

***Khans of Tarkir* 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 As future sets are released, updates to the **Magic** rules may cause some of this information to become outdated.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 *Khans of Tarkir* set contains 269 cards (101 common, 80 uncommon, 53 rare, 15 mythic rare, and 20 basic land).

Prerelease events: September 20–21, 2014

Launch Weekend: September 26–28, 2014

Game Day: October 18–19, 2014

The *Khans of Tarkir* set becomes legal for sanctioned Constructed play on its official release date: Friday, September 26, 2014. At that time, the following card sets will be permitted in the Standard format: *Theros*, *Born of the Gods*, *Journey into Nyx*, **Magic 2015**, and *Khans of Tarkir*.

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

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

Theme: Five "Wedge" Clans

The plane of Tarkir is inhabited by five clans, each led by a powerful khan, that battle for territory and supremacy. Although dragons have long been extinct on Tarkir, the clans each embody a draconic aspect. Each clan is based around three colors of magic known as a "wedge": a pair of allied colors and their common enemy. For example, the Mardu clan uses the allied colors black and red and their common enemy white. Each clan has a signature keyword or ability word. Cards strongly associated with a clan, including all cards with that clan's mechanic, have the clan icon in their text boxes. These icons have no effect on game play.

Abzan Keyword: Outlast

Abzan is the white-black-green clan. Its clan icon is a crossed pair of dragon scales. Outlast is a new keyword that allows creatures to prepare for a long battle by becoming more powerful.

Salt Road Patrol

{3}{W}

Creature — Human Scout

2/5

Outlast $\{1\}\{W\}$ ($\{1\}\{W\}$, $\{T\}$: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

The official rules for outlast are as follows:

702.106. Outlast

702.106a Outlast is an activated ability. “Outlast [cost]” means “[Cost], $\{T\}$: Put a +1/+1 counter on this creature. Activate this ability only any time you could cast a sorcery.”

* The cost to activate a creature’s outlast ability includes the tap symbol ($\{T\}$). A creature’s outlast ability can’t be activated unless that creature has been under your control continuously since the beginning of your turn.

* Several creatures with outlast also grant an ability to creatures you control with +1/+1 counters on them, including themselves. These counters could come from an outlast ability, but any +1/+1 counter on the creature will count.

Jeskai Keyword: Prowess

Jeskai is the blue-red-white clan. Its clan icon is a dragon eye. Prowess is a new keyword that gives a creature a size bonus whenever you cast a noncreature spell.

Jeskai Elder

$\{1\}\{U\}$

Creature — Human Monk

1/2

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

Whenever Jeskai Elder deals combat damage to a player, you may draw a card. If you do, discard a card.

The official rules for prowess are as follows:

702.107. Prowess

702.107a Prowess is a triggered ability. “Prowess” means “Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.”

702.107b If a creature has multiple instances of prowess, each triggers separately.

* Any spell you cast that doesn’t have the type creature will cause prowess to trigger. If a spell has multiple types, and one of those types is creature (such as an artifact creature), casting it won’t cause prowess to trigger. Playing a land also won’t cause prowess to trigger.

* Prowess goes on the stack on top of the spell that caused it to trigger. It will resolve before that spell.

* Once it triggers, prowess isn’t connected to the spell that caused it to trigger. If that spell is countered, prowess will still resolve.

Sultai Keyword: Delve

Sultai is the black-green-blue clan. Its clan icon is a single dragon fang. Delve is a returning keyword that lets you exile cards from your graveyard to help pay for spells.

Dead Drop

$\{9\}\{B\}$

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Target player sacrifices two creatures.

The official rules for delve are as follows:

702.65. Delve

702.65a Delve is a static ability that functions while the spell with delve is on the stack. “Delve” means “For each generic mana in this spell’s total cost, you may exile a card from your graveyard rather than pay that mana.” The delve ability isn’t an additional or alternative cost and applies only after the total cost of the spell with delve is determined.

702.65b Multiple instances of delve on the same spell are redundant.

* The rules for delve have changed slightly since it was last in an expansion. Previously, delve reduced the cost to cast a spell. Under the current rules, you exile cards from your graveyard at the same time you pay the spell’s cost. Exiling a card this way is simply another way to pay that cost.

* Delve doesn’t change a spell’s mana cost or converted mana cost. For example, Dead Drop’s converted mana cost is 10 even if you exiled three cards to cast it.

* You can’t exile cards to pay for the colored mana requirements of a spell with delve.

* You can’t exile more cards than the generic mana requirement of a spell with delve. For example, you can’t exile more than nine cards from your graveyard to cast Dead Drop.

* Because delve isn’t an alternative cost, it can be used in conjunction with alternative costs.

Mardu Ability Word: Raid

Mardu is the red-white-black clan. Its clan icon is a pair of dragon wings. Raid is an ability word that appears in italics at the beginning of cards that improve if you attacked with a creature that turn. (An ability word has no rules meaning.)

Mardu Heart-Piercer

{3}{R}

Creature — Human Archer

2/3

Raid — When Mardu Heart-Piercer enters the battlefield, if you attacked with a creature this turn, Mardu Heart-Piercer deals 2 damage to target creature or player.

* Raid abilities care only that you attacked with a creature. It doesn’t matter how many creatures you attacked with, or which opponent or planeswalker controlled by an opponent those creatures attacked.

* Raid abilities evaluate the entire turn to see if you attacked with a creature. That creature doesn’t have to still be on the battlefield. Similarly, the player or planeswalker it attacked doesn’t have to still be in the game or on the battlefield, respectively.

Temur Ability Word: Ferocious

Temur is the green-blue-red clan. Its clan icon is a dragon’s claws. Ferocious is an ability word that appears in italics at the beginning of abilities that improve if you control a creature with power 4 or greater. (An ability word has no rules meaning.)

Stubborn Denial

{U}

Instant

Counter target noncreature spell unless its controller pays {1}.

Ferocious — If you control a creature with power 4 or greater, counter that spell instead.

Roar of Challenge

{2} {G}

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

* Some ferocious abilities that appear on instants and sorceries use the word “instead.” These spells have an upgraded effect if you control a creature with power 4 or greater as they resolve. For these, you only get the upgraded effect, not both effects.

* Ferocious abilities of instants and sorceries that don’t use the word “instead” will provide an additional effect if you control a creature with power 4 or greater as they resolve.

Returning Keyword: Morph

All five clans of Tarkir regularly use deception in their battles with each other. Morph is a returning keyword that lets a creature hide its true identity.

Abzan Guide

{3} {W} {B} {G}

Creature — Human Warrior

4/4

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

Morph {2} {W} {B} {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

Other than some minor terminology changes and rules renumbering, the official rules for morph haven’t changed since their last appearance in an expansion. They are as follows:

702.36. Morph

702.36a Morph is a static ability that functions in any zone from which you could play the card it’s on, and the morph effect works any time the card is face down. “Morph [cost]” means “You may cast this card as a 2/2 face-down creature, with no text, no name, no subtypes, and no mana cost by paying {3} rather than paying its mana cost.” (See rule 707, “Face-Down Spells and Permanents.”)

702.36b To cast a card using its morph ability, turn it face down. It becomes a 2/2 face-down creature card, with no text, no name, no subtypes, and no mana cost. Any effects or prohibitions that would apply to casting a card with these characteristics (and not the face-up card’s characteristics) are applied to casting this card. These values are the copiable values of that object’s characteristics. (See rule 613, “Interaction of Continuous Effects,” and rule 706, “Copying Objects.”) Put it onto the stack (as a face-down spell with the same characteristics), and pay {3} rather than pay its mana cost. This follows the rules for paying alternative costs. You can use morph to cast a card from any zone from which you could normally play it. When the spell resolves, it enters the battlefield with the same characteristics the spell had. The morph effect applies to the face-down object wherever it is, and it ends when the permanent is turned face up.

702.36c You can’t cast a card face down if it doesn’t have morph.

702.36d Any time you have priority, you may turn a face-down permanent you control face up. This is a special action; it doesn't use the stack (see rule 115). To do this, show all players what the permanent's morph cost would be if it were face up, pay that cost, then turn the permanent face up. (If the permanent wouldn't have a morph cost if it were face up, it can't be turned face up this way.) The morph effect on it ends, and it regains its normal characteristics. Any abilities relating to the permanent entering the battlefield don't trigger when it's turned face up and don't have any effect, because the permanent has already entered the battlefield.

702.36e See rule 707, "Face-Down Spells and Permanents," for more information on how to cast cards with morph.

- * Morph lets you cast a card face down by paying {3}, and lets you turn the face-down permanent face up any time you have priority by paying its morph cost.

- * The face-down spell has no mana cost and has a converted mana cost of 0. When you cast a face-down spell, put it on the stack face down so no other player knows what it is, and pay {3}. This is an alternative cost.

- * When the spell resolves, it enters the battlefield as a 2/2 creature with no name, mana cost, creature types, or abilities. It's colorless and has a converted mana cost of 0. Other effects that apply to the creature can still grant it any of these characteristics.

- * Any time you have priority, you may turn the face-down creature face up by revealing what its morph cost is and paying that cost. This is a special action. It doesn't use the stack and can't be responded to. Only a face-down permanent can be turned face up this way; a face-down spell cannot.

- * If a face-down creature loses its abilities, it can't be turned face up because it no longer has morph (or a morph cost).

- * Because the permanent is on the battlefield both before and after it's turned face up, turning a permanent face up doesn't cause any enters-the-battlefield abilities to trigger.

- * Because face-down creatures don't have a name, they can't have the same name as any other creature, even another face-down creature.

- * A permanent that turns face up or face down changes characteristics but is otherwise the same permanent. Spells and abilities that were targeting that permanent, as well as Auras and Equipment that were attached to the permanent, aren't affected.

- * Turning a permanent face up or face down doesn't change whether that permanent is tapped or untapped.

- * At any time, you can look at a face-down spell or permanent you control. You can't look at face-down spells or permanents you don't control unless an effect instructs you to do so.

- * If a face-down spell leaves the stack and goes to any zone other than the battlefield (if it was countered, for example), you must reveal it. Each graveyard is kept in a single face-up pile.

- * If a face-down permanent leaves the battlefield, you must reveal it. You must also reveal all face-down spells and permanents you control if you leave the game or if the game ends.

- * You must ensure that your face-down spells and permanents can easily be differentiated from each other. You're not allowed to mix up the cards that represent them on the battlefield in order to confuse other players. The order they entered the battlefield should remain clear. Common methods for doing this include using markers or dice, or simply placing them in order on the battlefield.

New Layout: Modal Spells and Abilities

A spell or ability is *modal* if it has two or more options preceded by “choose one” or similar. Each of those options is a *mode*. The layout of modal spells and abilities is being updated starting with *Khans of Tarkir*. Now, all modes will be presented in a bulleted list. Older cards will receive updated wordings in the Oracle card reference.

Sultai Charm

{B}{G}{U}

Instant

Choose one —

- Destroy target monocolored creature.
- Destroy target artifact or enchantment.
- Draw two cards, then discard a card.

* This is a layout change only. The rules for how modal spells and abilities function have not changed.

* You choose which mode a spell or ability uses as you cast that spell or activate that ability.

* If a mode requires one or more targets, you choose those targets only if that mode is chosen. If the chosen mode doesn't require targets, the spell or ability is treated as though it didn't have those targets.

* If a modal spell or ability is copied, the copy has the same mode as the original.

CARD-SPECIFIC NOTES

Abzan Charm

{W}{B}{G}

Instant

Choose one —

- Exile target creature with power 3 or greater.
- You draw two cards and you lose 2 life.
- Distribute two +1/+1 counters among one or two target creatures.

* If you choose the third mode, you choose how the counters will be distributed as you cast the spell. Notably, if you choose to put one +1/+1 counter on each of two target creatures, and one of those creatures becomes an illegal target in response, the +1/+1 counter that would have been put on that creature is lost. It can't be put on the remaining legal target.

Act of Treason

{2}{R}

Sorcery

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

* Act of Treason 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 that creature.

Altar of the Brood

{1}

Artifact

Whenever another permanent enters the battlefield under your control, each opponent puts the top card of his or her library into his or her graveyard.

* If Altar of the Brood enters the battlefield under your control at the same time as other permanents, its ability will trigger for each of those permanents.

Anafenza, the Foremost

{W}{B}{G}

Legendary Creature — Human Soldier

4/4

Whenever Anafenza, the Foremost attacks, put a +1/+1 counter on another target tapped creature you control.

If a creature card would be put into an opponent's graveyard from anywhere, exile it instead.

* Anafenza's first ability can target any tapped creature you control. That creature doesn't necessarily have to be attacking.

* While Anafenza is on the battlefield, abilities that trigger whenever a nontoken creature your opponent owns dies won't trigger, as that card will never reach that player's graveyard. (Token creatures will still go to the graveyard briefly before ceasing to exist.)

* If your opponent discards a creature card while Anafenza is on the battlefield, abilities that function when a card is discarded (such as madness) still work, even though that card never reaches a graveyard. In addition, spells or abilities that check the characteristics of a discarded card (such as Chandra Ablaze's first ability) can find that card in exile.

* Anafenza's last ability cares only what the card would be in the zone it's moving from, not what it would be in the graveyard. For example, if a land card you control becomes a creature due to an effect and then dies, the land card will be exiled. But if a creature card with bestow is an Aura when it would be put into the graveyard, it ends up in the graveyard.

Arc Lightning

{2}{R}

Sorcery

Arc Lightning deals 3 damage divided as you choose among one, two, or three target creatures and/or players.

* You choose how many targets Arc Lightning has and how the damage is divided as you cast the spell. Each target must receive at least 1 damage.

* If some of the creatures are illegal targets as Arc Lightning tries to resolve, the original division of damage still applies but no damage is dealt to the illegal targets. If all targets are illegal, Arc Lightning is countered.

Armament Corps

{2}{W}{B}{G}

Creature — Human Soldier

4/4

When Armament Corps enters the battlefield, distribute two +1/+1 counters among one or two target creatures you control.

* Armament Corps can target itself with its ability.

* You choose how the counters will be distributed as you put the ability on the stack. Notably, if you choose to put one +1/+1 counter on each of two target creatures, and one of those creatures becomes an illegal target in response, the +1/+1 counter that would've gone on that creature is lost. It can't be put on the remaining legal target.

Ashcloud Phoenix

{2}{R}{R}

Creature — Phoenix

4/1

Flying

When Ashcloud Phoenix dies, return it to the battlefield face down.

Morph {4}{R}{R} (*You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.*)

When Ashcloud Phoenix is turned face up, it deals 2 damage to each player.

* If Ashcloud Phoenix is face down, you can turn it face up for its morph cost, even if you didn't cast Ashcloud Phoenix face down using its morph ability.

* If Ashcloud Phoenix leaves the graveyard before its "dies" ability resolves, it won't return to the battlefield.

* Once Ashcloud Phoenix returns to the battlefield face down, each player will know which face-down creature it is. You can't mix up the positions of your face-down permanents to disguise this.

Avalanche Tusker

{2}{G}{U}{R}

Creature — Elephant Warrior

6/4

Whenever Avalanche Tusker attacks, target creature defending player controls blocks it this combat if able.

* If the target creature can't block Avalanche Tusker, but could block another attacking creature, it's free to block that creature or block no creatures at all.

* If, during the declare blockers step, the target creature is tapped or is affected by a spell or ability that says it can't block, then it doesn't block. If there's a cost associated with having that creature block, its controller isn't forced to pay that cost. If the player doesn't, the creature doesn't block in that case either.

Barrage of Boulders

{2}{R}

Sorcery

Barrage of Boulders deals 1 damage to each creature you don't control.

Ferocious — If you control a creature with power 4 or greater, creatures can't block this turn.

* Barrage of Boulders deals damage only to creatures you don't control as it resolves. However, the ferocious ability affects all creatures, including ones you control and ones that weren't on the battlefield as Barrage of Boulders resolved.

Blinding Spray

{4}{U}

Instant

Creatures your opponents control get -4/-0 until end of turn.

Draw a card.

* Blinding Spray doesn't affect creatures that enter the battlefield or come under the control of one of your opponents after it resolves.

* You can cast Blinding Spray even if your opponents control no creatures just to draw a card.

Bloodsoaked Champion

{B}

Creature — Human Warrior

2/1

Bloodsoaked Champion can't block.

Raid — {1} {B}: Return Bloodsoaked Champion from your graveyard to the battlefield. Activate this ability only if you attacked with a creature this turn.

* The activated ability can be activated only if Bloodsoaked Champion is in your graveyard. Notably, if it attacks and then dies later in the turn, you can use its ability to return it to the battlefield, as its attack satisfies its own activation instruction.

Brave the Sands

{1} {W}

Enchantment

Creatures you control have vigilance.

Each creature you control can block an additional creature.

* The last ability is cumulative. If you control an additional Brave the Sands, your creatures will each be able to block three creatures, and so on.

Briber's Purse

{X}

Artifact

Briber's Purse enters the battlefield with X gem counters on it.

{1}, {T}, Remove a gem counter from Briber's Purse: Target creature can't attack or block this turn.

* Activating the ability targeting a creature that's already attacking or blocking won't remove it from combat or affect that attack or block.

* If Briber's Purse has no gem counters on it, it remains on the battlefield, although you can't activate its last ability.

Burn Away

{4} {R}

Instant

Burn Away deals 6 damage to target creature. When that creature dies this turn, exile all cards from its controller's graveyard.

* If the creature doesn't die that turn, the delayed triggered ability will simply cease to exist.

Butcher of the Horde

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

Creature — Demon

5/4

Flying

Sacrifice another creature: Butcher of the Horde gains your choice of vigilance, lifelink, or haste until end of turn.

* You choose which ability Butcher of the Horde gains when the activated ability resolves.

Clever Impersonator

{2} {U} {U}

Creature — Shapeshifter

0/0

You may have Clever Impersonator enter the battlefield as a copy of any nonland permanent on the battlefield.

* You choose which nonland permanent Clever Impersonator will copy, if any, as it enters the battlefield. This doesn't target that nonland permanent.

* Remember that if you control more than one legendary permanent with the same name, or more than one planeswalker with the same type, you'll need to choose one to remain on the battlefield and put the rest into their owner's graveyard.

* If Clever Impersonator enters the battlefield as a copy of a planeswalker, it will enter the battlefield with a number of loyalty counters on it equal to the loyalty printed in the lower right corner of the planeswalker card. It won't copy the number of loyalty counters on the original planeswalker.

* Clever Impersonator copies exactly what is printed on the chosen permanent (unless that permanent is copying something else or is a token; see below). It doesn't copy whether that permanent is tapped or untapped, whether that permanent has any counters on it or any Auras and/or Equipment attached to it, and it doesn't copy any non-copy effects that have changed that permanent's power, toughness, types, color, abilities, or so on.

* If the chosen permanent has {X} in its mana cost, X is considered to be 0.

* If the chosen permanent is a copy of something else (for example, if the chosen permanent is another Clever Impersonator), then your Clever Impersonator enters the battlefield as whatever the chosen permanent copied.

* If the chosen permanent is a token, Clever Impersonator copies the original characteristics of that token as defined by the effect that put that token onto the battlefield. Clever Impersonator is not a token.

* Any enters-the-battlefield abilities of the chosen permanent will trigger when Clever Impersonator enters the battlefield. Any "as [this permanent] enters the battlefield" or "[this permanent] enters the battlefield with" abilities of the chosen permanent will also work.

* If Clever Impersonator enters the battlefield at the same time as another permanent, it can't become a copy of that permanent. You may only choose a nonland permanent that's already on the battlefield.

* You can choose not to copy anything. In that case, Clever Impersonator enters the battlefield as a 0/0 creature, and it's put into the graveyard immediately (unless something is raising its toughness above 0).

Crackling Doom

{R} {W} {B}

Instant

Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures he or she controls.

* If a player controls two or more creatures tied for the greatest power among creatures he or she controls, that player chooses one of them to sacrifice.

* The sacrifice is not dependent on the damage being dealt. It doesn't matter if that damage is prevented or redirected.

* Crackling Doom doesn't target any player or creature. For example, a creature with protection from black could be sacrificed.

* In a multiplayer game, each opponent, starting with the active player and proceeding in turn order, chooses which creature he or she will sacrifice and then all creatures are sacrificed at the same time. Each successive player will know what the players before him or her chose to sacrifice.

Cranial Archive

{2}

Artifact

{2}, Exile Cranial Archive: Target player shuffles his or her graveyard into his or her library. Draw a card.

* If the player's graveyard is empty, the player will shuffle his or her library, then you'll draw a card.

Crater's Claws

{X} {R}

Sorcery

Crater's Claws deals X damage to target creature or player.

Ferocious — Crater's Claws deals X plus 2 damage to that creature or player instead if you control a creature with power 4 or greater.

* If you control a creature with power 4 or greater, Crater's Claws with X equals 0 will deal 2 damage, with X equals 1 will deal 3 damage, and so on.

Crippling Chill

{2} {U}

Instant

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

Draw a card.

* Crippling Chill can target a creature that's already tapped. It still won't untap during its controller's next untap step.

* Crippling Chill tracks the creature, but not its controller. If the creature changes controllers before its first controller's next untap step has come around, then it won't untap during its new controller's next untap step.

Dead Drop

{9} {B}

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

Target player sacrifices two creatures.

* The target player chooses which creatures he or she will sacrifice as Dead Drop resolves. If the player controls only one creature at that time, he or she will sacrifice it.

* Dead Drop doesn't target any creature. The target player could sacrifice a creature with hexproof, for example.

Death Frenzy

{3} {B} {G}

Sorcery

All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

* You gain 1 life for each creature that Death Frenzy causes to have a toughness of 0 or less. The delayed triggered ability is created before state-based actions cause any creatures with 0 or less toughness to die.

* Only creatures on the battlefield when Death Frenzy resolves will get -2/-2. However, if a creature enters the battlefield and then dies later that turn, you'll gain 1 life for it.

Deflecting Palm

{R} {W}

Instant

The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

* Deflecting Palm doesn't target any creature or player. You choose a source of damage as Deflecting Palm resolves.

* If multiple prevention and/or replacement effects are trying to apply to the same damage, the player who would be dealt damage chooses the order in which to apply them. Notably, if noncombat damage would be dealt to you by a source controlled by an opponent, you choose the order in which to apply Deflecting Palm and the planeswalker redirection effect. If you apply Deflecting Palm first, the damage will be prevented (and damage will be dealt to the source's controller) and the planeswalker redirection effect won't apply.

Disdainful Stroke

{1} {U}

Instant

Counter target spell with converted mana cost 4 or greater.

* A face-down spell has converted mana cost 0 and can't be targeted by Disdainful Stroke.

Dragon Grip

{2} {R}

Enchantment — Aura

Ferocious — If you control a creature with power 4 or greater, you may cast Dragon Grip as though it had flash. (You may cast it any time you could cast an instant.)

Enchant creature

Enchanted creature gets +2/+0 and has first strike.

* If you're using Dragon Grip's ferocious ability to cast it as though it had flash, you must control a creature with power 4 or greater only as you begin the casting process and put Dragon Grip on the stack. Losing control of that creature while casting Dragon Grip (perhaps because you sacrificed it to activate a mana ability), or in response to Dragon Grip won't affect Dragon Grip on the stack.

* You must cast Dragon Grip at the latest during the declare blockers step after blockers are declared if you want first strike to matter during that combat.

Dragon Throne of Tarkir

{4}

Legendary Artifact — Equipment

Equipped creature has defender and "{2}, {T}: Other creatures you control gain trample and get +X/+X until end of turn, where X is this creature's power."

Equip {3}

* The value of X is determined as the activated ability resolves. If the equipped creature isn't on the battlefield at that time, use its power the last time it was on the battlefield to determine the value of X. If that power was negative, other creatures you control will lose power and toughness. For example, if the equipped creature was 2/2 and a spell gave it -5/-5 in response to Dragon Throne of Tarkir's activated ability, other creatures you control would get -3/-3 until end of turn.

Dragonscale Boon

{3}{G}

Instant

Put two +1/+1 counters on target creature and untap it.

* Dragonscale Boon can target any creature, including one that's already untapped.

Duneblast

{4}{W}{B}{G}

Sorcery

Choose up to one creature. Destroy the rest.

* You decide which creature to spare as Duneblast resolves. This choice doesn't target the creature. If you don't choose a creature, then all creatures will be destroyed.

End Hostilities

{3}{W}{W}

Sorcery

Destroy all creatures and all permanents attached to creatures.

* Permanents attached to creatures may include Auras and Equipment. All the affected permanents are destroyed at the same time.

Feat of Resistance

{1}{W}

Instant

Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn.

* You choose the color as Feat of Resistance resolves.

Flying Crane Technique

{3}{U}{R}{W}

Instant

Untap all creatures you control. They gain flying and double strike until end of turn.

* Only creatures you control as Flying Crane Technique resolves will gain flying and double strike. Creatures that come under your control later in the turn will not.

Ghostfire Blade

{1}

Artifact — Equipment

Equipped creature gets +2/+2.

Equip {3}

Ghostfire Blade's equip ability costs {2} less to activate if it targets a colorless creature.

* Face-down creatures and most artifact creatures are colorless.

Goblinslide

{2}{R}

Enchantment

Whenever you cast a noncreature spell, you may pay {1}. If you do, put a 1/1 red Goblin creature token with haste onto the battlefield.

* You make the decision whether to pay {1} as the ability resolves.

Hardened Scales

{G}

Enchantment

If one or more +1/+1 counters would be placed on a creature you control, that many plus one +1/+1 counters are placed on it instead.

* “Placed on a creature you control” includes that creature entering the battlefield with +1/+1 counters on it. If a creature would enter the battlefield with a number of +1/+1 counters on it while you control Hardened Scales, it enters with that many counters plus one.

* Each additional Hardened Scales you control will increase the number of +1/+1 counters placed on a creature by one.

Heart-Piercer Bow

{2}

Artifact — Equipment

Whenever equipped creature attacks, Heart-Piercer Bow deals 1 damage to target creature defending player controls.

Equip {1}

* The controller of Heart-Piercer Bow chooses the target of the triggered ability. Heart-Piercer Bow is the source of the damage, not the equipped creature.

* The triggered ability resolves before blockers are declared.

* In some rare cases, Heart-Piercer Bow may be attached to a creature that’s attacking you or a planeswalker you control. In that case, you choose the target of the triggered ability, but as you are the defending player, you must choose a creature you control as the target.

Heir of the Wilds

{1}{G}

Creature — Human Warrior

2/2

Deathtouch

Ferocious — Whenever Heir of the Wilds attacks, if you control a creature with power 4 or greater, Heir of the Wilds gets +1/+1 until end of turn.

* Heir of the Wilds has a triggered ferocious ability with an intervening “if” clause. That ability will check if you control a creature with power 4 or greater whenever Heir of the Wilds attacks. If you don’t at that time, the ability won’t trigger at all. If it triggers, the ability will also check if you control a creature with power 4 or greater as it resolves. If you don’t at that time, the ability won’t do anything. Note that the creature with power 4 or greater you control as the ability triggers doesn’t necessarily have to be the same one you control as the ability resolves.

Herald of Anafenza

{W}

Creature — Human Soldier

1/2

Outlast {2}{W} ({2}{W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Whenever you activate Herald of Anafenza's outlast ability, put a 1/1 white Warrior creature token onto the battlefield.

* The Warrior token is created before the +1/+1 counter is put on Herald of Anafenza.

High Sentinels of Arashin

{3}{W}

Creature — Bird Soldier

3/4

Flying

High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.

{3}{W}: Put a +1/+1 counter on target creature.

* High Sentinels of Arashin's activated ability can target and put +1/+1 counters on itself.

* High Sentinels of Arashin gets +1/+1 per creature, not per +1/+1 counter. It doesn't matter how many +1/+1 counters are on any other creature you control as long as there's one or more.

Hooded Hydra

{X}{G}{G}

Creature — Snake Hydra

0/0

Hooded Hydra enters the battlefield with X +1/+1 counters on it.

When Hooded Hydra dies, put a 1/1 green Snake creature token onto the battlefield for each +1/+1 counter on it.

Morph {3}{G}{G}

As Hooded Hydra is turned face up, put five +1/+1 counters on it.

* Use the number of +1/+1 counters that were on Hooded Hydra the last time it was on the battlefield to determine how many Snake tokens to create.

* Hooded Hydra's last ability isn't a triggered ability. It's a replacement ability that modifies how Hooded Hydra is turned face up. Players can't respond to Hooded Hydra being turned face up and having five +1/+1 counters put on it.

* If Hooded Hydra is face down and it's turned face up some other way than by having its morph cost paid, the last ability will still apply.

Horde Ambusher

{1}{R}

Creature — Human Berserker

2/2

Whenever Horde Ambusher blocks, it deals 1 damage to you.

Morph—Reveal a red card in your hand. (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

When Horde Ambusher is turned face up, target creature can't block this turn.

* Turning Horde Ambusher face up after blockers have been declared won't remove any creature from combat or change how any creature is blocking.

* If a face-down Horde Ambusher blocks and is then turned face up, its first ability won't trigger because it didn't have that ability when it blocked.

Howl of the Horde

{2}{R}

Sorcery

When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

Raid — If you attacked with a creature this turn, when you cast your next instant or sorcery spell this turn, copy that spell an additional time. You may choose new targets for the copy.

* Howl of the Horde creates a delayed triggered ability that triggers when you cast your next instant or sorcery spell that turn. The raid ability creates a second, identical delayed triggered ability. Each of these will create a single copy of the next instant or sorcery spell you cast during that turn. If you don't cast another instant or sorcery spell during that turn, both delayed triggered abilities will cease to exist.

* The delayed triggered abilities will copy any instant or sorcery spell, not just one with targets.

* When either ability resolves, it creates a copy of the instant or sorcery spell. You control each copy. Each copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger. The copy or copies will then resolve like normal spells, after players get a chance to cast spells and activate abilities.

* Each copy will have the same targets as the spell it's copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. If, for one of the targets, you can't choose a new legal target, then it remains unchanged (even if the current target is illegal). You can choose different targets for each copy.

* If the spell being copied is modal (that is, it says "Choose one —" or the like), each copy will have the same mode. You can't choose a different one.

* If the spell being copied has an X whose value was determined as it was cast (like Crater's Claws has), each copy will have the same value of X.

Icefeather Aven

{G}{U}

Creature — Bird Shaman

2/2

Flying

Morph {1}{G}{U} (*You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.*)

When Icefeather Aven is turned face up, you may return another target creature to its owner's hand.

* If you control the only other creatures when Icefeather Aven is turned face up, you must target one of them. You choose whether that creature is returned to its owner's hand as the ability resolves.

Icy Blast

{X}{U}

Instant

Tap X target creatures.

Ferocious — If you control a creature with power 4 or greater, those creatures don't untap during their controllers' next untap steps.

* You check if you control a creature with power 4 or greater as Icy Blast resolves. It doesn't matter if you control such a creature during any of the relevant untap steps.

* Icy Blast can target a creature that's already tapped. It still won't untap during its controller's next untap step.

* Icy Blast tracks the creature, but not its controller. If the creature changes controllers before its first controller's next untap step has come around, then it won't untap during its new controller's next untap step.

Incremental Growth

{3}{G}{G}

Sorcery

Put a +1/+1 counter on target creature, two +1/+1 counters on another target creature, and three +1/+1 counters on a third target creature.

* You must choose three different targets in order to cast Incremental Growth. You decide how many +1/+1 counters each creature will get as part of casting the spell.

* If some of the creatures are illegal targets as Incremental Growth tries to resolve, the remaining legal targets still get the appropriate number of +1/+1 counters. If all targets are illegal, Incremental Growth is countered.

Ivorytusk Fortress

{2}{W}{B}{G}

Creature — Elephant

5/7

Untap each creature you control with a +1/+1 counter on it during each other player's untap step.

* Each creature you control with a +1/+1 counter on it untaps at the same time as the active player's permanents. You can't choose to not untap them at that time.

* Effects that state a creature you control doesn't untap during your untap step won't apply during another player's untap step.

* Controlling more than one Ivorytusk Fortress doesn't allow you to untap any creature more than once during a single untap step.

Jeering Instigator

{1}{R}

Creature — Goblin Rogue

2/1

Morph {2}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

When Jeering Instigator is turned face up, if it's your turn, gain control of another target creature until end of turn. Untap that creature. It gains haste until end of turn.

* Jeering Instigator's last ability 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 that creature.

Kheru Bloodsucker

{2}{B}

Creature — Vampire

2/2

Whenever a creature you control with toughness 4 or greater dies, each opponent loses 2 life and you gain 2 life. {2}{B}, Sacrifice another creature: Put a +1/+1 counter on Kheru Bloodsucker.

* Kheru Bloodsucker's triggered ability will trigger when it dies if its toughness is 4 or greater.

Kheru Dreadmaw

{4}{B}

Creature — Zombie Crocodile

4/4

Defender

{1}{G}, Sacrifice another creature: You gain life equal to the sacrificed creature's toughness.

* Use the toughness of the creature as it last existed on the battlefield to determine how much life you gain.

Kheru Lich Lord

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

Creature — Zombie Wizard

4/4

At the beginning of your upkeep, you may pay {2}{B}. If you do, return a creature card at random from your graveyard to the battlefield. It gains flying, trample, and haste. Exile that card at the beginning of your next end step. If it would leave the battlefield, exile it instead of putting it anywhere else.

* You decide whether to pay {2}{B} as the ability resolves.

* The creature card returned to the battlefield is chosen at random as the ability resolves. If any player responds to the ability, that player won't yet know what card will be returned.

* Because the ability doesn't target any creature card, any creature card (including Kheru Lich Lord itself) put into the graveyard in response to that ability may be returned to the battlefield.

* The ability that exiles the card at the beginning of your next end step is a delayed triggered ability. If the delayed triggered ability is countered, the creature will stay on the battlefield and the ability won't trigger again. However, the replacement effect will still exile the creature when it eventually leaves the battlefield.

* Kheru Lich Lord grants flying, trample, and haste to the creature that's returned to the battlefield. However, neither of the "exile" abilities is granted to that creature. If that creature loses all its abilities, it will still be exiled at the beginning of your next end step, and if it would leave the battlefield, it is still exiled instead.

* If a creature card returned to the battlefield with Kheru Lich Lord would leave the battlefield for any reason, it's exiled instead. However, if that creature is already being exiled, then the replacement effect won't apply. If the spell or ability that exiles it later returns it to the battlefield (as Suspension Field might, for example), the creature card will return to the battlefield as a new object with no relation to its previous existence. The effects from Kheru Lich Lord will no longer apply to it.

* The exiled creature is never put into the graveyard. Any abilities the creature has that trigger when it dies won't trigger.

Kheru Spellsnatcher

{3}{U}

Creature — Naga Wizard

3/3

Morph {4}{U}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

When Kheru Spellsnatcher is turned face up, counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may cast that card without paying its mana cost for as long as it remains exiled.

* You can target a spell you control with Kheru Spellsnatcher's triggered ability. This will give you the ability to cast the card later without paying its mana cost.

* Because you're already casting the card using an alternative cost (by casting it without paying its mana cost), you can't pay any other alternative costs for the card, including casting it face down using the morph ability. You can pay additional costs, such as kicker costs. If the card has any mandatory additional costs, you must pay those.

* If the card has {X} in its mana cost, you must choose 0 as the value for X when casting it.

Kin-Tree Invocation

{B} {G}

Sorcery

Put an X/X black and green Spirit Warrior creature token onto the battlefield, where X is the greatest toughness among creatures you control.

* The value of X is determined only once, as Kin-Tree Invocation resolves. The power and toughness of the Spirit Warrior token doesn't later change if the greatest toughness among creatures you control changes.

* If you control no creatures as Kin-Tree Invocation resolves, you'll put a 0/0 token onto the battlefield. Unless something else is raising its toughness above 0, it will immediately be put into its owner's graveyard and then cease to exist. Any abilities that trigger when a creature enters the battlefield or dies will trigger.

Leaping Master

{1} {R}

Creature — Human Monk

2/1

{2} {W}: Leaping Master gains flying until end of turn.

* Activating Leaping Master's ability after it's been blocked won't change or undo the block.

Lens of Clarity

{1}

Artifact

You may look at the top card of your library and at face-down creatures you don't control. (*You may do this at any time.*)

* Lens of Clarity lets you look at the top card of your library and at face-down creatures you don't control whenever you want, even if you don't have priority. This action doesn't use the stack. Knowing what those cards are becomes part of the information you have access to, just like you can look at the cards in your hand.

* Lens of Clarity doesn't stop your opponents from looking at face-down creatures they control.

* Lens of Clarity doesn't let you look at face-down spells you don't control on the stack.

Mardu Ascendancy

{R} {W} {B}

Enchantment

Whenever a nontoken creature you control attacks, put a 1/1 red Goblin creature token onto the battlefield tapped and attacking.

Sacrifice Mardu Ascendancy: Creatures you control get +0/+3 until end of turn.

* As the Goblin token enters the battlefield, you choose which opponent or opposing planeswalker it's attacking. It doesn't have to attack the same opponent or opposing planeswalker that 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).

Mardu Warshrieker

{3} {R}

Creature — Orc Shaman

3/3

Raid — When Mardu Warshrieker enters the battlefield, if you attacked with a creature this turn, add {R}{W}{B} to your mana pool.

* Mardu Warshrieker's raid ability isn't a mana ability even though it adds mana to your mana pool. It uses the stack and can be responded to.

Master the Way

{3} {U} {R}

Sorcery

Draw a card. Master the Way deals damage to target creature or player equal to the number of cards in your hand.

* Use the number of cards in your hand after you draw the card to determine how much damage Master the Way deals to the target creature or player. (Remember that Master the Way is not in your hand; it's on the stack.)

* If the creature or player is an illegal target as Master the Way tries to resolve, Master the Way will be countered and none of its effects will happen. You won't draw a card.

Meandering Towershell

{3} {G} {G}

Creature — Turtle

5/9

Islandwalk (*This creature can't be blocked as long as defending player controls an Island.*)

Whenever Meandering Towershell attacks, exile it. Return it to the battlefield under your control tapped and attacking at the beginning of the declare attackers step on your next turn.

* As Meandering Towershell returns to the battlefield because of the delayed triggered ability, you choose which opponent or opposing planeswalker it's attacking. It doesn't have to attack the same opponent or opposing planeswalker that it was when it was exiled.

* If Meandering Towershell enters the battlefield attacking, it wasn't declared as an attacking creature that turn. Abilities that trigger when a creature attacks, including its own triggered ability, won't trigger.

* On the turn Meandering Towershell attacks and is exiled, raid abilities will see it as a creature that attacked. Conversely, on the turn Meandering Towershell enters the battlefield attacking, raid abilities will not.

* If you attack with a Meandering Towershell that you don't own, you'll control it when it returns to the battlefield.

Mindswipe

{X} {U} {R}

Instant

Counter target spell unless its controller pays {X}. Mindswipe deals X damage to that spell's controller.

* If the controller of the target spell pays {X}, the spell won't be countered. Mindswipe will still deal damage to that player.

* If the target spell is an illegal target as Mindswipe tries to resolve (perhaps because it was countered by another spell or ability), Mindswipe will be countered and none of its effects will happen. No damage will be dealt.

Molting Snakeskin

{B}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has “{2}{B}: Regenerate this creature.”

* The regeneration ability is granted to the enchanted creature. Only the creature's controller can activate the regeneration ability.

Monastery Flock

{2}{U}

Creature — Bird

0/5

Defender, flying

Morph {U} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)*

* If an attacking face-down Monastery Flock is turned face up, it will continue to be attacking even though it will have defender. If it's turned face up before blockers are declared, then creatures without flying or reach won't be able to block it.

Mystic of the Hidden Way

{4}{U}

Creature — Human Monk

3/2

Mystic of the Hidden Way can't be blocked.

Morph {2}{U} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)*

* If a face-down Mystic of the Hidden Way is blocked and then turned face up, it stays blocked.

Narset, Enlightened Master

{3}{U}{R}{W}

Legendary Creature — Human Monk

3/2

First strike, hexproof

Whenever Narset, Enlightened Master attacks, exile the top four cards of your library. Until end of turn, you may cast noncreature cards exiled with Narset this turn without paying their mana costs.

* The cards are exiled face up. Casting the noncreature cards exiled this way follows the normal rules for casting those cards. You must follow all applicable timing rules. For example, if one of the exiled cards is a sorcery card, you can cast it only during your main phase while the stack is empty.

* You can't play any land cards exiled with Narset.

* Because you're already casting the card using an alternative cost (by casting it without paying its mana cost), you can't pay any other alternative costs for the card, including casting it face down using the morph ability. You can pay additional costs, such as kicker costs. If the card has any mandatory additional costs, you must pay those.

* If the card has {X} in its mana cost, you must choose 0 as the value for X when casting it.

* Any exiled cards you don't cast remain in exile.

Pearl Lake Ancient

{5}{U}{U}

Creature — Leviathan

6/7

Flash

Pearl Lake Ancient can't be countered.

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

Return three lands you control to their owner's hand: Return Pearl Lake Ancient to its owner's hand.

* A spell or ability that counters spells can still target Pearl Lake Ancient. When one resolves, Pearl Lake Ancient won't be countered, but any additional effects of that spell or ability will still happen.

Pine Walker

{3}{G}{G}

Creature — Elemental

5/5

Morph {4}{G} (*You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.*)

Whenever Pine Walker or another creature you control is turned face up, untap that creature.

* If a face-down creature other than Pine Walker is turned face up and the resulting permanent isn't a creature, Pine Walker's last ability won't trigger.

Quiet Contemplation

{2}{U}

Enchantment

Whenever you cast a noncreature spell, you may pay {1}. If you do, tap target creature an opponent controls and it doesn't untap during its controller's next untap step.

* You decide whether to pay {1} as the triggered ability resolves.

* The ability can target a creature that's already tapped. It still won't untap during its controller's next untap step.

* The ability tracks the creature, but not its controller. If the creature changes controllers before its first controller's next untap step has come around, then it won't untap during its new controller's next untap step.

Raiders' Spoils

{3}{B}

Enchantment

Creatures you control get +1/+0.

Whenever a Warrior you control deals combat damage to a player, you may pay 1 life. If you do, draw a card.

* You decide whether to pay 1 life as the triggered ability resolves. You may do this only once per ability (in other words, once per Warrior that deals combat damage to a player).

Rakshasa Vizier
{2}{B}{G}{U}
Creature — Cat Demon
4/4

Whenever one or more cards are put into exile from your graveyard, put that many +1/+1 counters on Rakshasa Vizier.

* If a card is exiled “instead” of being put into a graveyard, Rakshasa Vizier’s ability won’t trigger.

* Exiling cards from your graveyard to pay the cost of a spell with delve is a single action. It will cause Rakshasa Vizier’s ability to trigger once, putting a number of +1/+1 counters on it equal to the number of cards you exiled.

Rattleclaw Mystic
{1}{G}
Creature — Human Shaman
2/1

{T}: Add {G}, {U}, or {R} to your mana pool.

Morph {2} (*You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.*)

When Rattleclaw Mystic is turned face up, add {G}{U}{R} to your mana pool.

* Although turning a face-down creature with morph face up doesn’t use the stack, Rattleclaw Mystic’s triggered ability does use the stack, and players can respond to that ability. Notably, you can’t turn Rattleclaw Mystic face up while casting a spell or activating an ability. You’ll need to turn Rattleclaw Mystic face up and have its triggered ability resolve before you can spend that mana.

Retribution of the Ancients
{B}

Enchantment

{B}, Remove X +1/+1 counters from among creatures you control: Target creature gets -X/-X until end of turn.

* Once you announce that you are activating the ability of Retribution of the Ancients, no player may take any actions before you pay its costs. Notably, opponents can’t try to remove a creature with counters on it to stop you from paying.

Ride Down
{R}{W}

Instant

Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn.

* The attacking creatures that the destroyed creature was blocking remain blocked (even if no other creatures were blocking them). An attacking creature with trample that has no creature blocking it can deal its combat damage to the defending player or planeswalker.

* In some rare cases, the blocking creature wasn’t declared as a blocking creature that combat (for example, if it entered the battlefield blocking). In that case, the attacking creatures it was blocking won’t gain trample even though the blocking creature is destroyed.

Rite of the Serpent
{4}{B}{B}

Sorcery

Destroy target creature. If that creature had a +1/+1 counter on it, put a 1/1 green Snake creature token onto the battlefield.

* You get the Snake token no matter who controlled the target creature.

* Rite of the Serpent won't create more than one Snake token, even if the target creature had more than one +1/+1 counter on it.

* If the creature is an illegal target as Rite of the Serpent tries to resolve, Rite of the Serpent will be countered and none of its effects will occur. You won't get a Snake token.

* If Rite of the Serpent resolves but the creature isn't destroyed (perhaps because it has indestructible or it regenerated), you'll get a Snake token if the creature has a +1/+1 counter on it.

Roar of Challenge

{2}{G}

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

* Roar of Challenge doesn't give any creatures the ability to block the target creature. It just forces those creatures that are already able to block the creature to do so.

* If, during the declare blockers step, a creature is tapped or is affected by a spell or ability that says it can't block, then it doesn't block. If there's a cost associated with having that creature block, its controller isn't forced to pay that cost. If the player doesn't, the creature doesn't block in that case either.

* If there are multiple combat phases, creatures that blocked the creature targeted by Roar of Challenge in the first combat aren't required to block it again in subsequent combats.

Rush of Battle

{3}{W}

Sorcery

Creatures you control get +2/+1 until end of turn. Warrior creatures you control gain lifelink until end of turn.

(Damage dealt by those Warriors also causes their controller to gain that much life.)

* Warrior creatures you control as Rush of Battle resolves gain lifelink in addition to getting +2/+1.

Sarkhan, the Dragonspeaker

{3}{R}{R}

Planeswalker — Sarkhan

4

+1: Until end of turn, Sarkhan, the Dragonspeaker becomes a legendary 4/4 red Dragon creature with flying, indestructible, and haste. *(He doesn't lose loyalty while he's not a planeswalker.)*

−3: Sarkhan, the Dragonspeaker deals 4 damage to target creature.

−6: You get an emblem with "At the beginning of your draw step, draw two additional cards" and "At the beginning of your end step, discard your hand."

* If Sarkhan, the Dragonspeaker becomes a creature due to his first ability, that doesn't count as having a creature enter the battlefield. Sarkhan was already on the battlefield; he only changed his types. Abilities that trigger whenever a creature enters the battlefield won't trigger.

* Any loyalty counters on Sarkhan when his first ability resolves will remain on him while he's a creature. Because he's not a planeswalker at this time, damage dealt to him won't cause those counters to be removed.

* After the first ability resolves, Sarkhan won't be a planeswalker until the end of the turn. Later that turn, if you cast another Sarkhan, the Dragonspeaker, neither permanent will be put into its owner's graveyard. The "legend rule" sees only the original Sarkhan and the "planeswalker uniqueness rule" sees only the new Sarkhan. However, if you activate the first ability of the new Sarkhan, you would then control two legendary permanents with the same name. You'd choose one to remain on the battlefield and the other would be put into its owner's graveyard. If you don't activate the first ability of the new Sarkhan, the original Sarkhan will return to being a planeswalker during the cleanup step. You would then control two planeswalkers with the same planeswalker type. You'd choose one to remain on the battlefield and the other would be put into its owner's graveyard. There would then be another cleanup step before the turn ended.

* If a permanent enters the battlefield as a copy of Sarkhan after his first ability has resolved, the copy will be a Sarkhan planeswalker. It will enter the battlefield with four loyalty counters, no matter how many loyalty counters are on the original Sarkhan. You'll then find yourself in the same situation described above.

Savage Punch

{1} {G}

Sorcery

Target creature you control fights target creature you don't control.

Ferocious — The creature you control gets +2/+2 until end of turn before it fights if you control a creature with power 4 or greater.

* You can't cast Savage Punch unless you target both a creature you control and a creature you don't control.

* If either target is an illegal target when Savage Punch tries to resolve, neither creature will deal or be dealt damage.

* Assuming the ferocious ability applies, if just the creature you control is an illegal target when Savage Punch tries to resolve, it won't get +2/+2 until end of turn. If the creature you control is a legal target but the creature you don't control isn't, the creature you control will get +2/+2 until end of turn.

Secret Plans

{G} {U}

Enchantment

Face-down creatures you control get +0/+1.

Whenever a permanent you control is turned face up, draw a card.

* As soon as a creature turns face up, it loses the +0/+1 from Secret Plans. If damage marked on that creature is equal to or greater than its new toughness, the creature will be destroyed.

See the Unwritten

{4} {G} {G}

Sorcery

Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard.

Ferocious — If you control a creature with power 4 or greater, you may put two creature cards onto the battlefield instead of one.

* You determine whether the ferocious ability applies before any creature cards are put onto the battlefield. If you put two creature cards onto the battlefield this way, those creatures enter the battlefield at the same time.

* Because you're not casting the creature cards, you can't pay any additional or alternative costs. You can't put the cards onto the battlefield face down.

* If a card you put onto the battlefield this way has {X} in its mana cost, X is considered to be 0.

Seeker of the Way

{1}{W}

Creature — Human Warrior

2/2

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

Whenever you cast a noncreature spell, Seeker of the Way gains lifelink until end of turn.

* Multiple instances of lifelink are redundant. If Seeker of the Way's last ability resolves more than once in a turn, damage Seeker of the Way deals won't cause you to gain additional life.

Sidisi, Brood Tyrant

{1}{B}{G}{U}

Legendary Creature — Naga Shaman

3/3

Whenever Sidisi, Brood Tyrant enters the battlefield or attacks, put the top three cards of your library into your graveyard.

Whenever one or more creature cards are put into your graveyard from your library, put a 2/2 black Zombie creature token onto the battlefield.

* Sidisi's last ability triggers any time creature cards are put into your graveyard from anywhere in your library, not just from the top.

* Any instruction, including Sidisi's first ability, that tells you to put multiple cards from a library into a graveyard moves all the cards at the same time. For example, if Sidisi enters the battlefield and you put three creature cards into your graveyard, Sidisi's last ability will trigger once and you'll put one Zombie token onto the battlefield.

Singing Bell Strike

{1}{U}

Enchantment — Aura

Enchant creature

When Singing Bell Strike enters the battlefield, tap enchanted creature.

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

Enchanted creature has "{6}: Untap this creature."

* Singing Bell Strike can be cast targeting any creature, including one that's already tapped.

* The activated ability that untaps the creature is granted to the enchanted creature. Only the creature's controller can activate this ability.

Smoke Teller

{1}{G}

Creature — Human Shaman

2/2

{1}{U}: Look at target face-down creature.

* Smoke Teller's ability lets you look at the creature as the ability resolves. It doesn't let you look at it later, although you should be given a reasonable amount of time to look at it. In a multiplayer game, be sure not to reveal the card to other players.

* You could target a creature you control with Smoke Teller's ability, but there's no benefit to doing so. Remember, you may look at face-down spells you control on the stack and face-down permanents you control at any time.

Sorin, Solemn Visitor

{2}{W}{B}

Planeswalker — Sorin

4

+1: Until your next turn, creatures you control get +1/+0 and gain lifelink.

−2: Put a 2/2 black Vampire creature token with flying onto the battlefield.

−6: You get an emblem with “At the beginning of each opponent's upkeep, that player sacrifices a creature.”

* Only creatures you control as the first ability resolves will get the bonuses. Creatures you come to control after that happens will not.

* When the emblem's ability resolves, if the player controls no creatures, the player won't sacrifice anything.

Sultai Charm

{B}{G}{U}

Instant

Choose one —

- Destroy target monocolored creature.
- Destroy target artifact or enchantment.
- Draw two cards, then discard a card.

* A monocolored creature is exactly one color. Colorless creatures aren't monocolored.

Sultai Flayer

{3}{G}

Creature — Naga Shaman

3/4

Whenever a creature you control with toughness 4 or greater dies, you gain 4 life.

* If Sultai Flayer dies, and its toughness is still 4 or greater, its own ability will trigger.

Surrak Dragonclaw

{2}{G}{U}{R}

Legendary Creature — Human Warrior

6/6

Flash

Surrak Dragonclaw can't be countered.

Creature spells you control can't be countered.

Other creatures you control have trample.

* A spell or ability that counters spells can still target a creature spell you control. When that spell or ability resolves, the creature spell won't be countered, but any additional effects of that spell or ability will still happen.

Suspension Field

{1}{W}

Enchantment

When Suspension Field enters the battlefield, you may exile target creature with toughness 3 or greater until Suspension Field leaves the battlefield. *(That creature returns under its owner's control.)*

* Suspension Field's ability causes a zone change with a duration. It's a single ability that creates two one-shot effects: one that exiles the creature when the ability resolves, and another that returns the exiled card to the battlefield immediately after Suspension Field leaves the battlefield.

* If the target creature becomes an illegal target before the ability resolves, perhaps because its toughness was lowered, the ability will be countered and none of its effects will happen. No creature will be exiled, and Suspension Field will remain on the battlefield.

* If Suspension Field leaves the battlefield before its enters-the-battlefield ability resolves, the target creature won't be exiled.

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

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

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

* In a multiplayer game, if Suspension Field'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.

Swift Kick

{3}{R}

Instant

Target creature you control gets +1/+0 until end of turn. It fights target creature you don't control.

* You can't cast Swift Kick unless you target both a creature you control and a creature you don't control.

* If either target is an illegal target when Swift Kick tries to resolve, neither creature will deal or be dealt damage.

* If just the creature you control is an illegal target when Swift Kick tries to resolve, it won't get +1/+0 until end of turn. If the creature you control is a legal target but the creature you don't control isn't, the creature you control will get +1/+0 until end of turn.

Temur Charm

{G}{U}{R}

Instant

Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays {3}.
- Creatures with power 3 or less can't block this turn.

* You can't cast Temur Charm choosing the first mode unless you target both a creature you control and a creature you don't control.

* If the first mode was chosen and either target is an illegal target when Temur Charm tries to resolve, neither creature will deal or be dealt damage.

* If the first mode was chosen and just the creature you control is an illegal target when Temur Charm tries to resolve, it won't get +1/+1 until end of turn. If the creature you control is a legal target but the creature you don't control isn't, the creature you control will get +1/+1 until end of turn.

* If the third mode was chosen, creatures with power 3 or less that enter the battlefield after Temur Charm resolves also can't block. A creature whose power was 4 or greater when Temur Charm resolved but is 3 or less as the declare blockers step begins also can't block.

Thousand Winds

{4} {U} {U}

Creature — Elemental

5/6

Flying

Morph {5} {U} {U} *(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)*

When Thousand Winds is turned face up, return all other tapped creatures to their owners' hands.

* It doesn't matter if Thousand Winds is tapped or untapped (or even on the battlefield) when its last ability resolves. Tapped creatures except Thousand Winds will be returned to their owners' hands.

Tomb of the Spirit Dragon

Land

{T}: Add {1} to your mana pool.

{2}, {T}: You gain 1 life for each colorless creature you control.

* Count the number of colorless creatures you control (including face-down creatures) as the last ability resolves to determine how much life you gain.

Tormenting Voice

{1} {R}

Sorcery

As an additional cost to cast Tormenting Voice, discard a card.

Draw two cards.

* Because discarding a card is an additional cost, you can't cast Tormenting Voice if you have no other cards in hand.

Trap Essence

{G} {U} {R}

Instant

Counter target creature spell. Put two +1/+1 counters on up to one target creature.

* You don't have to target a creature to cast Trap Essence, although you must target a creature spell on the stack.

Trumpet Blast

{2} {R}

Instant

Attacking creatures get +2/+0 until end of turn.

* Only creatures that are attacking as Trumpet Blast resolves will receive the bonus. In other words, casting it before you've declared attackers usually won't do anything.

Ugin's Nexus

{5}

Legendary Artifact

If a player would begin an extra turn, that player skips that turn instead.

If Ugin's Nexus would be put into a graveyard from the battlefield, instead exile it and take an extra turn after this one.

* An "extra turn" is any turn created by a spell or ability. Notably, it doesn't include additional turns taken in tournaments after time expires for a round.

* Extra turns can still be created while Ugin's Nexus is on the battlefield. They're not skipped until they would begin, so if Ugin's Nexus leaves the battlefield before that happens, the extra turns will be unaffected. Notably, if you control more than one Ugin's Nexus, all but one will be exiled and an extra turn created for each. If the Ugin's Nexus that remains on the battlefield isn't on the battlefield when each of those extra turns would begin, you can take those turns.

Valley Dasher

{1}{R}

Creature — Human Berserker

2/2

Haste

Valley Dasher attacks each turn if able.

* You still choose which player or planeswalker Valley Dasher attacks.

* If, during your declare attackers step, Valley Dasher is tapped or is affected by a spell or ability that says it can't attack, then it doesn't attack. If there's a cost associated with having Valley Dasher attack, you're not forced to pay that cost, so it doesn't have to attack in that case either.

* If Valley Dasher enters the battlefield before the combat phase, it will attack that turn if able. If it enters the battlefield after combat, it won't attack that turn and will usually be available to block on the following turn.

Villainous Wealth

{X}{B}{G}{U}

Sorcery

Target opponent exiles the top X cards of his or her library. You may cast any number of nonland cards with converted mana cost X or less from among them without paying their mana costs.

* You cast the cards one at a time as Villainous Wealth is resolving, choosing modes, targets, and so on. The last card you cast will be the first one to resolve. Ignore timing restrictions based on the cards' types. Other timing restrictions, such as "Cast [this card] only during combat," must be followed.

* Because you're already casting the cards using an alternative cost (by casting them without paying their mana costs), you can't pay any other alternative costs for the cards, including casting them face down using the morph ability. You can pay additional costs, such as kicker costs. If the cards have any mandatory additional costs, you must pay those.

* If a card has {X} in its mana cost, you must choose 0 as the value for X when casting it.

* Any cards you don't cast this way will remain in exile.

War-Name Aspirant

{1}{R}

Creature — Human Warrior

2/1

Raid — War-Name Aspirant enters the battlefield with a +1/+1 counter on it if you attacked with a creature this turn.

War-Name Aspirant can't be blocked by creatures with power 1 or less.

* Once a creature legally blocks War-Name Aspirant, changing that creature's power to 1 or less won't change or undo that block.

Wingmate Roc

{3}{W}{W}

Creature — Bird

3/4

Flying

Raid — When Wingmate Roc enters the battlefield, if you attacked with a creature this turn, put a 3/4 white Bird creature token with flying onto the battlefield.

Whenever Wingmate Roc attacks, you gain 1 life for each attacking creature.

* Count the number of attacking creatures when the last ability resolves, including Wingmate Roc itself if it's still on the battlefield, to determine how much life you gain.

Winterflame

{1}{U}{R}

Instant

Choose one or both —

- Tap target creature.
- Winterflame deals 2 damage to target creature.

* You choose which mode you're using—or that you're using 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, they can each target the same creature or they can target different creatures.

* Winterflame won't affect any target that's illegal as it tries to resolve. If you choose to use both modes and both targets are illegal at that time, Winterflame will be countered.

Zurgo Helmsmasher

{2}{R}{W}{B}

Legendary Creature — Orc Warrior

7/2

Haste

Zurgo Helmsmasher attacks each combat if able.

Zurgo Helmsmasher has indestructible as long as it's your turn.

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

* You still choose which player or planeswalker Zurgo Helmsmasher attacks.

* If, during your declare attackers step, Zurgo is tapped or is affected by a spell or ability that says it can't attack, then it doesn't attack. If there's a cost associated with having Zurgo attack, you aren't forced to pay that cost, so it doesn't have to attack in that case either.

* If Zurgo enters the battlefield before the combat phase, it will attack that turn if able. If it enters the battlefield after combat, it won't attack that turn and will usually be available to block on the following turn.

* Each time a creature dies, check whether Zurgo had dealt any damage to it at any time during that turn. If so, Zurgo's ability will trigger. It doesn't matter who controlled the creature or whose graveyard it went to.

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