

***Eternal Masters* Release Notes**

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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 As future sets are released, updates to the *Magic* rules may cause some of this information to become outdated. If you can't find the answer you're looking for here, please contact us at Wizards.com/CustomerService.

The "General Notes" section includes release information and explains the mechanics and concepts in the set.

The "Card-Specific Notes" section contains 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" section include full card text for your reference. Not all cards in the set are listed.

GENERAL NOTES

What is *Eternal Masters*?

The *Eternal Masters* set showcases the history of *Magic: The Gathering* in a way you've never seen it! Featuring cards from sets as recent as *Magic Origins* and as far back as *Magic*'s very first release, *Eternal Masters* is designed to provide an exciting and unique Limited experience with cards that have never been drafted together—and some cards so powerful that they've never been reprinted before.

Release Information

The *Eternal Masters* set contains 249 cards (101 common, 80 uncommon, 53 rare, and 15 mythic rare).

Release date: June 10, 2016

Magic Online release date: June 17, 2016

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

Format Legality

The two formats known as "Eternal" formats are Vintage and Legacy. All cards in the *Eternal Masters* set are legal in the Vintage format, and most of the cards are also legal in the Legacy format. Inclusion in the *Eternal Masters* set doesn't change what other formats a card is legal in.

Go to Magic.Wizards.com/Rules for a complete list of formats and permitted card sets.

Returning Mechanics

All cards in the *Eternal Masters* set have previously appeared in other *Magic* sets. Accordingly, several keywords and other mechanics make their return. None of the rules regarding these mechanics have changed since they last appeared.

Cascade

Cascade is an ability that lets one spell dig into your library for another—and if you're lucky, the second spell could cascade into yet another spell. It originally appeared in *Alara Reborn*.

Bloodbraid Elf

{2} {R} {G}

Creature — Elf Berserker

3/2

Haste

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 in a random order.)

- Cascade triggers when you cast the spell, meaning that the cascade ability resolves before that spell. If you choose to cast 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.
- You exile the cards face up. All players will be able to see them.
- If you cast the last exiled card, you're casting it as a spell. It can be countered. If that card has cascade, the new spell's cascade ability will trigger, and you'll repeat the process for the new spell.
- After you're done exiling cards and casting the last one if you chose to do so, the remaining exiled cards are randomly placed on the bottom of your library. Neither you nor any other player is allowed to know the order of those cards.
- If no card that costs less was exiled, you'll put your entire library in a random order. Though effectively you'll be shuffling your library, this does not count as shuffling for cards such as Psychogenic Probe.
- If a spell with cascade is countered, the cascade ability will still resolve normally.
- Because you're already casting the spell using an alternative cost (by casting it without paying its mana cost), you can't pay any other alternative costs for the card. You can pay additional costs, such as kicker costs. If the card has any mandatory additional costs, you must pay those.

Echo

Echo is an ability that lets you pay for a permanent in two installments. It originally appeared in the *Urza's Saga* block, and it appeared more recently in *Modern Masters*.

Karmic Guide

{3}{W}{W}

Creature — Angel Spirit

2/2

Flying, protection from black

Echo {3}{W}{W} *(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.

- Paying for echo is always optional. When the echo triggered ability resolves, if you can't pay the echo cost, or choose not to, you sacrifice that permanent.
- Your permanent's echo ability will trigger during your upkeep if it entered the battlefield since the beginning of your last upkeep, or if you gained control of it since the beginning of your last upkeep.

Flashback

Flashback is an ability that lets you cast a spell from your graveyard. It originally appeared in the *Odyssey* block, and it appeared more recently in the *Innistrad* block.

Cabal Therapy

{B}

Sorcery

Name a nonland card. Target player reveals his or her hand and discards all cards with that name.

Flashback—Sacrifice a creature. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

- You must still follow any timing restrictions and permissions, including those based on the card's type. For instance, you can only cast a sorcery using flashback when you could normally cast a sorcery.
- Casting a spell using flashback doesn't change the mana cost (or converted mana cost) of the spell. You just pay the flashback cost instead.
- Effects that cause you to pay more or less when casting a spell will also affect what you pay when casting the spell using flashback.
- A spell cast using flashback will always be exiled afterward, whether it resolves, it's countered, or it 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.

Hybrid mana

Hybrid mana symbols represent costs that can be paid with either of two colors of mana. For example, {B/G} can be paid with either {B} or {G}. It's both a black mana symbol and a green mana symbol.

Deathrite Shaman

{B/G}

Creature — Elf Shaman

1/2

{T}: Exile target land card from a graveyard. Add one mana of any color to your mana pool.

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

- You choose how you're going to pay for each hybrid mana symbol as you're casting the spell or activating the ability with a cost that includes one or more of them.
- When calculating the converted mana cost of a card, each hybrid mana symbol counts as 1.
- A card with a hybrid mana symbol in its cost is both of those colors at all times, regardless of what color mana was spent to cast it.

Imprint

Imprint is an ability word from the *Mirrodin* and *Scars of Mirrodin* blocks. It indicates abilities of permanents that exile other cards and use those cards' characteristics to determine an effect. An ability word has no rules meaning; it's simply a label tying together similar abilities.

Chrome Mox

{0}

Artifact

Imprint — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand.

{T}: Add one mana of any of the exiled card's colors to your mana pool.

- Each permanent with an imprint ability also has an ability that refers to the "exiled card(s)" or "card(s) exiled with" that permanent. These two abilities are linked. The second ability refers only to cards exiled as a result of the imprint ability, not by any other ability.
- A permanent with an imprint ability might not have an exiled card for its linked ability to refer to. This might happen if all cards exiled by the imprint ability have left the exile zone, if you chose not to exile a card with an optional imprint ability, or if the imprint ability failed to exile a card because it was countered, among other reasons. In such cases, the values of the exiled card called for by the linked ability are undefined. That ability has as much of its effect as possible, but may be unable to have any effect at all.

- If a permanent with an imprint ability leaves the battlefield and then returns to the battlefield, it is a new object. It has no association with any cards it exiled during its previous existence.

Morbid

Morbid is an ability word from the *Innistrad* block used to indicate an ability that's better if a creature died earlier in the turn. An ability word has no rules meaning; it's simply a label tying together similar abilities.

Tragic Slip

{B}

Instant

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.

- Morbid abilities merely check if a creature died earlier in the turn. The creature card doesn't need to still be in the graveyard.
- Token creatures can also die, going to their owner's graveyard before ceasing to exist.
- Morbid triggered abilities use an intervening "if" clause. A creature must have died earlier in the turn in order for these abilities to trigger; otherwise, they do nothing. In other words, there's no way to have the ability trigger if no creature has died that turn, even if you intend to have a creature die in response to the triggered ability.
- Morbid abilities care only whether a creature died, not how many creatures died.

Protection

Protection is an ability that appeared regularly in *Magic* sets in the past. It encompasses four different ways to render a permanent safe from other objects.

Mother of Runes

{W}

Creature — Human Cleric

1/1

{T}: Target creature you control gains protection from the color of your choice until end of turn.

- If a permanent has protection from a quality, it means four things:
 1. Damage from a source with that quality that would be dealt to that permanent is prevented.
 2. Auras and Equipment with that quality can't be attached to that permanent.
 3. Creatures with that quality can't block that permanent.
 4. That permanent can't be the target of spells with that quality or abilities of sources with that quality.
- Nothing other than the specified events are prevented or illegal. A creature with protection from white is destroyed by Wrath of God, a creature with protection from

black will get -5/-5 from Havoc Demon's ability, and a creature with protection from red can't ignore Seismic Stomp's restriction.

- A permanent gaining protection may cause a spell or ability on the stack to have an illegal target. As a spell or ability tries to resolve, if all its targets are illegal, that spell or ability is countered and none of its effects happen, including effects unrelated to the target. If at least one target is still legal, the spell or ability does as much as it can to the remaining legal targets, and its other effects still happen.
- Some cards grant protection from "a color of your choice." You can't choose "artifact" or "colorless" this way, since those are not colors.

Retrace

Retrace is an ability that lets you cast a spell from your graveyard—over and over again, as long as you have lands to discard. It originally appeared in *Eventide*.

Flame Jab

{R}

Sorcery

Flame Jab deals 1 damage to target creature or player.

Retrace (*You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.*)

- Casting a spell using its retrace ability works just like casting any other spell, with two exceptions: you're casting it from your graveyard rather than your hand, and you must discard a land card in addition to any other costs.
- You must still follow any timing restrictions and permissions, including those based on the card's type. For example, you can only cast a sorcery using retrace when you could normally cast a sorcery.
- When a retrace card you cast from your graveyard resolves or is countered, it's put back into your graveyard. You may use the retrace ability to cast it again.
- If the active player (the player whose turn it is) casts a spell that has retrace, that player may cast that card again after it resolves, before another player can try to remove the card from the graveyard. This is because the active player has priority after a spell resolves, and casting a spell with retrace from the graveyard moves the card onto the stack, so no one else has the chance to affect it before it leaves the graveyard.

Threshold

Threshold is an ability word from the *Odyssey* block that indicates abilities that are enabled when you have seven or more cards in your graveyard. An ability word has no rules meaning; it's simply a label tying together similar abilities.

Werebear

{1} {G}

Creature — Human Bear Druid

1/1

{T}: Add {G} to your mana pool.

Threshold — Werebear gets +3/+3 as long as seven or more cards are in your graveyard.

Typecycling

Typecycling allows you to discard a card to search for any card in your library that has certain characteristics. It appeared in *Scourge* and the *Shards of Alara* block in various forms, although in *Eternal Masters*, the only typecycling abilities are islandcycling and swampcycling.

Twisted Abomination

{5} {B}

Creature — Zombie Mutant

5/3

{B}: Regenerate Twisted Abomination.

Swampcycling {2} (*{2}, Discard this card: Search your library for a Swamp card, reveal it, and put it into your hand. Then shuffle your library.*)

- Typecycling is an activated ability. Effects that interact with activated abilities (such as Stifle or Rings of Brighthearth) will interact with islandcycling and swampcycling. Effects that interact with spells (such as Remove Soul or Counterspell) will not.
- You can choose to find any card with the specified type, including nonbasic lands, while resolving a typecycling ability. You can also choose not to find a card, even if there is such a card in your library.

Vanishing

Vanishing is an ability that limits how long a creature will remain on the battlefield. It originally appeared in *Planar Chaos*.

Calciderm

{2} {W} {W}

Creature — Beast

5/5

Shroud (*This creature can't be the target of spells or abilities.*)

Vanishing 4 (*This creature enters the battlefield with four time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.*)

- If the last time counter is removed from a permanent with vanishing and the sacrifice ability is countered, that permanent will remain on the battlefield indefinitely with no time counters on it. Neither of vanishing's two triggered abilities will trigger again. Similarly, if a permanent without time counters on it becomes a copy of a permanent with vanishing, it will stay on the battlefield indefinitely. If a permanent with one or more time counters on it becomes a copy of a permanent with vanishing, it will vanish as normal.

CARD-SPECIFIC NOTES

Abundant Growth

{G}

Enchantment — Aura

Enchant land

When Abundant Growth enters the battlefield, draw a card.

Enchanted land has "{T}: Add one mana of any color to your mana pool."

- The enchanted land retains any other abilities it has. Activating one of the land's activated abilities won't cause the other(s) to be activated.

Animate Dead

{1}{B}

Enchantment — Aura

Enchant creature card in a graveyard

When Animate Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Animate Dead." Return enchanted creature card to the battlefield under your control and attach Animate Dead to it. When Animate Dead leaves the battlefield, that creature's controller sacrifices it.

Enchanted creature gets -1/-0.

- Animate Dead is an Aura, albeit with an unusual enchant ability. You target a creature card in a graveyard when you cast it. It enters the battlefield attached to that card. Then it returns that card to the battlefield, and attaches itself to the card again (since the card is a new object on the battlefield). Animate Dead itself never moves into a graveyard during this process.
 - If Animate Dead isn't on the battlefield as its triggered ability resolves, none of its effects happen. The creature card won't be returned to the battlefield.
 - Abilities such as shroud and protection function only on the battlefield unless otherwise specified. A creature card with shroud may be targeted by Animate Dead, and Animate Dead will become attached to the creature that enters the battlefield.
 - If the creature put onto the battlefield has protection from black—or if the creature can't legally be enchanted by Animate Dead for another reason—Animate Dead won't be able to attach to it. It will be put into the graveyard as a state-based action, causing its delayed triggered ability to trigger. When the trigger resolves, if the creature's still on the battlefield, its controller will sacrifice it.
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Annihilate

{3}{B}{B}

Instant

Destroy target nonblack creature. It can't be regenerated.

Draw a card.

- If the targeted creature is an illegal target when Annihilate tries to resolve, the entire spell is countered. You won't draw a card.

Arcanis the Omnipotent

{3}{U}{U}{U}

Legendary Creature — Wizard

3/4

{T}: Draw three cards.

{2}{U}{U}: Return Arcanis the Omnipotent to its owner's hand.

- Arcanis's last ability can only be activated while it's on the battlefield.

Argothian Enchantress

{1}{G}

Creature — Human Druid

0/1

Shroud (*This creature can't be the target of spells or abilities.*)

Whenever you cast an enchantment spell, draw a card.

- Argothian Enchantress's last ability will resolve before the spell that caused it to trigger.
- If the enchantment spell is countered, Argothian Enchantress's last ability still resolves and causes you to draw a card.
- Enchantments put onto the battlefield without being cast won't cause Argothian Enchantress's last ability to trigger.

Armadillo Cloak

{1}{G}{W}

Enchantment — Aura

Enchant creature

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

Whenever enchanted creature deals damage, you gain that much life.

- While Armadillo Cloak's last ability is similar to lifelink, it isn't lifelink—it's a normal triggered ability. If a creature you control with lifelink wears an Armadillo Cloak and deals damage, first you'll gain that much life for lifelink, and then Armadillo Cloak's

triggered ability is put onto the stack. This also means that multiple instances of Armadillo Cloak's triggered ability do trigger separately.

- If Armadillo Cloak enchants a creature you don't control, you'll gain life when it deals damage, as long as that damage hasn't already caused you to lose the game.

Balance

{1} {W}

Sorcery

Each player chooses a number of lands he or she controls equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

- First the player whose turn it is chooses which lands (if any) to keep, then each other player in turn order does the same. Each player will know the choices made by the players who chose before them. All of the unchosen lands are then sacrificed simultaneously. Then the process is repeated for cards in hand, except that no cards are revealed until all players have chosen what to discard, at which point those cards are all discarded simultaneously. Lastly, the process is repeated for creatures, and players will again know earlier choices made when deciding what to sacrifice. All of the unchosen creatures are then sacrificed simultaneously.
- Balance doesn't have targets, so permanents that can't be targeted, such as a creature with shroud or protection from white, are valid choices to be sacrificed.
- Each type of object is counted during the corresponding part of the process. Cards in hand are counted after lands have been sacrificed, and creatures on the battlefield are counted after cards have been discarded. Thus, a land creature sacrificed to the first part of the spell would not be counted when determining how many creatures are on the battlefield for the last part.

Battle Squadron

{3} {R} {R}

Creature — Goblin

/

Flying

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

- Battle Squadron's last ability applies in all zones. While it's on the battlefield, it counts itself, so it'll be at least 1/1.

Blood Artist

{1} {B}

Creature — Vampire

0/1

Whenever Blood Artist or another creature dies, target player loses 1 life and you gain 1 life.

- If Blood Artist and one or more other creatures die at the same time, its ability will trigger for each of those creatures.

Brago, King Eternal

{2} {W} {U}

Legendary Creature — Spirit

2/4

Flying

Whenever Brago, King Eternal deals combat damage to a player, exile any number of target nonland permanents you control, then return those cards to the battlefield under their owner's control.

- Brago's last ability exiles and returns all the targets during the combat damage step, after combat damage is dealt. You can't target any creature that didn't survive combat.
- You may exile and return Brago using its own ability.
- If you exile an Aura with Brago's last ability, the Aura's owner chooses what it will enchant as it comes back onto the battlefield. An Aura put onto the battlefield this way doesn't target anything (so it could be attached to a permanent with shroud, for example), but the Aura's enchant ability restricts what it can be attached to. The Aura can't enter the battlefield enchanting a permanent that enters the battlefield at the same time. If the Aura can't legally be attached to anything, it remains exiled.

Braids, Cabal Minion

{2} {B} {B}

Legendary Creature — Human Minion

2/2

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

- At the beginning of your upkeep, triggered abilities you control will resolve after triggered abilities your opponents control. If an opponent controls Braids and you control a triggered ability that puts a permanent onto the battlefield, you won't be able to sacrifice that permanent to satisfy Braids's ability.

Brainstorm

{U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

- You draw three cards and put two cards back all while Brainstorm is resolving. Nothing can happen between the two, and no player may choose to take actions.

Burning Vengeance

{2} {R}

Enchantment

Whenever you cast a spell from your graveyard, Burning Vengeance deals 2 damage to target creature or player.

- Although flashback and retrace are the most common ways to cast a spell from your graveyard, Burning Vengeance will trigger whenever you cast a spell from your graveyard through any means.
- Burning Vengeance doesn't trigger when you activate an ability of a card in your graveyard, such as unearth or the ability of Reassembling Skeleton.
- Burning Vengeance's triggered ability will resolve before the spell you cast from your graveyard.

Cabal Therapy

{B}

Sorcery

Name a nonland card. Target player reveals his or her hand and discards all cards with that name.

Flashback—Sacrifice a creature. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

- You name the card as Cabal Therapy resolves, not as you cast it. Then the targeted player reveals his or her hand and discards if appropriate. No player may choose to take actions between you naming the card and the targeted player revealing and discarding.

Carbonize

{2} {R}

Instant

Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would die this turn, exile it instead.

- The targeted creature can't be regenerated and is exiled if it would die no matter why it would die this turn. It doesn't have to be destroyed because of the damage Carbonize deals to it.

Carrion Feeder

{B}

Creature — Zombie

1/1

Carrion Feeder can't block.

Sacrifice a creature: Put a +1/+1 counter on Carrion Feeder.

- You can sacrifice Carrion Feeder to activate its own ability. The ability will have no effect as it resolves.

Centaur Chieftain

{3}{G}

Creature — Centaur

3/3

Haste

Threshold — As long as seven or more cards are in your graveyard, Centaur Chieftain has "When Centaur Chieftain enters the battlefield, creatures you control get +1/+1 and gain trample until end of turn."

- All creatures under your control when Centaur Chieftain's triggered ability resolves are affected, including Centaur Chieftain itself. Ones that come under your control or become creatures later in the turn are not.
- If you don't have enough cards in your graveyard at the moment Centaur Chieftain enters the battlefield, its threshold ability won't trigger. If the number of cards in your graveyard changes and Centaur Chieftain loses the ability once it has triggered, the ability will still resolve.

Cephalid Sage

{3}{U}

Creature — Cephalid

2/3

Threshold — As long as seven or more cards are in your graveyard, Cephalid Sage has "When Cephalid Sage enters the battlefield, draw three cards, then discard two cards."

- You draw three cards and discard two cards all while Cephalid Sage's ability is resolving. Nothing can happen between the two, and no player may choose to take actions.
- If you don't have enough cards in your graveyard at the moment Cephalid Sage enters the battlefield, its threshold ability won't trigger. If the number of cards in your

graveyard changes and Cephalid Sage loses the ability once it has triggered, the ability will still resolve.

Chain Lightning

{R}

Sorcery

Chain Lightning deals 3 damage to target creature or player. Then that player or that creature's controller may pay {R} {R}. If the player does, he or she may copy this spell and may choose a new target for that copy.

- As Chain Lightning resolves, the targeted player or the controller of the targeted creature may copy it. The copy has the same text, target, and color of the resolving spell, though the player who's copying it may choose a new target for it. Once that copy is created (or not), the first Chain Lightning has finished resolving and leaves the stack.
- The player putting the copy of the spell on the stack controls that copy.
- The copy of Chain Lightning is created on the stack, so it's not cast. Abilities that trigger when a player casts a spell won't trigger. Players may respond to that spell before it resolves.
- If the targeted creature or player is an illegal target when Chain Lightning tries to resolve, the spell is countered. It can't be copied.

Chrome Mox

{0}

Artifact

Imprint — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand.

{T}: Add one mana of any of the exiled card's colors to your mana pool.

- If no card is imprinted on Chrome Mox, it can't add mana to your mana pool. It can never add colorless mana to your mana pool, even if the imprinted card has a colorless mana symbol in its mana cost.
- If you imprinted a multicolored card, you choose one of that card's colors each time Chrome Mox's ability resolves.

Coalition Honor Guard

{3} {W}

Creature — Human Flagbearer

2/4

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

- Any player's Flagbearer may be targeted. For example, if each player controls a Coalition Honor Guard, Seal of Strength's ability may target any of them.
- Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keywords are activated abilities and will have colons in their reminder text. Triggered abilities (written with "when," "whenever," or "at") don't have to target a Flagbearer.
- If a spell or ability's targets are changed, or if a copy of a spell or ability is put onto the stack and has new targets chosen, it doesn't have to target a Flagbearer.

Control Magic

{2} {U} {U}

Enchantment — Aura

Enchant creature

You control enchanted creature.

- Gaining control of a creature doesn't cause you to gain control of any Auras or Equipment attached to it.

Dack Fayden

{1} {U} {R}

Planeswalker — Dack

3

+1: Target player draws two cards, then discards two cards.

−2: Gain control of target artifact.

−6: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."

- The targeted player draws two cards and discards two cards all while Dack's first ability is resolving. Nothing can happen between the two, and no player may choose to take actions.
- The ability of Dack's emblem will resolve before the spell that caused it to trigger.
- The effect of Dack's second ability and the effect of the emblem's ability last indefinitely. You won't lose control of the permanents if Dack leaves the battlefield.
- If you gain control of a permanent, and you leave the game, the control-changing effect will end. Unless there's another control-changing effect affecting that permanent, it will return to its owner's control.
- If you gain control of a permanent another player owns, and that player leaves the game, the permanent will also leave the game.

Daze

{1} {U}

Instant

You may return an Island you control to its owner's hand rather than pay Daze's mana cost.

Counter target spell unless its controller pays {1}.

- If another effect causes Daze to cost more, you must pay that additional cost even if you pay its alternative cost.

Deathrite Shaman

{B/G}

Creature — Elf Shaman

1/2

{T}: Exile target land card from a graveyard. Add one mana of any color to your mana pool.

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

- Because the first ability requires a target, it is not a mana ability. It uses the stack and can be responded to.
- If the target of any of Deathrite Shaman's three abilities is an illegal target when that ability tries to resolve, it will be countered and none of its effects will happen. You won't add mana to your mana pool, no opponent will lose life, or you won't gain life, as appropriate.

Desperate Ravings

{1}{R}

Instant

Draw two cards, then discard a card at random.

Flashback {2}{U} (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

- You draw two cards and discard one randomly all while Desperate Ravings is resolving. Nothing can happen between the two, and no player may choose to take actions.

Diminishing Returns

{2}{U}{U}

Sorcery

Each player shuffles his or her hand and graveyard into his or her library. You exile the top ten cards of your library. Then each player draws up to seven cards.

- Each player chooses to draw any number of cards from zero to seven. First the player whose turn it is chooses how many cards to draw, then draws those cards, then each other player in turn order does the same.
- Diminishing Returns won't be put into your graveyard until after it's finished resolving, which means it won't be shuffled into your library as part of its own effect.
- The exiled cards are exiled face up. You'll see them before you choose how many cards to draw.

Dualcaster Mage

{1} {R} {R}

Creature — Human Wizard

2/2

Flash

When Dualcaster Mage enters the battlefield, copy target instant or sorcery spell. You may choose new targets for the copy.

- Dualcaster Mage's triggered ability can target (and copy) any instant or sorcery spell, not just one with targets. It doesn't matter who controls it.
- As Dualcaster Mage's triggered ability resolves, it creates a copy of a spell on the stack. The copy isn't cast, so abilities that trigger when a player casts a spell won't trigger.
- The copy will have the same targets as the spell it's copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. If, for one of the targets, you can't choose a new legal target, then it remains unchanged (even if the current target is illegal).
- You can't choose to pay any additional costs for the copy. However, effects based on any additional or alternative costs paid for the targeted spell are copied as though those same costs were paid for the copy.
- If the spell is modal (that is, it says "Choose one —" or the like), the copy will have the same mode. You can't choose a different one.
- If the spell has an X whose value was determined as it was cast (like Earthquake does), the copy has the same value of X.
- If the copy says that it affects "you," it affects the controller of the copy, not the controller of the original spell. Similarly, if the copy says that it affects an "opponent," it affects an opponent of the copy's controller, not an opponent of the original spell's controller.

Duplicant

{6}

Artifact Creature — Shapeshifter

2/4

Imprint — When Duplicant enters the battlefield, you may exile target nontoken creature.

As long as a card exiled with Duplicant is a creature card, Duplicant has the power, toughness, and creature types of the last creature card exiled with Duplicant. It's still a Shapeshifter.

- If no creature card is imprinted on Duplicant, it has its normal power, toughness, and creature type.
- Duplicant's base power and toughness change to the imprinted card's power and toughness. Counters and other effects that modify Duplicant's power and toughness still apply.
- Abilities that define a creature's power and toughness apply while that card is in exile, but abilities that add or subtract from it don't. For example, the ability of Battle Squadron applies to determine Duplicant's power and toughness, but the ability of Werebear doesn't. Duplicant's power and toughness are constantly updated if the exiled card's power and/or toughness change.
- Duplicant keeps all creature types it had when the card was imprinted, including any types that Duplicant had gained.

Eight-and-a-Half-Tails

{W} {W}

Legendary Creature — Fox Cleric

2/2

{1} {W}: Target permanent you control gains protection from white until end of turn.

{1}: Target spell or permanent becomes white until end of turn.

- A permanent spell that becomes white this way will enter the battlefield and continue to be white until end of turn.

Elephant Guide

{2} {G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3.

When enchanted creature dies, put a 3/3 green Elephant creature token onto the battlefield.

- If Elephant Guide enchants an opponent's creature, you get the Elephant when that creature dies.

Elvish Vanguard

{1} {G}

Creature — Elf Warrior

1/1

Whenever another Elf enters the battlefield, put a +1/+1 counter on Elvish Vanguard.

- If Elvish Vanguard enters the battlefield at the same time as another Elf, its ability will trigger.

Emperor Crocodile

{3}{G}

Creature — Crocodile

5/5

When you control no other creatures, sacrifice Emperor Crocodile.

- Emperor Crocodile's ability will trigger if you don't control another creature, even if it's only for a brief moment during the resolution of another spell or ability (such as that of Brago, King Eternal).
- The ability only checks if you control no other creatures at the time it triggers. It does not check again on resolution, so gaining control of a creature before then will not save Emperor Crocodile.

Enlightened Tutor

{W}

Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

- The "shuffle and put the card on top" is a single action. If an effect causes the top card of the library to be face up, the second card down is not revealed.

Extract from Darkness

{3}{U}{B}

Sorcery

Each player puts the top two cards of his or her library into his or her graveyard. Then put a creature card from a graveyard onto the battlefield under your control.

- Extract from Darkness doesn't target a creature card. You choose which card you're putting onto the battlefield as it resolves. You can choose any creature card in a graveyard at that time, including one just put into a graveyard by Extract from Darkness. If there are no creature cards in graveyards at that time, Extract from Darkness simply finishes resolving.
-

Fact or Fiction

{3}{U}

Instant

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.

- You choose which pile to put into your hand.
- Each pile may contain from zero to five cards; they don't have to be split "evenly."

Faith's Fetters

{3}{W}

Enchantment — Aura

Enchant permanent

When Faith's Fetters enters the battlefield, you gain 4 life.

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

- Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keywords are activated abilities and will have colons in their reminder text.
- Faith's Fetters doesn't stop static abilities, triggered abilities, or mana abilities from working. A mana ability is an ability that produces mana, not an ability that costs mana.

Faithless Looting

{R}

Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (*You may cast this card from your graveyard for its flashback cost. Then exile it.*)

- You draw two cards and discard two cards all while Faithless Looting is resolving. Nothing can happen between the two, and no player may choose to take actions.

Fervent Cathar

{2}{R}

Creature — Human Knight

2/1

Haste

When Fervent Cathar enters the battlefield, target creature can't block this turn.

- The targeted creature can't block any creatures this turn. The effect doesn't merely restrict whether it can block Fervent Cathar.

Field of Souls

{2}{W}{W}

Enchantment

Whenever a nontoken creature is put into your graveyard from the battlefield, put a 1/1 white Spirit creature token with flying onto the battlefield.

- A creature card that you own but don't control will be put into your graveyard if that creature dies, and Field of Souls's ability will trigger.

Flame-Kin Zealot

{1}{R}{R}{W}

Creature — Elemental Berserker

2/2

When Flame-Kin Zealot enters the battlefield, creatures you control get +1/+1 and gain haste until end of turn.

- All creatures under your control when Flame-Kin Zealot's triggered ability resolves are affected, including Flame-Kin Zealot itself. Ones that come under your control or become creatures later in the turn are not

Force of Will

{3}{U}{U}

Instant

You may pay 1 life and exile a blue card from your hand rather than pay Force of Will's mana cost.

Counter target spell.

- If another effect causes Force of Will to cost more, you must pay that additional cost even if you pay its alternative cost.

Future Sight

{2}{U}{U}{U}

Enchantment

Play with the top card of your library revealed.

You may play the top card of your library.

- The top card of your library isn't in your hand, so you can't suspend it, cycle it, discard it, or activate any of its activated abilities.
- You must follow the normal timing permissions and restrictions for the top card of your library and pay its costs. If it has alternative or additional costs, you may pay those. If the card has any mandatory additional costs, you must pay those.
- If the top card of your library is a land, you may play that land only if you have any available land plays.
- If the top card of your library changes while you're casting a spell or activating an ability (perhaps because that top card is the card you're casting) the new top card won't be revealed until you finish casting that spell or activating that ability.
- As soon as you finish playing the card on top of your library, reveal the next card in your library.

Gaea's Blessing

{1} {G}

Sorcery

Target player shuffles up to three target cards from his or her graveyard into his or her library.

Draw a card.

When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

- When you cast Gaea's Blessing, you can't choose it as one of its own targets. This is because you choose the targets when casting this spell, and spells are not put into your graveyard until after they resolve.
- You must target a player as you cast Gaea's Blessing. You may target zero, one, two, or three cards in that player's graveyard.

Gamble

{R}

Sorcery

Search your library for a card, put that card into your hand, discard a card at random, then shuffle your library.

- You might end up discarding the card you searched for.
- You put the card into your hand and discard a card at random all while Gamble is resolving. Nothing can happen between the two, and no player may choose to take actions.

Gaseous Form

{2} {U}

Enchantment — Aura

Enchant creature

Prevent all combat damage that would be dealt to and dealt by enchanted creature.

- The enchanted creature can still attack and block.

Glimmerpoint Stag

{2}{W}{W}

Creature — Elk

3/3

Vigilance

When Glimmerpoint Stag 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.

- If a token is exiled this way, it ceases to exist and won't return to the battlefield.
- The exiled card will return to the battlefield at the beginning of the next end step even if Glimmerpoint Stag is no longer on the battlefield at that time.
- If the exiled card is an Aura, that card's owner chooses what it will enchant as it comes back onto the battlefield. An Aura put onto the battlefield this way doesn't target anything (so it could be attached to a permanent with shroud, for example), but the Aura's enchant ability restricts what it can be attached to. If the Aura can't legally be attached to anything, it remains exiled.
- If Glimmerpoint Stag somehow enters the battlefield during a turn's end step, the exiled card won't be returned to the battlefield until the beginning of the following turn's end step.

Goblin Charbelcher

{4}

Artifact

{3}, {T}: Reveal cards from the top of your library until you reveal a land card. Goblin Charbelcher deals damage equal to the number of nonland cards revealed this way to target creature or player. If the revealed land card was a Mountain, Goblin Charbelcher deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

- You must choose a target for Goblin Charbelcher's ability as you activate it, before you reveal any cards.
- If you reveal no land cards, Goblin Charbelcher deals damage equal to the number of cards revealed, and then you may order your library as you like.

Green Sun's Zenith

{X} {G}

Sorcery

Search your library for a green creature card with converted mana cost X or less, put it onto the battlefield, then shuffle your library. Shuffle Green Sun's Zenith into its owner's library.

- If Green Sun's Zenith is countered, none of its effects will happen. Notably, it will be put into its owner's graveyard rather than shuffled into its owner's library.
- In most cases, if you own Green Sun's Zenith and cast it, you'll shuffle your library twice. In practice, shuffling once is sufficient, but effects that care about you shuffling your library (like Psychogenic Probe, for example) will see that you've shuffled twice.
- If you own Green Sun's Zenith, but an opponent casts it (due to Knowledge Pool's effect, for example), that opponent searches his or her library for an appropriate creature card, then shuffles that library. That opponent then shuffles Green Sun's Zenith into your library. You won't shuffle any library in this case.

Havoc Demon

{5} {B} {B}

Creature — Demon

5/5

Flying

When Havoc Demon dies, all creatures get -5/-5 until end of turn.

- All creatures on the battlefield when Havoc Demon's triggered ability resolves are affected. Ones that enter the battlefield or become creatures later in the turn are not.

Heritage Druid

{G}

Creature — Elf Druid

1/1

Tap three untapped Elves you control: Add {G} {G} {G} to your mana pool.

- Since Heritage Druid's activated ability doesn't have a tap symbol in its cost, you can tap creatures that haven't been under your control since your most recent turn began (including Heritage Druid itself) to pay the cost.

Humble

{1} {W}

Instant

Until end of turn, target creature loses all abilities and has base power and toughness 0/1.

- Humble overwrites all previous effects that set the creature's base power and toughness to specific values. Any power- or toughness-setting effects that start to apply after Humble resolves will overwrite this effect.
- Effects that modify a creature's power and/or toughness, such as the effect of Seal of Strength, will apply to the creature no matter when they started to take effect. The same is true for any counters that change its power and/or toughness and effects that switch its power and toughness.
- If the affected creature gains an ability after Humble resolves, it will keep that ability.
- Humble doesn't counter abilities that have already triggered or been activated. In particular, casting this spell won't stop a creature's ability that says "At the beginning of your upkeep," "When this creature enters the battlefield," or similar from triggering.

Hydroblast

{U}

Instant

Choose one —

- Counter target spell if it's red.
 - Destroy target permanent if it's red.
- Hydroblast can target any spell or permanent, not just a red one. It checks the color of the target only on resolution.

Ichorid

{3} {B}

Creature — Horror

3/1

Haste

At the beginning of the end step, sacrifice Ichorid.

At the beginning of your upkeep, if Ichorid is in your graveyard, you may exile a black creature card other than Ichorid from your graveyard. If you do, return Ichorid to the battlefield.

- If multiple Ichorids are in your graveyard, you can't exile the same creature card to return each of them to the battlefield.
- If one Ichorid's ability exiles another, the exiled Ichorid's ability can't return it to the battlefield.

Innocent Blood

{B}

Sorcery

Each player sacrifices a creature.

- You can cast Innocent Blood even if some (or all) players control no creatures. Those players are simply unaffected.

Invigorate

{2} {G}

Instant

If you control a Forest, rather than pay Invigorate's mana cost, you may have an opponent gain 3 life.

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

- If another effect causes Invigorate to cost more, you must pay that additional cost even if you pay its alternative cost.
- If an effect says that an opponent can't gain life, you can't have that player gain life to pay Invigorate's alternative cost. If an effect instead replaces life gain, such as that of Sulfuric Vortex, you may choose to pay the cost even though the cost's action is replaced with nothing.

Isochron Scepter

{2}

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

{2}, {T}: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

- If the imprinted card leaves the exile zone while the activated ability is on the stack, the copy can't be made.
- If Isochron Scepter leaves the battlefield while the activated ability is on the stack, the ability can still make a copy.
- You cast the copy while the ability is resolving and still on the stack.
- Because you're already casting the spell using an alternative cost (by casting it without paying its mana cost), you can't pay any other alternative costs for the card. You can pay additional costs, such as kicker costs. If the card has any mandatory additional costs, you must pay those.
- If the exiled card has X in its mana cost, you must choose 0 as the value for X when casting it.
- You may exile a split card while resolving Isochron Scepter's imprint ability if either half has a converted mana cost of 2 or less. When you activate the second ability, you may choose to cast either half of the split card, even if one half has a converted mana cost greater than 2, but you may not cast both halves.

- If you don't want to cast the copy, you can choose not to; the copy ceases to exist the next time state-based actions are checked.

Jace, the Mind Sculptor

{2}{U}{U}

Planeswalker — Jace

3

+2: Look at the top card of target player's library. You may put that card on the bottom of that player's library.

0: Draw three cards, then put two cards from your hand on top of your library in any order.

−1: Return target creature to its owner's hand.

−12: Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.

- You draw three cards and put two cards back all while Jace's second ability is resolving. Nothing can happen between the two, and no player may choose to take actions.
- If the targeted player for Jace's last ability has no cards in hand, that player shuffles nothing into his or her library, and that player's library will remain empty. That player won't lose the game until he or she tries to draw from the empty library.

Juggernaut

{4}

Artifact Creature — Juggernaut

5/3

Juggernaut attacks each turn if able.

Juggernaut can't be blocked by Walls.

- If, during your declare attackers step, Juggernaut is tapped, is affected by a spell or ability that says it can't attack, or you haven't controlled it continuously since the beginning of your turn, then it doesn't attack. If there's a cost associated with having Juggernaut attack, you aren't forced to pay that cost, so it doesn't have to attack in that case either.
- If there are multiple combat phases in a turn, Juggernaut must attack only in the first one in which it's able to.

Kor Hookmaster

{2}{W}

Creature — Kor Soldier

2/2

When Kor Hookmaster enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

- You may target any creature an opponent controls. If it's already tapped, it just won't untap during its controller's next untap step.
- If the creature isn't tapped during its controller's next untap step (perhaps because it was untapped by a spell), this ability has no effect. It won't apply at a later time.

Lys Alana Huntmaster

{2} {G} {G}

Creature — Elf Warrior

3/3

Whenever you cast an Elf spell, you may put a 1/1 green Elf Warrior creature token onto the battlefield.

- Lys Alana Huntmaster's ability will resolve before the Elf spell that caused it to trigger.

Lys Alana Scarblade

{2} {B}

Creature — Elf Assassin

1/1

{T}, Discard an Elf card: Target creature gets -X/-X until end of turn, where X is the number of Elves you control.

- The number of Elves you control is counted only as Lys Alana Scarblade's ability resolves. If Lys Alana Scarblade is still on the battlefield, it'll count itself.

Maelstrom Wanderer

{5} {U} {R} {G}

Legendary Creature — Elemental

7/5

Creatures you control have haste.

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 in a random order. Then do it again.*)

- Maelstrom Wanderer gives itself haste.
- 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 trigger (or with any cascade triggers that result from casting that spell), the second cascade trigger will look for a nonland card with converted mana cost less than Maelstrom Wanderer's converted mana cost of 8.

Malicious Affliction

{B} {B}

Instant

Morbid — When you cast Malicious Affliction, if a creature died this turn, you may copy Malicious Affliction and may choose a new target for the copy.

Destroy target nonblack creature.

- The copy of Malicious Affliction is created on the stack. It's not cast, so the copy won't cause the morbid ability to trigger again.
- The copy will have the same target as the original spell unless you choose a new one. You don't have to change this target if you don't want to or can't choose a new legal target (perhaps because there are no other nonblack creatures on the battlefield).

Man-o'-War

{2} {U}

Creature — Jellyfish

2/2

When Man-o'-War enters the battlefield, return target creature to its owner's hand.

- If there are no other creatures on the battlefield when Man-o'-War enters the battlefield, its ability must target itself.

Mana Crypt

{0}

Artifact

At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.

{T}: Add {C} {C} to your mana pool.

- No player may choose to take actions between determining the result of the flip and damage being dealt if you lost the flip.

Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

- Maze of Ith can target an untapped attacking creature. It will still prevent damage in that case.
- The creature isn't removed from combat; it just has its damage prevented. It's still an attacking creature until the combat phase is complete.
- You can activate Maze of Ith's ability targeting an attacking creature you control during the combat damage step or the end of combat step. It'll be untapped and the damage it had already dealt won't be undone.

Memory Lapse

{1} {U}

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

- Memory Lapse has a self-replacement effect that replaces the spell going to the graveyard before any other effect can replace that event. If the spell was cast using flashback, however, flashback will change the spell's destination from its owner's library to exile.

Mesa Enchantress

{1} {W} {W}

Creature — Human Druid

0/2

Whenever you cast an enchantment spell, you may draw a card.

- Mesa Enchantress's last ability will resolve before the spell that caused it to trigger.
- If the enchantment spell is countered, Mesa Enchantress's last ability still resolves and lets you draw a card.
- Enchantments put onto the battlefield without being cast won't cause Mesa Enchantress's last ability to trigger.

Millikin

{2}

Artifact Creature — Construct

0/1

{T}, Put the top card of your library into your graveyard: Add {C} to your mana pool.

- If you activate Millikin's ability while casting a spell, you can't choose to rewind the ability once you see the card that was put into your graveyard.

Mishra's Factory

Land

{T}: Add {C} to your mana pool.

{1}: Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.

{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

- Once turned into a creature, Mishra's Factory's last ability can target itself. If it's already blocking, this won't remove it from combat.
- If you turn Mishra's Factory into a creature but haven't controlled it continuously since your most recent turn began, you won't be able to activate its first or last ability.

Mogg Fanatic

{R}

Creature — Goblin

1/1

Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

- Once Mogg Fanatic has dealt and been dealt combat damage, it's too late to activate its ability before it's destroyed.

Mystical Tutor

{U}

Instant

Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

- The "shuffle and put the card on top" is a single action. If an effect causes the top card of the library to be face up, the second card down is not revealed.

Natural Order

{2} {G} {G}

Sorcery

As an additional cost to cast Natural Order, sacrifice a green creature.

Search your library for a green creature card and put it onto the battlefield. Then shuffle your library.

- Sacrificing a green creature is part of Natural Order's cost. You can't sacrifice more creatures to search for more creature cards, and you can't cast Natural Order at all if you control no green creatures.
- Players can respond to this spell only after it's been cast and all its costs have been paid. No one can try to destroy the creature you sacrificed to stop you from casting this spell or to make you sacrifice a different one.

Nature's Claim

{G}

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

- If the targeted artifact or enchantment is an illegal target when Nature's Claim tries to resolve, the entire spell is countered. No one gains any life.

Nausea

{1}{B}

Sorcery

All creatures get -1/-1 until end of turn.

- All creatures on the battlefield when Nausea resolves are affected. Ones that enter the battlefield or become creatures later in the turn are not.

Necropotence

{B}{B}{B}

Enchantment

Skip your draw step.

Whenever you discard a card, exile that card from your graveyard.

Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

- Necropotence's last ability creates a delayed triggered ability that will put the exiled card into your hand. That ability still triggers even if Necropotence is removed from the battlefield before your end step.
 - If the discarded card isn't put into your graveyard (due to an effect such as madness) or leaves your graveyard (perhaps because another effect returned it to your hand), it won't be exiled.
-

Nekrataal

{2} {B} {B}

Creature — Human Assassin

2/1

First strike

When Nekrataal enters the battlefield, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

- Nothing happens if there are no nonartifact, nonblack creatures on the battlefield when Nekrataal enters the battlefield, but if there is one, you must target it, even if it's a creature you control.

Nevinyrral's Disk

{4}

Artifact

Nevinyrral's Disk enters the battlefield tapped.

{1}, {T}: Destroy all artifacts, creatures, and enchantments.

- You don't sacrifice Nevinyrral's Disk to activate its ability. It's destroyed as part of the ability's resolution if it's still on the battlefield. If an effect gives Nevinyrral's Disk indestructible or regenerates it, it stays on the battlefield.

Peregrine Drake

{4} {U}

Creature — Drake

2/3

Flying

When Peregrine Drake enters the battlefield, untap up to five lands.

- You choose which lands to untap as Peregrine Drake's triggered ability resolves. They aren't targeted, and they don't have to be lands that you control.

Phyrexian Ingester

{6} {U}

Creature — Beast

3/3

Imprint — When Phyrexian Ingester enters the battlefield, you may exile target nontoken creature.

Phyrexian Ingester gets +X/+Y, where X is the exiled creature card's power and Y is its toughness.

- Phyrexian Ingester will get bonuses based on the card's power and toughness in exile. Counters, Auras, and Equipment it had on it before it was exiled won't add to those numbers.
- Abilities that define a creature's power and toughness apply while that card is in exile, but abilities that add or subtract from it don't. For example, the ability of Battle Squadron applies to determine Phyrexian Ingester's power and toughness, but the ability of Werebear doesn't. Phyrexian Ingester's power and toughness are constantly updated if the exiled card's power and/or toughness change.
- If the card in exile isn't a creature card (perhaps because it was a land that was temporarily a creature while on the battlefield), Phyrexian Ingester doesn't get a bonus.

Pyroblast

{R}

Instant

Choose one —

- Counter target spell if it's blue.
 - Destroy target permanent if it's blue.
- Pyroblast can target any spell or permanent, not just a blue one. It checks the color of the target only on resolution.

Pyrokinesis

{4} {R} {R}

Instant

You may exile a red card from your hand rather than pay Pyrokinesis's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

- The number of targets must be at least one and at most four. Each target must be assigned at least 1 damage.
- You divide the damage as you cast Pyrokinesis, not as it resolves. If any of the targets become illegal, damage is dealt to the other targets as originally assigned. If all targets are illegal, Pyrokinesis is countered.
- If another effect causes Pyrokinesis to cost more, you must pay that additional cost even if you pay its alternative cost.

Rancor

{G}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

- If the target of Rancor when it's cast as a spell is an illegal target when Rancor tries to resolve, Rancor will be countered and put into its owner's graveyard. It won't return to its owner's hand.

Regal Force

{4}{G}{G}{G}

Creature — Elemental

5/5

When Regal Force enters the battlefield, draw a card for each green creature you control.

- If Regal Force is still on the battlefield as its triggered ability resolves, its ability will count itself.

Relic of Progenitus

{1}

Artifact

{T}: Target player exiles a card from his or her graveyard.

{1}, Exile Relic of Progenitus: Exile all cards from all graveyards. Draw a card.

- If you activate Relic of Progenitus's first ability, the targeted player chooses which card to exile. The choice is made as the ability resolves.
- You can activate Relic of Progenitus's second ability even if no players have any cards in their graveyards. You'll still draw a card.

Second Thoughts

{4}{W}

Instant

Exile target attacking creature.

Draw a card.

- If the targeted creature is an illegal target when Second Thoughts tries to resolve, the entire spell is countered. You won't draw a card.

Seismic Stomp

{1}{R}

Sorcery

Creatures without flying can't block this turn.

- No creature without flying will be able to block that turn, including creatures that lose flying after Seismic Stomp resolves and creatures without flying that enter the battlefield after Seismic Stomp resolves.

Sengir Autocrat

{3}{B}

Creature — Human

2/2

When Sengir Autocrat enters the battlefield, put three 0/1 black Serf creature tokens onto the battlefield.

When Sengir Autocrat leaves the battlefield, exile all Serf tokens.

- Sengir Autocrat's last ability exiles all Serf tokens, not just the Serf tokens its first ability created.
- If Sengir Autocrat leaves the battlefield while its first ability is on the stack, its second ability triggers and exiles any Serf tokens that happen to be on the battlefield, and then its first ability resolves and gives you three Serf tokens.

Sensei's Divining Top

{1}

Artifact

{1}: Look at the top three cards of your library, then put them back in any order.

{T}: Draw a card, then put Sensei's Divining Top on top of its owner's library.

- Sensei's Divining Top's second ability may be activated in response to its first ability. If so, you'll draw a card, put Sensei's Divining Top on top of your library, and then look at the top three cards and rearrange them.
- If Sensei's Divining Top leaves the battlefield while its second ability is on the stack, you'll draw a card and leave Sensei's Divining Top in the zone it's moved to.

Shaman of the Pack

{1}{B}{G}

Creature — Elf Shaman

3/2

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

- Count the number of Elves you control as Shaman of the Pack's ability resolves, including Shaman of the Pack if it's still on the battlefield, to determine how much life is lost.

Shelter

{1} {W}

Instant

Target creature you control gains protection from the color of your choice until end of turn.

Draw a card.

- The legality of a spell's target is checked only as that spell begins to resolve. If Shelter gives the targeted creature protection from white, you'll still draw a card.

Siege-Gang Commander

{3} {R} {R}

Creature — Goblin

2/2

When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield.

{1} {R}, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

- You can sacrifice any Goblin you control to activate Siege-Gang Commander's activated ability, not just the ones its triggered ability puts onto the battlefield. You can even sacrifice Siege-Gang Commander itself.
- If you sacrifice an attacking or blocking Goblin during the declare blockers step, it won't deal combat damage. If you wait until the combat damage step, but that Goblin has been dealt lethal damage, it'll be destroyed before you get a chance to sacrifice it.

Skulking Ghost

{1} {B}

Creature — Spirit

2/1

Flying

When Skulking Ghost becomes the target of a spell or ability, sacrifice it.

- You'll sacrifice Skulking Ghost even if you counter the spell or ability that targets it. If that spell has no other targets, it'll be countered when it tries to resolve.

Sneak Attack

{3}{R}

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

- You only sacrifice the creature if you still control it at end of turn. If that creature has left the battlefield, even if it came back, you don't sacrifice it. Likewise, if an opponent has gained control of it, it won't be sacrificed and will remain on the battlefield indefinitely.
- Putting a card onto the battlefield is optional. When the ability resolves, you can choose not to, even if you have one in your hand.

Soulcatcher

{1}{W}

Creature — Bird Soldier

1/1

Flying

Whenever a creature with flying dies, put a +1/+1 counter on Soulcatcher.

- If another creature with flying is dealt lethal damage at the same time as Soulcatcher, they'll be destroyed at the same time. Soulcatcher's ability won't save it.

Stupefying Touch

{1}{U}

Enchantment — Aura

Enchant creature

When Stupefying Touch enters the battlefield, draw a card.

Enchanted creature's activated abilities can't be activated.

- Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keywords are activated abilities and will have colons in their reminder text.
- Unlike many similar abilities, Stupefying Touch's last ability stops mana abilities from being activated.

Swords to Plowshares

{W}

Instant

Exile target creature. Its controller gains life equal to its power.

- The amount of life gained is equal to the power of the targeted creature as it last existed on the battlefield.
- If the creature's power is negative, its controller doesn't lose or gain life.

Sylvan Library

{1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

- You always perform your normal draw before this ability. The normal draw occurs before anything can be placed on the stack during a player's draw step.
- If you control other triggered abilities that allow you to draw cards during your draw step, you can choose to order Sylvan Library's ability before or after those abilities. Triggered abilities controlled by other players will resolve before triggered abilities you control.
- Any cards drawn prior to Sylvan Library's ability resolving, including in your upkeep or in response to Sylvan Library's triggered ability, can be chosen to be put back using this effect. Sylvan Library's controller is responsible for keeping these cards distinguishable in hand, such as by keeping them separate from cards that began the turn in hand.
- If you control more than one Sylvan Library, the triggered ability of each will resolve in sequence. You don't get to draw all the cards at once and then put them all back at once.
- You can put back zero, one, or two cards.
- If you choose to draw two cards, then replace one or more of those draws with some other effect, the rest of Sylvan Library's ability still happens. If you've actually drawn only one card that turn, you must choose that card and either pay 4 life or put it on top of your library. If you haven't actually drawn any cards that turn, the rest of the ability has no effect.
- It's not possible to take any actions between drawing the cards and choosing two cards. You can't cast the cards you drew to avoid having two cards to choose.

Timberwatch Elf

{2}{G}

Creature — Elf

1/2

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

- The number of Elves on the battlefield is counted only as Timberwatch Elf's ability resolves. If Timberwatch Elf is still on the battlefield, it'll count itself.

Torrent of Souls

{4} {B/R}

Sorcery

Return up to one target creature card from your graveyard to the battlefield if {B} was spent to cast Torrent of Souls. Creatures target player controls get +2/+0 and gain haste until end of turn if {R} was spent to cast Torrent of Souls. *(Do both if {B}{R} was spent.)*

- Torrent of Souls cares about what mana was spent to pay its total cost, not just what mana was spent to pay the hybrid mana symbol in its cost.
- Torrent of Souls checks on resolution to see if any black or red mana was spent to pay its cost. It doesn't matter how much mana of that color was spent; you won't return more than one creature, and creatures the targeted player controls won't get more than +2/+0.
- The effects of the spell happen in order. If you spent both {B} and {R} to cast Torrent of Souls, first you'll return a creature card from your graveyard to the battlefield, then all creatures the targeted player controls—including the one you just returned if that player is you—will get +2/+0 and gain haste until end of turn.
- If Torrent of Souls is copied, the copy will not have had black or red mana paid for it, no matter what colors were spent on the original spell.

Toxic Deluge

{2} {B}

Sorcery

As an additional cost to cast Toxic Deluge, pay X life.

All creatures get -X/-X until end of turn.

- The payment of life is an additional cost. You lose the life even if Toxic Deluge is countered.
- If you cast Toxic Deluge without paying its mana cost, you'll still choose a value for X and pay X life. This is because it doesn't have {X} in its mana cost.
- All creatures on the battlefield when Toxic Deluge resolves are affected. Ones that enter the battlefield or become creatures later in the turn are not.

Undying Rage

{2} {R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and can't block.

When Undying Rage is put into a graveyard from the battlefield, return Undying Rage to its owner's hand.

- If the target of Undying Rage when it's cast as a spell is an illegal target when Undying Rage tries to resolve, Undying Rage will be countered and put into its owner's graveyard. It won't return to its owner's hand.

Unexpectedly Absent

{X} {W} {W}

Instant

Put target nonland permanent into its owner's library just beneath the top X cards of that library.

- If there are fewer than X cards in that player's library, put that permanent on the bottom of that library.
- If you choose 0 as the value for X, put that permanent on top of its owner's library.

Urborg Uprising

{4} {B}

Sorcery

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

Draw a card.

- You can cast Urborg Uprising with zero targets if you only want to draw a card.
- If you chose at least one target and all targets are illegal on resolution, you won't draw a card.

Vampiric Tutor

{B}

Instant

Search your library for a card, then shuffle your library and put that card on top of it.

You lose 2 life.

- The "shuffle and put the card on top" is a single action. If an effect causes the top card of the library to be face up, the second card down is not revealed.

Victimize

{2} {B}

Sorcery

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

- You must choose two targets. You can't cast Victimize targeting only one creature card.
- The creature you sacrifice isn't chosen until Victimize resolves. You can't return the creature you sacrifice because it will still be on the battlefield at the time targets are chosen.
- As Victimize resolves, you must sacrifice a creature if able. You can't change your mind and choose not to sacrifice anything.
- If one of the targeted creature cards is an illegal target (for instance, because it has left your graveyard before Victimize resolves), you'll still sacrifice a creature and put the other card onto the battlefield. If both are illegal targets, Victimize will be countered. You won't sacrifice a creature.

Void

{3}{B}{R}

Sorcery

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.

- You can choose 0. Artifact lands and most tokens have converted mana costs of 0, for example.
- The target player is chosen as you announce Void, but the number isn't chosen until it's resolving. No player may choose to take actions between you choosing a number and the rest of Void's effects.

Wake of Vultures

{3}{B}

Creature — Bird

3/1

Flying

{1}{B}, Sacrifice a creature: Regenerate Wake of Vultures.

- You can sacrifice Wake of Vultures to activate its own ability. The ability will have no effect as it resolves.

Warden of Evos Isle

{2}{U}

Creature — Bird Wizard

2/2

Flying

Creature spells with flying you cast cost {1} less to cast.

- A creature spell that doesn't have flying won't cost less even if the creature it will become will have flying once on the battlefield. For example, if you control an Island and Wonder is in your graveyard, creature spells won't cost {1} less even though those creatures will have flying once they're on the battlefield.
- The ability can't reduce the colored mana requirement of a creature spell with flying.

Wee Dragonauts

{1} {U} {R}

Creature — Faerie Wizard

1/3

Flying

Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

- Wee Dragonauts's triggered ability will resolve before the spell that caused it to trigger.

Whitemane Lion

{1} {W}

Creature — Cat

2/2

Flash

When Whitemane Lion enters the battlefield, return a creature you control to its owner's hand.

- You may return Whitemane Lion itself to its owner's hand as its triggered ability resolves. If you control no other creatures, you must return it.
- The ability doesn't target any creature. You don't choose what to return until the ability resolves. Once the ability has started to resolve, no one can respond to the choice.

Winter Orb

{2}

Artifact

As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

- All permanents untap during a player's untap step at once. If Winter Orb is tapped as your untap step begins, your lands will all untap.
- You can't tap Winter Orb just because you want to. Another ability, such as that of Glare of Subdual, must instruct or allow you to do so.

Worldgorger Dragon

{3} {R} {R} {R}

Creature — Nightmare Dragon

7/7

Flying, trample

When Worldgorger Dragon enters the battlefield, exile all other permanents you control.

When Worldgorger Dragon leaves the battlefield, return the exiled cards to the battlefield under their owners' control.

- It is possible for Worldgorger Dragon to leave the battlefield before its "enters the battlefield" trigger resolves. If this happens, then the "leaves the battlefield" trigger will have nothing to return. Then its "enters the battlefield" trigger resolves, and all other permanents you control are exiled forever.
- If an Aura is exiled with Worldgorger Dragon, the player who controls the Aura when it enters the battlefield chooses what it will enchant. It doesn't have to go back to the same place. It can't enter the battlefield enchanting a permanent that enters the battlefield at the same time.
- If Animate Dead is put onto the battlefield enchanting Worldgorger Dragon, Worldgorger Dragon's enters-the-battlefield trigger will exile Animate Dead, which causes you to sacrifice Worldgorger Dragon, which causes Animate Dead to return to the battlefield attached to a creature card in a graveyard of your choice. If you can choose a creature card other than Worldgorger Dragon, you must do so after as many iterations of this loop as you'd like. If you can't choose a different card, and no player chooses to break the loop, the game ends in a draw.

Xantid Swarm

{G}

Creature — Insect

0/1

Flying

Whenever Xantid Swarm attacks, defending player can't cast spells this turn.

- The defending player may cast spells before Xantid Swarm's triggered ability resolves.
- In a multiplayer game, only the player Xantid Swarm attacked is affected. Other defending players may cast spells.

Young Pyromancer

{1} {R}

Creature — Human Shaman

2/1

Whenever you cast an instant or sorcery spell, put a 1/1 red Elemental creature token onto the battlefield.

- Young Pyromancer's triggered ability will resolve before the spell that caused it to trigger, but after targets have been chosen for that spell.

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