The Lord of the Rings: Tales of Middle-earth™ **November 2023 Release Notes**

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Document last modified August 30, 2023

The Release Notes include information concerning the release of a new *Magic: The Gathering*® set, as well as a collection of clarifications and rulings involving that set's cards. It's intended to make playing with the new cards more fun by clearing up the common misconceptions and confusion inevitably caused by new mechanics and interactions. As future sets are released, updates to the *Magic*™ rules may cause some of this information to become outdated. Go to **Magic.Wizards.com/Rules** to find the most up-to-date rules.

The "General Notes" section includes information about card legality and explains some of the mechanics and concepts in the set.

The "Card-Specific Notes" sections contain answers to the most important, most common, and most confusing questions players might ask about cards in the set. Items in the "Card-Specific Notes" sections include full card text for your reference. Not all cards in the set are listed.

GENERAL NOTES

Card Legality

The Lord of the Rings: Tales of Middle-earth cards with the LTR set code are permitted in the Modern format, as well as in Commander, Legacy, and Vintage.

New *The Lord of the Rings: Tales of Middle-earth* Commander cards with the LTC set code are permitted in the Commander, Legacy, and Vintage formats. Reprinted cards with the LTC set code are legal for play in any format where a card with the same name is permitted.

Go to **Magic.Wizards.com/Formats** for a complete list of formats and their permitted card sets and banned lists.

Go to **Magic.Wizards.com/Commander** for more information on the Commander variant.

Go to **Locator.Wizards.com** to find an event or store near you.

THE LORD OF THE RINGS: TALES OF MIDDLE-EARTH JUMPSTART VOL. 2 CARD-SPECIFIC NOTES:

Minas Tirith Garrison
{3}{U}
Creature — Human Soldier
*/5
Minas Tirith Garrison's power is equal to the number of cards in your hand.
Whenever Minas Tirith Garrison attacks, you may tap any number of untapped Humans you control. Draw a card for each Human tapped this way.

- The ability that defines Minas Tirith Garrison's power applies in all zones, not just the battlefield.

- You choose how many and which creatures to tap while Minas Tirith Garrison's last ability is resolving. No player may take any other actions between the time you make this choice and the time at which you draw cards.

- If an attacking Human is tapped for Minas Tirith Garrison's ability (perhaps because it has vigilance or it was untapped after being declared as an attacker), that Human remains an attacking creature.

- If Minas Tirith Garrison is untapped as its last ability resolves, it can be tapped for its own last ability.

Mirkwood Channeler
{3}{G}
Creature — Elf Druid
3/3
At the beginning of combat on your turn, target Elf you
control gains trample and gets +X/+X until end of turn,
where X is the number of Forests you control.

- Count the number of Forests you control as Mirkwood Channeler's ability resolves to determine the value of X.

Riders of the Mark
{6}{R}
Creature — Human Knight
7/4
This spell costs {1} less to cast for each Human you
control.
Trample, haste
At the beginning of your end step, if Riders of the Mark
attacked this turn, return it to its owner's hand. If you
do, create a number of 1/1 white Human Soldier
creature tokens equal to its toughness.

- If Riders of the Mark leaves the battlefield before its triggered ability resolves, you can't return it to its owner's hand from its new zone.

- Use Riders of the Mark's toughness as it last existed on the battlefield to determine how many 1/1 white Human Soldier creature tokens to create.

- You won't create tokens if Riders of the Mark is returned to your hand by an effect other than its own triggered ability.

Warg Rider
{4}{B}
Creature — Orc Warrior
4/3
Menace
Other Orcs and Goblins you control have menace.
At the beginning of combat on your turn, amass Orcs 2.
*(Put two +1/+1 counters on an Army you control. It's
also an Orc. If you don't control an Army, create a 0/0
black Orc Army creature token first.)*

- To amass Orcs N, if you don't control an Army creature, create a 0/0 black Orc Army creature token. Then you choose an Army creature you control and put N +1/+1 counters on it. If that Army isn't already an Orc, it becomes an Orc in addition to its other types.

- In the rare case that you control multiple Army creatures (perhaps because you cast a creature with changeling) while you amass Orcs, you choose which of your Army creatures to put the +1/+1 counters on. If that creature isn't an Orc, it becomes an Orc in addition to its other types.

- If you don't control an Army, the Orc Army token you create enters the battlefield as a 0/0 creature before receiving counters. Any abilities that trigger when a creature with a certain power enters the battlefield, such as that of Mentor of the Meek, will see the token enter as a 0/0 creature before it gets +1/+1 counters.

THE LORD OF THE RINGS: TALES OF MIDDLE-EARTH SCENE BOX CARD-SPECIFIC NOTES

Andúril, Narsil Reforged
{2}
Legendary Artifact — Equipment
Ascend *(If you control ten or more permanents, you get
the city's blessing for the rest of the game.)*
Whenever equipped creature attacks, put a +1/+1
counter on each creature you control. If you have the
city's blessing, put two +1/+1 counters on each creature
you control instead.
Equip {3}

- If you cast a spell with ascend, you don't get the city's blessing until it resolves. Players may respond to that spell by trying to change whether you get the city's blessing.

- Once you have the city's blessing, you have it for the rest of the game, even if you lose control of some or all your permanents. The city's blessing isn't a permanent itself and can't be removed by any effect.

- A permanent is any object on the battlefield, including tokens and lands. Spells and emblems aren't permanents.

- If you control ten permanents but don't control a permanent or resolving spell with ascend, you don't get the city's blessing. For example, if you control ten permanents, lose control of two, then cast Andúril, Narsil Reforged, you won't have the city's blessing.

- If your tenth permanent enters the battlefield and then a permanent leaves the battlefield immediately afterwards (most likely due to the "legend rule" or due to being a creature with 0 toughness), you get the city's blessing before it leaves the battlefield.

- Ascend on a permanent isn't a triggered ability and doesn't use the stack. Players can respond to a spell that will give you your tenth permanent, but they can't respond to you getting the city's blessing once you control that tenth permanent. This means that if your tenth permanent is a land you play, players can't respond before you get the city's blessing.

Aragorn, Hornburg Hero
{1}{R}{G}{W}
Legendary Creature — Human Soldier
4/4
Attacking creatures you control have first strike and renown 1. *(When a creature with renown 1 deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.)*
Whenever a renowned creature you control deals combat damage to a player, double the number of +1/+1 counters on it.

- If a creature has multiple instances of renown, each triggers separately. The first one that resolves causes the creature to become renowned, which means any additional renown abilities that creature has will have no effect. The creature's controller chooses what order to put those renown abilities on the stack, so they can choose to have the ability with the higher renown number resolve first.

- When a creature you control that isn't renowned deals combat damage to a player, you'll put a +1/+1 counter on it and it will become renowned. Since it wasn't renowned when it dealt combat damage, Aragorn, Hornburg Hero's last ability won't trigger, and you won't double the number of +1/+1 counters on it.

- Renown won't trigger when a creature deals damage to a planeswalker, a battle, or another creature. It also won't trigger when a creature deals noncombat damage to a player.

- If Aragorn, Hornburg Hero leaves the battlefield after first strike damage is dealt but before regular combat damage, creatures you control that dealt first strike damage but no longer have first strike won't also deal regular combat damage (unless they have double strike for some reason).

Arboreal Alliance
{X}{G}{G}
Enchantment
When Arboreal Alliance enters the battlefield, create an X/X green Treefolk creature token.
Whenever you attack with one or more Elves, populate.
(Create a token that's a copy of a creature token you control.)

- If Arboreal Alliance enters the battlefield without being cast, or if you cast it with X equal to 0, you'll create a 0/0 green Treefolk creature token. Unless something else is raising its toughness, it will immediately die.

- Arboreal Alliance's last ability triggers whenever you attack with at least one Elf. You populate exactly once as it resolves, no matter how many Elves you attacked with.

- If you control no creature tokens when you populate, nothing will happen.

- The new creature token copies the characteristics of the original token as stated by the effect that created the original token.

- The new token doesn't copy whether the original token is tapped or untapped, whether it has any counters on it or Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, color, and so on.

> Call Forth the Tempest
> {5}{R}{R}{R}
> Sorcery
> Cascade, cascade *(When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order. Then do it again.)*
> Call Forth the Tempest deals damage to each creature your opponents control equal to the total mana value of other spells you've cast this turn.

- Count the mana values of all other spells you've cast this turn before Call Forth the Tempest resolved, including any spells that you've cast due to Call Forth the Tempest's cascade abilities. It doesn't matter whether those spells resolved; you only need to have cast them. Conversely, if you copy a spell without casting it, you won't include that copy's mana value in the amount of damage Call Forth the Tempest deals.

- Each instance of cascade triggers and resolves separately. The spell you cast due to the first cascade ability will go on the stack on top of the second cascade ability. That spell will resolve before you exile cards for the second cascade ability.

- No matter what spell you cast with the first cascade ability (or with any cascade abilities that result from casting that spell), the second cascade ability will look for a card with mana value less than Call Forth the Tempest's mana value of 8.

- A spell's mana value is determined only by its mana cost. Ignore any alternative costs, additional costs, cost increases, or cost reductions.

- Cascade triggers when you cast the spell, meaning that it resolves before that spell. If you end up casting the exiled card, it will go on the stack above the spell with cascade.

- When the cascade ability resolves, you must exile cards. The only optional part of the ability is whether or not you cast the last card exiled.

- If a spell with cascade is countered, the cascade ability will still resolve normally.

- You exile the cards face up. All players will be able to see them.

- If you cast a card "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs. If the card has any mandatory additional costs, you must pay those to cast the card.

- If the card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

- Due to a 2021 rules change to cascade, not only do you stop exiling cards if you exile a nonland card with lesser mana value than the spell with cascade, but the resulting spell you cast must also have lesser mana value. Previously, in cases where a card's mana value differed from the resulting spell, such as with some

modal double-faced cards or cards with an Adventure, you could cast a spell with a higher mana value than the exiled card.

Courageous Resolve
{2}{W}
Instant
Up to one target creature you control gains protection from each of your opponents until end of turn. Draw a card. *(It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything controlled by those players.)*
Fateful hour — If you have 5 or less life, you can't lose life this turn, you can't lose the game this turn, and your opponents can't win the game this turn.

- Protection from your opponents means that the target creature has protection from each object controlled by those opponents. If an object has no controller (such as a card in a graveyard), its owner is considered its controller for this purpose.

- If you cast Courageous Resolve and your life total is 5 or less when it resolves, for the rest of that turn, no game effect can cause you to lose the game or cause any opponent to win the game. It doesn't matter whether you have 0 or less life, you're forced to draw a card while your library is empty, you have ten or more poison counters, you're at the end of your Nine Lives, your opponent is a Triskaidekaphile, and so on. You keep playing.

- Courageous Resolve checks your life total only at the time it resolves. If it's 5 or less at that time, even if you gain life later in the turn, you'll still be unable to lose life or lose the game that turn, and your opponents will still be unable to win the game that turn.

- Other circumstances can still cause you to lose the game. For example, you will lose a game if you concede or if you're penalized with a Game Loss or a Match Loss during a sanctioned tournament due to a tournament rules infraction.

- If you cast Courageous Resolve in a Two-Headed Giant game and your team's life total is 5 or less when it resolves, your team can't lose the game that turn and the opposing team can't win the game that turn.

- Courageous Resolve doesn't prevent damage. Rather, it changes the results of that damage. For example, if a creature with lifelink deals damage to you, you won't lose any life, but its controller will still gain that much life. Similarly, if a creature with infect deals damage to you, you'll still receive that many poison counters.

- Abilities that trigger whenever damage is dealt to you will still trigger because that damage is still dealt, even though your life total won't change as a result.

- Spells and abilities that would normally cause you to lose life still resolve, but the life-loss part simply has no effect.

- You can't pay a cost that includes the payment of any amount of life other than 0 life. However, you can choose to be dealt damage, even though that damage won't result in your life total changing.

- Effects that replace an event with having you lose life (such as Tainted Remedy) will end up replacing the event with nothing.

- If an effect says to set your life total to a certain number and that number is less than your current life total, that part of the effect won't do anything.

- If an effect would cause you to exchange life totals with another player whose life total is lower than yours, the exchange won't happen. Neither player's life total changes.

- In a Commander game, combat damage you're dealt by a commander is still tracked, even if you don't lose life as a result.

- You can choose not to target a creature just to draw a card and, if you have 5 or less life, to get the additional effects listed. However, if you do choose a target, and that target is illegal at the time Courageous Resolve tries to resolve, it won't resolve and none of its effects will happen. You won't draw a card, and the additional effects won't occur even if you have 5 or less life.

Fell Beast of Mordor
{2}{B}{B}
Creature — Drake Beast
3/3
Flying
Devour 1 *(As this enters the battlefield, you may sacrifice any number of creatures. This creature enters the battlefield with that many +1/+1 counters on it.)*
Whenever Fell Beast of Mordor enters the battlefield or attacks, target opponent loses X life and you gain X life, where X is the number of +1/+1 counters on it.

- Fell Beast of Mordor can't devour creatures entering the battlefield at the same time as it.

- If Fell Beast of Mordor isn't on the battlefield as its ability resolves, use the number of +1/+1 counters that were on it when it was last on the battlefield to determine the value of X.

Fell Beast's Shriek
{U}{R}
Sorcery
Each opponent chooses a creature they control. Tap and goad the chosen creatures. *(Until your next turn, those creatures attack each combat if able and attack a player other than you if able.)*
Splice onto instant or sorcery {2}{U}{R} *(As you cast an instant or sorcery spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

- If, during a player's declare attackers step, a creature that player controls that's been goaded is tapped, is affected by a spell or ability that says it can't attack, or hasn't been under that player's control continuously since the turn began (and doesn't have haste), then it doesn't attack. If there's a cost associated with having a creature attack a player, its controller isn't forced to pay that cost, so it doesn't have to attack that player.

- If the creature doesn't meet any of the above exceptions and can attack, it must attack a player other than the controller of the spell or ability that goaded it if able. If the creature can't attack any of those players but could otherwise attack, it must attack a planeswalker an opponent controls, a battle an opponent protects, or a player who goaded it.

- Being goaded isn't an ability the creature has. Once it's been goaded, it must attack as detailed above even if it loses all abilities.

- Attacking with a goaded creature doesn't cause it to stop being goaded. If there is an additional combat phase that turn, or if another player gains control of it before it stops being goaded, it must attack again if able.

- If a creature you control has been goaded by multiple opponents, it must attack one of your opponents that hasn't goaded it, as that fulfills the maximum number of goad requirements. If a creature you control has been goaded by each of your opponents, the creature must attack an opponent (rather than a planeswalker or battle), but you choose which opponent it attacks.

- The abilities spliced onto the spell happen last, after all of that spell's other effects.

- You reveal all cards you intend to splice at the same time. Each individual card can be spliced only once onto any spell, although multiple cards with the same name may be spliced onto one spell.

- If a spell is copied, choices made while casting it are copied, so the copy will have the same abilities spliced onto it as the original.

- Any cards you splice onto a spell remain in your hand, regardless of what happens to the spell after you cast it.

- If all of the spell's targets are illegal when the spell tries to resolve, it won't resolve and none of its effects will happen, including those from cards spliced onto it.

Galadhrim Brigade
{2}{G}
Creature — Elf Soldier
2/2
Squad {1}{G} *(As an additional cost to cast this spell, you may pay {1}{G} any number of times. When this creature enters the battlefield, create that many tokens that are copies of it.)*
Other Elves you control get +1/+1.

- You may pay the squad cost any number of times. You will get a token that is a copy of that permanent for each time you paid the squad cost. If you paid the squad cost multiple times, the tokens will all enter the battlefield simultaneously.

- If the spell is countered, the squad ability will not trigger, and no tokens will be created.

- The tokens created by the squad ability aren't "cast," so any abilities that trigger when a spell is cast won't trigger for the copies.

- If, for some reason, the creature doesn't have the squad ability when it's on the battlefield, the ability won't trigger, even if you've paid the squad cost one or more times.

Galadriel, Light of Valinor
{2}{G}{W}{U}
Legendary Creature — Elf Noble
3/3
Alliance — Whenever another creature enters the
battlefield under your control, choose one that hasn't
been chosen this turn —
• Add {G}{G}{G}.
• Put a +1/+1 counter on each creature you control.
• Scry 2, then draw a card.

- If multiple creatures enter the battlefield simultaneously, you must still choose different modes for each instance of the triggered ability that's put onto the stack. If more than three creatures enter the battlefield simultaneously, that choice is made only for the first three.

- If all three modes have been chosen this turn, Galadriel, Light of Valinor's triggered ability is removed from the stack with no effect.

- The phrase "that hasn't been chosen this turn" refers only to that specific Galadriel, Light of Valinor. If Galadriel leaves the battlefield and then returns to the battlefield later in the turn, it will be a new object with no memory of the modes chosen when it was previously on the battlefield.

- It doesn't matter who has chosen any particular mode. For example, say you control Galadriel, Light of Valinor and have chosen the first two modes this turn. If an opponent gains control of Galadriel, that player can choose only the third mode this turn.

Galadriel's Dismissal
{W}
Instant
Kicker {2}{W} *(You may pay an additional {2}{W} as
you cast this spell.)*
Target creature phases out. If this spell was kicked,
each creature target player controls phases out instead.
*(Treat phased-out creatures and anything attached to
them as though they don't exist until their controller's
next turn.)*

- Phased-out permanents are treated as though they don't exist. They can't be the targets of spells or abilities, their static abilities have no effect on the game, their triggered abilities can't trigger, they can't attack or block, and so on.

- As a permanent is phased out, Auras and Equipment attached to it also phase out at the same time. Those Auras and Equipment will phase in at the same time that creature does, and they'll phase in still attached to that permanent.

- Permanents phase back in during their controller's untap step, immediately before that player untaps their permanents. Creatures that phase in this way are able to attack during that turn, and their activated abilities with {T} in their costs can be activated. If a permanent had counters on it when it phased out, it will have those counters when it phases back in.

- An attacking or blocking creature that phases out is removed from combat.

- Phasing out doesn't cause any "leaves the battlefield" abilities to trigger. Similarly, phasing in won't cause any "enters the battlefield" abilities to trigger.

- Any continuous effects with a "for as long as" duration ignore phased-out objects. If ignoring those objects causes the effect's conditions to no longer be met, the duration will expire.

- Choices made for permanents as they entered the battlefield are remembered when they phase in.

> Gandalf of the Secret Fire
> {1}{U}{R}{W}
> Legendary Creature — Avatar Wizard
> 3/4
> Whenever you cast an instant or sorcery spell from your hand during an opponent's turn, exile that card with three time counters on it instead of putting it into your graveyard as it resolves. Then if the exiled card doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, play it without paying its mana cost.)*

- When the last time counter is removed from the exiled card, it's cast as a completely new spell. Modes and targets are chosen again. If the spell has any mandatory additional costs, they must be paid again. If they can't be, the spell can't be cast and stays exiled.

- Cards exiled with suspend are exiled face up.

- If an effect refers to a "suspended card," that means a card that (1) has suspend, (2) is in exile, and (3) has one or more time counters on it.

- If the first triggered ability of suspend (the one that removes time counters) is countered, no time counter is removed. The ability will trigger again at the beginning of the card's owner's next upkeep.

- When the last time counter is removed, the second triggered ability of suspend (the one that lets you cast the card) triggers. It doesn't matter why the last time counter was removed or what effect removed it.

- If the second triggered ability is countered, the card can't be cast. It remains exiled with no time counters on it, and it's no longer suspended.

- If you cast a card "without paying its mana cost," such as with suspend, you can't choose to cast it for any alternative costs. You can, however, pay additional costs. If the card has any mandatory additional costs, you must pay those if you want to cast the card.

- You are never forced to activate mana abilities to pay costs, so if there is a mandatory additional mana cost (such as from Thalia, Guardian of Thraben), you can decline to activate mana abilities to pay for it and hence fail to cast the suspended card, leaving it in exile.

- If the card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

- The mana value of a spell cast without paying its mana cost is determined by its mana cost, even though that cost wasn't paid.

- A creature cast using suspend will enter the battlefield with haste. It will have haste until another player gains control of it. (In some rare cases, another player may gain control of the creature spell itself. If this happens, the creature won't enter the battlefield with haste.)

Gimli's Reckless Might
{3}{R}
Enchantment
Creatures you control have haste.
Formidable — Whenever you attack, if creatures you
control have total power 8 or greater, target attacking
creature you control fights up to one target creature you
don't control.

- Gimli's Reckless Might's formidable ability checks the total power of creatures you control twice: once at the appropriate time to see if the ability will trigger, and again as the ability tries to resolve. If, at that time, the total power of creatures you control is no longer 8 or greater, the ability will have no effect.

Isengard Unleashed
{2}{R}{R}{R}
Sorcery
Damage can't be prevented this turn. If a source you
control would deal damage this turn to an opponent or a
permanent an opponent controls, it deals triple that
damage instead.
Flashback {4}{R}{R}{R} *(You may cast this card
from your graveyard for its flashback cost. Then exile
it.)*

- Isengard Unleashed only stops damage from being prevented by effects that use the word "prevent" or keyword abilities like protection that prevent damage.

- Protection prevents damage, so protection will be unable to prevent damage after Isengard Unleashed has resolved. However, this won't allow a spell or ability to target illegally, even if that spell or ability would cause damage to be dealt.

- If a creature with trample you control would deal combat damage to a blocking creature this turn, you must assign its unmodified damage. For example, a 3/3 creature with trample blocked by a 2/2 creature can have 1 damage assigned to the defending player. It will then deal 6 damage to the blocking creature (2 tripled) and 3 to the defending player (1 tripled).

- If an effect such as that of Chandra's Pyrohelix asks you to divide damage among targets, you must divide the unmodified damage before tripling it.

- If you resolve two copies of Isengard Unleashed in one turn, damage dealt by sources you control will be multiplied by 9. If you resolve three, it will be multiplied by 27, and so on.

- "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."

- You must still follow any timing restrictions and permissions, including those based on the card's type. For instance, you can cast a sorcery using flashback only when you could normally cast a sorcery.

- To determine the total cost of a spell, start with the mana cost or alternative cost (such as a flashback cost) you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

- A spell cast using flashback will always be exiled afterward, whether it resolves, is countered, or leaves the stack in some other way.

- You can cast a spell using flashback even if it was somehow put into your graveyard without having been cast.

- If a card with flashback is put into your graveyard during your turn, you can cast it if it's legal to do so before any other player can take any actions.

Legolas's Quick Reflexes
{G}
Instant
Split second *(As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*
Untap target creature. Until end of turn, it gains hexproof, reach, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."

- Players still get priority while a spell with split second is on the stack; their options are just limited to mana abilities and certain special actions.

- Players may turn face-down creatures face up while a spell with split second is on the stack.

- Split second doesn't stop triggered abilities from triggering, such as that of Chalice of the Void. If one does, its controller puts it on the stack and chooses targets for it, if any. Those abilities will resolve as normal.

- Casting a spell with split second won't affect spells and abilities that are already on the stack.

- If the resolution of a triggered ability involves casting a spell, that spell can't be cast if a spell with split second is on the stack.

- After a spell with split second resolves (or otherwise leaves the stack), players may again cast spells and activate abilities before the next object on the stack resolves.

Minas Morgul, Dark Fortress
Legendary Land
Minas Morgul, Dark Fortress enters the battlefield tapped.
{T}: Add {B}.
{3}{B}, {T}: Put a shadow counter on target creature. For as long as that creature has a shadow counter on it, it's a Wraith in addition to its other types. *(A creature with shadow can block or be blocked by only creatures with shadow.)*

- A permanent with a shadow counter on it has shadow.

- Once a creature has been blocked, that creature remains blocked and will deal and be dealt combat damage even if it gains or loses shadow or if the blocking creature gains or loses shadow.

- If an attacking creature has multiple evasion abilities, such as shadow and flying, a creature can block it only if that creature satisfies all of the appropriate evasion abilities.

- Multiple instances of shadow on the same creature are redundant.

Mists of Lórien
{2}{U}
Sorcery
Replicate {U} *(When you cast this spell, copy it for
each time you paid its replicate cost. You may choose
new targets for the copies.)*
Return target nonland permanent and each other
nonland permanent with the same mana value as that
permanent to their owners' hands.

- If a permanent has {X} in its mana cost, X is 0 when determining its mana value.

- If the target nonland permanent is an illegal target as Mists of Lórien tries to resolve, it won't resolve and none of its effects will happen. No permanents will be returned to their owners' hands.

- A copy of a spell can be countered like any other spell, but it must be countered individually. Countering a spell with replicate won't affect the copies.

Mordor on the March
{3}{B}{R}
Sorcery
Exile a creature card from your graveyard. Create a
token that's a copy of it. It gains haste until end of turn.
Exile it at the beginning of the next end step.
Storm *(When you cast this spell, copy it for each spell
cast before it this turn.)*

- The token copies exactly what was printed on the original creature card and nothing else.

- If the copied creature card has {X} in its mana cost, X is 0.

- Any enters-the-battlefield abilities of the copied creature card will trigger when the token enters the battlefield. Any "as [this permanent] enters the battlefield" or "[this permanent] enters the battlefield with" abilities of the copied creature card will also work.

- If another creature becomes a copy of, or enters the battlefield as, a copy of the token, that creature will copy the creature card the token is copying. However, the new copy won't gain haste and you won't exile it at the beginning of the next end step.

- If Mordor on the March creates multiple tokens due to a replacement effect (such as the one Doubling Season creates), each of those tokens will gain haste, and you'll exile each of them at the beginning of the next end step.

- The copies of Mordor on the March created by its storm ability are put directly onto the stack. They aren't cast and won't be counted by other spells with storm cast later in the turn.

- Spells cast from zones other than a player's hand and spells that were countered or otherwise failed to resolve are still counted by the storm ability.

- A copy of a spell can be countered like any other spell, but it must be countered individually. Countering a spell with storm won't affect the copies.

Nazgûl Battle-Mace
{5}
Artifact — Equipment
Equipped creature has menace, deathtouch, annihilator 1, and "Whenever an opponent sacrifices a nontoken permanent, put that card onto the battlefield under your control unless that player pays 3 life." *(Whenever a creature with annihilator 1 attacks, defending player sacrifices a permanent.)*
Equip {3}

- Annihilator abilities trigger and resolve during the declare attackers step. The defending player chooses and sacrifices the required number of permanents before they declare blockers. Any creatures sacrificed this way won't be able to block.

- If a creature with annihilator is attacking a planeswalker, and the defending player chooses to sacrifice that planeswalker, the attacking creature continues to attack. It may be blocked. If it isn't blocked, it simply won't deal combat damage to anything.

- The last ability granted by Nazgûl Battle-Mace triggers whenever an opponent sacrifices a nontoken permanent for any reason, not just due to the annihilator ability.

- If an opponent sacrifices a nontoken permanent, it doesn't matter which graveyard it goes to. The last ability granted by Nazgûl Battle-Mace will trigger.

- If the card leaves the graveyard before the last ability granted by Nazgûl Battle-Mace resolves, the opponent will still have the option to pay 3 life. Regardless of their choice, you can't put the card onto the battlefield, even if it returns to the graveyard before the ability resolves.

- If a replacement effect, such as that of Rest in Peace, causes a sacrificed nontoken permanent to be put into a different public zone than a graveyard, the last ability granted by Nazgûl Battle-Mace will still trigger and you will still put the card onto the battlefield under your control if its original controller doesn't pay 3 life.

- If an opponent sacrifices a nontoken permanent as part of paying the cost of a spell or ability, the last ability granted by Nazgûl Battle-Mace will trigger and go on the stack on top of that spell or ability. The ability granted by Nazgûl Battle-Mace will resolve before that spell or ability.

- If you put an Aura on the battlefield using the last ability granted by Nazgûl Battle-Mace, you choose what the Aura will enchant just before it enters the battlefield. An Aura put onto the battlefield this way doesn't target the player or permanent it will enchant, so permanents or players with hexproof may be chosen; however, the chosen recipient must be able to legally be enchanted by the Aura, so a player or permanent with protection from one of the Aura's qualities can't be chosen this way. If there's nothing legal for the Aura to enchant, it stays in the graveyard.

Olórin's Searing Light
{2}{R}{W}
Instant
Each opponent exiles a creature with the greatest power among creatures that player controls.
Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Olórin's Searing Light deals damage to each opponent equal to the power of the creature they exiled.

- If a player controls two or more creatures tied for the greatest power among creatures they control, that player chooses one of them to exile.

- First, the active player (or, if it's not an opponent's turn, the next opponent in turn order) chooses which creature they'll exile, then each other opponent in turn order does the same, knowing choices made before their choice. Then all those creatures are exiled simultaneously.

- Check to see if there are two or more instant and/or sorcery cards in your graveyard as the spell resolves to determine whether the spell mastery ability applies. The spell itself won't count because it's still on the stack as you make this check.

- Use the power of each exiled creature as it last existed on the battlefield to determine how much damage is dealt to each opponent.

Rally the Galadhrim
{2}{G}{U}
Sorcery
Create a token that's a copy of target creature you control.
Conspire *(As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)*

- Conspire represents both an additional cost and a triggered ability that triggers when you cast the spell if you paid that cost.

- Each creature you tap for conspire must share a color with Rally the Galadhrim For example, you could tap two green creatures, two blue creatures, or one of each. For either or both of the creatures, you may tap a multicolored creature that's green and/or blue, and possibly other colors as well.

- The triggered ability that creates the copy can itself be countered by anything that can counter a triggered ability. If it is countered, no copies will be put onto the stack.

- The copy that conspire creates is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger.

- A copy of a spell can be countered like any other spell, but it must be countered individually. Countering a spell with conspire won't affect the copy, and vice versa.

- If a spell with conspire has targets, you may choose new targets for the copy.

- The token copies exactly what was printed on the original creature and nothing else (unless that creature is copying something else or is a token; see below). It doesn't copy whether that creature is tapped or untapped, whether it has any counters on it or Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.

- If the copied creature has {X} in its mana cost, X is 0.

- If the copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token.

- If the copied creature is copying something else, then the token enters the battlefield as whatever that creature copied.

- Any enters-the-battlefield abilities of the copied creature will trigger when the token enters the battlefield. Any "as [this creature] enters the battlefield" or "[this creature] enters the battlefield with" abilities of the copied creature will also work.

Rammas Echor, Ancient Shield
{3}{W}
Legendary Artifact
Whenever you cast your second spell each turn, draw a card, then create a 0/3 white Wall creature token with defender.
At the beginning of combat on your turn, creatures you control with defender gain exalted until end of turn.
(Whenever a creature you control attacks alone, it gets +1/+1 until end of turn for each instance of exalted among permanents you control.)

- Spells that were cast before Rammas Echor, Ancient Shield entered the battlefield count. If Rammas Echor was the first spell you cast in a turn, the next spell you cast that turn is your second spell.

- If Rammas Echor was the second spell you cast in a turn, its first ability won't trigger that turn.

- A creature attacks alone if it's the only creature declared as an attacker during the declare attackers step (including creatures controlled by your teammates, if applicable). For example, exalted won't trigger if you attack with multiple creatures and all but one of them are removed from combat.

Rohirrim Chargers
{2}{R}{W}
Creature — Human Knight
4/4
You may exert Rohirrim Chargers as it attacks. *(It won't untap during your next untap step.)*
Whenever you exert a creature, reveal cards from the top of your library until you reveal an Equipment card. Put that card onto the battlefield attached to that creature, then put the rest on the bottom of your library in a random order.

- You can't exert a creature unless an effect allows you to do so. Similar effects that "tap and freeze" a creature or put stun counters on a creature don't exert that creature.

- If an exerted creature is already untapped during your next untap step (most likely because it had vigilance or an effect untapped it), exert's effect preventing it from untapping expires without having done anything.

- If you gain control of another player's creature until end of turn and exert it, it will untap during that player's untap step.

- You can exert Rohirrim Chargers as you declare it as an attacking creature. You can't do so later in combat, and creatures put onto the battlefield attacking can't be exerted. Any abilities that trigger on exerting an attacking creature will resolve before blockers are declared.

- If the exerted creature is no longer on the battlefield or the Equipment can't legally be attached to that creature, that Equipment will enter the battlefield unattached.

Sorcerous Squall
{6}{U}{U}{U}
Sorcery
Delve *(Each card you exile from your graveyard while casting this spell pays for {1}.)*
Target opponent mills nine cards, then you may cast an instant or sorcery spell from that player's graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

- Delve doesn't change a spell's mana cost or mana value. For example, Sorcerous Squall's mana value is 9 even if you exiled three cards to cast it.

- You can exile cards to pay only for generic mana, and you can't exile more cards than the generic mana requirement of a spell with delve. For example, you can't exile more than six cards from your graveyard to cast Sorcerous Squall unless an effect has increased its cost.

- Because delve isn't an alternative cost, it can be used in conjunction with alternative costs, such as flashback. It can also be used to pay for additional costs that include generic mana.

- If you cast an instant or sorcery spell, you do so as part of the resolution of Sorcerous Squall. You can't wait to cast one later in the turn. Timing restrictions based on a spell's type are ignored.

- If you cast a spell "without paying its mana cost", you can't pay any alternative costs. You can, however, pay additional costs. If the spell has any mandatory additional costs, those must be paid to cast the card.

- If the spell has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Witch-king, Sky Scourge
{5}{B}{R}
Legendary Creature — Wraith Noble
5/5
Flying
Whenever you attack with one or more Wraiths, exile the top X cards of your library, where X is their total power. You may play those cards this 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.)*

- Use the power of the Wraiths as the triggered ability resolves to determine the value of X. If one or more of those Wraiths are no longer on the battlefield at that time, use their power from when they were last on the battlefield.