you control multiple face-down spells or face-down permanents, you must ensure at all times that your face-down spells and permanents can be easily differentiated from each other. This includes, but is not limited to, knowing the order spells were cast, the order that face-down permanents entered the battlefield, which creature attacked last turn, and any other differences between face-down spells or permanents. Common methods for distinguishing between face-down objects include using counters or dice to mark the different objects, or clearly placing those objects in order on the table.

707.7

The ability or rules that allow a permanent to be face down may also allow the permanent's controller to turn it face up. Spells normally can't be turned face up.

707.8

As a face-down permanent is turned face up, its copiable values revert to its normal copiable values. Any effects that have been applied to the face-down permanent still apply to the face-up permanent. Any abilities relating to the permanent entering the battlefield don't trigger and don't have any effect, because the permanent has already entered the battlefield.

707.9

If a face-down permanent moves from the battlefield to any other zone, its owner must reveal it to all players as he or she moves it. If a face-down spell moves from the stack to any zone other than the battlefield, its owner must reveal it to all players as he or she moves it. At the end of each game, all face-down permanents and spells must be revealed to all players.

707.10

If a face-down permanent becomes a copy of another permanent, its copiable values become the copiable values of that permanent, as modified by its face-down status. Its characteristics therefore remain the same: the characteristics listed by the ability or rules that allowed it to be turned face down. However, if it is turned face up, its copiable values become the values it copied from the other permanent. See rule *706.3*

707.11

If a face-down permanent would have an "As [this permanent] is turned face up . . . " ability after it's turned face up, that ability is applied while that permanent is being turned face up, not afterward.

708. Split Cards

708.1

Split cards have two card faces on a single card. The back of a split card is the normal *Magic* card back.

708.2

In every zone except the stack, split cards have two sets of characteristics and two converted mana costs. As long as a split card is a spell on the stack and wasn't cast using fuse (see rule *702.101*, "Fuse"), only the characteristics of the half being cast exist. The other half's characteristics are treated as though they didn't exist. A split card that's a spell on the stack and was cast using fuse has two sets of characteristics and one converted mana cost. Its converted mana cost is equal to the total amount of mana in its two mana costs, regardless of color.

708.2a

If a player casts a split card without using fuse, that player chooses which half of that split card he or she is casting before putting it onto the stack. Only that half is evaluated to see if it can be cast. Only that half is considered to be put onto the stack.

708.2b

If a player casts a split card with fuse from his or her hand, in addition to choosing either half as described above, the player may choose to cast both halves, resulting in a fused split spell. Both halves are evaluated to see if the spell can be cast. If either half can't be cast, then both halves can't be cast as a single spell.

708.3

Each split card that consists of two halves with different colored mana symbols in their mana costs is a multicolored card while it's not a spell on the stack. While it's a spell on the stack, it's only the color or colors of the half or halves being cast.

708.4

Although split cards have two castable halves, each split card is only one card. For example, a player who has drawn or discarded a split card has drawn or discarded one card, not two.

708.5

Anything that asks for a particular characteristic of a split card while it's in a zone other than the stack gets two answers (one for each of the split card's two halves). Anything that asks for a particular characteristic of a fused split spell gets two answers. Anything that asks for a particular characteristic of a split card while it's a spell on the stack or that asks for the converted mana cost of a fused split spell gets one answer.

Example: has an ability that reads, "At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens onto the battlefield, where X is that card's converted mana cost." If the top card of your library is , which has converted mana costs of 1 and 4, when this ability resolves, you simultaneously put one and four creature tokens onto the battlefield, for a total of five.

Example: says "Counter target spell with converted mana cost X." If a player wants to cast Spell Blast and choose the fused split spell , which has mana costs and , as the target, that player must choose 8 as the value of X.

708.6

Some effects perform comparisons involving one or more split cards in a zone other than the stack or involving one or more fused split spells.

708.6a

Anything that performs a positive comparison (such as asking if a card is red) or a relative comparison (such as asking if a card's converted mana cost is 3 or less) involving one or more split cards in any zone other than the stack or involving one or more fused split spells gets only one answer. This answer is "yes" if either side of each split card in the comparison would return a "yes" answer if compared individually.

Example: reads, "Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards all nonland cards with converted mana cost equal to the number." If a player casts Void and chooses 1, his or her opponent would discard because its converted mana costs are 1 and 4. The same is true if the player chooses 4. If the player chooses 5, however, Assault/Battery would be unaffected.

708.6b

Anything that performs a negative comparison (such as asking if cards have different names) involving one or more split cards in any zone other than the stack or involving one or more fused split spells also gets only one answer. This answer is "yes" if performing the analogous positive comparison would return a "no" answer.

708.6c

If anything performs a comparison involving multiple characteristics or values of one or more split cards in any zone other than the stack or involving multiple characteristics or values of one or more fused split spells, each characteristic or value is compared separately. If each of the individual comparisons would return a "yes" answer, the whole comparison returns a "yes" answer. The individual comparisons may involve different halves of the same split card.

Example: has an ability that reads, "Unattach Sunforger: Search your library for a red or white instant card with converted mana cost 4 or less and cast that card without paying its mana cost. Then shuffle your library." This ability can be used to cast either half of , as Research has converted mana cost 2 (even though Development has converted mana cost 5) and Development is red (even though Research is neither red nor white).

708.7

Each split card has two names. If an effect instructs a player to name a card and the player wants to name a split card, the player must name one of those names and not both. An object has the chosen name if one of its names is the chosen name.

709. Flip Cards

709.1

Flip cards have a two-part card frame on a single card. The text that appears right side up on the card defines the card's normal characteristics. Additional alternative characteristics appear upside down on the card. The back of a flip card is the normal *Magic* card back.

709.1a

The top half of a flip card contains the card's normal name, text box, type line, power, and toughness. The text box usually contains an ability that causes the permanent to "flip" if certain conditions are met.

709.1b

The bottom half of a flip card contains an alternative name, text box, type line, power, and toughness. These characteristics are used only if the permanent is on the battlefield and only if the permanent is flipped.

709.1c

A flip card's color and mana cost don't change if the permanent is flipped. Also, any changes to it by external effects will still apply.

709.2

In every zone other than the battlefield, and also on the battlefield before the permanent flips, a flip card has only the normal characteristics of the card. Once a permanent is flipped, its normal name, text box, type line, power, and toughness don't apply and the alternative versions of those characteristics apply instead.

Example: is a nonlegendary creature that flips into a legendary creature named . An effect that says "Search your library for a legendary card" can't find this flip card. An effect that says "Legendary creatures get +2/+2" doesn't affect Akki Lavarunner, but it does affect Tok-Tok.

709.3

You must ensure that it's clear at all times whether a permanent you control is flipped or not, both when it's untapped and when it's tapped. Common methods for distinguishing between flipped and unflipped permanents include using coins or dice to mark flipped objects.

709.4

Flipping a permanent is a one-way process. Once a permanent is flipped, it's impossible for it to become unflipped. However, if a flipped permanent leaves the battlefield, it retains no memory of its status. See rule *110.6*

709.5

If an effect instructs a player to name a card and the player wants to name a flip card's alternative name, the player may do so.

710. Leveler Cards

710.1

Each leveler card has a striated text box and three power/toughness boxes. The text box of a leveler card contains two level symbols.

710.2

A level symbol is a keyword ability that represents a static ability. The level symbol includes either a range of numbers, indicated here as "N1-N2," or a single number followed by a plus sign, indicated here as "N3+." Any abilities printed within the same text box striation as a level symbol are part of its static ability. The same is true of the power/toughness box printed within that striation, indicated here as "[P/T]."

710.2a

"{LEVEL N1-N2} [Abilities] [P/T]" means "As long as this creature has at least N1 level counters on it, but no more than N2 level counters on it, it's [P/T] and has [abilities]."

710.2b

"{LEVEL N3+} [Abilities] [P/T]" means "As long as this creature has N3 or more level counters on it, it's [P/T] and has [abilities]."

710.3

The text box striations have no game significance other than clearly demarcating which abilities and which power/toughness box are associated with which level symbol. Leveler cards each contain only one text box.

710.4

Any ability a leveler card has that isn't preceded by a level symbol is treated normally. In particular, each leveler permanent has its level up ability (see rule *702.86*) at all times; it may be activated regardless of how many level counters are on that permanent.

710.5

If the number of level counters on a leveler creature is less than N1 (the first number printed in its {LEVEL N1-N2} symbol), it has the power and toughness denoted by its uppermost power/toughness box.

710.6

In every zone other than the battlefield, a leveler card has the power and toughness denoted by its uppermost power/toughness box.

711. Double-Faced Cards

711.1

A double-faced card has a *Magic* card face on each side rather than a *Magic* card face on one side and a *Magic* card back on the other. Each face may have abilities that allow the permanent to "transform," or turn over to its other face. Tokens and cards with a *Magic* card back can't transform. (See rule *701.25*, "Transform.")

711.1a

A double-faced card's front face is indicated by the sun symbol in its upper left corner.

711.1b

A double-faced card's back face is indicated by the moon symbol in its upper left corner.

711.1c

While a double-faced card is in a public zone, each player may look at both faces. In other zones, each player that is allowed to look at a double-faced card may look at both faces.

711.1d

If the back face of a double-faced card is a creature, the front face of that card will have the back face's power and toughness printed in gray above the power and toughness box. This is reminder text and has no effect on game play.

711.2

Each face of a double-faced card has its own set of characteristics.

711.2a

In every zone other than the battlefield, and also on the battlefield with its front face up, a double-faced card has only the characteristics of the front face.

711.2b

While a double-faced permanent's back face is up, it has only the characteristics of its back face. The back face doesn't have a mana cost; it has the colors in its color indicator (see rule *202.2e*), if any.

711.3

Except for determining whether or not a permanent can transform, a spell, ability, effect, or rule that needs information about a double-faced permanent sees only the information given by the face that's currently up.

Example: A enters the battlefield as a copy of (the back face of a double-faced card). The Clone will be a copy of the Wildblood Pack. Because the Clone is itself not a double-faced card, it can't transform.

Example: A player casts , causing a (the front face of a double-faced card) to become a copy of (a 2/1 Human Soldier creature) until end of turn. The player then casts , which reads, in part, "Transform all Humans." Because

the copy of Elite Vanguard is a double-faced card, it will transform. The resulting permanent will have its back face up, but it will still be a copy of Elite Vanguard that turn.

711.4

If a double-faced card is cast as a spell, it's put on the stack with its front face up. A double-faced card can't be cast face down. See rule *601*, "Casting Spells."

711.5

A double-faced card enters the battlefield with its front face up unless a spell or ability puts it onto the battlefield "transformed," in which case it enters the battlefield with its back face up.

711.6

A double-faced permanent always has the status "face up" (see rule *110.6*). Double-faced permanents can't be turned face down. If a spell or ability tries to turn a double-faced permanent face down, nothing happens.

711.7

When a double-faced permanent transforms, it doesn't become a new object. Any effects that applied to that permanent will continue to apply to it after it transforms.

Example: An effect gives (the front face of a double-faced card) +2/+2 until end of turn and then Village Ironsmith transforms into . Ironfang will continue to get +2/+2 until end of turn.

711.8

If an effect instructs a player to name a card, the player may name either face of a double-faced card but not both.

711.9

Players must ensure that double-faced cards in hidden zones are indistinguishable from other cards in the same zone. To do this, the owner of a double-faced card may use completely opaque card sleeves or substitute a checklist card. Sanctioned tournaments have additional rules for playing with double-faced cards. See rule *100.6*

711.9a

If a checklist card is used, the double-faced card it represents must be set aside prior to the beginning of the game (see rule *103.1a*) and must be available throughout the game. A checklist card can't be included in a deck unless it is representing a double-faced card.

711.9b

The face of each checklist card is divided into sections. Each section lists the name and mana cost of each double-faced card it could represent and includes a fill-in circle. When using a checklist card, exactly one of the fill-in circles must be marked to denote which double-faced card the checklist card represents.

711.9c

For all game purposes, the checklist card is considered to be the double-faced card it's representing. It has that double-faced card's characteristics in all zones.

711.9d

As the checklist card enters a public zone, the checklist card should be set aside and the double-faced card used instead. If the checklist card is exiled face down, its identity should continue to be hidden using the face-down checklist card.

712. Controlling Another Player

712.1

Two cards (Mindslaver and Sorin Markov) allow a player to control another player during that player's next turn. This effect applies to the next turn that the affected player actually takes. The affected player is controlled during the entire turn; the effect doesn't end until the beginning of the next turn.

712.1a

Multiple player-controlling effects that affect the same player overwrite each other. The last one to be created is the one that works.

712.1b

If a turn is skipped, any pending player-controlling effects wait until the player who would be affected actually takes a turn.

712.2

One card () allows a player to control another player for a limited duration.

712.3

Only control of the player changes. All objects are controlled by their normal controllers. A player who's being controlled during his or her turn is still the active player.

712.4

If information about an object would be visible to the player being controlled, it's visible to both that player and the controller of the player.

Example: The controller of a player can see that player's hand and the face of any face-down creatures he or she controls.

712.5

While controlling another player, a player makes all choices and decisions the controlled player is allowed to make or is told to make by the rules or by any objects. This includes choices and decisions about what to play, and choices and decisions called for by spells and abilities.

Example: The controller of another player decides which spells that player casts and what those spells target, and makes any required decisions when those spells resolve.

Example: The controller of another player during his or her turn decides which of that player's creatures attack, which player or planeswalker each one attacks, what the damage assignment order of the creatures that block them is (if any of the attacking creatures are blocked by multiple creatures), and how those attacking creatures assign their combat damage.

712.5a

The controller of another player can use only that player's resources (cards, mana, and so on) to pay costs for that player.

Example: If the controller of a player decides that the controlled player will cast a spell with an additional cost of discarding cards, the cards are discarded from the controlled player's hand.

712.5b

The controller of another player can't make choices or decisions for that player that aren't called for by the rules or by any objects. The controller also can't make any choices or decisions for the player that would be called for by the tournament rules.

Example: The player who's being controlled still chooses whether he or she leaves to visit the restroom, trades a card to someone else, agrees to an intentional draw, or calls a judge about an error or infraction.

712.6

The controller of another player can't make that player concede. A player may concede the game at any time, even if he or she is controlled by another player. See rule *104.3a*

712.7

The effect that gives control of a player to another player may restrict the actions the controlled player is allowed to take or specify actions that the controlled player must take.

712.8

A player who controls another player also continues to make his or her own choices and decisions.

712.9

A player may gain control of himself or herself. That player will make his or her own decisions and choices as normal.

713. Ending the Turn

713.1

Two cards (Time Stop and Sundial of the Infinite) end the turn. When an effect ends the turn, follow these steps in order, as they differ from the normal process for resolving spells and abilities (see rule *608*, "Resolving Spells and Abilities").

713.1a

Exile every object on the stack, including the object that's resolving. Remove all creatures and planeswalkers (including those that are phased out) from combat. All objects not on the battlefield or in the command zone that aren't represented by cards will cease to exist the next time state-based actions are checked (see rule *704*, "State-Based Actions").

713.1b

Check state-based actions. No player gets priority, and no triggered abilities are put onto the stack.

713.1c

The current phase and/or step ends. The game skips straight to the cleanup step. Skip any phases or steps between this phase or step and the cleanup step.

713.2

No player gets priority during this process, so triggered abilities are not put onto the stack. If any triggered abilities have triggered between the spell or ability resolving and the cleanup step ending, those abilities are put onto the stack during the cleanup step, then the active player gets priority and players can cast spells and activate abilities. Then there will be another cleanup step before the turn finally ends. If no triggered abilities have triggered during this process, no player gets priority during the cleanup step. See rule *514*, "Cleanup Step."

713.3

Even though the turn ends, "at the beginning of the end step" triggered abilities don't trigger because the end step is skipped.

714. Restarting the Game

714.1

One card () restarts the game. A game that is restarted immediately ends. No players in that game win, lose, or draw that game. All players in that game when it ended then start a new game following the procedures set forth in rule *103*, "Starting the Game," with the following exception:

714.1a

The starting player in the new game is the player who controlled the spell or ability that restarted the game.

714.2

All *Magic* cards involved in the game that was restarted when it ended, including phased-out permanents and nontraditional *Magic* cards, are involved in the new game, even if those cards were not originally involved in the restarted game. Ownership of cards in the new game doesn't change, regardless of their location when the new game begins.

Example: A player casts , bringing a creature card into the game from outside the game. Then that game is restarted. The creature card will be part of that player's library when the new game begins.

714.3

Because each player draws seven cards when the new game begins, any player with fewer than seven cards in his or her library will lose the game when state-based actions are checked during the upkeep step of the first turn, regardless of any mulligans that player takes. (See rule *704*, "State-Based Actions.")

714.4

The effect that restarts the game finishes resolving just before the first turn's untap step. If the spell or ability that generated that effect has additional instructions, those instructions are followed at this time. No player has priority, and any triggered abilities that trigger as a result will go on the stack the next time a player receives priority, usually during the first turn's upkeep step.

714.5

Effects may exempt certain cards from the procedure that restarts the game. These cards are not in their owner's deck as the new game begins.

714.5a

In a Commander game, a commander that has been exempted from the procedure that restarts the game won't begin the new game in the command zone. However, it remains that deck's commander for the new game. See rule *903*, "Commander."

714.6

If a *Magic* subgame (see rule *715*) is restarted, the main game is unaffected. Main-game effects that refer to the winner or loser of the subgame now refer to the winner or loser of the restarted subgame.

714.7

If a multiplayer game using the limited range of influence option (see rule *801*) is restarted, all players in the game are involved, regardless of the range of influence of the player who controls the ability that restarted the game.

715. Subgames

715.1

One card () allows players to play a *Magic* subgame.

715.1a

A "subgame" is a completely separate *Magic* game created by an effect. Essentially, it's a game within a game. The "main game" is the game in which the spell or ability that created the subgame was cast or activated. The main game is temporarily discontinued while the subgame is in progress. It resumes when the subgame ends.

715.1b

No effects or definitions created in either the main game or the subgame have any meaning in the other, except as defined by the effect that created the subgame. For example, the effect may say that something happens in the main game to the winner or loser of the subgame.

715.2

As the subgame starts, an entirely new set of game zones is created. Each player takes all the cards in his or her main-game library, moves them to his or her subgame library, and shuffles them. No other cards in a main-game zone are moved to their corresponding subgame zone, except as specified in rules 715.2a-d. Randomly determine which player goes first. The subgame proceeds like a normal game, following all other rules in rule *103*, "Starting the Game."

715.2a

As a subgame of a Planechase game starts, each player moves his or her planar deck from the main-game command zone to the subgame command zone and shuffles it. (Face-up plane and phenomenon cards remain in the main-game command zone.)

715.2b

As a subgame of a Vanguard game starts, each player moves his or her vanguard card from the main-game command zone to the subgame command zone.

715.2c

As a subgame of a Commander game starts, each player moves his or her commander from the main-game command zone (if it's there) to the subgame command zone.

715.2d

As a subgame of an Archenemy game starts, the archenemy moves his or her scheme deck from the main-game command zone to the subgame command zone and shuffles it. (Face-up scheme cards remain in the main-game command zone.)

715.3

Because each player draws seven cards when a game begins, any player with fewer than seven cards in his or her deck will lose the subgame when state-based actions are checked during the upkeep step of the first turn, regardless of any mulligans that player takes. (See rule *704*, "State-Based Actions.")

715.4

All objects in the main game and all cards outside the main game are considered outside the subgame (except those specifically brought into the subgame). All players not currently in the subgame are considered outside the subgame.

715.4a

Some effects can bring cards into a game from outside of it. If a card is brought into a subgame from a main game, abilities in the main game that trigger on objects leaving a main-game zone will trigger, but they won't be put onto the stack until the main game resumes.

715.5

At the end of a subgame, each player takes all cards he or she owns that are in the subgame other than those in the subgame command zone, puts them into his or her main-game library, then shuffles them. This includes cards in the subgame's exile zone. Except as specified in rules 715.5a-c, all other objects in the subgame cease to exist, as do the zones created for the subgame. The main game continues from the point at which it was discontinued: First, the spell or ability that created the subgame finishes resolving, even if it was created by a spell card that's no longer on the stack. Then, if any main-game abilities triggered while the subgame was in progress due to cards being removed from the main game, those abilities are put onto the stack.

Example: If a card was brought into the subgame either from the main game or from outside the main game, that card will be put into its owner's main-game library when the subgame ends.

715.5a

At the end of a subgame of a Planechase game, each face-up plane card or phenomenon card is turned face down and put on the bottom of its owner's planar deck. Then each player moves his or her planar deck from the subgame command zone to the main-game command zone and shuffles it.

715.5b

At the end of a subgame of a Vanguard game, each player moves his or her vanguard card from the subgame command zone to the main-game command zone. This is an exception to rule *311.2*.

715.5c

At the end of a subgame of a Commander game, each player moves his or her commander from the subgame command zone (if it's there) to the main-game command zone.

715.5d

At the end of a subgame of an Archenemy game, any face-up scheme cards in the subgame command zone are turned face down and put on the bottom of their owner's scheme deck. Then the archenemy moves his or her scheme deck from the subgame command zone to the main-game command zone and shuffles it.

715.6

A subgame can be created within a subgame. The existing subgame becomes the main game in relation to the new subgame.

716. Taking Shortcuts

716.1

When playing a game, players typically make use of mutually understood shortcuts rather than explicitly identifying each game choice (either taking an action or passing priority) a player makes.

716.1a

The rules for taking shortcuts are largely unformalized. As long as each player in the game understands the intent of each other player, any shortcut system they use is acceptable.

716.1b

Occasionally the game gets into a state in which a set of actions could be repeated indefinitely (thus creating a "loop"). In that case, the shortcut rules can be used to determine how many times those actions are repeated without having to actually perform them, and how the loop is broken.

716.2

Taking a shortcut follows the following procedure.

716.2a

At any point in the game, the player with priority may suggest a shortcut by describing a sequence of game choices, for all players, that may be legally taken based on the current game state and the predictable results of the sequence of choices. This sequence may be a non-repetitive series of choices, a loop that repeats a specified number of times, multiple loops, or nested loops, and may even cross multiple turns. It can't include conditional actions, where the outcome of a game event determines the next action a player takes. The ending point of this sequence must be a place where a player has priority, though it need not be the player proposing the shortcut.

Example: A player controls a creature enchanted by , which grants the creature the ability " : Put a 1/1 green Elf Warrior creature token onto the battlefield," and another player controls , which reads, in part, "Whenever a creature enters the battlefield, untap all creatures." When the player has priority, he may suggest "I'll create a million tokens," indicating the sequence of activating the creature's ability, all players passing priority, letting the creature's ability resolve and put a token onto the battlefield (which causes Intruder Alarm's ability to trigger), Intruder Alarm's controller putting that triggered ability on the stack, all players passing priority, Intruder Alarm's triggered ability resolving, all players passing priority until the player proposing the shortcut has priority, and repeating that sequence 999,999 more times, ending just after the last token-creating ability resolves.

716.2b

Each other player, in turn order starting after the player who suggested the shortcut, may either accept the proposed sequence, or shorten it by naming a place where he or she will make a game choice that's different than what's been proposed. (The player doesn't need to specify at this time what the new choice will be.) This place becomes the new ending point of the proposed sequence.

Example: The active player draws a card during her draw step, then says, "Go." The nonactive player is holding (an instant that says "Target creature attacks this turn if able") and says, "I'd like to cast a spell during your beginning of combat step." The current proposed shortcut is that all players pass priority at all opportunities during the turn until the nonactive player has priority during the beginning of combat step.

716.2c

Once the last player has either accepted or shortened the shortcut proposal, the shortcut is taken. The game advances to the last proposed ending point, with all game choices contained in the shortcut proposal having been taken. If the shortcut was shortened from the original proposal, the player who now has priority must make a different game choice than what was originally proposed for that player.

716.3

Sometimes a loop can be fragmented, meaning that each player involved in the loop performs an independent action that results in the same game state being reached multiple times. If that happens, the active player (or, if the active player is not involved in the loop, the first player in turn order who is involved) must then make a different game choice so the loop does not continue.

Example: In a two-player game, the active player controls a creature with the ability "0: [This creature] gains flying," the nonactive player controls a permanent with the ability "0: Target creature loses flying," and nothing in the game cares how many times an ability has been activated. Say the active player activates his creature's ability, it resolves, then the nonactive player activates her permanent's ability targeting that creature, and it resolves. This returns the game to a game state it was at before. The active player must make a different game choice (in other words, anything other than activating that creature's ability again). The creature doesn't have flying. Note that the nonactive player could have prevented the fragmented loop simply by not activating her permanent's ability, in which case the creature would have had flying. The nonactive player always has the final choice and is therefore able to determine whether the creature has flying.

716.4

If a loop contains only mandatory actions, the game is a draw. (See rules *104.4b* and *104.4f*.)

716.5

No player can be forced to perform an action that would end a loop other than actions called for by objects involved in the loop.

Example: A player controls , an enchantment that reads, "Sacrifice Seal of Cleansing: Destroy target artifact or enchantment." A mandatory loop that involves an artifact begins. The player is not forced to sacrifice Seal of Cleansing to destroy the artifact and end the loop.

716.6

If a loop contains an effect that says "[A] unless [B]," where [A] and [B] are each actions, no player can be forced to perform [B] to break the loop. If no player chooses to perform [B], the loop will continue as though [A] were mandatory.

717. Handling Illegal Actions

717.1

If a player realizes that he or she can't legally take an action after starting to do so, the entire action is reversed and any payments already made are canceled. No abilities trigger and no effects apply as a result of an undone action. If the action was casting a spell, the spell returns to the zone it came from. The player may also reverse any legal mana abilities activated while making the illegal play, unless mana from them or from any triggered mana abilities they triggered was spent on another mana ability that wasn't reversed. Players may not reverse actions that moved cards to a library, moved cards from a library to any zone other than the stack, or caused a library to be shuffled.

717.2

When reversing illegal spells and abilities, the player who had priority retains it and may take another action or pass. The player may redo the reversed action in a legal way or take any other action allowed by the rules.

5.27.8 8. Multiplayer Rules

800. General

800.1

A multiplayer game is a game that begins with more than two players. This section contains additional optional rules that can be used for multiplayer play.

800.2

These rules consist of a series of options that can be added to a multiplayer game and a number of variant styles of multiplayer play. A single game may use multiple options but only one variant.

800.3

Many multiplayer *Magic* tournaments have additional rules not included here, including rules for deck construction. See the most current *Magic: The Gathering* Tournament Rules for more information. They can be found at Wizards.com/WPN/Events/Rules.aspx.

800.4

Unlike two-player games, multiplayer games can continue after one or more players have left the game.

800.4a

When a player leaves the game, all objects (see rule *109*) owned by that player leave the game and any effects which give that player control of any objects or players end. Then, if that player controlled any objects on the stack not represented by cards, those objects cease to exist. Then, if there are any objects still controlled by that player, those objects are exiled. This is not a state-based action. It happens as soon as the player leaves the game. If the player who left the game had priority at the time he or she left, priority passes to the next player in turn order who's still in the game.

Example: Alex casts , an Aura that reads, "You control enchanted creature," on Bianca's . If Alex leaves the game, so does Mind Control, and Assault Griffin reverts to Bianca's control. If, instead, Bianca leaves the game, so does Assault Griffin, and Mind Control is put into Alex's graveyard.

Example: Alex casts , which reads, in part, "Gain control of target creature until end of turn," targeting Bianca's . If Alex leaves the game, Act of Treason's change-of-control effect ends and Runeclaw Bears reverts to Bianca's control.

Example: Alex casts , which reads, "Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles his or her library," targeting Bianca. Alex puts onto the battlefield from Bianca's library. If Bianca leaves the game, Serra Angel also leaves the game. If, instead, Alex leaves the game, Serra Angel is exiled.

Example: Alex controls , which reads, "Whenever a nontoken creature enters the battlefield, if Genesis Chamber is untapped, that creature's controller puts a 1/1 colorless Myr artifact creature token onto the battlefield." If Alex leaves the game, all such Myr tokens that entered the battlefield under Alex's control leave the game, and all such Myr tokens that entered the battlefield under any other player's control remain in the game.

800.4b

If an object would change to the control of a player who has left the game, it doesn't. If a token would enter the battlefield under the control of a player who has left the game, no token is created. If a player would be controlled by a player who has left the game, he or she isn't.

800.4c

If an effect that gives a player still in the game control of an object ends, there is no other effect giving control of that object to another player in the game, and the object entered the battlefield under the control of a player who has left the game, the object is exiled. This is not a state-based action. It happens as soon as the control-changing effect ends.

800.4d

If an object that would be owned by a player who has left the game would be created in any zone, it isn't created. If a triggered ability that would be controlled by a player who has left the game would be put onto the stack, it isn't put on the stack.

Example: is an enchantment that reads, "Whenever a player cycles a card, you may exile target creature. If you do, return that creature to the battlefield under its owner's control at the beginning of the next end step." During Alex's turn, Bianca uses Astral Slide's ability to exile Alex's . Before the end of that turn, Bianca leaves the game. At the beginning of the end step, the delayed triggered ability generated by Astral Slide that would return Hypnotic Specter to the battlefield triggers, but it isn't put on the stack. Hypnotic Specter never returns to the battlefield.

800.4e

If combat damage would be assigned to a player who has left the game, that damage isn't assigned.

800.4f

If an object requires a player who has left the game to make a choice, the controller of the object chooses another player to make that choice. If the original choice was to be made by an opponent of the controller of the object, that player chooses another opponent if possible.

800.4g

If an effect requires information about a specific player, the effect uses the current information about that player if he or she is still in the game; otherwise, the effect uses the last known information about that player before he or she left the game.

800.4h

If a player leaves the game during his or her turn, that turn continues to its completion without an active player. If the active player would receive priority, instead the next player in turn order receives priority, or the top object on the stack resolves, or the phase or step ends, whichever is appropriate.

800.4i

When a player leaves the game, any continuous effects with durations that last until that player's next turn or until a specific point in that turn will last until that turn would have begun. They neither expire immediately nor last indefinitely.

800.4j

When a player leaves the game, objects that player owns in the ante zone do not leave the game. This is an exception to rule *800.4a*. See rule *407*, "Ante."

800.4k

In a Planechase game, if the player designated as the planar controller would leave the game, instead the next player in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller leaves the game. See rule *309.5*

800.5

In a multiplayer game, the first time a player takes a mulligan, he or she draws a new hand of seven cards rather than six cards. Subsequent hands decrease by one card as normal.

800.6

In a multiplayer game other than a Two-Headed Giant game, the starting player doesn't skip the draw step of his or her first turn. In a Two-Headed Giant game, the team who plays first skips the draw step of their first turn. See rule *103.7*

800.7

In a multiplayer game not using the limited range of influence option (see rule *801*), if an effect states that a player wins the game, all of that player's opponents lose the game instead.

801. Limited Range of Influence Option

801.1

Limited range of influence is an option that can be applied to most multiplayer games. It's always used in the Emperor variant (see rule *809*), and it's often used for games involving five or more players.

801.2

A player's range of influence is the maximum distance from that player, measured in player seats, that the player can affect. Players within that many seats of the player are within that player's range of influence. Objects controlled by players within a player's range of influence are also within that player's range of influence. Range of influence covers spells, abilities, effects, damage dealing, attacking, making choices, and winning the game.

801.2a

The most commonly chosen limited ranges of influence are 1 seat and 2 seats. Different players may have different ranges of influence.

Example: A range of influence of 1 means that only you and the players seated directly next to you are within your range of influence.

Example: A range of influence of 2 means that you and the two players to your left and the two players to your right are within your range of influence.

801.2b

A player is always within his or her own range of influence.

801.2c

The particular players within each player's range of influence are determined as each turn begins.

Example: In a game with a range of influence of 1, Alex is seated to the left of Rob, and Carissa is seated to the right of Rob. Carissa is not in Alex's range of influence. If Rob leaves the game, Carissa will enter Alex's range of influence at the start of the next turn.

801.2d

An object is within a player's range of influence if it's controlled by that player or by another player within that many seats of that player.

801.3

Creatures can attack only opponents within their controller's range of influence or planeswalkers controlled by those opponents. If no opponents are within a player's range of influence, creatures that player controls can't attack.

801.4

Objects and players outside a player's range of influence can't be the targets of spells or abilities that player controls.

801.5

Some cards require players to make choices. These cards work differently when the limited range of influence option is used.

801.5a

If a player is asked to choose an object or player, he or she must choose one within his or her range of influence.

Example: In a game with a range of influence of 1, Alex is seated to the left of Rob. Alex activates the ability of , which reads, "Cuombajj Witches deals 1 damage to target creature or player and 1 damage to target creature or player of an opponent's choice," targeting Rob and choosing Rob as the opponent who picks the other target. Rob must choose a target that's in both his range of influence and in the range of influence of the controller of Cuombajj Witches. He must therefore choose himself, Alex, or a creature controlled by either himself or Alex.

801.5b

If a player is asked to choose between one or more options (and not between one or more objects or players), he or she can choose between those options even if those options refer to objects or players outside the player's range of influence.

Example: Alex, who has a range of influence of 2, is seated to the left of Rob, and Carissa, who has a range of influence of 1, is seated to the right of Rob. Alex casts a spell that reads, "An opponent chooses one – You draw 2 cards; or each creature you control gets +2/+2 until end of turn," and chooses Carissa to make that choice. Carissa can choose the mode even though Alex is out of her range.

801.5c

If an effect requires a choice and there's no player who can make that choice within its controller's range of influence, the closest appropriate player to its controller's left makes that choice.

Example: In an Emperor game in which all players have range of influence 1, an emperor casts , which reads, "Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard." Since no opponent is within the emperor's range of influence, the nearest opponent to the emperor's left separates the cards into piles.

801.6

A player can't activate the activated abilities of an object outside of his or her range of influence.

801.7

A triggered ability doesn't trigger unless its trigger event happens entirely within the range of influence of its source's controller.

Example: In a game in which all players have range of influence 1, Alex is seated to the left of Rob. Rob controls two Auras attached to Alex's : One with the trigger condition "Whenever enchanted creature becomes blocked," and one with the trigger condition "Whenever enchanted creature becomes blocked by a creature." Alex's Runeclaw Bear attacks the player to Alex's left and becomes blocked. The ability of Rob's first Aura triggers because the entire event (Runeclaw Bear becomes blocked) happens within Rob's range of influence. The ability of Rob's second Aura doesn't trigger, however, because that event includes the blocking creature, which is out of Rob's range.

801.7a

If a trigger event includes an object moving out of or into a player's range of influence, use the game state before or after the event as appropriate to determine whether the triggered ability will trigger. See rule *603.6*

Example: Carissa and Alex are outside each other's range of influence. Carissa controls a owned by Alex and they each control an , a creature which reads, in part, "Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard." The Runeclaw Bear is destroyed and is put into Alex's graveyard. The ability of Alex's Extractor Demon doesn't trigger because the leaves-the-battlefield event was outside Alex's range of influence. The ability of Carissa's Extractor Demon does trigger, even though the creature is going to a graveyard outside her range, because the leaves-the-battlefield event was within her range.

801.8

An Aura can't enchant an object or player outside its controller's range of influence. If an Aura is attached to an illegal object or player, the Aura is put into its owner's graveyard as a state-based action. See rule *704*.

801.9

An Equipment can't equip an object outside its controller's range of influence, and a Fortification can't fortify an object outside its controller's range of influence. If an Equipment or Fortification is attached to an illegal permanent, it becomes unattached from that permanent but remains on the battlefield. This is a state-based action. See rule *704*.

801.10

Spells and abilities can't affect objects or players outside their controller's range of influence. The parts of the effect that attempt to affect an out-of-range object or player will do nothing. The rest of the effect will work normally.

Example: In a six-player game in which each player has range of influence 1, Alex casts , which reads, "Pyroclasm deals 2 damage to each creature." Pyroclasm deals 2 damage to each creature controlled by Alex, the player to Alex's left, and the player to Alex's right. No other creatures are dealt damage.

801.11

If a spell or ability requires information from the game, it gets only information from within its controller's range of influence. It doesn't see objects or events outside its controller's range of influence.

Example: In a six-player game where each player has range of influence 1, Alex controls , which reads, "Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it." Coat of Arms will boost Alex's creatures based only on what creatures are controlled by Alex, the player to Alex's left, and the player to Alex's right. It won't take other creatures into account.

Example: In the same game, Rob is sitting to the right of Alex. will boost Rob's creatures based on what creatures are controlled by players within Alex's range of influence, including the player sitting to Alex's left, who's out of Rob's range of influence.

801.12

The "world rule" (see rule *704.5m*) applies to a permanent only if other world permanents are within its controller's range of influence.

801.13

Replacement and prevention effects watch for a particular event to happen and then completely or partially replace that event. The limited range of influence option can cause the modified event to contain instructions that can't be carried out, in which case the player simply ignores the impossible instructions. See rule *614*, "Replacement Effects," and rule *615*, "Prevention Effects."

801.13a

If a replacement effect tries to cause a spell or ability to affect an object or player outside its controller's range of influence, that portion of the event does nothing.

Example: Alex casts ("Lava Axe deals 5 damage to target player") targeting Rob. In response, Rob casts ("The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead") with X equal to 3, targeting Carissa. Carissa isn't in Alex's range of influence. When Lava Axe resolves, it deals 2 damage to Rob and no damage to Carissa.

801.13b

If a spell or ability creates an effect that prevents damage that would be dealt by a source, it can affect only sources within the spell or ability's controller's range of influence. If a spell or ability creates an effect that prevents damage that would be dealt to a permanent or player, it can affect only permanents and players within the spell or ability's controller's range of influence. If a spell or ability creates an effect that prevents damage, but neither the source nor the would-be recipient of the damage is specified, it prevents damage only if both the source and recipient of that damage are within the spell or ability's controller's range of influence.

Example: Rob is within Alex's range of influence, but Carissa is not. Alex controls an enchantment that says, "Prevent all damage that would be dealt by creatures." Carissa attacks Rob with a creature. The creature deals combat damage to Rob.

Example: Rob is within Alex's range of influence, but Carissa is not. Carissa casts ("Lightning Blast deals 4 damage to target creature or player") targeting Rob. In response, Alex casts ("Prevent the next 4 damage that would be dealt to target creature or player this turn") targeting Rob. The damage to Rob is prevented.

Example: Rob is within Alex's range of influence, but Carissa is not. Carissa attacks Rob with a creature, and Rob blocks with a creature. Alex casts ("Prevent all combat damage that would be dealt this turn.") Carissa and Rob's creatures deal combat damage to each other.

801.14

If an effect states that a player wins the game, all of that player's opponents within his or her range of influence lose the game instead.

801.15

If the effect of a spell or ability states that the game is a draw, the game is a draw for that spell or ability's controller and all players within his or her range of influence. They leave the game. All remaining players continue to play the game.

801.16

If the game somehow enters a "loop" of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw for each player who controls an object that's involved in that loop, as well as for each player within the range of influence of any of those players. They leave the game. All remaining players continue to play the game.

801.17

Effects that restart the game (see rule *714*) are exempt from the limited range of influence option. All players in the game will be involved in the new game.

801.18

In multiplayer Planechase games other than Grand Melee games, plane cards and phenomenon cards are exempt from the limited range of influence option. Their abilities, and the effects of those abilities, affect all applicable objects and players in the game. See rule *901*, "Planechase."

802. Attack Multiple Players Option

802.1

Some multiplayer games allow the active player to attack multiple other players. If this option is used, a player can also choose to attack only one player during a particular combat.

802.2

As the combat phase starts, the attacking player doesn't choose an opponent to become the defending player. Instead, all the attacking player's opponents are defending players during the combat phase.

802.2a

Any rule, object, or effect that refers to a "defending player" refers to one specific defending player, not to all of the defending players. If an ability of an attacking creature refers to a defending player, or a spell or ability refers to both an attacking creature and a defending player, then unless otherwise specified, the defending player it's referring to is the player that creature was attacking at the time it became an attacking creature that combat, or the controller of the planeswalker that creature was attacking at the time it became an attacking creature that combat. If a spell or ability could apply to multiple attacking creatures, the appropriate defending player is individually determined for each of those attacking creatures. If there are multiple defending players that could be chosen, the controller of the spell or ability chooses one.

Example: Rob attacks Alex with and attacks Carissa with a creature with mountainwalk. Whether the creature with mountainwalk can be blocked depends only on whether Carissa controls a Mountain.

802.3

As the attacking player declares each attacking creature, he or she chooses a defending player or a planeswalker controlled by a defending player for it to attack. See rule *508*, "Declare Attackers Step."

802.3a

Restrictions and requirements that don't apply to attacking a specific player are evaluated based on the entire group of attacking creatures. Restrictions and requirements that apply to attacking a specific player apply only to creatures attacking that player. The entire group of attacking creatures must still be legal. See rule *508.1*

802.3b

Creatures in a band can't attack different players. See rule *702.21*, "Banding."

802.4

If more than one player is being attacked or controls a planeswalker that's being attacked, each defending player in APNAP order declares blockers as the declare blockers step begins. (See rule *101.4* and rule *509*, "Declare Blockers Step.") The first defending player declares all his or her blocks, then the second defending player, and so on.

802.4a

A defending player can block only with creatures he or she controls. Those creatures can block only creatures attacking that player or a planeswalker that player controls.

802.4b

When determining whether a defending player's blocks are legal, ignore any creatures attacking other players and any blocking creatures controlled by other players.

802.5

After blockers have been declared, if any creatures are blocking multiple creatures, each defending player in APNAP order announces the damage assignment order among the attacking creatures for each blocking creature he or she controls. See rule *510*, "Combat Damage Step."

802.6

Combat damage is assigned in APNAP order. Other than that, the combat damage step proceeds just as in a two-player game. See rule *510*, "Combat Damage Step."

803. Attack Left and Attack Right Options

803.1

Some multiplayer games use the optional attack left or attack right rules.

803.1a

If the attack left option is used, a player can attack only an opponent seated immediately to his or her left. If a player's nearest opponent to the left is more than one seat away, the player can't attack.

803.1b

If the attack right option is used, a player can attack only an opponent seated immediately to his or her right. If a player's nearest opponent to the right is more than one seat away, the player can't attack.

804. Deploy Creatures Option

804.1

The Emperor variant always uses the deploy creatures option, and it can be used in other variants that allow players to compete in teams. Multiplayer formats in which players compete as individuals usually don't use this option.

804.2

Each creature has the ability " : Target teammate gains control of this creature. Activate this ability only any time you could cast a sorcery."

805. Shared Team Turns Option

805.1

Some multiplayer games between teams use the shared team turns option. It's always used in the Two-Headed Giant variant (see rule *810*) and the Archenemy casual variant (see rule *904*). It can be used only if the members of each team are sitting in adjacent seats.

805.2

Within each team, the player seated in the rightmost seat from that team's perspective is the primary player. If the players on a team can't agree on a choice, such as which creatures attack or what order triggered abilities are put on the stack, the primary player makes that choice.

805.3

The methods described in rule *103.2* are used to determine which team will take the first turn. The team determined this way is the starting team.

805.3a

The process for handling mulligans is altered accordingly. First, each player on the starting team, in whatever order that team likes, declares whether or not he or she will take a mulligan. Then the players on each other team in turn order do the same. Teammates may consult while making their decisions. Then all mulligans are taken at the same time. A player may take a mulligan even after his or her teammate has decided to keep his or her opening hand. See rule *103.4*

805.3b

The process for handling cards that allow a player to begin the game with them on the battlefield is altered accordingly. First, each player on the starting team, in whatever order that team likes, may put any or all such cards onto the battlefield from his or her opening hand. Teammates may consult while making their decisions. Then each player on each other team in turn order does the same.

805.4

Each team takes turns rather than each player.

805.4a

The team whose turn it is is the active team. Each other team is a nonactive team.

805.4b

Each player on a team draws a card during that team's draw step.

805.4c

Each player on a team may play a land during each of that team's turns.

805.5

Teams have priority, not individual players.

805.5a

A player may cast a spell, activate an ability, or take a special action when his or her team has priority.

805.5b

If a team has priority and no player on that team wishes to do anything, that team passes. If all teams pass in succession (that is, if all teams pass without any player taking any actions in between passing), the top object on the stack resolves, then the active team receives priority. If the stack is empty when all teams pass in succession, the phase or step ends and the next one begins.

805.6

The Active Player, Nonactive Player order rule (see rule *101.4*) is modified if the shared team turns option is used. If multiple teams would make choices and/or take actions at the same time, first the active team makes any choices required, then each nonactive team in turn order makes any choices required. If multiple players would make choices and/or take actions at the same time, first each player on the active team makes any choices required in whatever order they like, then the players on each nonactive team in turn order do the same. Once all choices have been made, the actions happen simultaneously.

805.6a

If an effect instructs more than one player to draw cards in a game that's using the shared team turns option, first each player on the active team, in whatever order that team likes, performs his or her draws, then each player on each nonactive team in turn order does the same.

805.7

If multiple triggered abilities have triggered since the last time a team received priority, the members of the active team put all triggered abilities any of them controls on the stack in any order they choose, then the members of each nonactive team in turn order do the same.

805.8

If an effect gives a player an extra turn or adds a phase or step to that player's turn, that player's team takes the extra turn, phase, or step. If an effect causes a player to skip a step, phase, or turn, that player's team does so. If a single effect causes more than one player on the same team to add or skip the same step, phase, or turn, that team adds or skips only that step, phase, or turn. If an effect causes a player to control another player, the controller of that effect controls the affected player's team.

805.9

Any ability that refers to the "active player" refers to one specific active player, not to all of the active players. The ability's controller chooses which one the ability refers to at the time its effect is applied.

806. Free-for-All Variant

806.1

In Free-for-All multiplayer games, a group of players compete as individuals against each other.

806.2

Any multiplayer options used are determined before play begins. The Free-for-All variant uses the following default options.

806.2a

The limited range of influence option usually isn't used in Free-for-All games. If it is, each player has the same range of influence, which is determined before play begins. See rule *801*, "Limited Range of Influence Option."

806.2b

Exactly one of the attack left, attack right, and attack multiple players options must be used. See rule *803*, "Attack Left and Attack Right Options," and rule *802*, "Attack Multiple Players Option."

806.2c

The deploy creatures option isn't used in the Free-for-All variant.

806.3

The players are randomly seated around the table.

807. Grand Melee Variant

807.1

The Grand Melee variant is a modification of the Free-for-All variant, in which a group of players compete against each other as individuals. Grand Melee is normally used only in games begun with ten or more players.

807.2

Any multiplayer options used are decided before play begins. The Grand Melee variant uses the following default options.

807.2a

Each player has a range of influence of 1 (see rule *801*).

807.2b

The attack left option is used (see rule *803*).

807.2c

The attack multiple players and deploy creatures options aren't used in the Grand Melee variant.

807.3

The players are seated at random.

807.4

The Grand Melee variant allows multiple players to take turns at the same time. Moving turn markers keep track of which players are currently taking turns. Each turn marker represents an active player's turn.

807.4a

There is one turn marker for each full four players in the game.

Example: A Grand Melee game with sixteen players has four turn markers. A game with fifteen players has three turn markers.

807.4b

The starting player in the game gets the first turn marker. The player four seats to that player's left (the fifth player) takes the second turn marker, and so on until all the turn markers have been handed out. Each turn marker is assigned a number in this way. Then all players with turn markers start their turns at the same time.

807.4c

After a player ends his or her turn, that player passes the turn marker to the player on his or her left. If a player with a turn marker leaves the game during his or her turn, the player to his or her left takes the turn marker after that turn ends. If a player with a turn marker leaves the game before his or her turn begins, the player to his or her left takes the turn marker immediately.

807.4d

A player who receives a turn marker can't begin his or her turn if any player in the three seats to his or her left has a turn marker. If this is the case, that player waits until the player four seats to his or her left takes the other turn marker.

807.4e

If a player leaves the game and that player leaving the game would reduce the number of turn markers in the game, the turn marker immediately to the departed player's right is designated for removal. If more than one player leaves the game simultaneously, those players leaving the game would reduce the number of turn markers in the game, and there are multiple turn markers that could be removed, the marker with the lowest number is designated for removal. A turn marker may be designated for removal multiple times.

807.4f

For the purposes of determining if one or more players leaving the game would reduce the number of turn markers in the game (see rule *807.4e*), disregard turn markers already designated for removal.

807.4g

If a player who's taking a turn has a turn marker that's been designated for removal, that turn marker is removed rather than being passed after that turn ends. If a player who's not taking a turn has a turn marker that's been designated for removal, that turn marker is removed immediately. If a removed turn marker had been designated for removal multiple times, the turn marker to its right becomes designated for removal that many times minus one.

807.4h

If one or more consecutively seated players leave the game, the players that were on either side of those seats don't enter one another's range of influence until the next turn begins.

807.4i

If an effect causes a player with a turn marker to take an extra turn after the current one, that player keeps the turn marker and starts his or her next turn after the current turn ends, unless another turn marker is too close on either side at that time. If a turn marker is within three seats on the player's left, the extra turn waits to begin until the player four seats to his or her left takes the other turn marker. If a turn marker is within three seats on the player's right, the player passes the turn marker to his or her left when the turn ends rather than keeping it, and the player will take the extra turn immediately before his or her next turn.

807.4j

If an effect would cause a player to take an extra turn after the current turn, but that player wouldn't have a turn marker at the start of that turn, that player will take the extra turn immediately before his or her next turn instead.

Example: During Alex's turn, he casts , which causes him to take an extra turn after this one. During the same turn, the player to Alex's left leaves the game, which causes the number of turn markers to be reduced. After Alex's current turn ends, his turn marker is removed. He won't take the extra turn from Time Walk until just before his normal turn the next time he receives a turn marker.

807.5

Rather than having a single stack, Grand Melee games contain multiple stacks. Each turn marker represents its own stack.

807.5a

A player gets priority for a particular turn marker's stack only if the turn marker is within his or her range of influence or an object on that stack is controlled by a player within his or her range of influence.

807.5b

If a player has priority for multiple stacks and casts a spell, activates an ability, or a triggered ability he or she controls triggers, the player must specify which one of those stacks the spell or ability is put on. If an object on one of those stacks caused the triggered ability to trigger, the player must put it on that stack. If a resolving spell or ability on one of those stacks causes a player to cast a spell or create a copy of a spell, the new spell must be put on the same stack. If a spell or ability targets an object on one of those stacks, it must be put on the same stack as its target; it can't target objects on multiple stacks.

808. Team vs. Team Variant

808.1

Team vs. Team games are played with two or more teams. Each team may have any number of players on it.

808.2

Each team sits together on one side of the table. Each team decides the order in which its players sit.

808.3

Any multiplayer options used are determined before play begins. The Team vs. Team variant uses the following default options.

808.3a

The attack multiple players option is used (see rule *802*).

808.3b

The deploy creatures options and limited range of influence options usually aren't used in the Team vs. Team variant.

808.4

To determine which player goes first, randomly choose a team. If that team has an odd number of players, the player in its center seat goes first. If that team has an even number of players, the player to the left of its midpoint goes first. Turn order goes to the players' left.

808.5

In the Team vs. Team variant, a team's resources (cards in hand, mana, and so on) are not shared. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

809. Emperor Variant

809.1

The Emperor variant involves two or more teams of three players each.

809.2

Each team sits together on one side of the table. Each team decides the order in which it's seated. Each team has one emperor, who sits in the middle of the team. The remaining players on the team are generals whose job is to protect the emperor.

809.3

The Emperor variant uses the following default options.

809.3a

The range of influence is limited to 2 for emperors and 1 for generals. See rule *801*, "Limited Range of Influence Option."

809.3b

Emperor games use the deploy creatures option (see rule *804*).

809.3c

A player can attack only an opponent seated immediately next to him or her.

Example: At the start of an Emperor game, neither emperor can attack any opponents, even though both of the opposing generals are within their spell range.

809.4

Randomly determine which emperor goes first. Turn order goes to the players' left.

809.5

The Emperor variant includes the following specifications for winning and losing the game. All other rules for ending the game also apply. (See rule *104*.)

809.5a

A team wins the game if its emperor wins.

809.5b

A team loses the game if its emperor loses.

809.5c

The game is a draw for a team if the game is a draw for its emperor.

809.6

The Emperor variant can also be played with any number of equally sized teams. If the teams have more than three players, the range of influence of each player should be adjusted.

809.6a

Each general's range of influence should be the minimum number that allows one general from an opposing team to begin the game within his or her range of influence. Each emperor's range of influence should be the minimum number that allows two generals from opposing teams to begin the game within his or her range of influence. Players should be seated such that no emperor begins the game within the range of influence of another emperor.

Example: In an Emperor game between two teams of four players each, the player configuration (either clockwise or counterclockwise around the table) should be: Team A general 1, Team A emperor, Team A general 2, Team A general 3, Team B general 1, Team B emperor, Team B general 2, Team B general 3. Each emperor has range of influence 3. Each general 2 has range of influence 2. Each general 1 and general 3 has range of influence 1.

809.7

In the Emperor variant, a team's resources (cards in hand, mana, and so on) are not shared. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

810. Two-Headed Giant Variant

810.1

Two-Headed Giant games are played with two teams of two players each.

810.2

The Two-Headed Giant variant uses the shared team turns option. (See rule *805*.)

810.3

Each team sits together on one side of the table. Each team decides the order in which its players sit.

810.4

Each team has a shared life total, which starts at 30 life.

810.5

With the exception of life total and poison counters, a team's resources (cards in hand, mana, and so on) are not shared in the Two-Headed Giant variant. Teammates may review each other's hands and discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

810.6

The team who plays first skips the draw step of its first turn.

810.7

The Two-Headed Giant variant uses different combat rules than other multiplayer variants.

810.7a

Each team's creatures attack the other team as a group. During the combat phase, the active team is the attacking team and each player on the active team is an attacking player. Likewise, the nonactive team is the defending team and each player on the nonactive team is a defending player.

810.7b

Any one-shot effect that refers to the "defending player" refers to one specific defending player, not to both of the defending

Any characteristic-defining ability that refers to the "defending player" refers to one specific defending player, not to both of the defending players. The controller of the object with the characteristic-defining ability chooses which one the ability refers to at the time the nonactive players become defending players. All other cases in which the "defending player" is referred to actually refer to both defending players. If the reference involves a positive comparison (such as asking whether the defending player controls an Island) or a relative comparison (such as asking whether you control more creatures than the defending player), it gets only one answer. This answer is "yes" if either defending player in the comparison would return a "yes" answer if compared individually. If the reference involves a negative comparison (such as asking whether the defending player controls no black permanents), it also gets only one answer. This answer is "yes" if performing the analogous positive comparison would return a "no" answer. The same is true for all other cases that refer to the "attacking player."

810.7c

As the declare attackers step begins, the active team declares attackers. If an effect of an object controlled by a defending player prohibits a creature from attacking him or her, that creature can't attack the defending team. The active team has one combined attack, and that set of attacking creatures must be legal as a whole. See rule *508.1*

Example: One player in a Two-Headed Giant game controls , which says "As Teferi's Moat enters the battlefield, choose a color." and "Creatures of the chosen color without flying can't attack you." Creatures of the chosen color without flying can't attack that player's team.

810.7d

As the declare blockers step begins, the defending team declares blockers. Creatures controlled by the defending players can block any attacking creatures. The defending team has one combined block, and that set of blocking creatures must be legal as a whole. See rule *509.1*

Example: If an attacking creature has forestwalk and either player on the defending team controls a Forest, the creature can't be blocked.

810.7e

Once blockers have been declared, for each attacking creature that's become blocked by multiple creatures, the active team announces the damage assignment order among the blocking creatures. Then, for each creature that's blocking multiple creatures, the defending team announces the damage assignment order among the attacking creatures.

810.7f

As the combat damage step begins, the active team announces how each attacking creature will assign its combat damage. If an attacking creature would assign combat damage to the defending team, the active team chooses only one of the defending players for that creature to assign its combat damage to. Then the defending team announces how each blocking creature will assign its combat damage. See rule *510.1*

810.8

The Two-Headed Giant variant uses the normal rules for winning or losing the game (see rule *104*), with the following additions and specifications.

810.8a

Players win and lose the game only as a team, not as individuals. If either player on a team loses the game, the team loses the game. If either player on a team wins the game, the entire team wins the game. If an effect would prevent a player from winning the game, that player's team can't win the game. If an effect would prevent a player from losing the game, that player's team can't lose the game.

Example: In a Two-Headed Giant game, a player controls , which reads, in part, "You don't lose the game for having 0 or less life." If that player's team's life total is 0 or less, that team doesn't lose the game.

Example: In a Two-Headed Giant game, a player attempts to draw a card while there are no cards in that player's library. That player loses the game, so that player's entire team loses the game.

Example: In a Two-Headed Giant game, a player controls , which reads, "You can't lose the game and your opponents can't win the game." Neither that player nor his or her teammate can lose the game while Platinum Angel is on the battlefield, and neither player on the opposing team can win the game.

810.8b

If a player concedes, his or her team leaves the game immediately. That team loses the game.

810.8c

If a team's life total is 0 or less, the team loses the game. (This is a state-based action. See rule *704*.)

810.8d

If a team has fifteen or more poison counters, that team loses the game. (This is a state-based action. See rule *704*.)

810.9

Damage, loss of life, and gaining life happen to each player individually. The result is applied to the team's shared life total.

Example: In a Two-Headed Giant game, a player casts , which reads, "Flame Rift deals 4 damage to each player." Each team is dealt a total of 8 damage.

810.9a

If a cost or effect needs to know the value of an individual player's life total, that cost or effect uses the team's life total instead.

Example: In a Two-Headed Giant game, a player on a team that has 17 life is targeted by , which reads, in part, "Double target player's life total." That player gains 17 life, so the team winds up at 34 life.

Example: In a Two-Headed Giant game, a player controls , an enchantment that reads, "At the beginning of your upkeep, if you have 50 or more life, you win the game." At the beginning of that player's upkeep, the player's team wins the game if his or her team's life total is 50 or more.

Example: In a Two-Headed Giant game, a player on a team that has 11 life controls , an enchantment that reads, "Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying." To activate the ability, that player must pay 6 life. The team winds up at 5 life.

810.9b

If a cost or effect allows both members of a team to pay life simultaneously, the total amount of life they pay may not exceed their team's life total. (Players can always pay 0 life.)

810.9c

If an effect sets a single player's life total to a specific number, the player gains or loses the necessary amount of life to end up with the new total. The team's life total is adjusted by the amount of life that player gained or lost.

Example: In a Two-Headed Giant game, a player on a team that has 25 life is targeted by an ability that reads, "Target player's life total becomes 10." That player's life total is considered to be 25, so that player loses 15 life. The team winds up at 10 life.

810.9d

If an effect would set the life total of each player on a team to a number, that team chooses one of its members. On that team, only that player is affected.

Example: In a Two-Headed Giant game, one team has 7 life and the other team has 13 life. A player casts , which reads, "Each player's life total becomes the lowest life total among all players." Each team chooses one of its members to be affected. The result is that the chosen player on the team that has 13 life loses 6 life, so that team's life total winds up at 7.

810.9e

A player can't exchange life totals with his or her teammate. If an effect would cause that to occur, the exchange won't happen.

810.9f

If an effect instructs a player to redistribute any number of players' life totals, that player may not affect more than one member of each team this way.

810.9g

If an effect says that a player can't gain life, no player on that player's team can gain life.

810.9h

If an effect says that a player can't lose life, no player on that player's team can lose life or pay any amount of life other than 0.

810.10

Effects that cause players to get poison counters happen to each player individually. The poison counters are shared by the team.

810.10a

If an effect needs to know how many poison counters an individual player has, that effect uses the number of poison counters that player's team has. If an effect needs to know how many poison counters a player's opponents have, that effect uses the number of poison counters opposing teams have.

810.10b

If an effect says that a player loses poison counters, that player's team loses that many poison counters.

810.10c

If an effect says that a player can't get poison counters, no player on that player's team can get poison counters.

810.10d

A player is "poisoned" if his or her team has one or more poison counters.

810.11

The Two-Headed Giant variant can also be played with equally sized teams of more than two players. For each player a team has beyond the second, that team's starting life total is increased by 15 and the number of poison counters required for the team to lose is increased by five. (These variants are called Three-Headed Giant, Four-Headed Giant, and so on.)

811. Alternating Teams Variant

811.1

Alternating Teams games are played with two or more teams of equal size.

811.2

Any multiplayer options used are determined before play begins. The Alternating Teams variant uses the following default options.

811.2a

The recommended range of influence is 2. See rule *801*, "Limited Range of Influence Option."

811.2b

Exactly one of the attack left, attack right, and attack multiple players options must be used. See rule *803*, "Attack Left and Attack Right Options," and rule *802*, "Attack Multiple Players Option."

811.2c

The deploy creatures option isn't normally used in the Alternating Teams variant.

811.3

At the start of the game, players are seated so that no one is next to a teammate and each team is equally spaced out.

Example: In an Alternating Teams game with three teams, A, B, and C, the seating around the table at the start of the game is A1, B1, C1, A2, B2, C2, A3, B3, C3, and so on.

811.4

A player can't attack opponents who aren't seated next to him or her.

811.5

In the Alternating Teams variant, a team's resources (cards in hand, mana, and so on) are not shared. Teammates can't review each other's hands unless they are sitting next to each other. Teammates may discuss strategies at any time. Teammates can't manipulate each other's cards or permanents.

5.27.9 9. Casual Variants

900. General

900.1

This section contains additional optional rules that can be used for certain casual game variants. It is by no means comprehensive.

900.2

The casual variants detailed here use supplemental zones, rules, cards, and other game implements not used in traditional *Magic* games.

901. Planechase

901.1

In the Planechase variant, plane cards and phenomenon cards add additional abilities and randomness to the game. The Planechase variant uses all the normal rules for a *Magic* game, with the following additions.

901.2

A Planechase game may be a two-player game or a multiplayer game. The default multiplayer setup is the Free-for-All variant with the attack multiple players option and without the limited range of influence option. See rule *806*, "Free-for-All Variant."

901.3

In addition to the normal game materials, each player needs a planar deck of at least ten plane and/or phenomenon cards and the game needs one planar die. No more than two cards in a planar deck can be phenomenon cards. Each card in a planar deck must have a different English name. (See rule *309*, "Planes," and rule *310*, "Phenomena.")

901.3a

A planar die is a six-sided die. One face has the Planeswalker symbol {PW}. One face has the chaos symbol {C}. The other faces are blank.

901.4

At the start of the game, each player shuffles his or her planar deck so that the cards are in a random order. Each deck is placed face down next to its owner's library. All plane and phenomenon cards remain in the command zone throughout the game, both while they're part of a planar deck and while they're face up.

901.5

Once all players have kept their opening hands and used the abilities of cards that allow them to take an action with those cards from their opening hands, the starting player moves the top card of his or her planar deck off that planar deck and turns it face up. If it's a plane card, that card is the starting plane. If it's a phenomenon card, the player puts that card on the bottom of his or her planar deck and repeats this process until a plane card is turned face up. (See rule *103.6*) No abilities of any card turned face up this way trigger during this process.

901.6

The owner of a plane or phenomenon card is the player who started the game with it in his or her planar deck. The controller of a face-up plane or phenomenon card is the player designated as the planar controller. Normally, the planar controller is whoever the active player is. However, if the current planar controller would leave the game, instead the next player in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller leaves the game. The new planar controller retains that designation until he or she leaves the game or a different player becomes the active player, whichever comes first.

901.7

Any abilities of a face-up plane card or phenomenon card in the command zone function from that zone. The card's static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

901.7a

A face-up plane card or phenomenon card that's turned face down becomes a new object.

901.8

Planechase games have an inherent triggered ability known as the "planeswalking ability." The full text of this ability is "Whenever you roll {PW}, planeswalk." (See rule *701.21*, "Planeswalk.") This ability has no source and is controlled by the player whose planar die roll caused it to trigger. This is an exception to rule *112.8*.

901.9

Any time the active player has priority and the stack is empty, but only during a main phase of his or her turn, that player may roll the planar die. Taking this action costs a player an amount of mana equal to the number of times he or she has previously taken this action on that turn. This is a special action and doesn't use the stack. Note that this number won't be equal to the number of times the player has rolled the planar die that turn if an effect has caused the player to roll the planar die that turn. (See rule *115.2f*)

901.9a

If the die roll is a blank face, nothing happens. The active player gets priority.

901.9b

If the die roll is the chaos symbol {C}, any ability of a face-up plane that starts "When you roll {C}" triggers and is put on the stack. The active player gets priority.

901.9c

If the die roll is the Planeswalker symbol {PW}, the "planeswalking ability" triggers and is put on the stack. The active player gets priority. (See rule *901.8*)

901.10

When a player leaves the game, all objects owned by that player except abilities from phenomena leave the game. (See rule *800.4a*) If that includes a face-up plane card or phenomenon card, the planar controller turns the top card of his or her planar deck face up. This is not a state-based action. It happens as soon as the player leaves the game.

901.10a

If a plane leaves the game while a "planeswalking ability" is on the stack, that ability ceases to exist.

901.10b

Abilities from phenomena owned by a player who left the game remain on the stack controlled by the new planar controller.

901.11

After the game has started, if a player moves the top card of his or her planar deck off that planar deck and turns it face up, that player has "planeswalked." Continuous effects with durations that last until a player planeswalks end. Abilities that trigger when a player planeswalks trigger. See rule *701.21*

901.11a

A player may planeswalk as the result of the "planeswalking ability" (see rule *901*.8), because the owner of a face-up plane card or phenomenon card leaves the game (see rule *901*.10), or because a phenomenon's triggered ability leaves the stack (see rule *704.5x*). Abilities may also instruct a player to planeswalk.

901.11b

The plane card that's turned face up is the plane the player planeswalks to. The plane card or phenomenon card that's turned face down, or that leaves the game, is the plane or phenomenon the player planeswalks away from.

901.11c

If a player planeswalks when there is more than one face-up plane card, that player planeswalks away from all such planes.

901.12

A Two-Headed Giant Planechase game uses all the rules for the Two-Headed Giant multiplayer variant and all the rules for the Planechase casual variant, with the following additions.

901.12a

Each player has his or her own planar deck.

901.12b

The planar controller is normally the primary player of the active team. However, if the current planar controller's team would leave the game, instead the primary player of the next team in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller's team leaves the game. The new planar controller retains that designation until he or she leaves the game or a different team becomes the active team, whichever comes first.

901.12c

Even though the face-up plane or phenomenon is controlled by just one player, any ability of that plane or phenomenon that refers to "you" applies to both members of the planar controller's team.

901.12d

Since each member of the active team is an active player, each of them may roll the planar die. Each player's cost to roll the planar die is based on the number of times that particular player has already rolled the planar die that turn.

901.13

In multiplayer formats other than Grand Melee, plane cards and phenomenon cards are exempt from the limited range of influence option. Their abilities, and the effects of those abilities, affect all applicable objects and players in the game. (See rule *801*, "Limited Range of Influence Option.")

901.14

In Grand Melee Planechase games, multiple plane cards or phenomenon cards may be face up at the same time.

901.14a

Before the first turn of the game of the game, each player who will start the game with a turn marker sets a starting plane (see rule *901.5*). Each of them is a planar controller.

901.14b

If a player would leave the game and that player leaving the game would reduce the number of turn markers in the game, that player first ceases to be a planar controller (but no other player becomes a planar controller), then that player leaves the game. Each face-up plane card or phenomenon card that player controlled is put on the bottom of its owner's planar deck. No player is considered to have planeswalked.

901.15

Single Planar Deck Option

901.15a

As an alternative option, a Planechase game may be played with just a single communal planar deck. In that case, the number of cards in the planar deck must be at least forty or at least ten times the number of players in the game, whichever is smaller. The planar deck can't contain more phenomenon cards than twice the number of players in the game. Each card in the planar deck must have a different English name.

901.15b

In a Planechase game using the single planar deck option, the planar controller is considered to be the owner of all cards in the planar deck.

901.15c

If any rule or ability refers to a player's planar deck, the communal planar deck is used.

902. Vanguard

902.1

In the Vanguard variant, a vanguard card allows each player to play the role of a famous character. Each player will have one face-up vanguard card whose abilities and other characteristics affect the game. The Vanguard variant uses all the normal rules for a *Magic* game, with the following additions.

902.2

A Vanguard game may be a two-player game or a multiplayer game.

902.3

In addition to the normal game materials, each player needs a vanguard card. Each vanguard card is placed face up next to its owner's library before the game begins. All vanguard cards remain in the command zone throughout the game.

902.4

Each player's starting life total is 20 plus or minus the life modifier of his or her vanguard card.

Example: The life modifier of a player's vanguard card is -3. That player's starting life total is 17.

902.5

Each player's starting hand size is seven cards, as modified by the hand modifier of his or her vanguard card.

902.5a

If a player takes a mulligan in a Vanguard game, just like in a normal game, that player shuffles his or her hand back into his or her library, then draws a new hand of one fewer cards than he or she had before. (In a multiplayer game, a player's first mulligan is for the same number of cards as he or she had before.)

Example: The hand modifier of a player's vanguard card is +2. That player starts the game with a hand of 9 cards. If the player takes a mulligan, he or she draws a new hand of 8 cards. The next mulligan is for 7 cards, and so on.

902.5b

A player's maximum hand size is seven, as modified by the hand modifier of his or her vanguard card.

Example: The hand modifier of a player's vanguard card is -1. That player's maximum hand size is six. If that player has more than six cards in his or her hand as the cleanup step begins, he or she will discard all but six of them.

902.6

The owner of a vanguard card is the player who started the game with it in the command zone. The controller of a face-up vanguard card is its owner.

902.7

Any abilities of a face-up vanguard card in the command zone function from that zone. The card's static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

903. Commander

903.1

In the Commander variant, each deck is led by a legendary creature designated as that deck's commander. The Commander variant was created and popularized by fans; an independent rules committee maintains additional resources at MTGCommander.net. The Commander variant uses all the normal rules for a *Magic* game, with the following additions.

903.2

A Commander game may be a two-player game or a multiplayer game. The default multiplayer setup is the Free-for-All variant with the attack multiple players option and without the limited range of influence option. See rule *806*, "Free-for-All Variant."

903.3

Each deck has a legendary creature card designated as its commander. This designation is not a characteristic of the object represented by the card; rather, it is an attribute of the card itself. The card retains this designation even when it changes zones.

Example: A commander that's been turned face down (due to 's effect, for example) is still a commander. A commander that's copying another card (due to 's effect, for example) is still a commander. A permanent that's copying a commander (such as a , for example, copying a commander in a player's graveyard) is not a commander.

903.4

The Commander variant uses color identity to determine what cards can be in a deck with a certain commander. The color identity of a card is the color or colors of any mana symbols in that card's mana cost or rules text, plus any colors defined by its characteristic-defining abilities (see rule *604.3*) or color indicator (see rule *204*).

Example: is a legendary artifact creature with mana cost 8 and the ability "3 , Sacrifice an artifact: Bosh, Iron Golem deals damage equal to the sacrificed artifact's converted mana cost to target creature or player." Bosh's color identity is red.

903.4a

Color identity is established before the game begins.

903.4b

Reminder text is ignored when determining a card's color identity. See rule *207.2*

903.4c

The back face of a double-faced card (see rule *711*) is included when determining a card's color identity.

Example: is the front face of a double-faced card with mana cost 2 . is the back face of that double-faced card and has a red color indicator. The card's color identity is blue and red.

903.5

Each Commander deck is subject to the following deck construction rules.

903.5a

Each deck must contain exactly 100 cards, including its commander.

903.5b

Other than basic lands, each card in a Commander deck must have a different English name.

903.5c

A card can be included in a Commander deck only if every color in its color identity is also found in the color identity of the deck's commander.

Example: is a legendary creature with mana cost 4 . Wort's color identity is red and green. Each card in a Wort Commander deck must be only red, only green, both red and green, or have no color. Each mana symbol in the mana cost or rules text of a card in this deck must be only red, only green, both red and green, or have no color.

903.5d

A card with a basic land type may be included in a Commander deck only if each color of mana it could produce is included in the commander's color identity.

Example: 's color identity is red and green. A Wort Commander deck may include land cards with the basic land types Mountain and/or Forest. It can't include any land cards with the basic land types Plains, Island, or Swamp.

903.6

At the start of the game, each player puts his or her commander from his or her deck face up into the command zone. Then each player shuffles the remaining 99 cards of his or her deck so that the cards are in a random order. Those cards become the player's library.

903.7

Once the starting player has been determined, each player sets his or her life total to 40 and draws a hand of seven cards.

903.8

The Commander variant uses an alternate mulligan rule. Each time a player takes a mulligan, rather than shuffling his or her entire hand of cards into his or her library, that player exiles any number of cards from his or her hand face down. Then the player draws a number of cards equal to one less than the number of cards he or she exiled this way. That player may look at all cards exiled this way while taking mulligans. Once a player keeps an opening hand, that player shuffles all cards he or she exiled this way into his or her library.

903.9

If mana would be added to a player's mana pool of a color that isn't in the color identity of that player's commander, that amount of colorless mana is added to that player's mana pool instead.

903.10

A player may cast a commander he or she owns from the command zone. Doing so costs that player an additional 2 for each previous time he or she cast that commander from the command zone that game.

903.11

If a commander would be put into its owner's graveyard from anywhere, that player may put it into the command zone instead.

903.12

If a commander would be put into the exile zone from anywhere, its owner may put it into the command zone instead.

903.13

If a card is put into the exile zone face down from anywhere, and a player is allowed to look at that card in exile, the player must immediately do so. If it's a commander owned by another player, the player that looked at it turns it face up and puts it into the command zone.

903.14

The Commander variant includes the following specification for winning and losing the game. All other rules for ending the game also apply. (See rule *104*.)

903.14a

A player that's been dealt 21 or more combat damage by the same commander over the course of the game loses the game. (This is a state-based action. See rule *704*.)

904. Archenemy

904.1

In the Archenemy variant, a team of players faces off against a single opponent bolstered with powerful scheme cards. The Archenemy variant uses all the normal rules for a *Magic* game, with the following additions.

904.2

The default setup for an Archenemy game is the Team vs. Team multiplayer variant (see rule *808*) involving exactly two teams. The attack multiple players option (see rule *802*) and the shared team turns option (see rule *805*) are used; no other multiplayer options are used.

904.2a

One of the teams consists of exactly one player, who is designated the archenemy.

904.2b

The other team consists of any number of players.

904.3

In addition to the normal game materials, the archenemy needs a scheme deck of at least twenty scheme cards. A scheme deck may contain no more than two of any card with a particular English name. (See rule *312*, "Schemes.")

904.4

At the start of the game, the archenemy shuffles his or her scheme deck so that the cards are in a random order. The scheme deck is placed face down next to the archenemy's library. All scheme cards remain in the command zone throughout the game, both while they're part of a scheme deck and while they're face up.

904.5

The archenemy's starting life total is 40. Each other player's starting life total is 20.

904.6

Rather than a randomly determined player, the archenemy takes the first turn of the game.

904.7

The owner of a scheme card is the player who started the game with it in the command zone. The controller of a face-up scheme card is its owner.

904.8

Any abilities of a face-up scheme card in the command zone function from that zone. The card's static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

904.9

Immediately after the archenemy's precombat main phase begins during each of his or her turns, that player moves the top card of his or her scheme deck off that scheme deck and turns it face up. This is called "setting that scheme in motion." (See rule *701.22*) This turn-based action doesn't use the stack. Abilities of that scheme card that trigger "When you set this scheme in motion" trigger.

904.10

If a non-ongoing scheme card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, that scheme card is turned face down and put on the bottom of its owner's scheme deck the next time a player would receive priority. (This is a state-based action. See rule *704*.)

904.11

Once an ongoing scheme card is set in motion, it remains face up in the command zone until an ability causes it to be abandoned (see rule *701.23*).

904.12

Supervillain Rumble Option

904.12a

As an alternative option, players may play a Free-for-All game in which each player has his or her own scheme deck. The attack multiple players option (see rule *802*) is used; no other multiplayer options are used.

904.12b

Each player in this game is an archenemy.

904.12c

As in a normal Free-for-All game, the starting player is randomly determined. All other rules that apply to the archenemy in an Archenemy game apply to each player in a Supervillain Rumble game.

5.27.10 Glossary

Abandon To turn a face-up ongoing scheme card face down and put it on the bottom of its owner's scheme deck. See rule *701.23*, "Abandon."

Ability

1. Text on an object that explains what that object does or can do.
2. An activated or triggered ability on the stack. This kind of ability is an object.

See rule *112*, "Abilities," and section 6, "Spells, Abilities, and Effects."

Ability Word An italicized word with no rules meaning that ties together abilities on different cards that have similar functionality. See rule *207.2c*

Absorb A keyword ability that prevents damage. See rule *702.63*, "Absorb."

Activate To put an activated ability onto the stack and pay its costs, so that it will eventually resolve and have its effect. See rule *602*, "Activating Activated Abilities."

Activated Ability A kind of ability. Activated abilities are written as "[Cost]: [Effect.] [Activation instructions (if any).]" See rule *112*, "Abilities," and rule *602*, "Activating Activated Abilities."

Activation Cost Everything that appears before the colon in an activated ability's text. It must be paid to activate the ability. See rule *117*, "Costs," and rule *602*, "Activating Activated Abilities."

Active Player The player whose turn it is. See rule *102.1*

Active Player, Nonactive Player Order A system that determines the order by which players make choices if multiple players are instructed to make choices at the same time. See rule *101*.4. This rule is modified for games using the shared team turns option; see rule *805.6*

Active Team The team whose turn it is in a game using the shared team turns option. See rule *805.4a*

Additional Cost A cost a spell may have that its controller may pay (or, in some cases, must pay) in addition to its mana cost to cast that spell. See rule *117*, "Costs," and rule *601*, "Casting Spells."

Affinity A keyword ability that reduces how much mana you need to spend to cast a spell. See rule *702.40*, "Affinity."

Alternating Teams Variant A multiplayer variant played among two or more teams of equal size. See rule *811*, "Alternating Teams Variant."

Alternative Cost A cost a spell may have that its controller can pay rather than paying its mana cost. See rule *117*, "Costs," and rule *601*, "Casting Spells."

Amplify A keyword ability than can have a creature enter the battlefield with +1/+1 counters on it. See rule *702.37*, "Amplify."

Annihilator A keyword ability that can make a creature particularly brutal when it attacks. See rule *702.85*, "Annihilator."

Ante

1. A zone used only when playing "for keeps."
2. To put a card into the ante zone.

See rule *407*, "Ante."

APNAP Order See Active Player, Nonactive Player Order.

Archenemy

1. A casual variant in which a team of players faces off against a single opponent bolstered with powerful scheme cards. See rule *904*, "Archenemy."
2. A player in an Archenemy game who is playing with a scheme deck.

Artifact A card type. An artifact is a permanent. See rule *301*, "Artifacts."

Artifact Creature A combination of artifact and creature that's subject to the rules for both. See rule *301*, "Artifacts," and rule *302*, "Creatures."

Artifact Land A combination of artifact and land that's subject to the rules for both. Artifact lands can only be played as lands, not cast as spells. See rule *301*, "Artifacts," and rule *305*, "Lands."

Artifact Type A subtype that's correlated to the artifact card type. See rule *301*, "Artifacts." See rule *205.3g* for the list of artifact types.

As Though Text used to indicate that the game, for some specific purpose, treats a condition as true even though it's not. See rule *609.4*

Assign Combat Damage To determine how an attacking or blocking creature will deal its combat damage. See rule *510*, "Combat Damage Step."

At End of Turn (Obsolete) A trigger condition printed on abilities that triggered at the beginning of the end step (which is not the last thing to happen in the turn). Cards that were printed with that text have received errata in the Oracle card reference to say "at the beginning of the end step" or "at the beginning of the next end step." See rule *513*, "End Step."

Attach To move an Aura, Equipment, or Fortification onto another object. See rule *701.3*, "Attach."

Attack To send a creature into combat offensively. A creature can attack a player or a planeswalker. See rule *508*, "Declare Attackers Step."

Attack Alone A creature "attacks alone" if it's the only creature declared as an attacker during the declare attackers step. A creature "is attacking alone" if it's attacking but no other creatures are. See rule *506.5*

Attack Left Option An option that may be used in certain multiplayer variants. See rule *803*, "Attack Left and Attack Right Options."

Attack Multiple Players Option An option that may be used in certain multiplayer variants. See rule *802*, "Attack Multiple Players Option."

Attack Right Option An option that may be used in certain multiplayer variants. See rule *803*, "Attack Left and Attack Right Options."

Attacking Creature A creature that has either been declared as part of a legal attack during the combat phase (once all costs to attack, if any, have been paid), or a creature that has been put onto the battlefield attacking. It remains an attacking creature until it's removed from combat or the combat phase ends, whichever comes first. See rule *508*, "Declare Attackers Step."

Attacks and Isn't Blocked An ability that triggers when a creature "attacks and isn't blocked" triggers when the creature becomes an unblocked attacking creature. See rule *509.1h*

Aura An enchantment subtype. Aura spells target objects or players, and Aura permanents are attached to objects or players. See rule *303*, "Enchantments," and rule *702.5*, "Enchant."

Aura Swap A keyword ability that lets you exchange an Aura on the battlefield with one in your hand. See rule *702.64*, "Aura Swap."

Banding, "Bands with Other" Banding is a keyword ability that modifies the rules for declaring attackers and assigning combat damage. "Bands with other" is a specialized version of the ability. See rule *702.21*, "Banding."

Basic A supertype that's normally relevant on lands. Any land with this supertype is a basic land. See rule *205.4*, "Supertypes."

Basic Landcycling See Typecycling.

Basic Land Type There are five "basic land types": Plains, Island, Swamp, Mountain, and Forest. Each one has a mana ability associated with it. See rule *305*, "Lands."

Battle Cry A keyword ability that makes other attacking creatures better in combat. See rule *702.90*, "Battle Cry."

Battlefield A zone. The battlefield is the zone in which permanents exist. It used to be known as the "in-play" zone. See rule *403*, "Battlefield."

Becomes A word used in some trigger events to indicate a change in status or characteristics. See rule *603.2d*

Beginning of Combat Step Part of the turn. This step is the first step of the combat phase. See rule *507*, "Beginning of Combat Step."

Beginning Phase Part of the turn. This phase is the first phase of the turn. See rule *501*, "Beginning Phase."

Bestow A keyword ability that lets a creature card be cast as an Aura. See rule *702.102*, "Bestow."

Block To send a creature into combat defensively. A creature can block an attacking creature. See rule *509*, "Declare Blockers Step."

Block Alone A creature "blocks alone" if it's the only creature declared as a blocker during the declare blockers step. A creature "is blocking alone" if it's blocking but no other creatures are. See rule *506.5*

Blocked Creature An attacking creature that another creature blocks or that an effect causes to become blocked. It remains a blocked creature until it's removed from combat, an effect says that it becomes unblocked, or the combat phase ends, whichever comes first. See rule *509*, "Declare Blockers Step."

Blocking Creature A creature that has either been declared as part of a legal block during the combat phase (once all costs to block, if any, have been paid), or a creature that has been put onto the battlefield blocking. It remains a blocking creature until it's removed from combat or the combat phase ends, whichever comes first. See rule *509*, "Declare Blockers Step."

Bloodthirst A keyword ability that can have a creature enter the battlefield with +1/+1 counters on it. See rule *702.53*, "Bloodthirst."

Bury (Obsolete) A term that meant "put [a permanent] into its owner's graveyard." In general, cards that were printed with the term "bury" have received errata in the Oracle card reference to read, "Destroy [a permanent]. It can't be regenerated," or "Sacrifice [a permanent]."

Bushido A keyword ability that can make a creature better in combat. See rule *702.44*, "Bushido."

Buyback A keyword ability of instants and sorceries that can let the spell return to its owner's hand as it resolves. See rule *702.26*, "Buyback."

Card The standard component of the game. *Magic* cards may be traditional or nontraditional. Tokens aren't considered cards. In the text of spells or abilities, the term "card" is used only to refer to a card that's not on the battlefield or on the stack, such as a creature card in a player's hand. See rule *108*, "Cards."

Card Type A characteristic. Except for abilities on the stack, each object has a card type, even if that object isn't a card. Each card type has its own rules. See rule *205*, "Type Line," and section 3, "Card Types."

Cascade A keyword ability that may let a player cast a random extra spell for no cost. See rule *702.84*, "Cascade."

Cast To take a spell from where it is (usually the hand), put it on the stack, and pay its costs, so that it will eventually resolve and have its effect. See rule *601*, "Casting Spells."

Caster (Obsolete) An obsolete term that referred to the player who cast a spell. In general, cards that were printed with the term "caster" have received errata in the Oracle card reference to say "controller."

Casting Cost (Obsolete) An obsolete term for mana cost. Cards printed with this text have received errata in the Oracle card reference.

Champion, Championed "Champion" is a keyword ability that lets one creature temporarily replace another. A permanent is "championed" by another permanent if the latter exiles the former as the direct result of a champion ability. See rule *702.71*, "Champion."

Change a Target To choose a new, legal target for a spell or ability. See rule *114.6*

Changeling A characteristic-defining ability that grants the object it's on every creature type. See rule *702.72*, "Changeling."

Chaos Ability An ability of a plane card that triggers "Whenever you roll {C}" on the planar die in the Planechase casual variant. See rule *309.7*

Chaos Symbol The chaos symbol {C} appears on the planar die and in some triggered abilities of plane cards in the Planechase casual variant. See rule *107.12*

Characteristics Information that defines an object. See rule *109.3*

Characteristic-Defining Ability A kind of static ability that conveys information about an object's characteristics that would normally be found elsewhere on that object (such as in its mana cost, type line, or power/toughness box). See rule *604.3*

Cipher A keyword ability that allows you to encode a card on a creature and cast that card whenever that creature deals combat damage to a player. See rule *702.98*, "Cipher."

Clash To have a mini-contest involving the top cards of players' libraries. See rule *701.20*, "Clash."

Cleanup Step Part of the turn. This step is the second and final step of the ending phase. See rule *514*, "Cleanup Step."

Collector Number A number printed on most cards that has no effect on game play. See rule *212*, "Information Below the Text Box."

Color

1. A characteristic of an object. See rule *105*, "Colors," and rule *202*, "Mana Cost and Color."
2. An attribute mana may have. See rule *106*, "Mana."

Colorless

1. An object with no color is colorless. Colorless is not a color. See rule *105*, "Colors," and rule *202*, "Mana Cost and Color."
2. A type of mana. See rule *106*, "Mana," and rule *107.4c*.

Color Identity A set of colors that determines what cards may be included in a deck for the Commander casual variant. See rule *903.4*

Color Indicator A characteristic of an object. See rule *105*, "Colors," and rule *204*, "Color Indicator."

Combat Damage Damage dealt during the combat damage step by attacking creatures and blocking creatures as a consequence of combat. See rule *510*, "Combat Damage Step."

Combat Damage Step Part of the turn. This step is the fourth step of the combat phase. See rule *510*, "Combat Damage Step."

Combat Phase Part of the turn. This phase is the third phase of the turn. See rule *506*, "Combat Phase."

Command A zone for certain specialized objects that have an overarching effect on the game, yet are not permanents and cannot be destroyed. See rule *408*, "Command."

Commander

1. A casual variant in which each deck is led by a legendary creature. See rule *903*, "Commander."
2. A designation given to one legendary creature card in each player's deck in the Commander casual variant.

Concede To quit the game. Conceding a game immediately causes that player to leave that game and lose that game. See rule *104*, "Ending the Game."

Conspire A keyword ability that creates a copy of a spell. See rule *702.77*, "Conspire."

Constructed A way of playing in which each player creates his or her own deck ahead of time. See rule *100.2a*

Continuous Effect An effect that modifies characteristics of objects, modifies control of objects, or affects players or the rules of the game, for a fixed or indefinite period. See rule *611*, "Continuous Effects."

Continuous Artifact (Obsolete) An obsolete term that appeared on the type line of artifacts without activated abilities. Cards printed with this text have received errata in the Oracle card reference to simply say "Artifact."

Control, Controller "Control" is the system that determines who gets to use an object in the game. An object's "controller" is the player who currently controls it. See rule *108.4*

Control Another Player To make all choices and decisions that player is allowed to make, or is told to make, by rules or by any objects. See rule *712*, "Controlling Another Player."

Converted Mana Cost The total amount of mana in a mana cost, regardless of color. See rule *202.3*

Convoke A keyword ability that lets you tap creatures rather than pay mana to cast a spell. See rule *702.50*, "Convoke."

Copiable Values Values of an object's characteristics that are checked by copy effects. See rules *706.2* and *706.3*.

Copy

1. To create a new object whose copiable values have been set to those of another object.
2. An object whose copiable values have been set to those of another object.

See rule *706*, "Copying Objects."

Cost An action or payment necessary to take another action or to stop another action from taking place. See rule *117*, "Costs."

Counter

1. To cancel a spell or ability so it doesn't resolve and none of its effects occur. See rule *701.5*, "Counter."
2. A marker placed on an object or player that modifies its characteristics or interacts with a rule or ability. See rule *121*, "Counters."

Counts As (Obsolete) Some older cards were printed with text stating that the card "counts as" something. Cards printed with this text have received errata in the Oracle card reference to state that the card actually is that thing.

Creature A card type. A creature is a permanent. See rule *302*, "Creatures."

Creature Type A subtype that's correlated to the creature card type and the tribal card type. See rule *302*, "Creatures," and rule *308*, "Tribals." See rule *205.3m* for the list of creature types.

Cumulative Upkeep A keyword ability that imposes an increasing cost to keep a permanent on the battlefield. See rule *702.23*, "Cumulative Upkeep."

Cycling A keyword ability that lets a card be discarded and replaced with a new card. See rule *702.28*, "Cycling."

Damage Objects can deal "damage" to creatures, planeswalkers, and players. This is generally detrimental to the object or player that receives that damage. See rule *119*, "Damage."

Damage Assignment Order The order, announced during the declare blockers step, that an attacking creature will assign its combat damage among the multiple creatures blocking it, or that a blocking creature will assign its combat damage among the multiple creatures it's blocking. See rules *509.2* and *509.3*.

Deal See Damage.

Deathtouch A keyword ability that causes damage dealt by an object to be especially effective. See rule *702.2*, "Deathtouch."

Deck The collection of cards a player starts the game with; it becomes that player's library. See rule *100*, "General," and rule *103*, "Starting the Game."

Declare Attackers To choose a set of creatures that will attack, declare whether each creature is attacking the defending player or a planeswalker that player controls, and pay any costs required to allow those creatures to attack. See rule *508.1*

Declare Attackers Step Part of the turn. This step is the second step of the combat phase. See rule *508*, "Declare Attackers Step."

Declare Blockers To choose a set of creatures that will block, declare which attacking creature each creature is blocking, and pay any costs required to allow those creatures to block. See rule *509.1*

Declare Blockers Step Part of the turn. This step is the third step of the combat phase. See rule *509*, "Declare Blockers Step."

Defender A keyword ability that prohibits a creature from attacking. See rule *702.3*, "Defender."

Defending Player The player who can be attacked, and whose planeswalkers can be attacked, during the combat phase. See rule *506.2* In certain multiplayer games, there may be more than one defending player; see rule *802*, "Attack Multiple Players Option," and rule *810.7*.

Defending Team The team who can be attacked, and whose planeswalkers can be attacked, during the combat phase of a Two-Headed Giant game. See rule *810.7*

Delayed Triggered Ability An ability created by effects generated when some spells or abilities resolve, or when some replacement effects are applied, that does something later on rather than at that time. See rule *603.7*

Delve A keyword ability that lets you exile cards from your graveyard rather than pay generic mana to cast a spell. See rule *702.65*, "Delve."

Dependency A system that may be used to determine in which order continuous effects in the same layer or sublayer are applied. See rule *613.7* See also Timestamp Order.

Deploy Creatures Option An option that may be used in certain multiplayer variants to pass control of creatures between teammates. See rule *804*, "Deploy Creatures Option."

Destroy To move a permanent from the battlefield to its owner's graveyard. See rule *701.6*, "Destroy."

Detain A keyword action that temporarily stops a permanent from attacking, blocking, or having its activated abilities activated. See rule *701.26*, "Detain."

Devotion A numerical value a player has, equal to the number of mana symbols of a certain color among the mana costs of permanents that player controls. See rule *700.5*

Devour A keyword ability that can have a creature enter the battlefield with +1/+1 counters on it. See rule *702.81*, "Devour."

Dies A creature "dies" if it is put into a graveyard from the battlefield. See rule *700.4*

Discard To move a card from its owner's hand to that player's graveyard. See rule *701.7*, "Discard."

Double-Faced Cards Cards with two faces, one on each side of the card, and no *Magic* card back. See rule *711*, "Double-Faced Cards."

Double Strike A keyword ability that lets a creature deal its combat damage twice. See rule *702.4*, "Double Strike."

Draw

1. To put the top card of a player's library into his or her hand as a turn-based action or as the result of an effect that uses the word "draw." See rule *120*, "Drawing a Card."
2. The result of a game in which neither player wins or loses. See rule *104.4*

Draw Step Part of the turn. This step is the third and final step of the beginning phase. See rule *504*, "Draw Step."

Dredge A keyword ability that lets a player return a card from his or her graveyard to his or her hand. See rule *702.51*, "Dredge."

During (Obsolete) Some older cards used the phrase "during [phase], [action]." These abilities were called "phase abilities." In general, cards that were printed with phase abilities have received errata in the Oracle card reference so they have abilities that trigger at the beginning of a step or phase. "During" still appears in current card text, but only in its normal English sense and not as game terminology.

Echo A keyword ability that imposes a cost to keep a permanent on the battlefield. See rule *702.29*, "Echo."

EDH (Obsolete) An older name for the Commander casual variant. See rule *903*, "Commander."

Effect Something that happens in the game as a result of a spell or ability. See rule *609*, "Effects."

Emblem An emblem is a marker used to represent an object that has one or more abilities, but no other characteristics. See rule *113*, "Emblems."

Emperor The middle player on each team in an Emperor game. See rule *809*, "Emperor Variant."

Emperor Variant A multiplayer variant played among three-player teams. See rule *809*, "Emperor Variant."

Enchant A keyword ability that defines what an Aura spell can target and what an Aura permanent can be attached to. See rule *303*, "Enchantments," and rule *702.5*, "Enchant."

Enchantment A card type. An enchantment is a permanent. See rule *303*, "Enchantments." See also Aura.

Enchantment Type A subtype that's correlated to the enchantment card type. See rule *303*, "Enchantments." See rule *205.3h* for the list of enchantment types.

Encoded A term that describes the relationship between a permanent and a card exiled by a cipher ability. See rule *702.98*, "Cipher."

Encounter To move a phenomenon card off the top of a planar deck and turn it face up. See rule *310*, "Phenomena."

End of Combat Step Part of the turn. This step is the fifth and final step of the combat phase. See rule *511*, "End of Combat Step."

End Step Part of the turn. This step is the first step of the ending phase. See rule *513*, "End Step."

End the Turn To "end the turn" as the result of an effect is to perform an expedited process that skips nearly everything else that would happen that turn. See rule *713*, "Ending the Turn."

Ending Phase Part of the turn. This phase is the fifth and final phase of the turn. See rule *512*, "Ending Phase."

Enters the Battlefield A nontoken permanent "enters the battlefield" when it's moved onto the battlefield from another zone. A token "enters the battlefield" when it's created. See rules *403.3*, *603.6a*, *603.6e*, and *614.12*.

Entwine A keyword ability that lets a player choose all modes for a spell rather than just one. See rule *702.41*, "Entwine."

Epic A keyword ability that lets a player copy a spell at the beginning of each of his or her upkeeps at the expense of casting any other spells for the rest of the game. See rule *702.49*, "Epic."

Equip A keyword ability that lets a player attach an Equipment to a creature he or she controls. See rule *301*, "Artifacts," and rule *702.6*, "Equip."

Equipment An artifact subtype. Equipment can be attached to creatures. See rule *301*, "Artifacts," and rule *702.6*, "Equip."

Evasion Ability An ability that restricts what creatures can block an attacking creature. See rules *509.1b*-c.

Event Anything that happens in a game. See rule *700.1*

Evoke A keyword ability that causes a permanent to be sacrificed when it enters the battlefield. See rule *702.73*, "Evoke."

Evolve A keyword ability that lets you put a +1/+1 counter on a creature when a larger creature enters the battlefield under your control. See rule *702.99*, "Evolve."

Exalted A keyword ability that can make a creature better in combat. See rule *702.82*, "Exalted."

Exchange To swap two things, such as objects, sets of objects, or life totals. See rule *701.8*, "Exchange."

Exile

1. A zone. Exile is essentially a holding area for cards. It used to be known as the "removed-from-the-game" zone.
2. To put an object into the exile zone from whatever zone it's currently in. An "exiled" card is one that's been put into the exile zone.

See rule *406*, "Exile."

Expansion Symbol A card's expansion symbol is a small icon normally printed below the right edge of the illustration that has no effect on game play. See rule *206*, "Expansion Symbol."

Extort A keyword ability that lets you gain life and have opponents lose life whenever you cast a spell. See rule *702.100*, "Extort."

Extra Turn A turn created by an effect of a spell or ability. See rule *500.7*. For rules about extra turns in a multiplayer game using the shared team turns option, see *805.8*. For rules about extra turns in a Grand Melee game, see rule *807.4*

Face Down

1. A card is "face down" if it's physically positioned so the card back is showing. Cards in some zones are normally kept face down. See section 4, *Zones*.
2. A status a permanent may have. See rule *110.6* and rule *702.36*, "Morph."
3. Face-down spells have additional rules. See rule *707*, "Face-Down Spells and Permanents," and rule *702.36*, "Morph."

Face Up

1. A card is "face up" if it's physically positioned so the card front is showing. Cards in some zones are normally kept face up. See section 4, *Zones*.
2. A default status a permanent may have. See rule *110.6* and rule *702.36*, "Morph."

Fading A keyword ability that limits how long a permanent remains on the battlefield. See rule *702.31*, "Fading."

Fateseal To manipulate some of the cards on top of an opponent's library. See rule *701.19*, "Fateseal."

Fear A keyword ability that restricts how a creature may be blocked. See rule *702.35*, "Fear."

Fight When two creatures fight, each deals damage equal to its power to the other. See rule *701.10*, "Fight."

First Strike A keyword ability that lets a creature deal its combat damage before other creatures. See rule *702.7*, "First Strike."

Flanking A keyword ability that can make a creature better in combat. See rule *702.24*, "Flanking."

Flash A keyword ability that lets a player play a card any time he or she could cast an instant. See rule *702.8*, "Flash."

Flashback A keyword ability that lets a player cast a card from his or her graveyard. See rule *702.33*, "Flashback."

Flavor Text Text in italics (but not in parentheses) in the text box of a card that has no effect on play. See rule *207.2*

Flip Cards Cards with a two-part card frame (one part of which is printed upside down) on a single card. See rule *709*, "Flip Cards."

Flipped A status a permanent may have. See rule *110.6* and rule *709*, "Flip Cards." See also Unflipped.

Flipping a Coin A method of randomization with two possible outcomes of equal likelihood. See rule *705*, "Flipping a Coin."

Flying A keyword ability that restricts how a creature may be blocked. See rule *702.9*, "Flying."

Forecast A keyword ability that allows an activated ability to be activated from a player's hand. See rule *702.56*, "Forecast."

Forest One of the five basic land types. Any land with this subtype has the ability " : Add to your mana pool." See rule *305.6*

Forestcycling See Typecycling.

Forestwalk See Landwalk.

Fortification An artifact subtype. Fortifications can be attached to lands. See rule *301*, "Artifacts," and rule *702.66*, "Fortify."

Fortify A keyword ability that lets a player attach a Fortification to a land he or she controls. See rule *301*, "Artifacts," and rule *702.66*, "Fortify."

Frenzy A keyword ability that can make a creature better in combat. See rule *702.67*, "Frenzy."

Free-for-All A multiplayer variant in which a group of players compete as individuals against each other. See rule *806*, "Free-for-All Variant."

Fuse A keyword ability that allows a player to cast both halves of a split card. See rule *702.101*, "Fuse."

Fused Split Spell A split card on the stack that has been cast using the fuse ability or a copy of such a card. See rule *702.101*, "Fuse."

General Any player in the Emperor multiplayer variant who isn't an emperor. See rule *809*, "Emperor Variant."

Generic Mana Mana in a cost not represented by colored mana symbols; it can be paid with mana of any type. See rule *107.4*

Global Enchantment (Obsolete) An obsolete term for a non-Aura enchantment. Cards printed with this text have received errata in the Oracle card reference.

Graft A keyword ability that has a permanent enter the battlefield with +1/+1 counters on it and can move those counters to other creatures. See rule *702.57*, "Graft."

Grand Melee A multiplayer variant in which a large group of players (usually ten or more) compete as individuals against each other. See rule *807*, "Grand Melee Variant."

Gravestorm A keyword ability that creates copies of a spell. See rule *702.68*, "Gravestorm."

Graveyard

1. A zone. A player's graveyard is his or her discard pile.
2. All the cards in a player's graveyard.

See rule *404*, "Graveyard."

Hand

1. A zone. A player's hand is where that player holds cards he or she has drawn but not played yet.
2. All the cards in a player's hand.

See rule *402*, "Hand."

Hand Modifier A characteristic that only vanguards have. See rule *210*, "Hand Modifier."

Haste A keyword ability that lets a creature ignore the "summoning sickness" rule. See rule *702.10*, "Haste," and rule *302.6*.

Haunt A keyword ability that exiles cards. A card exiled this way "haunts" a creature targeted by the haunt ability. See rule *702.54*, "Haunt."

Hexproof A keyword ability that precludes a permanent or player from being targeted by an opponent. See rule *702.11*, "Hexproof."

Hidden Zone A zone in which not all players can be expected to see the cards' faces. See rule *400.2* See also Public Zone.

Hideaway A keyword ability that lets a player store a secret card. See rule *702.74*, "Hideaway."

Horsemanship A keyword ability that restricts how a creature may be blocked. See rule *702.30*, "Horsemanship."

Hybrid Card A card with one or more hybrid mana symbols in its mana cost. See rule *202.2d*

Hybrid Mana Symbols A mana symbol that represents a cost that can be paid in one of two ways. See rule *107.4*

If See Intervening "If" Clause.

Illegal Action An action that violates the rules of the game and/or requirements or restrictions created by effects. See rule *717*, "Handling Illegal Actions."

Illegal Target A target that no longer exists or no longer meets the specifications stated by the spell or ability that's targeting it. See rule *608.2b*

Illustration A picture printed on the upper half of a card that has no effect on game play. See rule *203*, "Illustration."

Illustration Credit Information printed directly below the text box that has no effect on game play. See rule *212*, "Information Below the Text Box."

Imprint "Imprint" used to be a keyword ability. It is now an ability word and has no rules meaning. All cards printed with the imprint keyword have received errata in the Oracle card reference.

In Play (Obsolete) An obsolete term for the battlefield. Cards that were printed with text that contain the phrases "in play," "from play," "into play," or the like are referring to the battlefield and have received errata in the Oracle card reference. See Battlefield.

In Response To An instant spell that's been cast, or an activated ability that's been activated, while another spell or ability is on the stack has been cast or activated "in response to" the earlier spell or ability. See rule *116.7*

Independent See Dependency.

Indestructible A keyword ability that precludes a permanent from being destroyed. See rule *702.12*

Infect A keyword ability that affects how an object deals damage to creatures and players. See rule *702.89*, "Infect."

Instant A card type. An instant is not a permanent. See rule *304*, "Instants."

Instead Effects that use the word "instead" are replacement effects. The word "instead" indicates what an event will be replaced with. See rule *614*, "Replacement Effects."

Interrupt (Obsolete) An obsolete card type. All cards printed with this card type are now instants. All abilities that, as printed, said a player could "play as an interrupt" can now be activated like any other activated abilities (unless they're mana abilities, in which case they follow those rules instead). All relevant cards have been given errata in the Oracle card reference.

Intervening "If" Clause A specially worded condition checked as a triggered ability would trigger and again as it would resolve. See rule *603.4*

Intimidate A keyword ability that restricts how a creature may be blocked. See rule *702.13*, "Intimidate."

Island One of the five basic land types. Any land with this subtype has the ability " : Add to your mana pool." See rule *305.6*

Islandcycling See Typecycling.

Islandhome (Obsolete) An obsolete keyword ability that meant "This creature can't attack unless defending player controls an Island" and "When you control no Islands, sacrifice this creature." Cards printed with this ability have been given errata in the Oracle card reference.

Islandwalk See Landwalk.

Keyword Ability A game term, such as "flying" or "haste," used as shorthand for a longer ability or group of abilities. See rule *702*, "Keyword Abilities."

Keyword Action A verb, such as "destroy" or "cast," used as a game term rather than as its normal English meaning. See rule *701*, "Keyword Actions."

Kicker, Kicked Kicker is a keyword ability that represents an optional additional cost. A spell has been kicked if its controller declared the intention to pay any or all of its kicker costs. See rule *702.32*, "Kicker."

Land A card type. A land is a permanent. See rule *305*, "Lands."

Land Type A subtype that's correlated to the land card type. See rule *305*, "Lands." See rule *205.3i* for the list of land types.

Landwalk A generic term for a group of keyword abilities that restrict whether a creature may be blocked. See rule *702.14*, "Landwalk."

Last Known Information Information about an object that's no longer in the zone it's expected to be in, or information about a player that's no longer in the game. This information captures that object's last existence in that zone or that player's last existence in the game. See rules *112.7a*, *608.2b*, *608.2g*, and *800.4g*.

Layer A system used to determine in which order continuous effects are applied. See rule *613*, "Interaction of Continuous Effects." See also Dependency, Timestamp Order.

Leaves the Battlefield A permanent "leaves the battlefield" when it's moved from the battlefield to another zone, or (if it's phased in) when it leaves the game because its owner leaves the game. See rules *603.6c* and *603.6d*.

Legal Text Information printed directly below the text box that has no effect on game play. See rule *212*, "Information Below the Text Box."

Legend (Obsolete) An obsolete creature type. Cards printed with this subtype have been given errata in the Oracle card reference so they have the legendary supertype instead. See Legendary.

Legendary A supertype that's normally relevant on permanents. See rule *205.4*, "Supertypes." See also Legend Rule.

Legend Rule A state-based action that causes a player who controls two or more legendary permanent with the same name to put all but one into their owners' graveyards. See rule *704.5k*

Lethal Damage An amount of damage greater than or equal to a creature's toughness. See rules *119.6*, *510.1*, and *704.5g*.

Level Symbol A symbol that represents a keyword ability indicating abilities, power, and toughness a leveler card may have. See rule *107.8* and rule *710*, "Leveler Cards."

Level Up A keyword ability that can put level counters on a creature. See rule *702.86*, "Level Up."

Leveler Cards Cards with striated text boxes and three power/toughness boxes. See rule *710*, "Leveler Cards."

Library

1. A zone. A player's library is where that player draws cards from.
2. All the cards in a player's library.

See rule *401*, "Library."

Life, Life Total Each player has an amount of "life," represented by that player's "life total." Life may be gained or lost. See rule *118*, "Life."

Life Modifier A characteristic that only vanguards have. See rule *211*, "Life Modifier."

Lifelink A keyword ability that causes a player to gain life. See rule *702.15*, "Lifelink."

Limited A way of playing in which each player gets a quantity of unopened *Magic* product and creates his or her own deck on the spot. See rule *100.2*

Limited Range of Influence An optional rule used in some multiplayer games that limits what a player can affect. See rule *801*, "Limited Range of Influence Option."

Linked Abilities Two abilities printed on the same object such that one of them causes actions to be taken or objects to be affected and the other one directly refers to those actions or objects. See rule *607*, "Linked Abilities."

Living Weapon A keyword ability that causes a creature token to be put onto the battlefield along with the Equipment with the ability. See rule *702.91*, "Living Weapon."

Local Enchantment (Obsolete) An obsolete term for an Aura. Cards printed with this text have received errata in the Oracle card reference.

Loop A set of actions that could be repeated indefinitely. See rule *716*, "Taking Shortcuts."

Lose the Game There are several ways to lose the game. See rule *104*, "Ending the Game," rule *810.8* (for additional rules for Two-Headed Giant games), rule *809.5* (for additional rules for Emperor games), and rule *903.14* (for an additional rule for Commander games).

Loyalty

1. Part of a card that only planeswalkers have. A planeswalker card's loyalty is printed in its lower right corner. See rule *209*, "Loyalty."
2. A characteristic that only planeswalkers have. See rule *306.5*

Loyalty Ability An activated ability with a loyalty symbol in its cost. See rule *606*, "Loyalty Abilities."

Madness A keyword ability that lets a player cast a card he or she discards. See rule *702.34*, "Madness."

Main Game The game in which a spell (or ability) that created a subgame was cast (or activated). See rule *715*, "Subgames."

Main Phase Part of the turn. The first, or precombat, main phase is the second phase of the turn. The second, or postcombat, main phase is the fourth phase of the turn. See rule *505*, "Main Phase."

Mana The primary resource in the game. It is spent to pay costs, usually when casting spells and activating abilities. See rule *106*, "Mana," rule *107.4*, and rule *202*, "Mana Cost and Color."

Mana Ability An activated or triggered ability that could create mana and doesn't use the stack. See rule *605*, "Mana Abilities."

Mana Burn (Obsolete) Older versions of the rules stated that unspent mana caused a player to lose life; this was called "mana burn." That rule no longer exists.

Mana Cost A characteristic, and part of a card. A card's mana cost is indicated by the mana symbols printed in its upper right corner. See rule *107.4* and rule *202*, "Mana Cost and Color."

Mana Pool Where mana created by an effect is temporarily stored. See rule *106.4*

Mana Source (Obsolete) An obsolete card type. All cards printed with this card type are now instants. All abilities that, as printed, said a player could "play as a mana source" are now mana abilities. All relevant cards have been given errata in the Oracle card reference.

Mana Symbol An icon that represents mana or a mana cost. See rule *107.4*

Match A multiplayer game or a two-player series of games (usually best-two-of-three) played in a tournament. See rule *100.6*

Maximum Hand Size The number of cards in hand a player must discard down to during his or her cleanup step. See rule *402.2* and 514.1.

Miracle A keyword ability that lets you cast a spell for a reduced cost if it's the first card you draw in a turn. See rule *702.93*, "Miracle."

Modal, Mode A spell or ability is "modal" if it has two or more options preceded by "Choose one – ," "Choose two – ," "Choose one or both – ," "Choose one or more – ," or "[a specified player] chooses one – ." Each option is a "mode." See rule *700.2*

Modular A keyword ability that has a permanent enter the battlefield with +1/+1 counters on it and can move those counters to other artifact creatures. See rule *702.42*, "Modular."

Mono Artifact (Obsolete) An obsolete term that appeared on the type line of artifacts with activated abilities that caused the artifact to become tapped as a cost. Cards printed with this text have received errata in the Oracle card reference to simply say "Artifact," and those abilities now include the tap symbol in their costs.

Monocolored An object with exactly one color is monocolored. Colorless objects aren't monocolored. See rule *105*, "Colors," and rule *202*, "Mana Cost and Color."

Monocolored Hybrid Mana Symbols See Hybrid Mana Symbols.

Monstrosity A keyword action that puts +1/+1 counters on a creature and makes it become monstrous. See rule *701.28*, "Monstrosity."

Monstrous A term that describes a creature whose ability including a monstrosity instruction has resolved. See rule *701.28*, "Monstrosity."

Moon Symbol A symbol found in the upper left corner of the back face of a double-faced card. See rule *711*, "Double-Faced Cards."

Morph A keyword ability that lets a card be cast face down as a 2/2 creature. See rule *702.36*, "Morph," and rule *707*, "Face-Down Spells and Permanents."

Mountain One of the five basic land types. Any land with this subtype has the ability " : Add to your mana pool." See rule *305.6*

Mountaincycling See Typecycling.

Mountainwalk See Landwalk.

Move To remove a counter from one object and put it on a different object. See rule *121.5*

Some older cards used "move" with respect to Auras; those cards have received errata in the Oracle card reference and now use the word "attach."

Mulligan To take a "mulligan" is to reject a prospective opening hand and draw a new one (usually with one fewer card). See rule *103.4*

Multicolored An object with two or more colors is multicolored. Multicolored is not a color. See rule *105*, "Colors," and rule *202*, "Mana Cost and Color."

Multikicker Multikicker is a variant of the kicker keyword ability. It represents an optional additional cost that may be paid any number of times. See rule *702.32*, "Kicker." See also Kicker.

Multiplayer Game A game that begins with more than two players. See section 8, *Multiplayer Rules*.

Name A characteristic, and part of a card. A card's name is printed in its upper left corner. See rule *201*, "Name."

Ninjutsu A keyword ability that lets a creature suddenly enter combat. See rule *702.48*, "Ninjutsu."

Nonbasic Land Any land that doesn't have the supertype "basic." See rule *205.4*, "Supertypes."

Nontraditional *Magic* Card An oversized *Magic* card that has a *Magic* card back but not a "Deckmaster" back. See rule *108.2*

Object An ability on the stack, a card, a copy of a card, a token, a spell, or a permanent. See rule *109*, "Objects."

Offering A keyword ability that modifies when you can cast a spell and how much mana you need to spend to do it. See rule *702.47*, "Offering."

One-Shot Effect An effect that does something just once and doesn't have a duration. See rule *610*, "One-Shot Effects." See also Continuous Effects.

Ongoing A supertype that appears only on scheme cards. See rule *205.4*, "Supertypes."

Opening Hand The hand of cards a player starts the game with, once the player has decided not to take any further mulligans. See rule *103.4*

Opponent Someone a player is playing against. See rules *102.2* and *102.3*.

Option An additional rule or set of rules that can be used in a multiplayer game. See rule *800.2*

Oracle The reference that contains the up-to-date wordings (in English) for all tournament-legal cards. A card's Oracle text can be found using the Gatherer card database at Gatherer.Wizards.com. See rule *108.1*

Outside the Game An object is "outside the game" if it isn't in any of the game's zones. See rule *400.10*

Overload A keyword ability that allows a spell to affect either a single target or many objects. See rule *702.95*, "Overload."

Owner The player who (for purposes of the game) a card, token, or copy of a spell belongs to. See rules *108.3*, *110.2*, *110.5a*, and *111.2*.

Paired A term that describes a creature that's been affected by a soulbond ability. See rule *702.94*, "Soulbond."

Pass To decline to take any action (such as casting a spell or activating an ability) when you have priority. See rule *116*, "Timing and Priority."

Pass in Succession All players "pass in succession" if each player in the game (starting with any one of them) opts not to take an action upon receiving priority. See rule *116*, "Timing and Priority."

Pay To perform the actions required by a cost. This often means, but is not restricted to, spending resources such as mana or life. See rule *117*, "Costs."

Permanent A card or token on the battlefield. See rule *110*, "Permanents."

Permanent Card A card that could be put onto the battlefield. See rule *110.4a*

Permanent Spell A spell that will enter the battlefield as a permanent as part of its resolution. See rule *110.4b*

Permanently (Obsolete) An obsolete term used to indicate that a continuous effect has no duration and thus lasts until the end of the game. Cards printed with this term have received errata in the Oracle card reference to delete it.

Persist A keyword ability that can return a creature from the graveyard to the battlefield. See rule *702.78*, "Persist."

Phase

1. A subsection of a turn. See section 5, *Turn Structure <mtgcr-sec-turn-structure>*.
2. A permanent "phases in" when its status changes from phased out to phased in. A permanent "phases out" when its status changes from phased in to phased out. See rule *702.25*, "Phasing."

Phased In, Phased Out A status a permanent may have. Phased-in is the default status. Phased-out permanents are treated as though they do not exist. See rule *110.6* and rule *702.25*, "Phasing." ("Phased-out" was a zone in older versions of the rules.)

Phasing A keyword ability that causes a permanent to sometimes be treated as though it does not exist. See rule *702.25*, "Phasing."

Phenomenon A card type seen only on nontraditional *Magic* cards in the Planechase casual variant. A phenomenon card is not a permanent. See rule *310*, "Phenomena."

Phyrexian Mana Symbol A mana symbol that represents a cost that can be paid either by spending colored mana or by paying life. See rule *107.4*

Phyrexian Symbol A symbol used in rules text to represent any of the five Phyrexian mana symbols. See rule *107.4g*

Pile A temporary grouping of cards. See rule *700.3*

Placed If a spell or ability refers to a counter being "placed" on a permanent, it means putting a counter on that permanent while it's on the battlefield, or that permanent entering the battlefield with a counter on it. See rule *121*, "Counters."

Plains One of the five basic land types. Any land with this subtype has the ability " : Add to your mana pool." See rule *305.6*

Plainscycling See Typecycling.

Plainswalk See Landwalk.

Planar Deck A deck of at least ten plane cards needed to play the Planechase casual variant. See rule *901.3*

Planar Die A specialized six-sided die needed to play the Planechase casual variant. See rule *901.3*

Plane A card type seen only on nontraditional *Magic* cards in the Planechase casual variant. A plane card is not a permanent. See rule *309*, "Planes."

Planechase A casual variant in which plane cards and phenomenon cards add additional abilities and randomness to the game. See rule *901*, "Planechase."

Planeswalk To put each face-up plane card or phenomenon card on the bottom of its owner's planar deck face down, then move the top card of your planar deck off that planar deck and turn it face up in a Planechase game. See rule *701.21*, "Planeswalk."

Planeswalker A card type. A planeswalker is a permanent. See rule *306*, "Planeswalkers."

Planeswalker Symbol The Planeswalker symbol {PW} appears on the planar die in the Planechase casual variant. See rule *107.11*

Planeswalker Type A subtype that's correlated to the planeswalker card type. See rule *306*, "Planeswalkers." See rule *205.3j* for the list of planeswalker types. See also Planeswalker Uniqueness Rule.

Planeswalker Uniqueness Rule A state-based action that causes a player who controls two or more planeswalkers with the same planeswalker type to put all but one of those planeswalkers into their owners' graveyards. See rule *704.5j*

Play

1. To play a land is to put a land onto the battlefield as a special action. See rule *115*, "Special Actions," and rule *305*, "Lands."
2. To play a card is to play that card as a land or cast that card as a spell, whichever is appropriate. See rule *601*, "Casting Spells."
3. (Obsolete) Casting a spell used to be known as playing a spell. Cards with that text have received errata in the Oracle card reference. See Cast.
4. (Obsolete) Activating an activated ability used to be known as playing an activated ability. Cards with that text have received errata in the Oracle card reference. See Activate.
5. (Obsolete) The battlefield used to be known as the in-play zone. Cards that were printed with text that contains the phrases "in play," "from play," "into play," or the like are referring to the battlefield and have received errata in the Oracle card reference. See Battlefield.

Player One of the people in the game. See rule *102*, "Players."

Poison Counter A counter that may be given to a player. See rule *121*, "Counters," and rule *704.5c*.

Poisoned Having one or more poison counters. See rule *121*, "Counters."

Poisonous A keyword ability that causes a player to get poison counters. See rule *702.69*, "Poisonous."

Poly Artifact (Obsolete) An obsolete term that appeared on the type line of artifacts with activated abilities that didn't cause the artifact to be tapped as a cost. Cards printed with this text have received errata in the Oracle card reference to simply say "Artifact."

Populate A keyword action that creates a copy of a creature token you control. See rule *701.27*, "Populate."

Postcombat Main Phase A main phase that occurs after a combat phase. See Main Phase.

Power

1. Part of a card that only creatures have. A creature card's power is printed before the slash in its lower right corner. See rule *208*, "Power/Toughness."
2. A characteristic that only creatures have. See rule *302.4*

Precombat Main Phase The first main phase of a turn. See Main Phase.

Prevent A word used by prevention effects to indicate what damage will not be dealt. See rule *615*, "Prevention Effects."

Prevention Effect A kind of continuous effect that watches for a damage event that would happen and completely or partially prevents the damage that would be dealt. See rule *615*, "Prevention Effects."

Priority Which player can take actions at any given time is determined by a system of "priority." See rule *116*, "Timing and Priority."

Proliferate To give an additional counter to any number of players and/or permanents that already have a counter. See rule *701.24*, "Proliferate."

Protection A keyword ability that provides a range of benefits against objects with a specific quality. See rule *702.16*, "Protection."

Provoke A keyword ability that can force a creature to block. See rule *702.38*, "Provoke."

Prowl A keyword ability that may allow a spell to be cast for an alternative cost. See rule *702.75*, "Prowl."

Public Zone A zone in which all players can be expected to see the cards' faces. See rule *400.2* See also Hidden Zone.

Rampage A keyword ability that can make a creature better in combat. See rule *702.22*, "Rampage."

Range of Influence See Limited Range of Influence.

Reach A keyword ability that allows a creature to block an attacking creature with flying. See rule *702.17*, "Reach." See also Flying.

Rebound A keyword ability that allows an instant or sorcery spell to be cast a second time. See rule *702.87*, "Rebound."

Recover A keyword ability that lets a player return a card from his or her graveyard to his or her hand. See rule *702.58*, "Recover."

Redirect (Obsolete) Some older cards were printed with the term "redirect" to indicate a redirection effect. Such cards have received errata in the Oracle card reference so they explicitly state that damage that would be dealt to one object or player is dealt "instead" to another. See Redirection Effect.

Redirection Effect A kind of replacement effect that causes damage that would be dealt to one creature, planeswalker, or player to be dealt instead to another creature, planeswalker, or player. See rule *614.9*

Regenerate To replace a permanent's destruction with an alternate sequence of events. See rule *701.12*, "Regenerate."

Reinforce A keyword ability that lets a player put +1/+1 counters on a creature. See rule *702.76*, "Reinforce."

Reminder Text Parenthetical text in italics in the text box of a card that summarizes a rule that applies to that card, but is not actually rules text and has no effect on play. See rule *207.2*

Removed from Combat Certain events can cause an attacking or blocking creature, or a planeswalker that's being attacked, to be "removed from combat." A permanent that's removed from combat has no further involvement in that combat phase. See rule *506.4*

Remove from the Game, Removed, Removed-from-the-Game Zone (Obsolete) "Remove [something] from the game" is an obsolete term for "exile [something]." "The removed card" is an obsolete term for "the exiled card." The removed-from-the-game zone is an obsolete term for the exile zone. Cards with that text have received errata in the Oracle card reference. See Exile.

Replacement Effect A kind of continuous effect that watches for a particular event that would happen and completely or partially replaces that event with a different event. See rule *614*, "Replacement Effects."

Replicate A keyword ability that creates copies of a spell. See rule *702.55*, "Replicate."

Requirement An effect that forces one or more creatures to attack or block. See rules *508.1d* and *509.1c*.

Resolve When the spell or ability on top of the stack "resolves," its instructions are followed and it has its effect. See rule *608*, "Resolving Spells and Abilities."

Restart the Game To immediately end the current game and restart it. See rule *104*, "Ending the Game."

Respond To cast an instant spell or activate an ability while another spell or ability is already on the stack. See rule *116.7*

Restriction An effect that precludes one or more creatures from attacking or blocking. See rules *508.1c* and *509.1b*.

Retrace A keyword ability that lets a player cast a card from his or her graveyard. See rule *702.80*, "Retrace."

Reveal To show a card to all players for a brief time. See rule *701.13*, "Reveal."

Ripple A keyword ability that may let a player cast extra cards from his or her library for no cost. See rule *702.59*, "Ripple."

Rules Text A characteristic that defines a card's abilities. See rule *207.1*

Sacrifice To move a permanent you control to its owner's graveyard. See rule *701.14*, "Sacrifice."

Scavenge A keyword ability that allows you to exile a creature card from your graveyard to put +1/+1 counters on a creature. See rule *702.96*, "Scavenge."

Scheme A card type seen only on nontraditional *Magic* cards in the Archenemy casual variant. A scheme card is not a permanent. See rule *312*, "Schemes."

Scry To manipulate some of the cards on top of your library. See rule *701.18*, "Scry."

Search To look at all cards in a stated zone and possibly find a card that matches a given description. See rule *701.15*, "Search."

Set Aside (Obsolete) "Set [something] aside" is an obsolete term for "exile [something]." Cards with that text have received errata in the Oracle card reference. See Exile.

Set in Motion To move a scheme card off the top of your scheme deck and turn it face up. See rule *701.22*, "Set in Motion."

Shadow A keyword ability that restricts how a creature may be blocked and which creatures it can block. See rule *702.27*, "Shadow."

Shared Life Total In the Two-Headed Giant multiplayer variant, each team has a "shared life total" rather than each player having an individual life total. See rule *810*, "Two-Headed Giant Variant."

Shared Team Turns Option An option that may be used in certain multiplayer variants, such as Two-Headed Giant and Archenemy. See rule *805*, "Shared Team Turns Option."

Shortcut A mutually understood way for the game to advance forward a number of game choices (either taking an action or passing priority) without players needing to explicitly identify each such choice. See rule *716*, "Taking Shortcuts."

Shroud A keyword ability that precludes a permanent or player from being targeted. See rule *702.18*, "Shroud."

Shuffle To randomize the cards in a deck (before a game) or library (during a game). See rule *103.1*

Sideboard Extra cards that may be used to modify a deck between games of a match. See rules *100.4*.

Skip Effects that use the word "skip" are replacement effects. The word "skip" indicates what events, steps, phases, or turns will be replaced with nothing. See rule *614*, "Replacement Effects."

Slivercycling See Typecycling.

Snow A supertype that's normally relevant on permanents. See rule *205.4*, "Supertypes."

Snow Mana Symbol The snow mana symbol represents a cost that can be paid with one mana produced by a snow permanent. See rule *107.4h*

Snow-Covered (Obsolete) Some older cards were printed with the term "snow-covered" in their rules text. Except when referencing card names, such cards have received errata in the Oracle card reference to reference the supertype "snow" instead. See Snow.

Sorcery A card type. A sorcery is not a permanent. See rule *307*, "Sorceries."

Soulbond A keyword ability that makes creatures better by pairing them together. See rule *702.94*, "Soulbond."

Soulshift A keyword ability that lets a player return a card from his or her graveyard to his or her hand. See rule *702.45*, "Soulshift."

Source of an Ability The object that generated that ability. See rule *112.7*

Source of Damage The object that dealt that damage. See rule *609.7*

Special Action An action a player may take that doesn't use the stack. See rule *115*, "Special Actions."

Spell A card on the stack. Also a copy (of either a card or another spell) on the stack. See rule *111*, "Spells."

Spell Ability A kind of ability. Spell abilities are abilities that are followed as instructions while an instant or sorcery spell is resolving. See rule *112.3a*

Spell Type A subtype that's correlated to the instant card type and the sorcery card type. See rule *304*, "Instants," and rule *307*, "Sorceries." See rule *205.3k* for the list of spell types.

Splice A keyword ability that lets a player copy a card's text box onto another spell. See rule *702.46*, "Splice."

Split Cards Cards with two card faces on a single card. See rule *708*, "Split Cards."

Split Second A keyword ability that makes it nearly impossible for a player to respond to a spell. See rule *702.60*, "Split Second."

Stack A zone. The stack is the zone in which spells, activated abilities, and triggered abilities wait to resolve. See rule *405*, "Stack."

Starting Hand Size The number of cards a player draws as a game begins. In most games, each player's starting hand size is seven. See rule *103.4*

Starting Life Total The amount of life a player has as a game begins. In most games, each player's starting life total is 20. See rule *103.3*

Starting Player The player chosen to take the first turn of a game. See rule *103.2*

Starting Team The team chosen to take the first turn of a game using the shared team turns option. See rule *103.2*

State-Based Actions Game actions that happen automatically whenever certain conditions are met. See rule *704*, "State-Based Actions."

State Trigger A triggered ability that triggers when a game state is true rather than triggering when an event occurs. See rule *603.8*

Static Ability A kind of ability. Static abilities do something all the time rather than being activated or triggered. See rule *112*, "Abilities," and rule *604*, "Handling Static Abilities."

Status The physical state of a permanent. See rule *110.6*

Step A subsection of a phase. See section 5, *Turn Structure <mtgcr-sec-turn-structure>*.

Storm A keyword ability that creates copies of a spell. See rule *702.39*, "Storm."

Subgame A completely separate *Magic* game created by an effect. See rule *715*, "Subgames."

Subtype A characteristic that appears after the card type and a long dash on a card's type line. See rule *205.3*, "Subtypes."

Successfully Cast (Obsolete) A term that was printed on some older cards. In general, cards that referred to a spell being "successfully cast" have received errata in the Oracle card reference to simply refer to a spell being "cast."

Summon (Obsolete) Older creature cards were printed with "Summon [creature type]" on their type lines. All such cards have received errata in the Oracle card reference to say "Creature – [creature type]." (Many of these cards' creature types have also been updated.) See Creature.

Summoning Sickness Rule Informal term for a player's inability to attack with a creature or to activate its abilities that include the tap symbol or the untap symbol unless the creature has been under that player's control since the beginning of that player's most recent turn. See rule *302.6* See also Haste.

Sun Symbol A symbol found in the upper left corner of the front face of a double-faced card. See rule *711*, "Double-Faced Cards."

Sunburst A keyword ability that can have a permanent enter the battlefield with +1/+1 counters or charge counters on it. See rule *702.43*, "Sunburst."

Supertype A characteristic that appears before the card type on a card's type line. Most cards don't have a supertype. See rule *205.4*, "Supertypes."

Supervillain Rumble A Free-for-All game in which each player is an archenemy. See rule *806*, "Free-for-All," and rule *904*, "Archenemy."

Suspend A keyword ability that provides an alternate way to play a card. See rule *702.61*, "Suspend." A card is "suspended" if it's in the exile zone, has suspend, and has a time counter on it.

Swamp One of the five basic land types. Any land with this subtype has the ability " : Add to your mana pool." See rule *305.6*

Swampcycling See Typecycling.

Swampwalk See Landwalk.

Tap To turn a permanent sideways from an upright position. See rule *701.17*, "Tap and Untap."

Tapped A status a permanent may have. See rule *110.6* and rule *701.17*, "Tap and Untap." See also Untapped.

Tap Symbol The tap symbol in an activation cost means "Tap this permanent." See rule *107.5*

Target A preselected object, player, and/or zone a spell or ability will affect. See rule *114*, "Targets."

Team A group of players who share a common victory condition in a multiplayer game. See rule *808*, "Team vs. Team Variant," rule *809*, "Emperor Variant," rule *810*, "Two-Headed Giant Variant," and rule *811*, "Alternating Teams Variant."

Teammate In a multiplayer game between teams, a player's teammates are the other players on his or her team. See rule *102.3*

Team vs. Team Variant A multiplayer variant played among two or more teams, each of which sits together. See rule *808*, "Team vs. Team Variant."

Text Box Part of a card. The text box is printed on the lower half of the card and contains the card's rules text, reminder text, and flavor text. See rule *207*, "Text Box."

Text-Changing Effect A continuous effect that changes the text that appears in an object's text box and/or type line. See rule *612*, "Text-Changing Effects."

Threshold "Threshold" used to be a keyword ability. It is now an ability word and has no rules meaning. All cards printed with the threshold keyword have received errata in the Oracle card reference.

Timestamp Order A system used to determine in which order continuous effects in the same layer or sublayer are applied. See rule *613.6* See also Dependency.

Token A marker used to represent any permanent that isn't represented by a card. See rule *110.5*

Tombstone Icon An icon that appears in the upper left of some *Odyssey* block cards that has no effect on game play. See rule *107.9*

Total Casting Cost (Obsolete) An obsolete term for converted mana cost. Cards printed with this text have received errata in the Oracle card reference.

Total Cost What a player actually has to pay, in practical terms, to cast a spell or activated ability: the mana cost, activation cost, or alternative cost, plus all cost increases (including additional costs) and minus all cost reductions. See rule *601.2e*

Totem Armor A keyword ability that allows an Aura to protect the permanent it's enchanting. See rule *702.88*, "Totem Armor."

Toughness

1. Part of a card that only creatures have. A creature card's toughness is printed after the slash in its lower right corner. See rule *208*, "Power/Toughness."
2. A characteristic that only creatures have. See rule *302.4*

Tournament An organized play activity where players compete against other players. See rule *100.6*

Tournament Rules Additional rules that apply to games played in a sanctioned tournament. See rule *100.6*

Traditional *Magic* Card A *Magic* card that measures approximately 2.5 inches (6.3 centimeters) by 3.5 inches (8.8 centimeters). See rule *108.2*

Trample A keyword ability that modifies how a creature assigns combat damage. See rule *702.19*, "Trample."

Transfigure A keyword ability that lets a player search his or her library for a replacement creature card. See rule *702.70*, "Transfigure."

Transform To turn a double-faced card so its other face is up. See rule *701.25*, "Transform."

Transmute A keyword ability that lets a player search his or her library for a replacement card. See rule *702.52*, "Transmute."

Tribal A card type. Whether or not a tribal is a permanent depends on its other card type. See rule *308*, "Tribals."

Trigger Whenever a game event or game state matches a triggered ability's trigger event, that ability automatically "triggers." That means its controller puts it on the stack the next time a player would receive priority. See rule *603*, "Handling Triggered Abilities."

Trigger Condition The first part of a triggered ability, consisting of "when," "whenever," or "at" followed by a trigger event. See rule *603*, "Handling Triggered Abilities."

Triggered Ability A kind of ability. Triggered abilities begin with the word "when," "whenever," or "at." They're written as "[Trigger condition], [effect]." See rule *112*, "Abilities," and rule *603*, "Handling Triggered Abilities."

Trigger Event The event that a triggered ability looks for. Whenever the trigger event occurs, the triggered ability triggers. See rule *603*, "Handling Triggered Abilities."

Turn-Based Actions Game actions that happen automatically when certain steps or phases begin, or when each step or phase ends. See rule *703*, "Turn-Based Actions."

Turn Markers Markers used to keep track of which players are taking turns in a Grand Melee game. See rule *807.4*

Two-Headed Giant Variant A multiplayer variant played among two-player teams that each have a shared life total and take a simultaneous turn. See rule *810*, "Two-Headed Giant Variant."

Type

1. An object's card type or, more broadly, its card type, subtype, and/or supertype. See rule *205*, "Type Line," and section 3, "Card Types."
2. An attribute mana has. See rule *106*, "Mana."

Type Icon An icon that appears in the upper left of some *Future Sight* cards that has no effect on game play. See rule *107.10*

Type Line Part of a card. The type line is printed directly below the illustration and contains the card's card type(s), subtype(s), and/or supertype(s). See rule *205*, "Type Line."

Type-Changing Effect An effect that changes an object's card type, subtype, and/or supertype. See rules *205.1a*-b, *305.7*, and *613.1d*.

Typecycling A variant of the cycling ability. See rule *702.28*, "Cycling."

Unattach To move an Equipment away from the creature it's attached to so that the Equipment is on the battlefield but is not equipping anything. See rule *701.3d*

Unblockable (Obsolete) A term that meant "can't be blocked." Cards that used this term have received errata in the Oracle card reference.

Unblocked Creature An attacking creature once no creature has been declared as a blocker for it, unless an effect has caused it to become blocked. It remains an unblocked creature until it's removed from combat or the combat phase ends, whichever comes first. See rule *509*, "Declare Blockers Step."

Undying A keyword ability that can return a creature from the graveyard to the battlefield. See rule *702.92*, "Undying."

Unearth A keyword ability that lets a player return a creature card from his or her graveyard to the battlefield. See rule *702.83*, "Unearth."

Unflipped A default status a permanent may have. See rule *110.6* and rule *709*, "Flip Cards." See also Flipped.

Unleash A keyword ability that allows a creature to enter the battlefield with a +1/+1 counter on it and stops it from blocking if it has a +1/+1 counter on it. See rule *702.97*, "Unleash."

Unless A word used to indicate a certain style of cost. See rule *117.12a*

Untap To rotate a permanent back to the upright position from a sideways position. See rule *701.17*, "Tap and Untap."

Untap Step Part of the turn. This step is the first step of the beginning phase. See rule *502*, "Untap Step."

Untap Symbol The untap symbol in an activation cost means "Untap this permanent." See rule *107.6*

Untapped A default status a permanent may have. See rule *110.6* and rule *701.17*, "Tap and Untap." See also Tapped.

Upkeep Step Part of the turn. This step is the second step of the beginning phase. See rule *503*, "Upkeep Step."

Vanguard

1. A casual variant in which each player plays the role of a famous character. See rule *902*, "Vanguard."
2. A card type seen only on nontraditional *Magic* cards in the Vanguard casual variant. A vanguard card is not a permanent. See rule *311*, "Vanguards."

Vanishing A keyword ability that limits how long a permanent remains on the battlefield. See rule *702.62*, "Vanishing."

Variant An additional set of rules that determines the style of a multiplayer game. See rule *800.2*

Vigilance A keyword ability that lets a creature attack without tapping. See rule *702.20*, "Vigilance."

Wall A creature type with no particular rules meaning. Older cards with the Wall creature type but without defender had an unwritten ability that precluded them from attacking. Those cards have received errata in the Oracle card reference to have defender. Some older cards that referenced the Wall creature type have also received errata. See Defender.

Win the Game There are several ways to win the game. See rule *104*, "Ending the Game," and rules *810.8* (for additional rules for Two-Headed Giant games) and rule *809.5* (for additional rules for Emperor games).

Wither A keyword ability that affects how an object deals damage to a creature. See rule *702.79*, "Wither."

Wizardcycling See Typecycling.

World A supertype that's normally relevant on enchantments. See rule *205.4*, "Supertypes." See also World Rule.

World Rule A state-based action that causes all permanents with the world supertype except the one that has had the world supertype for the shortest amount of time are put into their owners' graveyards. See rule *704.5m*

X A placeholder for a number that needs to be determined. See rule *107.3*

Y See X.

You, Your Words that refer to an object's controller, its would-be controller (if a player is attempting to cast or activate it), or its owner (if it has no controller). See rule *109.5*

Zone A place where objects can be during a game. See section 4, *Zones*.

Zone-Change Triggers Trigger events that involve objects changing zones. See rule *603.6*

5.27.11 Credits

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