

***Reality Fracture* 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 As future sets are released, updates to the *Magic* rules may cause some of this information to become outdated. Go to [Magic.Wizards.com/Rules](https://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 information about common or confusing situations involving 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

Reality Fracture cards with the FRA set code are permitted in the [Standard](#), [Pioneer](#), and [Modern](#) formats, as well as in [Commander](#) and [other formats](#).

New *Reality Fracture* Commander cards with the FRC set code are permitted in the [Commander](#), [Legacy](#), and [Vintage](#) formats. Previously printed cards with the FRC set code are legal for play in any format where a card with the same name is permitted.

The *Reality Fracture* release also includes Special Guest cards with the SPG set code. These returning cards are legal for play in any format that already allows those cards.

Go to [Magic.Wizards.com/Formats](https://magic.wizards.com/formats) for a complete list of formats and their permitted card sets and banned lists.

Go to [Magic.Wizards.com/Commander](https://magic.wizards.com/commander) for more information on the Commander variant.

Go to [Locator.Wizards.com](https://locator.wizards.com) to find an event or store near you.

New Mechanic: Empower Jace

Jace's watchful eye is on every part of the Echoverse, and we don't mean metaphorically. Jace's hooded visage can be seen all across Hexhaven's campus; the *empower Jace* mechanic represents his omnipresence and growing power within his new domain.

Academic Ascent

{1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

- To empower Jace N, if you don't control a Jace planeswalker token, create a blue Jace planeswalker token with 0 loyalty, "[−1]: Surveil 1," and "[−3]: Draw a card." Choose a Jace planeswalker token you control. Put N loyalty counters on it.
- Empower Jace won't let you put loyalty counters on nontoken Jace planeswalkers. However, if you control a Jace planeswalker token that you got another way (such as an effect that creates a token that's a copy of a permanent), empower Jace will put loyalty counters on that.
- If you control a Jace planeswalker token, you can't choose to create a new one when you empower Jace. You have to put the loyalty counters on your existing Jace planeswalker token. In the rare case that you control multiple Jace planeswalker tokens, you'll choose one of those tokens to put the loyalty counters on.
- Some spells and abilities that empower Jace may require targets. If each target chosen is an illegal target as that spell or ability tries to resolve, it won't resolve. You won't empower Jace.

New Predefined Token: Heartwood

Konstrari students build impressive constructs and animate them using *heartwood* crystals made from condensed leyline energy. We've given you the power to create these crystals too, in the form of the new predefined Heartwood token.

Aerid Konstrari

{1}{R}{G}{G}

Legendary Creature — Elder Sphinx

5/4

Flying

When Aerid Konstrari enters or dies, create a Heartwood token. *(It's a red and green artifact with "{T}: Add {R} or {G}.")*

{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

- Heartwood tokens are a kind of predefined token. Each one is a red and green artifact with the artifact subtype Heartwood and the ability "{T}: Add {R} or {G}."

Returning Mechanic: Preparation Cards

Returning Keyword Action: Prepare

Preparation cards debuted recently in *Secrets of Strixhaven*, and they're back in this release. The students of Hexhaven have also learned how to *prepare* spells that you can cast while they're on the battlefield. Unlike the students of Strixhaven, however, many of the creatures use the same prepare spells as one another.

Bloodline Recollector

{1} {B}

Creature — Vampire Warlock

2/2

At the beginning of each end step, if three or more creatures died this turn, this creature becomes prepared.

(While it's prepared, you may cast a copy of its spell.

Doing so unprepares it.)

//Prep//

Ancestral Craving

{B}

Instant

Target player draws three cards and loses 3 life.

Diviner of Victory

{U}

Creature — Dwarf Wizard

1/1

This creature enters prepared. *(While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)*

Whenever you scry or surveil, this creature gets +1/+1 until end of turn.

//Prep//

Unwind History

{1} {U}

Sorcery

Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1.

- Preparation cards can be cast only with their base characteristics.
- A preparation card is a creature card in every zone. For example, while it's in your graveyard, Diviner of Victory is a blue creature card whose mana value is 1. It can't be the target of Stingcaster Mage's triggered ability ("When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.").
- As an effect causes a creature with a prepare spell to become prepared (including effects that state that a creature "enters prepared"), that creature's controller creates a copy of that creature's prepare spell in exile. That copy remains in exile for as long as that permanent is on the battlefield and is prepared. That creature's controller may cast that copy as long as it remains in exile. As they cast it, that creature stops being prepared.
- Only the current controller of a prepared creature can cast the copy of its prepare spell in exile. It doesn't matter who owns that creature or who controlled it when it became prepared.
- While copies of spells in zones other than the stack cease to exist when state-based actions are checked, this does not apply to copies of prepare spells in exile that were created as a creature became prepared.
- Being prepared isn't a copiable value. If a permanent becomes a copy of a prepared creature, it won't be prepared. That permanent will have the alternative characteristics, though, and some other effect could cause it to become prepared later.
- If a prepared creature loses all abilities, it won't stop being prepared, and nothing will happen to its alternative characteristics or to the copy of its prepare spell in exile.

- If a prepared creature stops being a creature, it will still be prepared, and the copy of its prepare spell will remain in exile. That permanent's controller will still be able to cast it. The same is true if a prepared creature becomes a copy of something else, even if it's then a permanent without a prepare spell.
- A creature without a prepare spell can't become prepared.
- A creature with a prepare spell can't become prepared more than once at the same time. For example, say Bloodline Recollector is on the battlefield and is prepared. During the current turn, three creatures die. At the beginning of the end step, Bloodline Recollector's last ability triggers. When that ability resolves, since Bloodline Recollector is already prepared, the ability won't cause it to become prepared a second time or create a second copy of Ancestral Craving in exile.
- If an effect causes a creature to become unprepared, a prepared creature stops being prepared and the associated copy of its prepare spell in exile ceases to exist. If it wasn't prepared at that time, nothing happens.
- If an effect instructs you to choose a card name, you may choose the alternative prepare spell's name. Consider only the alternative characteristics to determine whether that is an appropriate name to choose.
- Casting a copy of a prepare spell from exile isn't casting it for an alternative cost. Effects that allow you to cast a spell for an alternative cost or without paying its mana cost may allow you to apply those to a copy of a prepare spell cast from exile.
- Creating a copy of a creature's prepare spell in exile ignores copy exceptions applied to that creature that would affect the copiable values of that spell. For example, say a player casts Croaking Counterpart (a sorcery that says "Create a token that's a copy of target non-Frog creature, except it's a 1/1 green Frog") targeting Diviner of Victory. The token copy of Diviner of Victory will enter prepared as a 1/1 green Frog creature, but the copy of Unwind History in exile will still be a blue sorcery. The copy of Unwind History won't be green, a creature, or a Frog, and it won't have power or toughness.
- If a prepare spell with one or more targets has no legal targets when it tries to resolve, it won't resolve and none of its effects will happen. Since the spell was cast, the associated permanent will still not be prepared.

Returning Mechanic: Flashback

The Echoverse has its own history and its own future, but some things are quite familiar. For example, you might be familiar with the returning *flashback* mechanic, which gives instant and sorcery cards in your graveyard another chance to have an impact.

Bestial Incursion
 {3}{G}
 Sorcery
 Create a 4/4 green Beast creature token with trample.
 Flashback {5}{G} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

- "Flashback [cost]" means "You may cast this card from your graveyard if the resulting spell is an instant or sorcery spell 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.

***REALITY FRACTURE* MAIN SET CARD-SPECIFIC NOTES:**

Ajani Resolute

{1}{W}

Legendary Planeswalker — Ajani

2

Whenever you gain life, put a loyalty counter on Ajani.

0: You gain 1 life.

−4: Create a 2/2 white Cat Soldier creature token named Ajani's Pridemate with "Whenever you gain life, put a +1/+1 counter on this token."

−10: You get an emblem with "Creatures you control get +2/+2."

- If more than one creature you control with lifelink deals combat damage at the same time, you will gain life that many times, and Ajani's first ability (as well as Ajani's Pridemate's ability) will trigger that many times.
- Unlike the card Ajani's Pridemate, the token has no mana cost. Its mana value is 0.
- If Ajani's Pridemate is dealt lethal damage at the same time that you gain life, it won't receive a counter from its ability in time to save it.

Ajani Unrelenting

{4}{R}{R}

Legendary Planeswalker — Ajani

5

Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.

+1: Creatures you control get +1/+0 and gain haste until end of turn.

−2: Discard your hand, then draw a card for each creature you control.

−3: Ajani deals 4 damage to each creature except for tokens you control.

- The creature token created by Ajani's first ability will always enter the battlefield before the loyalty ability that caused it to trigger resolves. Importantly, this means that if you activate his first loyalty ability, the token created will get +1/+0 and gain haste until end of turn.

Avatar of Burgeoning Echoes

{G}{U}

Creature — Avatar

2/3

Landfall — Whenever a land you control enters, empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

Planeswalkers you control have "[−10]: Put a +1/+1 counter on target creature for each land you control."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.

Blazing Crescendo

{1}{R}

Instant

Target creature gets +3/+1 until end of turn. Exile the top card of your library. Until the end of your next turn, you may play that card.

- You pay all costs and follow all normal timing rules for a card played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty.
- If the target creature is an illegal target by the time the spell tries to resolve (most likely because it has left the battlefield in response), the spell will not resolve. No card will be exiled.

Break Under Pressure

{2}{B}

Instant

Target opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. You gain 2 life.

- Which creature or planeswalker will be sacrificed is determined as Break Under Pressure resolves.
 - Break Under Pressure targets only the opponent, not any permanent. A permanent with hexproof may be sacrificed this way if its mana value is the greatest, for example.
 - Consider all creatures and planeswalkers the target opponent controls as one group to see which one has the greatest mana value. For example, if the opponent controls a creature with mana value 3 and a planeswalker with mana value 5, they must sacrifice the planeswalker.
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Chandra, Torch of Defiance

{2} {R} {R}

Legendary Planeswalker — Chandra

4

+1: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

+1: Add {R} {R}.

−3: Chandra deals 4 damage to target creature.

−7: You get an emblem with “Whenever you cast a spell, this emblem deals 5 damage to any target.”

- An effect that instructs you to “cast” a card doesn’t allow you to play lands. If the card exiled with Chandra’s first ability is a land card, you can’t play it and Chandra deals 2 damage to each opponent.
- If you cast the exiled card, you do so as part of the resolution of Chandra’s ability. You can’t wait to cast it later in the turn. Timing permissions based on the card’s type are ignored, but other restrictions (such as “Cast [this card] only during combat”) are not.
- You pay the costs for the exiled card if you cast it. You may pay alternative costs such as emerge rather than the card’s mana cost.
- Loyalty abilities can’t be mana abilities. Chandra’s second ability uses the stack and can be countered or otherwise responded to. Like all loyalty abilities, it can be activated only once per turn, during your main phase, when the stack is empty, and only if no other loyalty abilities of the planeswalker have been activated this turn.
- The emblem created by Chandra’s last ability is colorless. The damage it deals is from a colorless source.
- Chandra’s emblem’s ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack.
- In a Two-Headed Giant game, Chandra’s first ability causes 4 damage total to be dealt to the opposing team.

Compel Brutality

{1} {G}

Instant

Choose one —

- Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
 - Target planeswalker you control deals damage equal its loyalty to target creature or planeswalker an opponent controls.
- The power of the creature or the loyalty of the planeswalker is checked as the spell resolves. If that creature or planeswalker is no longer on the battlefield at the time the spell resolves, no damage is dealt.
-

Craftwork Crusher
{3} {R} {R} {G} {G}
Artifact Creature — Boar Construct
7/5

Trample

When this creature enters, choose two —

- This creature deals 4 damage to target creature or planeswalker.
- Create a 2/2 colorless Wizard Soldier creature token named Cadet.
- Draw a card.

- If the first mode is chosen and the target creature or planeswalker becomes an illegal target before the ability resolves, then the ability will be removed from the stack and none of its other effects will happen.
-

Cryothery Adept
{1} {U}
Creature — Human Wizard
2/1

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

{3} {U}, Exile this card from your graveyard: Tap target creature and put a stun counter on it. Activate only as a sorcery. (*If a permanent with a stun counter would become untapped, remove one from it instead.*)

- The target creature doesn't need to be untapped to put a stun counter on it.
-

Danitha, Spear of Agony
{2} {B}
Legendary Creature — Human Knight
2/2

First strike

Whenever you cast a spell that targets an opponent or a creature an opponent controls, put a +1/+1 counter on Danitha.

- Danitha's triggered ability triggers only once per spell that targets an opponent or a creature an opponent controls, regardless of how many targets that spell has.
 - Danitha's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack.
-

Dedicated Commons
Land
This land enters tapped unless you control a planeswalker.
{T}: Add {R} or {W}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Deserted Beach

Land

This land enters tapped unless you control two or more other lands.

{T}: Add {W} or {U}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

Desperate Futurescribe

{2} {W} {U}

Creature — Kor Scout

3/4

Flying

At the beginning of combat on your turn, another target creature you control gets +1/+1 until end of turn. If you've scried or surveilled this turn, put a +1/+1 counter on that creature instead.

- If you have both scried and surveilled this turn, you will still put only one +1/+1 counter on that creature.

Diviner of Victory

{U}

Creature — Dwarf Wizard

1/1

This creature enters prepared. (*While it's prepared, you may cast a copy of its spell. Doing so unprepares it.*)

Whenever you scry or surveil, this creature gets +1/+1 until end of turn.

//Prep//

Unwind History

{1} {U}

Sorcery

Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1.

- If a creature on the battlefield has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Draconic Visitor
{3} {R} {R}
Creature — Dragon
5/5

Flying

If one or more artifact tokens would be created under your control, that many 5/5 red Dragon creature tokens with flying are created instead.

- The tokens' characteristics are entirely replaced by 5/5 red Dragon creature tokens with flying. They don't have any abilities the tokens would have been created with. Anything else specified in the effect creating the tokens (such as tapped, attacking, "That token gains haste," or "Exile that token at end of combat") still applies.
 - If you create a nonartifact token that will be an artifact as it enters the battlefield, perhaps because of an effect such as that of Mycosynth Lattice, Draconic Visitor's effect doesn't apply to that token's creation. (This is because Draconic Visitor's effect modifies how the tokens are created, and Mycosynth Lattice's effect doesn't apply until you consider how the tokens are entering the battlefield.)
 - If an effect changes under whose control a token would be created, that effect applies before Draconic Visitor's effect applies. If an effect changes under whose control a token would enter the battlefield, that effect applies after Draconic Visitor's effect is able to be applied.
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Eardrum Rattler
{1} {R}
Creature — Human Bard
2/2

{1}, {T}: Another target creature you control with power 2 or less can't be blocked this turn.

- If the target creature's power changes to be greater than 2 before Eardrum Rattler's ability resolves, the ability does nothing because the target is no longer legal. However, once the ability has resolved, that creature won't be able to be blocked even if its power increases above 2.
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Emrakul, the Exigent Doom
{10}
Legendary Creature — Eldrazi
12/12

When you cast this spell, untap all lands you control.

Flying, trample

Ward—Sacrifice three permanents.

{3}, Exile this card from your hand: Target land gains

"{T}: Add {C} {C}" until this card is cast from exile.

You may cast this card for as long as it remains exiled.

- You may use the mana ability Emrakul grants to the land while casting Emrakul from exile.
 - If Emrakul is removed from exile without being cast, the land will continue to have this ability.
-

Enlightened Confidant

{1}{W}

Creature — Kor Cleric

2/1

Lifelink

At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand.

- Enlightened Confidant's ability checks at the moment it would trigger to see if you gained life this turn. If you didn't, the ability won't trigger at all. Once your end step begins, it's too late to gain life in order to cause this ability to trigger. However, the last part of the ability will check how much life you've gained as the ability resolves, so you could still gain more life while the ability is on the stack to make putting a card into your hand easier.
 - If a card in your graveyard has an X in its mana cost, X is 0 for the purpose of determining its mana value.
-

Extrapolate the Impossible

{1}{B}

Sorcery

You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand.

- The other card stays outside the game.
 - In a casual game, a card you choose from outside the game comes from your personal collection. In a tournament event, a card you choose from outside the game must come from your sideboard. In Limited events, your sideboard also includes an arbitrary number of basic lands. You may look at your sideboard at any time.
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Face Yourself

{5}{R}{R}

Sorcery

For each creature target player controls, create a token that's a copy of that creature, except it has haste and "At the beginning of the end step, if you don't control a planeswalker, sacrifice this creature."

- The tokens copy exactly what was printed on the original creature, with the listed exceptions, and nothing else (unless that permanent 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 considered to be 0.
- If the copied creature is copying something else (for example, if the copied creature is a Clone), then the token enters the battlefield as whatever that creature copied.
- If the copied creature is a token, the token created by Face Yourself copies the original characteristics of that token as stated by the effect that put that token onto the battlefield.

- Any enters abilities of the copied creature will trigger when the token enters the battlefield. Any “as [this permanent] enters” or “[this permanent] enters with” abilities of the copied creature will also work.
- The tokens see each other enter the battlefield. If any of them have a triggered ability that triggers whenever a creature enters, they’ll trigger for one another.

Fatehold Annex

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {W} or {U}.

- If this land enters at the same time as a planeswalker, that planeswalker isn’t considered when determining if this land enters the battlefield tapped or untapped.

Fblthp, Impossibly Lost

{1}{U}

Legendary Creature — Homunculus

1/1

When one or more of your opponents are dealt combat damage during your turn, draw two cards. If your library has no cards in it, you win the game. Fblthp’s owner shuffles him into their library. *(If you draw from an empty library this way, you still win the game.)*

- Losing the game due to drawing from an empty library happens as a state-based action. At certain times (usually after each spell and ability resolves) the game checks to see if any state-based actions need to be performed, then does so. Since Fblthp’s ability causes you to win the game while that ability is still resolving, this happens before those state-based actions would be checked and performed. Notably, drawing cards from an empty library at any other time while Fblthp is on the battlefield will still cause you to lose the game.

Formidable Commons

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {B} or {G}.

- If this land enters at the same time as a planeswalker, that planeswalker isn’t considered when determining if this land enters the battlefield tapped or untapped.

Gardenize

{1}{G}{G}

Enchantment

Whenever a creature you control dies, put a charge counter on this enchantment.

At the beginning of your first main phase, add {G} for each charge counter on this enchantment.

- If Gardenize is no longer on the battlefield at the time its last ability resolves, use the number of counters it had on it the last time it was on the battlefield to determine the amount of {G} to add.

Germinate Recruits

{2} {W}

Instant

Create X 2/2 colorless Wizard Soldier creature tokens named Cadet, where X is the amount of life you gained this turn.

- Germinate Recruits counts the total amount of life gained without taking into account any life you lost during that turn. For example, if you lost 3 life and gained 3 life earlier in the turn, you'll create three tokens.

Ghalta the Immovable

{8} {W}

Legendary Creature — Elder Dinosaur

0/7

This spell costs {X} less to cast, where X is the greatest toughness among creatures you control.

Creatures you control can attack as though they didn't have defender.

Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power.

- The first step of casting a spell is to move it to the stack. If this causes the greatest toughness of creatures you control to change (perhaps because you control a creature whose toughness is determined by the number of cards in your hand), that new toughness will be used to determine the cost reduction.
 - Once you determine the cost to cast Ghalta the Immovable, you may activate mana abilities to pay that cost. If the greatest toughness of creatures you control changes while activating mana abilities, the cost to cast Ghalta remains what you previously determined.
 - Ghalta the Immovable's mana value doesn't change no matter what the greatest toughness of creatures you control is.
 - Ghalta the Immovable's cost reduction ability can't reduce the total cost to cast the spell below {W}.
 - Once you announce you're casting a spell, no player may take actions until the spell has been paid for. Notably, opponents can't try to reduce the toughness of creatures you control.
 - Ghalta the Immovable's last ability doesn't actually change any creature's power. It changes only the amount of combat damage the creature assigns. All other rules and effects that check power or toughness use the real values, even if they cause damage "equal to a creature's power" to be dealt.
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Ghalta the Unstoppable

{8} {G}

Legendary Creature — Elder Dinosaur

8/8

This spell costs {X} less to cast, where X is the greatest power among creatures you control.

Trample

Other creatures you control have trample.

- The first step of casting a spell is to move it to the stack. If this causes the greatest power of creatures you control to change (perhaps because you control a creature whose power is determined by the number of cards in your hand), that new power will be used to determine the cost reduction.
- Once you determine the cost to cast Ghalta the Unstoppable, you may activate mana abilities to pay that cost. If the greatest power of creatures you control changes while activating mana abilities, the cost to cast Ghalta remains what you previously determined.
- Ghalta the Unstoppable's mana value doesn't change no matter what the greatest power of creatures you control is.
- Ghalta the Unstoppable's cost reduction ability can't reduce the total cost to cast the spell below {G}.
- Once you announce you're casting a spell, no player may take actions until the spell has been paid for. Notably, opponents can't try to reduce the power of creatures you control.

Graft Surgeon

{2} {W}

Creature — Human Cleric

2/2

This creature enters with a +1/+1 counter on it.

When this creature dies, put its counters on up to one target creature you control.

- Graft Surgeon's second ability puts all counters that were on Graft Surgeon onto the target creature, not just its +1/+1 counters.
 - Graft Surgeon's second ability doesn't cause you to move counters from Graft Surgeon onto the target creature. Rather, you put the same number of each kind of counter Graft Surgeon had when it died onto the target creature.
 - In some unusual cases, you may end up putting the appropriate counters on more than one permanent. For example, if you control The Ozolith (a card from the *Ikorla: Lair of Behemoths* set) when Graft Surgeon dies, you'll put the appropriate number of each kind of counter onto both The Ozolith and the target creature.
 - If Graft Surgeon has -1/-1 counters on it when it dies, that ability will include those as well. This may result in the recipient of the counters dying.
 - If enough -1/-1 counters are put on Graft Surgeon at the same time to make its toughness 0 or less, its second ability will see all of the +1/+1 counters it had when it died as well as the -1/-1 counters it had, and an equal number of each of those types of counters (plus any other applicable counters) will be put onto the target creature.
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Grim Repriser

{B} {R}

Creature — Zombie Bard

2/2

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

{B} {R}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if an opponent has been dealt noncombat damage this turn. (*If a creature with a finality counter on it would die, exile it instead.*)

- Grim Repriser doesn't need to have been in your graveyard at the time the damage was dealt. For example, if you cast a spell that deals damage to an opponent before combat, then Grim Repriser dies due to combat damage, you can activate its ability the same turn.

Hall of Echoes

Land

{T}: Add {C}.

{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

- The "legend rule" is the rule that states that if a player controls two or more legendary permanents with the same name, that player chooses one of them, and the rest are put into their owners' graveyards. Notably, this is a state-based action that's checked whenever a player would get priority. It doesn't happen during the resolution of a spell or ability. If Hall of Echoes becomes a copy of a legendary creature, both permanents will remain on the battlefield.
- The "legend rule" doesn't use the stack and can't be responded to. Notably, this means that if you have two legendary permanents with the same name on the battlefield before you have resolved the last ability of Hall of Echoes, there is no time to activate the ability before having to put one in the graveyard.
- While the "legend rule" doesn't apply to permanents you control, you can control any number of legendary permanents with the same name and none of them will be put into the graveyard.
- If you control more than one legendary permanent with the same name and the "legend rule" begins applying again, you'll immediately have to comply with the rule and put all but one of those permanents into the graveyard. If this happens due to the effect expiring at end of turn, this will happen during the cleanup step, then each player will get priority and a new cleanup step will happen.
- Both effects of Hall of Echoes's last ability have the same duration, and they'll wear off at exactly the same time. As such, there's no moment at which Hall of Echoes is still a copy of the target creature after the "legend rule" begins to apply again.
- Hall of Echoes copies exactly what was printed on the original creature and nothing else (unless that permanent is copying something else; 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, and so on.
- If the copied creature is copying something else, then Hall of Echoes becomes a copy of whatever that creature copied.
- Because Hall of Echoes isn't entering the battlefield when it becomes a copy of the creature, any "When [this creature] enters" or "[This creature] enters with" abilities of the copied creature won't apply.

Haunted Ridge

Land

This land enters tapped unless you control two or more other lands.

{T}: Add {B} or {R}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

Innovative Commons

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {U} or {R}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Jace's Machinations

{2} {U}

Instant

Until end of turn, you may activate loyalty abilities of Jace planeswalkers you control on any player's turn any time you could cast an instant.

Empower Jace 8. *(Put eight loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

- You may still activate only one loyalty ability of each permanent you control during the turn you cast Jace's Machinations.

Jiang Yanggu, Alone

{4} {R}

Legendary Creature — Human Berserker

4/4

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

Whenever a creature you control attacks a player alone, discard a card, then draw a card. Then put a +1/+1 counter on that creature for each card you've discarded this turn.

- A creature attacks a player alone if no other creatures are declared as attackers attacking that player. It doesn't matter if other creatures are declared as attackers attacking planeswalkers that player controls, battles they protect, or other players.
-

Karn, Argent Defender
{2}
Legendary Artifact Creature — Golem
1/3
Artifacts and creatures entering the battlefield don't cause abilities to trigger.

- Triggered abilities use the word “when,” “whenever,” or “at.” They’re often written as “[Trigger condition], [effect].” Some keyword abilities are triggered abilities and will have “when,” “whenever,” or “at the beginning of” in their reminder text.
- Replacement effects, such as a permanent entering the battlefield tapped or with counters on it, are unaffected. Abilities that apply “as [this permanent] enters” are replacement effects.
- The trigger event doesn’t have to specify artifacts or creatures entering the battlefield. For example, Tireless Tracker has an ability that says “Whenever a land you control enters, investigate.” If an artifact land or creature land you control enters, that ability won’t trigger. If a nonartifact, noncreature land you control enters, the ability will trigger.
- Look at the permanent as it exists on the battlefield, taking into account continuous effects, to determine whether any triggered abilities will trigger. For example, if you control Opalescence, which says, in part, “Each other non-Aura enchantment is a creature,” each enchantment will be a creature at the time it enters the battlefield and will not cause triggered abilities to trigger.
- If Karn, Argent Defender and another artifact or creature enter the battlefield at the same time, neither one will cause triggered abilities to trigger when they enter the battlefield.

Kiora of Salt and Sand
{1}{G}{U}
Legendary Creature — Merfolk Noble
2/4
Whenever you attack, if you’ve activated a loyalty ability this turn, untap target attacking creature. It can’t be blocked this turn.
Planeswalkers you control have “[–8]: Create an 8/8 blue Leviathan creature token with hexproof.”

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.

Konstrari Annex
Land
This land enters tapped unless you control a planeswalker.
{T}: Add {R} or {G}.

- If this land enters at the same time as a planeswalker, that planeswalker isn’t considered when determining if this land enters the battlefield tapped or untapped.
-

Koth of the Homestead

{2} {W}

Legendary Creature — Human Citizen

2/3

Landfall — Whenever a land you control enters, you gain 1 life.

Whenever a Plains you control enters, put a +1/+1 counter on target creature.

- When a Plains you control enters, both of Koth's abilities will trigger. In that case, Koth's controller determines what order those abilities are placed on the stack.

Loot, the Anomaly

{2} {B}

Legendary Creature — Beast Horror

-2/4

If Loot's power is negative, he assigns combat damage as though his power were positive.

Threshold — Sacrifice another creature or planeswalker:

Loot gets -2/-0 until end of turn. Activate only if there are seven or more cards in your graveyard.

- Loot's first ability doesn't change his power. It changes only the amount of combat damage he assigns. All other rules and effects that check his power use the real value, even if they cause damage "equal to a creature's power" to be dealt. In that case, if Loot's power is negative, no damage is dealt.
- If another effect causes Loot to deal combat damage equal to his toughness rather than his power, use his toughness to determine how much combat damage to assign, even if he also has negative power.

Loot, the Nexus

{2} {G}

Legendary Creature — Beast Noble

2/1

{T}: Choose a color. Add one mana of that color for each different power among creatures you control.

- A creature has different power from another if their powers are different numbers. For example, a 1/1 creature and a 2/1 creature have different powers.

Lyra, Archangel of Dawn

{2} {W}

Legendary Creature — Angel Knight

3/3

Flying

Whenever you gain life, put a +1/+1 counter on each Angel you control.

- If more than one creature you control with lifelink deals combat damage at the same time, Lyra's last ability will trigger once for each of those creatures.

- If an Angel you control is dealt lethal damage at the same time that you gain life, it won't receive a counter from Lyra's ability in time to save it.

Meticulous Commons

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {W} or {B}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Multiply by Zero

{1} {B}

Instant

Target creature has base power and toughness 0/0 until end of turn.

- The effect of Multiply by Zero overrides any other effect that sets a creature's base power and toughness, as well as any characteristic-defining abilities that set base power and toughness (such as that of Fblthp, Knows the Way, another card in *Reality Fracture*). However, if any other effects are increasing that creature's toughness, such as a +1/+1 counter or an effect that gave the creature +1/+1 until end of turn, those will still apply, and in that case, the creature will not die due to having 0 toughness.

Omnipresence

{5} {G} {G} {G}

Enchantment

You may cast spells with mana value less than or equal to the number of creatures you control from your hand without paying their mana costs.

- You must follow the normal timing permissions and restrictions of each spell you cast.
- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, such as that of Tormenting Voice, those must be paid to cast the spell.
- If a spell has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- Once you cast Omnipresence, if it's your turn, you'll have priority immediately after it resolves. You can cast another spell before any player can attempt to remove Omnipresence with spells or abilities.

Overgrown Farmland

Land

This land enters tapped unless you control two or more other lands.

{T}: Add {G} or {W}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

Plan for All Outcomes

{3} {U}

Enchantment

When this enchantment enters, the owner of up to one other target nonland permanent puts it on their choice of the top or bottom of their library.

Whenever you cast your first noncreature spell each turn, empower Jace 1. *(Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

- The turn you cast Plan for All Outcomes, its second ability won't trigger because you've already cast at least one noncreature spell (Plan for All Outcomes) before it is on the battlefield.
- The last ability of Plan for All Outcomes resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack.

Proft, Consulting Detective

{1} {U}

Legendary Creature — Human Detective

2/2

Whenever you scry or surveil, you may pay {2}. If you do, put a +1/+1 counter on Proft and draw a card. *(Draw after you scry or surveil.)*

- Proft's ability goes on the stack after you finish scrying or surveilling, meaning that you've already looked at and moved those cards before choosing whether to pay {2}.

Proft, Sinister Mastermind

{2} {B}

Legendary Creature — Human Rogue

5/5

Threshold — You can't cast this spell unless there are seven or more cards in your graveyard.

Menace

{B}, Discard this card: Target creature gets -3/-1 until end of turn.

- If an effect allows you to cast this card from your graveyard, there need to be seven other cards in your graveyard to cast it.

Rewrite Regrets

{3} {B}

Sorcery

Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield.

Empower Jace 2. *(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

- If a card in your graveyard has an {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Rockfall Vale

Land

This land enters tapped unless you control two or more other lands.

{T}: Add {R} or {G}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

Roiling Canopy

Land

This land enters tapped.

Whenever a Forest you control enters, if you control at least five other Forests, target creature you control gets +3/+3 until end of turn.

{T}: Add {G}.

- Roiling Canopy's triggered ability has an "intervening 'if' clause." That means (1) the ability won't trigger at all unless, at the time a Forest enters under your control, you control five or more Forests other than that new one, and (2) the ability will do nothing if you control fewer than five Forests other than that new one by the time it resolves.
 - If a Forest you control leaves the battlefield between the time Roiling Canopy's second ability triggers and the time it resolves, be aware of whether that was the Forest that caused Roiling Canopy's ability to trigger or not. If it was, Roiling Canopy's count isn't affected; if it wasn't, Roiling Canopy's count goes down by one.
 - If multiple Forests enter under your control at the same time, Roiling Canopy's second ability could trigger that many times. Each ability takes into consideration the other Forests that entered at the same time as the one that caused it to trigger.
-

Samut, Tyrant of Naktamun

{1} {U}

Legendary Creature — Human Wizard

2/1

Instant and sorcery spells you control have split second.

(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)

- Players still get priority while a card with split second is on the stack; their options are just limited to mana abilities and certain special actions.
 - Split second doesn't stop triggered abilities from triggering. 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.
-

Sanctum Lurker

{2} {B}

Creature — Horror

3/2

When this creature enters, empower Jace 1.

Planeswalkers you control aren't put into their owners' graveyards for having 0 loyalty.

Planeswalkers you control have "[+2]: This planeswalker deals 1 damage to each opponent and you gain 1 life."

- If a planeswalker you control has zero loyalty counters while you control Sanctum Lurker, it will not be put into its owner's graveyard. You may still activate abilities of that planeswalker that cost [0] or that add counters to it as a cost, such as the one granted by Sanctum Lurker.
 - Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.
-

Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.

{T}: Add {U} or {B}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.
-

Sphinx's Approach

{1} {U} {U}

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.

A deck can have any number of cards named Sphinx's Approach.

- The last ability of Sphinx's Approach lets you ignore the "four-of" rule. It doesn't let you ignore format legality. For example, during a *Reality Fracture* Limited event, you can't add cards named Sphinx's Approach from your personal collection.

Stingerquill Annex

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {B} or {R}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Tam, the Possibility

{1} {G} {U}

Legendary Creature — Gorgon Wizard

2/4

Planeswalker spells you cast cost {1} less to cast.

{W} {U} {B} {R} {G}, {T}: Proliferate X times, where X is the number of planeswalker types among planeswalkers you control. *(To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there.)*

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell remains unchanged, no matter what the total cost to cast it was.
- The value of X is determined only once, as Tam's last ability resolves.
- To proliferate, you can choose any permanent that has a counter, including ones controlled by opponents. You can choose any player who has a counter, including opponents. You can't choose cards in any zone other than the battlefield, even if they have counters on them.
- You don't have to choose every permanent or player that has a counter, only the ones you want to add another counter to. Since "any number" includes zero, you don't have to choose any permanents at all, and you don't have to choose any players at all.
- If a player or permanent has more than one kind of counter on it, and you choose for it to get additional counters, it must get one of each kind of counter it already has. You can't have it get just one kind of counter it already has and not the others.

- An ability that triggers “Whenever you proliferate” triggers even if you chose no permanents or players while doing so.
- Players can respond to a spell or ability whose effect includes proliferating. Once that spell or ability starts to resolve, however, and its controller chooses which permanents and players will get new counters, it’s too late for anyone to respond.
- While proliferating multiple times, players can’t respond between proliferating the first time and proliferating the second time, and so on.
- If you proliferate multiple times, you don’t have to choose the same set of players and/or permanents to get additional counters each time.
- If a permanent ever has both +1/+1 counters and -1/-1 counters on it at the same time, they’re removed in pairs as a state-based action so that the permanent has only one of those kinds of counters on it.

Tarmogoyf

{1} {G}

Creature — Lhurgoyf

/1+

Tarmogoyf’s power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.

- The ability that defines Tarmogoyf’s power and toughness works in all zones, not just the battlefield. If Tarmogoyf is in your graveyard, it will count itself.
- Tarmogoyf counts card types, not cards. If the only card in all graveyards is a single artifact creature, Tarmogoyf will be 2/3. If the only cards in all graveyards are ten artifact creatures, Tarmogoyf will still be 2/3.
- The card types that can appear on cards in a graveyard are artifact, battle, creature, enchantment, instant, kindred, land, planeswalker, and sorcery. Legendary, basic, and snow are supertypes, not card types.
- If an instant or sorcery spell deals damage to Tarmogoyf or lowers its toughness, that spell is put into its owner’s graveyard before state-based actions are performed. If that card is the first of its type to enter a graveyard, it will raise Tarmogoyf’s toughness before the game checks to see if Tarmogoyf dies.

Tetsuko Umezawa, Fugitive

{1} {U}

Legendary Creature — Human Rogue

1/3

Creatures you control with power or toughness 1 or less can’t be blocked.

- Once a creature you control has been blocked, changing its power to 1 or less won’t cause it to become unblocked. Changing its toughness to 1 won’t cause it to become unblocked, and changing its toughness to less than 1 will cause it to die.
-

Teyo, Diamondblade Mage
{3} {B}
Legendary Creature — Human Warlock
3/1

Flash

When Teyo enters, target permanent you control gains deathtouch until end of turn. Put a +1/+1 counter on it if it's a creature. Put a loyalty counter on it if it's a planeswalker.

- If the target permanent is somehow both a creature and a planeswalker as Teyo's last ability resolves, it will get both kinds of counters.

Teyo, Lightshield Expert
{1} {W}
Legendary Creature — Human Cleric
1/1

Flash

When Teyo enters, target permanent you control gains hexproof until end of turn. Put a +1/+1 counter on it if it's a creature. Put a loyalty counter on it if it's a planeswalker. *(It can't be the target of spells or abilities your opponents control.)*

- If the target permanent is somehow both a creature and a planeswalker as Teyo's last ability resolves, it will get both kinds of counters.

Thalia, the Survivor
{3} {W}
Legendary Creature — Human Soldier
3/4

Lifelink

Noncreature spells your opponents cast cost {1} more to cast.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell remains unchanged, no matter what the total cost to cast it was.
-

The Theorist, Jace Beleren

{2} {U} {U}

Legendary Planeswalker — Jace

3

At the beginning of each opponent's draw step, you draw a card.

+1: Create a 1/1 blue Illusion creature token.

−2: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.

−6: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.

- Your opponent will draw the card they normally draw in their draw step before you draw a card from Jace's first ability.

Theorix Annex

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {U} or {B}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Titanbones, Towering Heart

{3} {G}

Legendary Creature — Skeleton Druid

4/3

Reach

Whenever you gain life, put two +1/+1 counters on Titanbones.

When you discard this card, you gain 3 life.

- If more than one creature you control with lifelink deals combat damage at the same time, the first triggered ability will trigger once for each of those creatures.
- If Titanbones is dealt lethal damage at the same time that you gain life, he won't receive a counter from his ability in time to save him.

Tomik, Orzhov Lawmage

{1} {W}

Legendary Creature — Human Advisor

2/1

Flying

Planeswalkers you control have "No more than one creature can attack this planeswalker each combat."

{T}: Target creature with a +1/+1 counter on it gains flying until end of turn.

- Tomik's ability prevents more than one creature from being declared as an attacker attacking any planeswalker you control during the declare attackers step. An effect can still cause another creature to enter attacking a planeswalker you control that's already being attacked by a creature, or can change what an already-attacking creature is attacking to such a planeswalker.

Transformative Commons

Land

This land enters tapped unless you control a planeswalker.

{T}: Add {G} or {U}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Uldaros Theorix

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

Legendary Creature — Elder Sphinx

5/5

Flying

When Uldaros Theorix enters, if you cast him, exile up to one target nonland card of each card type from your graveyard. Copy those cards. You may cast any number of spells with total mana value 6 or less from among the copies without paying their mana costs. (*Permanent spells cast this way become tokens.*)

- If you cast a spell with {X} in its mana cost without paying its mana cost, you must choose 0 as the value for X. This means that X will also be 0 when calculating the mana value of that spell.

Unflinching Hortimancer

{1} {W}

Creature — Human Cleric

2/1

Ward {1} (*Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.*)

Whenever you gain life, put a +1/+1 counter on this creature.

- If more than one creature you control with lifelink deals combat damage at the same time, the last ability will trigger once for each of those creatures.
- If Unflinching Hortimancer is dealt lethal damage at the same time that you gain life, it won't receive a counter from its ability in time to save it.

Verdant Kraken
{4} {G} {G} {G}
Creature — Plant Kraken
6/6

At the beginning of each player's upkeep, you create a 3/3 green Forest Tentacle land creature token. *(It has "{T}: Add {G}." It's affected by summoning sickness until your next turn.)*

- Even though it has the land type Forest, the land created isn't a basic land.

Vigorbloom Annex
Land
This land enters tapped unless you control a planeswalker.
{T}: Add {G} or {W}.

- If this land enters at the same time as a planeswalker, that planeswalker isn't considered when determining if this land enters the battlefield tapped or untapped.

Vindictive Triumph
{W} {B} {B}
Instant
Exile target creature or planeswalker. If that permanent's mana value was 3 or less, return it to the battlefield tapped under your control. Exile it at the beginning of the next end step.

- If the permanent had {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Violent Echoes
{2} {R} {R}
Instant
Violent Echoes deals 6 damage to target creature or planeswalker. If excess damage was dealt to that permanent this way, empower Jace X, where X is that excess damage. *(Put that many loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

- Excess damage has been dealt to a creature if the damage dealt to it is greater than lethal damage. Usually, this means damage greater than its toughness, although damage already marked on the creature is taken into account.
 - For a planeswalker, excess damage means damage in excess of the planeswalker's loyalty (the number of loyalty counters it has on it).
-

Vraska, Soul of Stone
{U} {R} {W}
Legendary Creature — Gorgon Wizard
3/3
Artifact creatures you control have vigilance.
Whenever you cast a noncreature spell, create a 1/1
colorless Sculpture Treasure artifact creature token with
“{T}, Sacrifice this token: Add one mana of any color.”

- Sculpture is a creature type. Treasure is an artifact type.
- Vraska’s last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack.

Vraska, the Cutting Glare
{B} {B} {G}
Legendary Creature — Gorgon Assassin
4/4
Deathtouch
When Vraska enters, if you control six or more lands,
destroy target permanent an opponent controls. They
create a Treasure token. *(It’s an artifact with “{T},
Sacrifice this token: Add one mana of any color.”)*

- Vraska’s last ability checks at the moment it would trigger to see if you control six or more lands. If you don’t, the ability won’t trigger at all. If it does trigger, the ability will check again as it tries to resolve. If you don’t control six or more lands at that time, the ability won’t resolve and its effect won’t happen.

Way of the Cryomancer
{2} {U}
Legendary Enchantment
When Way of the Cryomancer enters, empower Jace 5.
*(Put five loyalty counters on a Jace token you control. If
you don’t control one, first create a blue Jace
planeswalker token with “[−1]: Surveil 1” and “[−3]:
Draw a card.”)*
Planeswalkers you control have “[−3]: When you next
cast an instant or sorcery spell this turn, copy that spell.
You may choose new targets for the copy.”

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.
- The copy is created on the stack, so it’s not “cast.” Abilities that trigger when a player casts a spell won’t trigger.
- If the spell that’s copied is modal (that is, it says “Choose one —” or the like), the copy will have the same mode or modes. You can’t choose different ones.
- If the copied spell divides damage or distributes counters among a number of targets, the division and number of targets can’t be changed. If you choose new targets, you must choose the same number of targets.

- If the spell that's copied has an X whose value was determined as it was cast, the copy has the same value of X.
- You can't choose to pay any additional costs for a copied spell. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy too.
- Any choices made when the spell resolves won't have been made yet when it's copied. Any such choices will be made separately when the copy resolves.
- 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).

Way of the Deathbringer

{2} {B}

Legendary Enchantment

When Way of the Deathbringer enters, empower Jace 5. *(Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

Planeswalkers you control have "[−2]: You may sacrifice a creature. If you do, create a 4/4 green Beast creature token with trample."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.

Way of the Healer

{3} {W}

Legendary Enchantment

When Way of the Healer enters, empower Jace 5. *(Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

Planeswalkers you control have "[−2]: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.

Way of the Mentor

{2} {W}

Legendary Enchantment

When Way of the Mentor enters, empower Jace 5. *(Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

Whenever you gain life, put a loyalty counter on each planeswalker you control.

- If more than one creature you control with lifelink deals combat damage at the same time, the last ability will trigger once for each of those creatures.

Way of the Mind Sculptor

{4} {U}

Legendary Enchantment

When Way of the Mind Sculptor enters, empower Jace 5.

(Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")

Whenever you activate a loyalty ability, if you removed two or more loyalty counters to activate it, draw a card.

- You will draw the card before the loyalty ability that you activated resolves.

Way of the Pyromancer

{1} {R}

Legendary Enchantment

When Way of the Pyromancer enters, empower Jace 2.

(Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")

Planeswalkers you control have "[+1]: Add {R}."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.
- Loyalty abilities can't be mana abilities. The ability granted by Way of the Pyromancer uses the stack and can be countered or otherwise responded to. Like all loyalty abilities, it can be activated only once per turn, during your main phase, when the stack is empty, and only if no other loyalty abilities of this permanent have been activated this turn.

Way of the Warlord

{2} {R}

Legendary Enchantment

When Way of the Warlord enters, empower Jace 5. *(Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[−1]: Surveil 1" and "[−3]: Draw a card.")*

Planeswalkers you control have "[−4]: This planeswalker deals 2 damage to up to one target creature or planeswalker and 2 damage to target player."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.
-

Way of the Wildspeaker

{4} {G}

Legendary Enchantment

When Way of the Wildspeaker enters, empower Jace 7.

(Put seven loyalty counters on a Jace token you control.

If you don't control one, first create a blue Jace

planeswalker token with "[−1]: Surveil 1" and "[−3]:

Draw a card.")

Planeswalkers you control have "[−4]: Create a 4/4 green

Beast creature token with trample."

- Only one loyalty ability of each planeswalker may be activated per turn, no matter how many it has gained.

Winter, Team Player

{4} {R}

Legendary Creature — Human Warrior

3/3

Convoke *(Your creatures can help cast this spell. Each*

creature you tap while casting this spell pays for {1} or

one mana of that creature's color.)

Whenever you cast a noncreature spell, creatures you

control get +1/+0 until end of turn.

- You can tap any untapped creature you control to convoke a spell, even one you haven't controlled continuously since the beginning of your most recent turn.
- Tapping an untapped creature that's attacking or blocking to convoke a spell won't cause that creature to stop attacking or blocking.
- When calculating a spell's total cost, include any alternative costs, additional costs, or anything else that increases or reduces the cost to cast the spell. Convoke applies after the total cost is calculated. Convoke doesn't change a spell's mana cost or mana value.
- If a creature you control has a mana ability with {T} in the cost, activating that ability while casting a spell with convoke will result in the creature being tapped before you pay the spell's costs. You won't be able to tap it again for convoke. Similarly, if you sacrifice a creature to activate a mana ability while casting a spell with convoke, that creature won't be on the battlefield when you pay the spell's costs, so you won't be able to tap it for convoke.
- Because convoke isn't an alternative cost, it can be used in conjunction with alternative costs.
- Tapping a multicolored creature using convoke will pay for {1} or one mana of your choice of any of that creature's colors.
- Winter's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack.

Your Fate Ends Here

{2} {W}

Instant

Destroy target creature or planeswalker with mana value

3 or greater. Surveil 1. *(Look at the top card of your*

library. You may put it into your graveyard.)

- If a creature or planeswalker has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

***REALITY FRACTURE* SPECIAL GUESTS CARD-SPECIFIC NOTES:**

Austere Command

{4} {W} {W}

Sorcery

Choose two —

- Destroy all artifacts.
 - Destroy all enchantments.
 - Destroy all creatures with mana value 3 or less.
 - Destroy all creatures with mana value 4 or greater.
- Each of the chosen modes happens sequentially. If a permanent has an ability that triggers whenever it or another permanent is destroyed, it will see permanents destroyed at the same time as it or before it, but not permanents destroyed by later modes.
 - If the first and last modes are chosen, an artifact creature with mana value 4 or greater will have to be regenerated twice to survive. This is because the modes happen sequentially, and the regeneration “shield” is used up by the first one. The same is true with any other combination of modes that covers one permanent twice.
 - If a card is exiled “until” another permanent leaves the battlefield, the exiled card returns to the battlefield immediately after that permanent leaves the battlefield during Austere Command’s resolution, and it may be destroyed by a later mode.

Consider

{U}

Instant

Surveil 1.

Draw a card.

- You perform the actions stated on a card in sequence. For some spells and abilities, you’ll surveil last. For others, you’ll surveil and then perform other actions.

Consign to Memory

{U}

Instant

Replicate {1}

Counter target triggered ability or colorless spell.

- “Replicate [cost]” means “As an additional cost to cast this spell, you may pay [cost] any number of times” and “When you cast this spell, if a replicate cost was paid for it, copy it for each time its replicate cost was paid. If the spell has any targets, you may choose new targets for any of the copies.”
- 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.
- Triggered abilities use the word “when,” “whenever,” or “at.” They’re often written as “[Trigger condition], [effect].” Some keywords (such as prowess) are triggered abilities and will use “when,” “whenever,” or “at” in their reminder text.

Eye of Ugin
Legendary Land
Colorless Eldrazi spells you cast cost {2} less to cast.
{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.

- Mistform Ultimatus and creatures with changeling are Eldrazi. If they become colorless, possibly due to Mycosynth Lattice, Eye of Ugin would reduce the cost to cast them by {2}.

Flesh Duplicate
{U} {U}
Creature — Shapeshifter Rebel
0/0
You may have this creature enter as a copy of any creature on the battlefield, except it has vanishing 3 if that creature doesn't have vanishing.

- “Vanishing N” means “This permanent enters with N time counters on it,” “At the beginning of your upkeep, if this permanent has a time counter on it, remove a time counter from it,” and “When the last time counter is removed from this permanent, sacrifice it.”
- 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. As long as the permanent doesn't have any time counters on it, neither of vanishing's two triggered abilities will trigger again.

Necrodominance
{B} {B} {B}
Legendary Enchantment
Skip your draw step.
At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into your graveyard from anywhere, exile it instead.

- If a player has more cards in their hand than their maximum hand size during the cleanup step of that player's turn, that player discards until they have that many cards. A player's maximum hand size isn't checked at any time other than their own cleanup step.
- If multiple effects modify your hand size, apply them in timestamp order. For example, if you put Necrodominance onto the battlefield and then put Spellbook (an artifact that says you have no maximum hand size) onto the battlefield, you would have no maximum hand size. However, if those permanents entered the battlefield in the opposite order, your maximum hand size would be five.
- While Necrodominance is on the battlefield under your control, abilities that trigger whenever a permanent you own is put into your graveyard from the battlefield (for example, “When this creature dies...”) won't trigger because cards and tokens are never put into your graveyard.
- If a Necrodominance you control is destroyed by a spell you own, Necrodominance will be exiled and then the spell will be put into your graveyard.

- If you discard a card while you control Necrodominance, abilities that function when a card is discarded (such as madness) still work, even though that card never reaches your graveyard. In addition, spells or abilities that check the characteristics of a discarded card (such as connive) can find that card in exile.

Splinter Twin

{2} {R} {R}

Enchantment — Aura

Enchant creature

Enchanted creature has “{T}: Create a token that’s a copy of this creature, except it has haste. Exile that token at the beginning of the next end step.”

- If the enchanted creature is legendary, you will have to put either the original creature or the token into the graveyard as a state-based action.

Sublime Epiphany

{4} {U} {U}

Instant

Choose one or more —

- Counter target spell.
 - Counter target activated or triggered ability.
 - Return target nonland permanent to its owner’s hand.
 - Create a token that’s a copy of target creature you control.
 - Target player draws a card.
- You can’t choose any one mode more than once.
 - If any of the targets become illegal, the remaining targets are affected as appropriate.
 - If you choose more than one mode, you perform the modes in the order specified. For example, if you choose to counter target spell, return target nonland permanent to its owner’s hand, and have target player draw a card, that permanent will be on the battlefield while that spell is countered (and may modify, affect, or trigger on that event) but will not be on the battlefield while that player draws a card.
 - Sublime Epiphany’s second mode counters only activated and triggered abilities already on the stack. It doesn’t prevent abilities from being activated or from triggering later in the turn, and it has no effect on static abilities.
 - Activated abilities are written in the form “[Cost]: [Effect].” Some keyword abilities (such as equip) are activated abilities and will have colons in their reminder texts.
 - Triggered abilities use the word “when,” “whenever,” or “at.” They’re often written as “[Trigger condition], [effect].” Some keyword abilities (such as prowess) are triggered abilities and will have “when,” “whenever,” or “at” in their reminder text.
 - Abilities that create replacement effects, such as a permanent entering the battlefield tapped or with counters on it, can’t be countered. Abilities that apply “as [this creature] enters” are also replacement effects and can’t be countered.
 - Sublime Epiphany’s second mode can’t counter an activated or triggered mana ability. An activated mana ability is one that could add mana as it resolves, doesn’t have a target, and isn’t a loyalty ability. A

triggered mana ability is one that could add mana as it resolves, doesn't have a target, and triggers on an activated mana ability or mana being added.

- If you counter a delayed triggered ability that triggered at the beginning of the “next” occurrence of a specified step or phase, that ability won't trigger again the following time that phase or step occurs.
- If you choose the third and fourth modes and target the same creature you control both times, you'll return it and then create a token that's a copy of it, using its copiable values as it last appeared on the battlefield. This is because the legality of targets is checked only as the spell begins to resolve, before any actions are performed.
- The token copies exactly what is printed on the creature and nothing else (unless that creature is a token or is copying something else; see below). It doesn't copy whether that creature is tapped or untapped, whether it has any counters on it or Auras and/or Equipment attached to it, or any non-copy effects that changed its power, toughness, types, color, and so on.
- If the copied creature is itself a token, the token created by Sublime Epiphany copies the original characteristics of that token as stated by the effect that created it.
- If the copied creature is copying something else, the token enters as whatever that creature is copying.
- If the copied creature has {X} in its mana cost, X is 0.
- Any enters-the-battlefield abilities of the copied creature will trigger when the token enters the battlefield. Any “As [this creature] enters” or “[This creature] enters with” abilities of the copied creature will also work.

***REALITY FRACTURE* COMMANDER NEW CARD-SPECIFIC NOTES:**

Avacyn, Angel of Horror

{5} {B} {B} {B}

Legendary Creature — Angel

8/8

Flying, deathtouch

Whenever Avacyn or another nontoken creature you control dies, return that card to the battlefield under your control at the beginning of the next end step.

- If Avacyn dies at the same time as another nontoken creature, her ability will trigger for each of them.

Dack Fayden, Helping Hand

{4} {W} {W}

Legendary Creature — Human Advisor

4/6

When Dack Fayden enters, reveal cards from the top of your library until you reveal X creature cards, where X is the number of opponents you have. Put those creature cards onto the battlefield, then shuffle. They're goaded for the rest of the game. For each of those permanents, choose a different opponent. Each opponent gains control of the permanent for which they were chosen.

- If something is goaded but the player who goaded it has left the game, it still must attack one of the other players if able.

Darksteel Angel
 {9}
 Artifact Creature — Angel
 4/4
 Flying, indestructible
 You can't lose the game and your opponents can't win the game.
 Creatures you control can't have -1/-1 counters put on them.

- Effects that say the game is a draw, such as that of the card Divine Intervention, are not affected by Darksteel Angel. They'll still work.
- You can concede a game while Darksteel Angel on the battlefield. A concession causes you to leave the game, which then causes you to lose the game. (Once you concede, you no longer control a Darksteel Angel, so its ability can't prevent you from losing the game.)
- No game effect can cause you to lose the game or cause any opponent to win the game while you control Darksteel Angel. 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, and so on. You keep playing.
- If you control Darksteel Angel in a Two-Headed Giant game, your team can't lose the game and the opposing team can't win the game.

Ginger, Queen of Sweets
 {6}
 Legendary Artifact Creature — Food Noble
 6/4
 When Ginger enters, you become the monarch.
 {2}, {T}, Sacrifice Ginger: You gain 6 life.
 At the beginning of each upkeep, if you're the monarch, create a Gingerbrute token. *(It's a {1} 1/1 Food Golem artifact creature with haste, "{1}: This token can't be blocked this turn except by creatures with haste," and "{2}, {T}, Sacrifice this token: You gain 3 life.")*

- The game starts with no monarch. Once an effect makes one player the monarch, the game will have exactly one monarch from that point forward. As a player becomes the monarch, the current monarch (if any) ceases being the monarch.
- There are two inherent triggered abilities associated with being the monarch. These triggered abilities have no source and are controlled by the player who was the monarch at the time the abilities triggered. The full texts of these abilities are "At the beginning of the monarch's end step, that player draws a card" and "Whenever a creature deals combat damage to the monarch, its controller becomes the monarch."
- If the triggered ability that causes the monarch to draw a card goes on the stack and a different player becomes the monarch before that ability resolves, the first player will still draw the card.
- If the monarch leaves the game during another player's turn, that player becomes the monarch. If the monarch leaves the game during their turn, the next player in turn order becomes the monarch.

- If combat damage dealt to the monarch causes that player to lose the game, the triggered ability that causes the controller of the attacking creature to become the monarch doesn't resolve. In most cases, the controller of the attacking creature will still become the monarch as it is likely their turn.
- Ginger's last ability creates a token that's a copy of the card Gingerbrute in the Oracle card reference. Official text for Gingerbrute can be found using the Gatherer card database at **Gatherer.Wizards.com**.

Niv-Mizzet, Ghost Counsel
 {2}{W}{W}{B}{B}
 Legendary Creature — Spirit Dragon
 4/4
 Flying
 Whenever you gain life, you may pay that much life. If you do, draw that many cards.
 {T}: Each opponent loses 1 life and you gain 1 life.

- If more than one creature you control with lifelink deals combat damage at the same time, Niv-Mizzet's triggered ability will trigger once for each of those creatures.

Ob Nixilis, the Ascended
 {5}{W}{W}
 Legendary Creature — Angel
 4/4
 Flying
 When Ob Nixilis enters, destroy all tapped creatures your opponents control. You gain 1 life for each creature destroyed this way.
 At the beginning of each end step, if you gained life this turn, create a 4/4 white Angel creature token with flying.

- The last ability of Ob Nixilis will trigger if you gained any amount of life this turn, even if you also lost life during the same turn. For example, if you gained 2 life this turn but also lost 4 life, you will still create an Angel token.

Omnath, Locus of the Void
 {7}
 Legendary Creature — Elemental
 6/6
 Omnath gets +1/+1 for each unspent mana you have.
 If you would lose unspent mana, that mana becomes colorless instead.
Landfall — Whenever a land you control enters, add {C}{C}.

- As long as Omnath, Locus of the Void remains under your control, you'll retain unspent mana as steps and phases end, although that mana will become colorless. This means you can add mana and spend it during a future step, phase, or turn. Once Omnath leaves your control, you'll have until the end of the current step or phase to spend the mana before it is lost.

- If unspent mana you have has any restrictions or riders associated with it (for example, if it was produced by Jeweled Lotus), those restrictions or riders remain associated with that mana when it becomes colorless.

Tamiyo, Upriser Crowned
 {4} {R} {W}
 Legendary Creature — Moonfolk Warrior
 3/5
 Flying, double strike, haste
 When Tamiyo enters, you become the monarch.
 Whenever one or more creatures deal combat damage to you while you're the monarch, tap those creatures and put a stun counter on each of them.

- The game starts with no monarch. Once an effect makes one player the monarch, the game will have exactly one monarch from that point forward. As a player becomes the monarch, the current monarch (if any) ceases being the monarch.
- There are two inherent triggered abilities associated with being the monarch. These triggered abilities have no source and are controlled by the player who was the monarch at the time the abilities triggered. The full texts of these abilities are “At the beginning of the monarch’s end step, that player draws a card” and “Whenever a creature deals combat damage to the monarch, its controller becomes the monarch.”
- If the triggered ability that causes the monarch to draw a card goes on the stack and a different player becomes the monarch before that ability resolves, the first player will still draw the card.
- If the monarch leaves the game during another player’s turn, that player becomes the monarch. If the monarch leaves the game during their turn, the next player in turn order becomes the monarch.
- If combat damage dealt to the monarch causes that player to lose the game, the triggered ability that causes the controller of the attacking creature to become the monarch doesn’t resolve. In most cases, the controller of the attacking creature will still become the monarch as it is likely their turn.

Teferi’s Reproach
 {2} {W}
 Instant
 Choose target opponent. Until that player’s next turn, they gain protection from everything and their life total can’t change. All nonland permanents they control phase out. *(While they’re phased out, they’re treated as though they don’t exist. They phase in before that player untaps during their next untap step.)*
 Exile Teferi’s Reproach.

- The following rulings focus on the “protection from everything” keyword:
 - If a player has protection from everything, it means three things: (1) All damage that would be dealt to that player is prevented. (2) Auras can’t be attached to that player. (3) That player can’t be the target of spells or abilities.
 - Nothing other than the specified events are prevented or illegal. An effect that doesn’t target a player with protection from everything could still cause them to discard cards, for example. Creatures can still attack a player while they have protection from everything, although combat damage that they would deal to that player will be prevented.

- Gaining protection from everything causes a spell or ability on the stack to have an illegal target if it targets that player. As a spell or ability tries to resolve, if all its targets are illegal, that spell or ability doesn't resolve 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.
- The following rulings focus on what it means if a player's life total can't change:
 - Spells and abilities that would normally cause that player to gain or lose life still resolve while their life total can't change, but the life-gain or life-loss part simply has no effect.
 - Protection from everything will usually prevent damage if it would be dealt to that player, but some damage can't be prevented. In this case, because their life total also can't change, that damage has any other effects that it may have aside from causing them to lose that much life (such as effects from lifelink or infect) and triggers and effects can see that damage was dealt even though their life total didn't change.
 - The affected player can't pay a cost that includes the payment of any amount of life other than 0 life.
 - If a cost includes causing that player to gain life (like the alternative cost of an opponent's Invigorate does), that cost can't be paid.
 - Effects that would replace having that player gain life with some other event won't be able to be applied because it's impossible for them to gain life. The same is true for effects that would replace having them lose life with some other event.
 - Effects that replace an event with having that player gain life (like Words of Worship's effect does) or having them lose life will apply and end up replacing the event with nothing.
 - If an effect would set that player's life total to a certain number that's different than their current life total, that part of the effect won't do anything.
 - If an effect would cause that player to exchange life totals with another player, the exchange won't happen. Neither player's life total changes.
- The following rulings focus on the phasing keyword:
 - While a permanent is phased out, it's treated as though it doesn't exist. It can't be the target of spells or abilities, its static abilities have no effect on the game, its triggered abilities can't trigger, it can't attack or block, and so on.
 - Phasing out doesn't cause any "leaves the battlefield" abilities to trigger. Similarly, phasing in won't cause any "enters" abilities to trigger.
 - Any one-shot effects that are waiting "until [this] leaves the battlefield," such as that of Banishing Light, won't happen when a permanent phases out.
 - Any continuous effects with a "for as long as" duration ignore phased-out objects. Any such effects will expire if their conditions are no longer met after ignoring the phased-out objects.
 - Each Aura and Equipment that phases out attached to a permanent that's phasing out phases in with that permanent and is still attached to it.
 - Each Aura and Equipment you control attached to a permanent that isn't phasing out phases in attached to that permanent if it can still be attached to that permanent. If not, it phases in unattached. An Aura that phases in unattached will be put into its owner's graveyard as a state-based action. The same is true with Auras attached to players.
 - Permanents that phase out with counters phase in with those counters.

- Choices made for permanents as they entered the battlefield are remembered when they phase in.
- If a token is phased out, it will phase in as its controller's next untap step begins.
- A permanent phasing out causes a spell or ability on the stack to have an illegal target if it targets that permanent. As a spell or ability tries to resolve, if all its targets are illegal, that spell or ability doesn't resolve 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.
- If the target player's untap step is somehow skipped as their next turn begins, their phased-out permanents won't phase in until the next untap step they actually have, but they'll no longer have protection from everything and their life total can change again.
- Any creatures that phase in under their control as their next untap step begins will be able to attack and pay a cost of {T} during that turn.
- If the target player gains control of another player's permanent and it phases out, if the duration of the control-change effect expires before it phases in, that permanent phases in under that other player's control as the target player's next untap step begins. If the target player leaves the game before their next untap step, it phases in as the next untap step begins after their turn would have begun.

Turbulent Crater

Land — Swamp Mountain

(*{T}: Add {B} or {R}.*)

This land enters tapped unless your opponents control eight or more lands.

- Unlike some other dual lands, Turbulent Crater has two basic land types. It's not basic, so effects that search for basic lands can't find it, but it does have the appropriate land types for effects such as that of Dragonskull Summit ("This land enters tapped unless you control a Swamp or a Mountain.").
- If this land enters the battlefield at the same time as any number of lands your opponents control, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

Turbulent Shore

Land — Plains Island

(*{T}: Add {W} or {U}.*)

This land enters tapped unless your opponents control eight or more lands.

- Unlike some other dual lands, Turbulent Shore has two basic land types. It's not basic, so effects that search for basic lands can't find it, but it does have the appropriate land types for effects such as that of Glacial Fortress (included in the *Reality Fracture* Commander deck).
 - If this land enters the battlefield at the same time as any number of lands your opponents control, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.
-

Turbulent Wetlands

Land — Island Swamp

(*{T}*: Add *{U}* or *{B}*.)

This land enters tapped unless your opponents control eight or more lands.

- Unlike some other dual lands, Turbulent Wetlands has two basic land types. It's not basic, so effects that search for basic lands can't find it, but it does have the appropriate land types for effects such as that of Drowned Catacomb (included in the *Reality Fracture* Commander deck).
- If this land enters the battlefield at the same time as any number of lands your opponents control, those other lands are not counted when determining if this land enters the battlefield tapped or untapped.

The Ur-Sphinx

{6} {W} {U} {B}

Legendary Creature — Sphinx Avatar

10/10

Eminence — As long as The Ur-Sphinx is in the command zone or on the battlefield, other Sphinx spells you cast cost {1} less to cast.

Flying

Whenever one or more Sphinxes you control attack, each player mills that many cards. For each player, you may cast a card that player milled this way without paying its mana cost.

- If a Sphinx you control enters attacking, it won't cause the Ur-Sphinx's last ability to trigger.
- You cast the spells while The Ur-Sphinx's last ability is resolving and still on the stack. You can't wait to cast them later in the turn. Timing restrictions based on the cards' types are ignored. If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs. If a spell has any mandatory additional costs, you must pay those costs to cast that spell. If a spell has {X} in its mana cost, you must choose 0 as the value of X.

Venser, Fervent Forger

{4} {R} {R}

Legendary Creature — Human Sorcerer

5/3

Flash

When Venser enters, choose one —

- Copy target instant or sorcery spell an opponent controls twice. You may choose new targets for the copies.
 - Create two tokens that are copies of target permanent an opponent controls. They gain haste. At the beginning of the next end step, sacrifice them.
- The copies of the target spell are created on the stack, so they're not "cast." Abilities that trigger when a player casts a spell won't trigger.
 - If the spell that's copied has an X whose value was determined as it was cast, the copies have the same value of X.

- If the spell that's copied is modal (that is, it says "Choose one —" or the like), the copies will have the same mode or modes. You can't choose different ones.
- If the copied spell divides damage or distributes counters among a number of targets, the division and number of targets can't be changed. If you choose new targets, you must choose the same number of targets.
- You can't choose to pay any additional costs for a copied spell. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy too.
- Any choices made when the spell resolves won't have been made yet when it's copied. Any such choices will be made separately when the copies resolve.
- The copies will have the same targets as the spell they're 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).
- The tokens copy exactly what was printed on the original permanent and nothing else (unless that permanent is copying something else or is a token; see below). They don't copy whether that permanent 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 permanent has {X} in its mana cost, X is considered to be 0.
- If the copied permanent is copying something else (for example, if the copied permanent is a Clone), then the tokens enter the battlefield as whatever that permanent copied.
- If the copied permanent is a token, the tokens created by Venser's ability copy the original characteristics of that token as stated by the effect that put that token onto the battlefield.
- Any enters-the-battlefield abilities of the copied permanent will trigger when the tokens enter the battlefield. Any "as [this permanent] enters" or "[this permanent] enters with" abilities of the copied permanent will also work.
- The tokens see each other enter the battlefield. If any of them have a triggered ability that triggers whenever a creature enters, they'll trigger for one another.