

***Journey into Nyx* Release Notes**

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The Release Notes include information concerning the release of a new **Magic: The Gathering** set, as well as a collection of clarifications and rulings involving that set's cards. It's intended to make playing with the new cards more fun by clearing up the common misconceptions and confusion inevitably caused by new mechanics and interactions. As future sets are released, updates to the **Magic** rules may cause some of this information to become outdated. If you can't find the answer you're looking for here, please contact us at Wizards.com/CustomerService.

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

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

GENERAL NOTES

Release Information

The *Journey into Nyx* set contains 165 cards (60 common, 60 uncommon, 35 rare, and 10 mythic rare).

Prerelease events: April 26–27, 2014

Launch Weekend: May 2–4, 2014

Game Day: May 24–25, 2014

The *Journey into Nyx* set becomes legal for sanctioned Constructed play on its official release date: Friday, May 2, 2014. At that time, the following card sets will be permitted in the Standard format: *Return to Ravnica*, *Gatecrash*, *Dragon's Maze*, **Magic 2014**, *Theros*, *Born of the Gods*, and *Journey into Nyx*.

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

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

New Ability Word: Constellation

The starry realm of Nyx beckons to all people of Theros, with its groups of stars representing the gods above.

Constellation is an ability word that appears in italics at the beginning of abilities that trigger whenever an enchantment enters the battlefield under your control. (An ability word has no rules meaning.)

Humbler of Mortals

{4} {G} {G}

Enchantment Creature — Elemental

5/5

Constellation — Whenever Humbler of Mortals or another enchantment enters the battlefield under your control, creatures you control gain trample until end of turn.

* A constellation ability triggers whenever an enchantment enters the battlefield under your control for any reason. Enchantments with other card types, such as enchantment creatures, will also cause constellation abilities to trigger.

* An Aura spell without bestow that has an illegal target when it tries to resolve will be countered and put into its owner's graveyard. It won't enter the battlefield and constellation abilities won't trigger. An Aura spell with bestow

won't be countered this way. It will revert to being an enchantment creature and resolve, entering the battlefield and triggering constellation abilities.

* When an enchantment enters the battlefield under your control, each constellation ability of permanents you control will trigger. You can put these abilities on the stack in any order. The last ability you put on the stack will be the first one that resolves.

New Ability Word: Strive

The challenges of Theros often require extraordinary effort to overcome. Some instants and sorceries in this set can target any number of creatures. Strive is an ability word that appears in italics at the beginning of abilities on these instants and sorceries that add an additional cost for each target beyond the first. (An ability word has no rules meaning.)

Desperate Stand

{R} {W}

Sorcery

Strive — Desperate Stand costs {R} {W} more to cast for each target beyond the first.

Any number of target creatures each get +2/+0 and gain first strike and vigilance until end of turn.

* You choose how many targets each spell with a strive ability has and what those targets are as you cast it. It's legal to cast such a spell with no targets, although this is rarely a good idea. You can't choose the same target more than once for a single strive spell.

* The mana cost and converted mana cost of strive spells don't change no matter how many targets they have. Strive abilities affect only what you pay. For example, the converted mana cost of Desperate Stand is always 2.

* If all of the spell's targets are illegal when the spell tries to resolve, it will be countered and none of its effects will happen. If one or more of its targets are legal when it tries to resolve, the spell will resolve and affect only those legal targets. It will have no effect on any illegal targets.

* If such a spell is copied, and the effect that copies the spell allows a player to choose new targets for the copy, the number of targets can't be changed. The player may change any number of the targets, including all of them or none of them. If, for one of the targets, the player can't choose a new legal target, then it remains unchanged (even if the current target is illegal).

* If a spell or ability allows you to cast a strive spell without paying its mana cost, you must pay the additional costs for any targets beyond the first.

Returning Mechanic with a Cruel Twist: Bestow and Opponents' Creatures

Introduced in *Theros*, the bestow ability allows you to cast a card either as an enchantment creature or as an Aura enchantment. When cast as Auras, the cards with bestow in *Theros* and *Born of the Gods* provided benefits to the enchanted creatures. While it was always possible to enchant a creature controlled by an opponent this way, it was rarely advisable. Some cards with bestow in this set convey drawbacks to the enchanted creature and will more frequently enchant creatures controlled by an opponent.

Gnarled Scarhide

{B}

Enchantment Creature — Minotaur

2/1

Bestow {3} {B} (*If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.*)

Gnarled Scarhide can't block.

Enchanted creature gets +2/+1 and can't block.

* You still control the Aura, even if it's enchanting a creature controlled by another player.

* If the enchanted creature leaves the battlefield, the Aura stops being an Aura and remains on the battlefield. Control of that permanent doesn't change; you'll control the resulting enchantment creature.

* Similarly, if you cast an Aura spell with bestow targeting a creature controlled by another player, and that creature is an illegal target when the spell tries to resolve, it will finish resolving as an enchantment creature spell. It will enter the battlefield under your control.

Returning Mechanic: Gods and Devotion to Two Colors

The five Gods that appear in the *Journey into Nyx* set each have an ability that refers to your devotion to two colors.

Pharika, God of Affliction

{1}{B}{G}

Legendary Enchantment Creature — God

5/5

Indestructible

As long as your devotion to black and green is less than seven, Pharika isn't a creature.

{B}{G}: Exile target creature card from a graveyard. Its owner puts a 1/1 black and green Snake enchantment creature token with deathtouch onto the battlefield.

* Your devotion to two colors is equal to the number of mana symbols that are the first color, the second color, or both colors among the mana costs of permanents you control. Specifically, a hybrid mana symbol counts only once toward your devotion to its two colors. For example, if the only nonland permanents you control are Pharika, God of Affliction and Golgari Guildmage (whose mana cost is {B/G}{B/G}), your devotion to black and green is four.

Other Returning *Theros* and *Born of the Gods* Themes and Mechanics

The *Journey into Nyx* set features many mechanics, keywords, and rules introduced in the *Theros* set. For more information on enchantment creatures, the “Nyx” starry sky frame element, bestow, heroic, monstrosity and monstrous creatures, devotion, scry, and Gods, please see the *Theros* Release Notes. For more information on inspired, please see the *Born of the Gods* Release Notes. Release Notes for each set can be found at www.wizards.com/Magic/tcg/resources.aspx?x=magic/rules/faqs.

Rule Change: The “Planeswalker Uniqueness Rule” and the “Legend Rule”

Two rule changes introduced with the *Magic 2014* core set impact how cards in the *Journey into Nyx* set function.

Under the previous rules, if there were two or more legendary permanents with the same name on the battlefield or two or more planeswalkers that share a subtype (such as “Jace”) on the battlefield, they would all be put into their owners' graveyards as a state-based action. These rules have changed. The new rules are as follows:

704.5j If a player controls two or more planeswalkers that share a planeswalker type, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the “planeswalker uniqueness rule.”

704.5k If a player controls two or more legendary permanents with the same name, that player chooses one of them, and the rest are put into their owners' graveyards. This is called the “legend rule.”

CARD-SPECIFIC NOTES

Aegis of the Gods

{1}{W}

Enchantment Creature — Human Soldier

2/1

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

* Your opponent can't target you with spells that deal damage or abilities that cause their sources to deal damage, even if he or she intends to redirect the damage to a planeswalker you control.

Agent of Erebos

{3}{B}

Enchantment Creature — Zombie

2/2

Constellation — Whenever Agent of Erebos or another enchantment enters the battlefield under your control, exile all cards from target player's graveyard.

* The constellation ability is mandatory. If you are the only legal target (perhaps because your opponent has hexproof), you must target yourself and exile all the cards from your graveyard.

Ajani, Mentor of Heroes

{3}{G}{W}

Planeswalker — Ajani

4

+1: Distribute three +1/+1 counters among one, two, or three target creatures you control.

+1: Look at the top four cards of your library. You may reveal an Aura, creature, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

-8: You gain 100 life.

* You announce how many counters will be placed on each target creature as you activate Ajani's first ability. Each target must receive at least one counter.

* If one or more, but not all, of the targets of the first ability are illegal when that ability tries to resolve, no counters will be placed on illegal targets. You can't change the distribution you announced when you activated the ability; the excess counters are just lost.

Armament of Nyx

{2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature has double strike as long as it's an enchantment. Otherwise, prevent all damage that would be dealt by enchanted creature. (*A creature with double strike deals both first-strike and regular combat damage.*)

* Armament of Nyx continuously checks to see whether the creature it's enchanting is an enchantment or not. If the creature isn't an enchantment and becomes one, or it is an enchantment and stops being one, the effect will change.

Armory of Iroas

{2}

Artifact — Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.

Equip {2}

* The +1/+1 counter is put on the equipped creature before combat damage is dealt.

* If you move Armory of Iroas from one creature to another, any +1/+1 counters on the first creature remain where they are.

Athreos, God of Passage

{1}{W}{B}

Legendary Enchantment Creature — God

5/4

Indestructible

As long as your devotion to white and black is less than seven, Athreos isn't a creature.

Whenever another creature you own dies, return it to your hand unless target opponent pays 3 life.

* You are a creature's owner if the card representing it began the game in your deck, or if it's a token that entered the battlefield under your control.

* Athreos's last ability will trigger if a token creature you own dies. The target opponent has the option to pay 3 life, although the token can't return to your hand.

* It doesn't matter who controlled the creature when it died. Athreos's last ability will trigger if you owned that creature.

* The target opponent chooses whether to pay 3 life when Athreos's last ability resolves. You won't return the card to your hand if that player pays 3 life or if the card leaves the graveyard before the ability resolves.

* If there are no legal targets for Athreos's last ability (perhaps because each of your opponents has hexproof), it will be removed from the stack with no effect. No one may pay 3 life and you won't return the creature card to your hand.

Banishing Light

{2}{W}

Enchantment

When Banishing Light enters the battlefield, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield. *(That permanent returns under its owner's control.)*

* Banishing Light's ability causes a zone change with a duration, a new style of ability that's somewhat reminiscent of older cards like Oblivion Ring. However, unlike Oblivion Ring, cards like Banishing Light have a single ability that creates two one-shot effects: one that exiles the permanent when the ability resolves, and another that returns the exiled card to the battlefield immediately after Banishing Light leaves the battlefield.

* If Banishing Light leaves the battlefield before its enters-the-battlefield ability resolves, the target nonland permanent won't be exiled.

* Auras attached to the exiled permanent will be put into their owners' graveyards. Equipment attached to the exiled permanent will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist.

* If a token is exiled, it ceases to exist. It won't be returned to the battlefield.

* The exiled card returns to the battlefield immediately after Banishing Light leaves the battlefield. Nothing happens between the two events, including state-based actions. Banishing Light and the returned card aren't on the battlefield at the same time.

* In a multiplayer game, if Banishing Light's owner leaves the game, the exiled card will return to the battlefield. Because the one-shot effect that returns the card isn't an ability that goes on the stack, it won't cease to exist along with the leaving player's spells and abilities on the stack.

Battlefield Thaumaturge

{1}{U}

Creature — Human Wizard

2/1

Each instant and sorcery spell you cast costs {1} less to cast for each creature it targets.

Heroic — Whenever you cast a spell that targets Battlefield Thaumaturge, Battlefield Thaumaturge gains hexproof until end of turn.

* Battlefield Thaumaturge's first ability doesn't change that spell's mana cost or converted mana cost. It changes only the amount you actually pay (the "total cost" of the spell).

* To calculate the total cost of an instant or sorcery spell you're casting, start with the mana cost (or alternative cost, if applicable), add all cost increases (including additional costs such as those imposed by strive abilities), then subtract all cost reductions (such as the one created by Battlefield Thaumaturge's first ability).

* The cost reduction created by Battlefield Thaumaturge's first ability can reduce only the generic portion of the spell's total cost. Colored mana requirements aren't affected.

* The cost reduction is {1} per target creature, even if the spell targets a creature more than once.

Bearer of the Heavens

{7}{R}

Creature — Giant

10/10

When Bearer of the Heavens dies, destroy all permanents at the beginning of the next end step.

* The effect of the ability will destroy all permanents on the battlefield as it resolves. It doesn't matter if those permanents were on the battlefield when Bearer of the Heavens died.

* If Bearer of the Heavens dies during an end step, the delayed triggered ability will trigger at the beginning of the next turn's end step.

Blinding Flare

{R}

Sorcery

Strive — Blinding Flare costs {R} more to cast for each target beyond the first.

Any number of target creatures can't block this turn.

* Blinding Flare can target any creature, including those you control.

Bloodcrazed Hoplite

{1}{B}

Creature — Human Soldier

2/1

Heroic — Whenever you cast a spell that targets Bloodcrazed Hoplite, put a +1/+1 counter on it.

Whenever a +1/+1 counter is placed on Bloodcrazed Hoplite, remove a +1/+1 counter from target creature an opponent controls.

* Bloodcrazed Hoplite's last ability will trigger whenever any +1/+1 counter is placed on it, not just ones due to its heroic ability.

* If multiple +1/+1 counters are placed on Bloodcrazed Hoplite simultaneously, its last ability will trigger once for each of those counters.

* If Bloodcrazed Hoplite enters the battlefield with +1/+1 counters on it, its last ability will trigger once for each of those counters.

Brain Maggot

{1}{B}

Enchantment Creature — Insect

1/1

When Brain Maggot enters the battlefield, target opponent reveals his or her hand and you choose a nonland card from it. Exile that card until Brain Maggot leaves the battlefield.

* Brain Maggot's ability causes a zone change with a duration, a new style of ability that's somewhat reminiscent of older cards like Tidehollow Sculler. However, unlike Tidehollow Sculler, Brain Maggot has a single ability that creates two one-shot effects: one that exiles the nonland card when the ability resolves, and another that returns the exiled card to its owner's hand immediately after Brain Maggot leaves the battlefield.

* If Brain Maggot leaves the battlefield before its enters-the-battlefield ability resolves, the opponent will reveal his or her hand, but no card will be exiled.

* The exiled card returns to its owner's hand immediately after Brain Maggot leaves the battlefield. Nothing happens between the two events, including state-based actions.

* In a multiplayer game, if Brain Maggot's owner leaves the game, the exiled card will return to its owner's hand. Because the one-shot effect that returns the card isn't an ability that goes on the stack, it won't cease to exist along with the leaving player's spells and abilities on the stack.

Colossal Heroics

{2}{G}

Instant

Strive — Colossal Heroics costs {1}{G} more to cast for each target beyond the first.

Any number of target creatures each get +2/+2 until end of turn. Untap those creatures.

* Colossal Heroics can target any creatures, not just ones that are tapped.

Countermand

{2}{U}{U}

Instant

Counter target spell. Its controller puts the top four cards of his or her library into his or her graveyard.

* If the target spell is an illegal target when Countermand tries to resolve, Countermand will be countered and none of its effects will happen. The target's controller won't put any cards from the top of his or her library into his or her graveyard.

* You may target a spell that can't be countered with Countermand. If you do, when Countermand resolves, the target spell won't be countered, but its controller will still put the top four cards of his or her library into his or her graveyard.

Crystalline Nautilus

{2}{U}

Enchantment Creature — Nautilus

4/4

Bestow {3}{U}{U} *(If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)*

When Crystalline Nautilus becomes the target of a spell or ability, sacrifice it.

Enchanted creature gets +4/+4 and has “When this creature becomes the target of a spell or ability, sacrifice it.”

* Crystalline Nautilus's middle ability functions as long as Crystalline Nautilus is on the battlefield, whether it's a creature or an Aura.

Cyclops of Eternal Fury

{4}{R}{R}

Enchantment Creature — Cyclops

5/3

Creatures you control have haste.

* Cyclops of Eternal Fury's ability gives the Cyclops itself haste.

Dakra Mystic

{U}

Creature — Merfolk Wizard

1/1

{U}, {T}: Each player reveals the top card of his or her library. You may put the revealed cards into their owners' graveyards. If you don't, each player draws a card.

* You make the decision after all the cards are revealed. If you decide not to put the cards into their owners' graveyards, the card each player draws will be the revealed card.

Daring Thief

{2}{U}

Creature — Human Rogue

2/3

Inspired — Whenever Daring Thief becomes untapped, you may exchange control of target nonland permanent you control and target permanent an opponent controls that shares a card type with it.

* The exchange of control lasts indefinitely. It doesn't expire when Daring Thief leaves the battlefield.

* Gaining control of an Aura or Equipment doesn't cause it to move, though gaining control of an Equipment will allow you to activate its equip ability to attach it to a creature you control later.

* The relevant card types (that is, the ones a permanent can have) are artifact, creature, enchantment, planeswalker, and tribal.

* If the full exchange can't happen, perhaps because one of the targets is illegal as the inspired ability tries to resolve, then nothing happens. No permanents change controllers.

* If another spell or ability allows you to change the targets of the ability (or perhaps copy it and choose new targets for the copy), you can change the targets only such that the final set of targets is still legal. For example, if the ability targets a creature you control and a creature an opponent controls, you couldn't change just the second target to a noncreature permanent controlled by that player. You could, however, change just the second target to a

creature controlled by a different opponent. The two new targets can share a different card type than the two original targets did.

* Although the permanent you control can't be a land, the other target can, provided it shares a card type with the first target. For example, you could target an artifact you control and an artifact land controlled by an opponent.

Deicide

{1} {W}

Instant

Exile target enchantment. If the exiled card is a God card, search its controller's graveyard, hand, and library for any number of cards with the same name as that card and exile them, then that player shuffles his or her library.

* Deicide looks at the card in exile, not the permanent that was exiled, to determine if it is a God. For each of the Gods in the *Theros* block, it won't matter what your devotion to its color(s) was. The card is a God card when not on the battlefield.

* When you search the target's controller's graveyard, hand, and library, you may leave any cards with that name in the zones they're in. You don't have to exile them.

Deserter's Quarters

{2}

Artifact

You may choose not to untap Deserter's Quarters during your untap step.

{6}, {T}: Tap target creature. It doesn't untap during its controller's untap step for as long as Deserter's Quarters remains tapped.

* The activated ability can target any creature, not just one that's untapped.

* As long as Deserter's Quarters remains tapped, the effect stopping the creature from untapping during its controller's untap step remains even if that creature untaps some other way (for example, with *Colossal Heroics*).

Dictate of Erebos

{3} {B} {B}

Enchantment

Flash

Whenever a creature you control dies, each opponent sacrifices a creature.

* When the triggered ability resolves, first the player whose turn it is (if that player is an opponent) chooses which creature he or she will sacrifice, then each other opponent in turn order does the same, then all chosen creatures are sacrificed at the same time.

* None of the opponents are targeted. An opponent with hexproof would still sacrifice a creature.

* If multiple creatures you control die at the same time, Dictate of Erebos's triggered ability will trigger that many times.

* If you control more than one Dictate of Erebos and a creature you control dies, each of the triggered abilities will trigger. Each opponent will sacrifice a creature each time one of those abilities resolves.

* If you and an opponent each control a Dictate of Erebos and a creature dies, a chain reaction happens. First the ability of one player's Dictate of Erebos will trigger, causing each opponent to sacrifice a creature. That sacrifice causes the ability of the other player's Dictate of Erebos to trigger, and so on.

Dictate of the Twin Gods

{3}{R}{R}

Enchantment

Flash

If a source would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

* Dictate of the Twin Gods applies to any damage, not just combat damage. It also doesn't matter who controls the source of the damage that's being dealt.

* The source of the damage doesn't change. A spell that deals damage will specify the source of the damage, often the spell itself. An ability that deals damage will also specify the source of the damage, although the ability itself will never be that source. Often the source of the ability is also the source of the damage.

* If more than one Dictate of the Twin Gods is on the battlefield, damage dealt will double for each one (two of them will end up multiplying the damage by four, three of them by eight, and four of them by sixteen).

* If multiple effects modify how damage will be dealt, the player being dealt damage or the controller of the permanent being dealt damage chooses the order to apply the effects. For example, the ability of Decorated Griffin says "Prevent the next 1 combat damage that would be dealt to you this turn." Suppose you would be dealt 3 combat damage and you activate the ability of Decorated Griffin. You can either (a) prevent 1 damage first and then let Dictate of the Twin Gods's effect double the remaining 2 damage, for a result of being dealt 4 damage, or (b) double the damage to 6 and then prevent 1 damage, for a result of being dealt 5 damage.

Disciple of Deceit

{U}{B}

Creature — Human Rogue

1/3

Inspired — Whenever Disciple of Deceit becomes untapped, you may discard a nonland card. If you do, search your library for a card with the same converted mana cost as that card, reveal it, put it into your hand, then shuffle your library.

* If there's an {X} in the mana cost of the card you discarded or the card you wish to search for, X is 0.

* If you discard a split card this way, you may find a card with the same converted mana cost as either half (but not their sum). You may find a split card if either half has the same converted mana cost as the card you discarded.

Eidolon of Rhetoric

{2}{W}

Enchantment Creature — Spirit

1/4

Each player can't cast more than one spell each turn.

* Eidolon of Rhetoric will look at the entire turn to see if a player has cast a spell yet that turn, even if Eidolon of Rhetoric wasn't on the battlefield when that spell was cast. Specifically, you can't cast Eidolon of Rhetoric and then cast another spell that turn.

Eidolon of the Great Revel

{R}{R}

Enchantment Creature — Spirit

2/2

Whenever a player casts a spell with converted mana cost 3 or less, Eidolon of the Great Revel deals 2 damage to that player.

* Casting Eidolon of the Great Revel doesn't cause its own ability to trigger. It must be on the battlefield when the spell is cast in order for its ability to trigger.

* Casting a spell for an alternative cost, such as a bestow cost, doesn't change its converted mana cost. Similarly, casting a spell with an additional cost, such as a spell with a strive ability, doesn't change its converted mana cost. For example, casting Gnarled Scarhide (a card with mana cost {B} and bestow cost {3}{B}) for its bestow cost will cause Eidolon of the Great Revel's ability to trigger.

Flamespeaker's Will

{R}

Enchantment — Aura

Enchant creature you control

Enchanted creature gets +1/+1.

Whenever enchanted creature deals combat damage to a player, you may sacrifice Flamespeaker's Will. If you do, destroy target artifact.

* You decide whether to sacrifice Flamespeaker's Will as its triggered ability resolves. If it's not on the battlefield at that time, you can't sacrifice it and destroy the target artifact.

* If another player gains control of the enchanted creature, Flamespeaker's Will will be put into its owner's graveyard.

Godhunter Octopus

{5}{U}

Creature — Octopus

5/5

Godhunter Octopus can't attack unless defending player controls an enchantment or an enchanted permanent.

* Whether the defending player controls an enchantment or enchanted permanent is checked only as attackers are declared. Once Godhunter Octopus has been declared as an attacker, it will continue to attack even if the defending player loses control of each enchantment or enchanted permanent he or she controlled.

Godsend

{1}{W}{W}

Legendary Artifact — Equipment

Equipped creature gets +3/+3.

Whenever equipped creature blocks or becomes blocked by one or more creatures, you may exile one of those creatures.

Opponents can't cast cards with the same name as cards exiled with Godsend.

Equip {3}

* Godsend's triggered ability will trigger only once no matter how many creatures the equipped creature blocks or becomes blocked by.

* Godsend's triggered ability doesn't target any creature. You could exile a creature with protection from white, for example. You choose which creature to exile when the ability resolves.

* If Godsend leaves the battlefield, and later another Godsend enters the battlefield, it is a new object (even if the two were represented by the same card). The new Godsend won't stop opponents from casting cards with the same name as cards exiled with the first one.

* If Godsend exiles a land card (perhaps because it was turned into a creature and then blocked or was blocked by the equipped creature), opponents can still play land cards with the same name as the exiled card. Godsend stops only the casting of spells.

Goldenhide Ox

{5} {G}

Enchantment Creature — Ox

5/4

Constellation — Whenever Goldenhide Ox or another enchantment enters the battlefield under your control, target creature must be blocked this turn if able.

* The defending player must assign at least one blocker to the target creature during the declare blockers step if that player controls any creatures that could block it.

* The constellation ability doesn't force any specific creature to block the target creature.

* If multiple attacking creatures must be blocked if able, the defending player must assign at least one blocker to each of them if possible. For example, if two such creatures were attacking and there were two potential blockers, they couldn't both be assigned to block the same attacker.

Harness by Force

{1} {R} {R}

Sorcery

Strive — Harness by Force costs {2} {R} more to cast for each target beyond the first.

Gain control of any number of target creatures until end of turn. Untap those creatures. They gain haste until end of turn.

* Harness by Force can target any creature, even one that's untapped or one you already control.

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

Heroes' Bane

{3} {G} {G}

Creature — Hydra

0/0

Heroes' Bane enters the battlefield with four +1/+1 counters on it.

{2} {G} {G}: Put X +1/+1 counters on Heroes' Bane, where X is its power.

* The value of X is determined using the power of Heroes' Bane when the ability resolves.

* If Heroes' Bane's power is less than 0 when its second ability resolves, X is considered to be 0.

Hour of Need

{2} {U}

Instant

Strive — Hour of Need costs {1} {U} more to cast for each target beyond the first.

Exile any number of target creatures. For each creature exiled this way, its controller puts a 4/4 blue Sphinx creature token with flying onto the battlefield.

* In a Commander game, if a commander is put into the command zone instead of being exiled by Hour of Need, its controller will still get a Sphinx token.

Hydra Broodmaster

{4}{G}{G}

Creature — Hydra

7/7

{X}{X}{G}: Monstrosity X. *(If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)*

When Hydra Broodmaster becomes monstrous, put X X/X green Hydra creature tokens onto the battlefield.

* The value of each X in Hydra Broodmaster's last ability is equal to the value chosen for X when its monstrosity ability was activated.

Hypnotic Siren

{U}

Enchantment Creature — Siren

1/1

Bestow {5}{U}{U} *(If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)*

Flying

You control enchanted creature.

Enchanted creature gets +1/+1 and has flying.

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

Interpret the Signs

{5}{U}

Sorcery

Scry 3, then reveal the top card of your library. Draw cards equal to that card's converted mana cost. *(To scry 3, look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

* If you reveal a card with converted mana cost 0, such as a land card, you won't draw any cards. Otherwise, the card you revealed will be the first card you draw.

Iroas, God of Victory

{2}{R}{W}

Legendary Enchantment Creature — God

7/4

Indestructible

As long as your devotion to red and white is less than seven, Iroas isn't a creature.

Creatures you control can't be blocked except by two or more creatures.

Prevent all damage that would be dealt to attacking creatures you control.

* Iroas's last ability prevents all damage dealt to attacking creatures you control, not just combat damage.

King Macar, the Gold-Cursed

{2}{B}{B}

Legendary Creature — Human

2/3

Inspired — Whenever King Macar, the Gold-Cursed becomes untapped, you may exile target creature. If you do, put a colorless artifact token named Gold onto the battlefield. It has “Sacrifice this artifact: Add one mana of any color to your mana pool.”

* The player who controlled King Macar when its ability triggered will control the artifact token, not the player who controlled the creature that was exiled.

Knowledge and Power

{4}{R}

Enchantment

Whenever you scry, you may pay {2}. If you do, Knowledge and Power deals 2 damage to target creature or player.

* Knowledge and Power’s ability triggers only once each time you scry, no matter how many cards you look at.

* You choose the target of the ability as it’s put on the stack. You choose whether to pay {2} as it resolves. You can pay {2} only once each time you scry.

Kruphix, God of Horizons

{3}{G}{U}

Legendary Enchantment Creature — God

4/7

Indestructible

As long as your devotion to green and blue is less than seven, Kruphix isn’t a creature.

You have no maximum hand size.

If unused mana would empty from your mana pool, that mana becomes colorless instead.

* As long as Kruphix is on the battlefield, unused mana will remain in your mana pool as steps and phases end (although it will become colorless). This means you can add mana to your mana pool and spend it during a future step, phase, or turn. Once Kruphix leaves the battlefield, you have until the end of the current step or phase to use the mana before it disappears.

* If unused mana in your mana pool has any restrictions or riders associated with it (for example, if it was produced by Cavern of Souls), those restrictions or riders will remain associated with that mana when it becomes colorless.

Launch the Fleet

{W}

Sorcery

Strive — Launch the Fleet costs {1} more to cast for each target beyond the first.

Until end of turn, any number of target creatures each gain “Whenever this creature attacks, put a 1/1 white Soldier creature token onto the battlefield tapped and attacking.”

* You declare which player or planeswalker each token is attacking as you put it onto the battlefield. It doesn’t have to be the same player or planeswalker the original creature is attacking.

* Although the tokens are attacking, they were never declared as attacking creatures (for purposes of abilities that trigger whenever a creature attacks, for example).

Lightning Diadem

{5}{R}

Enchantment — Aura

Enchant creature

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

Enchanted creature gets +2/+2.

* If Lightning Diadem's target is an illegal target when it tries to resolve, it will be countered and won't enter the battlefield. Its triggered ability won't trigger.

Magma Spray

{R}

Instant

Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.

* The second sentence will exile the target creature if it would die this turn for any reason, not just due to lethal damage. It applies to the target creature even if Magma Spray deals no damage to it (due to a prevention effect) or Magma Spray deals damage to a different creature (due to a redirection effect).

Mogis's Warhound

{1}{R}

Enchantment Creature — Hound

2/2

Bestow {2}{R} *(If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)*

Mogis's Warhound attacks each turn if able.

Enchanted creature gets +2/+2 and attacks each turn if able.

* The controller of Mogis's Warhound or the creature it's enchanting chooses which player or planeswalker to attack.

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

Mortal Obstinacy

{W}

Enchantment — Aura

Enchant creature you control

Enchanted creature gets +1/+1.

Whenever enchanted creature deals combat damage to a player, you may sacrifice Mortal Obstinacy. If you do, destroy target enchantment.

* You decide whether to sacrifice Mortal Obstinacy as its triggered ability resolves. If it's not on the battlefield at that time, you can't sacrifice it and destroy the target enchantment.

* If another player gains control of the enchanted creature, Mortal Obstinacy will be put into its owner's graveyard.

Nessian Game Warden

{3}{G}{G}

Creature — Beast

4/5

When Nessian Game Warden enters the battlefield, look at the top X cards of your library, where X is the number of Forests you control. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

* The value of X is calculated as the ability resolves.

Nightmarish End

{2}{B}

Instant

Target creature gets -X/-X until end of turn, where X is the number of cards in your hand.

* The value of X is calculated as the ability resolves. The effect won't change later in the turn, even if the number of cards in your hand does.

Nyx Infusion

{2}{B}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 as long as it's an enchantment. Otherwise, it gets -2/-2.

* Nyx Infusion continuously checks to see whether the creature it's enchanting is an enchantment or not. If the creature isn't an enchantment and becomes one, or it is an enchantment and stops being one, the effect will change.

Oppressive Rays

{W}

Enchantment — Aura

Enchant creature

Enchanted creature can't attack or block unless its controller pays {3}.

Activated abilities of enchanted creature cost {3} more to activate.

* The enchanted creature's controller can choose to not attack (or block) with it even if it must attack (or block) if able. Players can't be forced to pay a cost to attack.

* Activated abilities are written in the form "Cost: Effect." Abilities that don't have a cost and effect separated by a colon are unaffected.

Polymorphous Rush

{2}{U}

Instant

Strive — Polymorphous Rush costs {1}{U} more to cast for each target beyond the first.

Choose a creature on the battlefield. Any number of target creatures you control each become a copy of that creature until end of turn.

* The creature that's copied isn't targeted by Polymorphous Rush. You choose that creature as the spell resolves. It can be one of the targeted creatures. A creature can become a copy of itself this way, though this usually won't have any noticeable effect.

* The target creatures copy the printed values of the chosen creature, plus any copy effects that have been applied to it. They won't copy counters on that creature or effects that have changed the creature's power, toughness, types, color, or so on.

* If the creatures copy a creature that's copying a creature, they will become whatever the chosen creature is copying.

* This effect can cause the targets to stop being creatures. For example, if they each become a copy of a land that has become a creature, the effect that turned that land into a creature won't be copied. The targets will become noncreature lands.

* Effects that have already applied to the target creatures will continue to apply to them. For example, if Giant Growth had given one of those creatures +3/+3 earlier in the turn, then Polymorphous Rush makes it a copy of Pensive Minotaur (a 2/3 creature), it will be a 5/6 Pensive Minotaur.

Prophetic Flamespeaker

{1}{R}{R}

Creature — Human Shaman

1/3

Double strike, trample

Whenever Prophetic Flamespeaker deals combat damage to a player, exile the top card of your library. You may play it this turn.

* If Prophetic Flamespeaker deals combat damage to a player multiple times in a turn (if it wasn't blocked, for example), its triggered ability will trigger each time.

* The card is exiled face up. Playing it follows the normal rules for playing that card. You must pay its costs, and you must follow all applicable timing rules. For example, if it's a creature card, you can cast it only during your main phase while the stack is empty.

* If you exile a land card, you may play that land only if you have any available land plays. Normally, this means you can play the land only if you haven't played a land yet that turn.

Quarry Colossus

{5}{W}{W}

Creature — Giant

5/6

When Quarry Colossus enters the battlefield, put target creature into its owner's library just beneath the top X cards of that library, where X is the number of Plains you control.

* Quarry Colossus's ability is mandatory. If you control the only creatures when that ability triggers, you must choose a creature you control (which could be Quarry Colossus itself) as the target.

* The value of X is determined as the ability resolves. If you control no Plains at that time, put the creature on top of that library.

* If there are fewer than X cards in that player's library, put the creature on the bottom of that library.

Renowned Weaver

{G}

Creature — Human Shaman

1/1

{1}{G}, Sacrifice Renowned Weaver: Put a 1/3 green Spider enchantment creature token with reach onto the battlefield. (*It can block creatures with flying.*)

* If Renowned Weaver is attacking or blocking, and you activate its ability before combat damage is assigned and dealt, it won't deal combat damage. If it was blocking a creature, that creature will remain blocked. If you don't activate the ability before the combat damage step, it must survive combat for its ability to be activated later.

Reviving Melody

{2}{G}

Sorcery

Choose one or both — Return target creature card from your graveyard to your hand; and/or return target enchantment card from your graveyard to your hand.

* You choose which mode you're using—or whether to use both modes—as you're casting the spell. Once this choice is made, it can't be changed later while the spell is on the stack.

* If you choose both modes, and only one of the cards is still a legal target when Reviving Melody tries to resolve, only that card is returned to your hand.

Riptide Chimera

{2}{U}

Enchantment Creature — Chimera

3/4

Flying

At the beginning of your upkeep, return an enchantment you control to its owner's hand.

* If Riptide Chimera is the only enchantment you control when its ability resolves, you must return it to its owner's hand.

* If you control no enchantments when Riptide Chimera's ability resolves (perhaps because Riptide Chimera stops being an enchantment for some reason), then nothing happens.

Ritual of the Returned

{3}{B}

Instant

Exile target creature card from your graveyard. Put a black Zombie creature token onto the battlefield. Its power is equal to that card's power and its toughness is equal to that card's toughness.

* If the creature card leaves the graveyard in response to Ritual of the Returned, Ritual of the Returned will be countered and none of its effects will happen. You won't get a Zombie token.

* Use the creature card's power and toughness as it last existed in the graveyard to determine the power and toughness of the Zombie token.

Sage of Hours

{1}{U}

Creature — Human Wizard

1/1

Heroic — Whenever you cast a spell that targets Sage of Hours, put a +1/+1 counter on it.

Remove all +1/+1 counters from Sage of Hours: For each five counters removed this way, take an extra turn after this one.

* You must remove all +1/+1 counters from Sage of Hours to activate its ability, even if the number of counters isn't a multiple of five. For example, if you remove twelve counters to activate the ability, you'll take two extra turns. If you remove three counters, you won't take any extra turns.

Scourge of Fleets

{5}{U}{U}

Creature — Kraken

6/6

When Scourge of Fleets enters the battlefield, return each creature your opponents control with toughness X or less to its owner's hand, where X is the number of Islands you control.

* The value of X is determined as the ability resolves.

Setessan Tactics

{1} {G}

Instant

Strive — Setessan Tactics costs {G} more to cast for each target beyond the first.

Until end of turn, any number of target creatures each get +1/+1 and gain “{T}: This creature fights another target creature.”

* Each of the two creatures that fight deals damage equal to its power to the other. If either one of the creatures isn't on the battlefield when the ability that instructs them to fight resolves, no damage is dealt.

Sightless Brawler

{1} {W}

Enchantment Creature — Human Warrior

3/2

Bestow {4} {W} (*If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.*)

Sightless Brawler can't attack alone.

Enchanted creature gets +3/+2 and can't attack alone.

* Sightless Brawler or the creature it enchants can be declared as an attacker only if another creature is declared as an attacker at the same time.

* If you control more than one creature that can't attack alone, they can both attack together, even if no other creatures attack.

* Although Sightless Brawler or the creature it enchants can't attack alone, other attacking creatures don't have to attack the same player or planeswalker. For example, Sightless Brawler could attack an opponent and another creature could attack a planeswalker that opponent controls.

* If a creature that can't attack alone also must attack if able, its controller must attack with it and another creature if able.

* In a Two-Headed Giant game (or in another format using the shared team turns option), Sightless Brawler (or the creature it enchants) can attack with a creature controlled by your teammate, even if no other creatures you control attack.

Silence the Believers

{2} {B} {B}

Instant

Strive — Silence the Believers costs {2} {B} more to cast for each target beyond the first.

Exile any number of target creatures and all Auras attached to them.

* The creatures and Auras are exiled at the same time. Specifically, if an Aura is a permanent with bestow, it will be exiled. It won't stop being an Aura and remain on the battlefield.

Solidarity of Heroes

{1}{G}

Instant

Strive — Solidarity of Heroes costs {1}{G} more to cast for each target beyond the first.

Choose any number of target creatures. Double the number of +1/+1 counters on each of them.

* Solidarity of Heroes can target any creatures, not just ones with +1/+1 counters on them. Notably, heroic abilities of any target creatures that put +1/+1 counters on that creature will resolve before Solidarity of Heroes.

Spawn of Thraxes

{5}{R}{R}

Creature — Dragon

5/5

Flying

When Spawn of Thraxes enters the battlefield, it deals damage to target creature or player equal to the number of Mountains you control.

* Count the number of Mountains you control when the last ability resolves to determine how much damage is dealt. This includes any land with the subtype Mountain, not just those named Mountain.

Spite of Mogis

{R}

Sorcery

Spite of Mogis deals damage to target creature equal to the number of instant and sorcery cards in your graveyard.

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

* Spite of Mogis isn't counted among the number of instant and sorcery cards in your graveyard. It isn't put there until after it deals damage and you scry 1.

Spiteful Blow

{4}{B}{B}

Sorcery

Destroy target creature and target land.

* You can't cast Spiteful Blow without a legal creature and land to target. If one of those targets is illegal when Spiteful Blow tries to resolve, the other one will still be destroyed.

Squelching Leeches

{2}{B}{B}

Creature — Leech

/

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

* Squelching Leeches's power and toughness will change as the number of Swamps you control changes. Its ability counts all lands you control with the subtype Swamp, not just those named Swamp.

* The ability that defines Squelching Leeches's power and toughness works in all zones, not just the battlefield.

Strength from the Fallen

{1}{G}

Enchantment

Constellation — Whenever Strength from the Fallen or another enchantment enters the battlefield under your control, target creature gets +X/+X until end of turn, where X is the number of creature cards in your graveyard.

* The value of X is determined when the ability resolves.

Tormented Thoughts

{2} {B}

Sorcery

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

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

* The targeted player will discard a number of cards equal to the power of the sacrificed creature as it last existed on the battlefield.

* You must sacrifice exactly one creature to cast this spell; you cannot cast it without sacrificing a creature, and you cannot sacrifice additional creatures.

* Players can only respond once this spell has been cast and all its costs have been paid. No one can try to destroy the creature you sacrificed to prevent you from casting this spell.

Twinflame

{1} {R}

Sorcery

Strive — Twinflame costs {2} {R} more to cast for each target beyond the first.

Choose any number of target creatures you control. For each of them, put a token that's a copy of that creature onto the battlefield. Those tokens have haste. Exile them at the beginning of the next end step.

* The tokens copy exactly what was printed on the original creature 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 Twinflame copies 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 creature will trigger when the token enters the battlefield. Any "as [this permanent] enters the battlefield" or "[this permanent] enters the battlefield with" abilities of the copied creature 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 the battlefield, they'll trigger for one another.

* If another creature becomes or enters the battlefield as a copy of the token, that creature will have haste, but you won't exile it. However, if Twinflame creates multiple tokens copying a single creature due to a replacement effect (like the one Doubling Season creates), you'll exile each of them.

Worst Fears

{7} {B}

Sorcery

You control target player during that player's next turn. Exile Worst Fears. *(You see all cards that player could see and make all decisions for the player.)*

- * While controlling another player, you can see all cards that player can see. This includes cards in that player's hand, face-down cards that player controls, his or her sideboard, and any cards in his or her library that he or she looks at.
- * The player you're controlling is still the active player during that turn.
- * While controlling another player, you also continue to make your own choices and decisions.
- * While controlling another player, you make all choices and decisions that player is allowed to make or is told to make during that turn. This includes choices about what spells to cast or what abilities to activate, as well as any decisions called for by triggered abilities or for any other reason.
- * You can't make the affected player concede. That player may choose to concede at any time, even while you're controlling him or her.
- * You can't make any illegal decisions or illegal choices—you can't do anything that player couldn't do. You can't make choices or decisions for that player that aren't called for by the game rules or by any cards, permanents, spells, abilities, and so on. If an effect causes another player to make decisions that the affected player would normally make (such as Master Warcraft does), that effect takes precedence. In other words, if the affected player wouldn't make a decision, you wouldn't make that decision on his or her behalf.
- * You also can't make any choices or decisions for the player that would be called for by the tournament rules (such as whether to take an intentional draw or whether to call a judge).
- * You can use only the affected player's resources (cards, mana, and so on) to pay costs for that player; you can't use your own. Similarly, you can use the affected player's resources only to pay that player's costs; you can't spend them on your costs.
- * You only control the player. You don't control any of his or her permanents, spells, or abilities.
- * If the target player skips his or her next turn, you'll control the next turn the affected player actually takes.
- * Multiple player-controlling effects that affect the same player overwrite each other. The last one to be created is the one that works.
- * You could gain control of yourself using Worst Fears, but unless you do so to overwrite someone else's player-controlling effect, this doesn't do anything.

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