

## ***Oath of the Gatewatch* 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 As future sets are released, updates to the *Magic* rules may cause some of this information to become outdated.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](http://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.

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### **GENERAL NOTES**

#### **Release Information**

The *Oath of the Gatewatch* set contains 184 cards (70 common, 60 uncommon, 42 rare, and 12 mythic rare). Some *Oath of the Gatewatch* booster packs also contain *Zendikar Expeditions* cards (see below).

Prerelease events: January 16–17, 2016

Launch Weekend: January 22–24, 2016

Game Day: February 13–14, 2016

The *Oath of the Gatewatch* set becomes legal for sanctioned Constructed play on its official release date: Friday, January 22, 2016. At that time, the following card sets will be permitted in the Standard format: *Khans of Tarkir*™, *Fate Reforged*™, *Dragons of Tarkir*™, *Magic Origins*, *Battle for Zendikar*™, and *Oath of the Gatewatch*.

Go to [Magic.Wizards.com/Rules](http://Magic.Wizards.com/Rules) for a complete list of formats and permitted card sets.

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

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#### **Zendikar Expeditions**

Enlist the land itself in the battle against the Eldrazi with *Zendikar Expeditions*. This special set includes Zendikari versions of exciting lands from throughout **Magic** history.

\* There are twenty *Zendikar Expeditions* cards that appear in *Oath of the Gatewatch* booster packs. They have collector numbers 26 through 45. (The first twenty-five cards appeared in *Battle for Zendikar* booster packs.) *Zendikar Expeditions* cards have their own expansion symbol.

\* *Zendikar Expeditions* cards are very rare. You can expect to open one only a little more frequently than a premium foil *Battle for Zendikar* mythic rare.

\* *Zendikar Expeditions* cards are playable in any Limited event using the booster packs that contained them. In a Sealed Deck tournament, those cards are part of your card pool. In a Booster Draft tournament, you must draft those cards into your card pool.

\* However, Zendikar Expeditions cards are not legal in any Constructed format they weren't legal in before. Appearing in *Oath of the Gatewatch* booster packs does **not** make them legal in Standard.

\* All *Zendikar Expeditions* cards are in English, but those cards appear in booster packs of all languages.

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## New Symbol for Colorless Mana

The Eldrazi's transcendence of the five colors of mana reaches its natural conclusion in this set with the introduction of the colorless mana symbol. Denoted in rules documents as {C}, it represents one colorless mana that can be added to your mana pool. It also represents a cost that can be paid only with one colorless mana. The symbol looks like a curved, open diamond shape inside a gray circle.

Dimensional Infiltrator

{1}{U}

Devoid (*This card has no color.*)

Flash

Flying

{1}{C}: Target opponent exiles the top card of his or her library. If it's a land card, you may return Dimensional Infiltrator to its owner's hand. (*{C} represents colorless mana.*)

\* The {C} in the activation cost of Dimensional Infiltrator's ability can be paid only with colorless mana. It can't be paid with green mana, for example. In contrast, the {1} in that cost can be paid with any type of mana: white, blue, black, red, green, or colorless.

\* Previous cards that said "Add {1} to your mana pool" or similar will receive errata to say "Add {C} to your mana pool" or similar. Going forward, numerical or variable mana symbols ({1}, {2}, and so on, including {X}) will be used only to denote costs.

\* Notably, *Battle for Zendikar* cards that created Eldrazi Scion tokens will receive errata so that the tokens have the ability "Sacrifice this creature: Add {C} to your mana pool."

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## New Basic Land: Wastes

To help players generate the colorless mana they'll certainly need, this set also includes a new basic land: Wastes.

Wastes

Basic Land

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

\* The mana ability of Wastes doesn't appear on the printed cards, but it is in its official Oracle text. (A card's Oracle text (in English) can be found using the Gatherer card database at [Gatherer.Wizards.com](http://gatherer.wizards.com).) The printed cards display a large colorless mana symbol in a design that's similar to other basic land cards.

\* Because Wastes is a basic land, you can include as many of them as you like in your Constructed decks.

\* In Limited events (including Sealed Deck and Booster Draft), Wastes must be in your card pool to be included in your deck. You can't add Wastes to your card pool in the same way that you can add other basic lands.

\* Wastes is legal only in formats that include *Oath of the Gatewatch*. Specifically, unless it's reprinted in a future set, it will rotate out of Standard at the same time as the rest of the set.

\* Wastes is not a land type. If something asks you to name a land type, you can't choose Wastes.

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## **New Ability Word: Cohort**

Cohort is used to highlight activated abilities of some Allies that require you to tap that Ally and another untapped Ally you control. An ability word appears in *italics* and has no rules meaning.

Munda's Vanguard

{4}{W}

Creature — Kor Knight Ally

3/3

*Cohort* — {T}, Tap an untapped Ally you control: Put a +1/+1 counter on each creature you control.

\* To activate a cohort ability, the Ally with that ability must have been under your control continuously since the beginning of your most recent turn. Informally, it can't have "summoning sickness." However, the other Ally you tap can be one that just came under your control. (Note that tapping the second Ally doesn't use {T} [the tap symbol].)

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## **New Keyword: Surge**

Surge is a new keyword ability that makes spells better if you or a teammate have cast a spell this turn.

Reckless Bushwhacker

{2}{R}

Creature — Goblin Warrior Ally

2/1

Surge {1}{R} (*You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.*)

Haste

When Reckless Bushwhacker enters the battlefield, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.

The official rules for surge are as follows:

### 702.115. Surge

702.115a Surge is a static ability that functions while the spell with surge is on the stack. "Surge [cost]" means "You may pay [cost] rather than pay this spell's mana cost as you cast this spell if you or one of your teammates has cast another spell this turn." Paying a spell's surge cost follows the rules for paying alternative costs in rules 601.2b and 601.2f–h.

\* For some cards, surge represents only an alternative cost, a discount that applies if you or a teammate has cast another spell this turn. Other cards, like Reckless Bushwhacker, have additional abilities or effects if you paid the surge cost to cast the spell.

\* The other spell that you or a teammate cast can be one that's resolved, one that was countered, or (for instants with surge) one that's still on the stack.

\* If an instant or sorcery spell cast for its surge cost is copied, the copy didn't have its surge cost paid. Any additional effects that are based on whether the surge cost was paid won't apply for the copy.

\* Casting a spell for its surge cost doesn't change its mana cost or its converted mana cost.

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## **New Keyword Action: Support**

Support is another way to help out your creatures in the fight against the Eldrazi.

Saddleback Lagac

{3}{G}

Creature — Lizard

3/1

When Saddleback Lagac enters the battlefield, support 2. (*Put a +1/+1 counter on each of up to two other target creatures.*)

Shoulder to Shoulder

{2}{W}

Sorcery

Support 2. (*Put a +1/+1 counter on each of up to two target creatures.*)

Draw a card.

The official rules for support are as follows:

#### 701.32. Support

701.32a “Support N” on a permanent means “Put a +1/+1 counter on each of up to N other target creatures.”

“Support N” on an instant or sorcery spell means “Put a +1/+1 counter on each of up to N target creatures.”

\* You can’t put more than one +1/+1 counter on any one target using the support action.

\* Support can target a creature you don’t control.

\* If a spell with support has other abilities that target creatures, those abilities and the support ability can target the same creature.

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### Cycle: Oaths of the Planeswalkers

After the events on Zendikar, four Planeswalkers unite for the protection of all planes. To signify the formation of the Gatewatch, this set features four legendary enchantments, each representing the oath of one of the four.

Oath of Gideon

{2}{W}

Legendary Enchantment

When Oath of Gideon enters the battlefield, put two 1/1 white Kor Ally creature tokens onto the battlefield.

Each planeswalker you control enters the battlefield with an additional loyalty counter on it.

\* Each of the Oaths is legendary: if you control more than one of any particular Oath, you choose one to remain on the battlefield and the others are put into your graveyard.

\* The “legend rule” checks the full names of legendary permanents. You can control Oath of Gideon and Oath of Chandra at the same time, for example.

\* Even if you control a particular Oath, you can cast another of that Oath to take advantage of its enters-the-battlefield ability. It will enter the battlefield, causing its first ability to trigger. You will then choose one to keep, as detailed above, and then its enters-the-battlefield ability will resolve.

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### Returning *Battle for Zendikar* Mechanics

For more information on devoid and landfall, please see the *Battle for Zendikar* FAQ at

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## CARD-SPECIFIC NOTES

Abstruse Interference

{2}{U}

Instant

Devoid (*This card has no color.*)

Counter target spell unless its controller pays {1}. You put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has “Sacrifice this creature: Add {C} to your mana pool.” (*{C} represents colorless mana.*)

\* You get the Eldrazi Scion even if the controller of the spell pays {1}.

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Akoum Flameseeker

{2}{R}

Creature — Human Shaman Ally

3/2

*Cohort* — {T}, Tap an untapped Ally you control: Discard a card. If you do, draw a card.

\* Discarding a card is part of the ability’s effect and isn’t optional. As the cohort ability resolves, if you have a card in your hand, you must discard one, even if the card you may have wanted to discard as you activated the ability is no longer in your hand.

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Ayli, Eternal Pilgrim

{W}{B}

Legendary Creature — Kor Cleric

2/3

Deathtouch

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

{1}{W}{B}, Sacrifice another creature: Exile target nonland permanent. Activate this ability only if you have at least 10 life more than your starting life total.

\* Once you’ve announced either activated ability, it’s too late for anyone to interrupt you by trying to remove the creature you sacrifice.

\* Once you’ve legally activated the last ability, it doesn’t matter what happens to your life total.

\* Your starting life total is the life total you began the game with. For most two-player formats, this is 20. For Two-Headed Giant, it’s the life total your team started with, usually 30. In Commander games, your starting life total is 40.

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Bearer of Silence

{1}{B}

Creature — Eldrazi

2/1

Devoid (*This card has no color.*)

When you cast Bearer of Silence, you may pay {1}{C}. If you do, target opponent sacrifices a creature. (*{C} represents colorless mana.*)

Flying

Bearer of Silence can’t block.

\* Bearer of Silence's triggered ability targets only the player, not any creature. For example, the player may sacrifice a creature with hexproof.

\* Players can respond to the triggered ability, but once it starts resolving and you decide whether to pay {1}{C}, it's too late for anyone to respond.

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#### Bonds of Mortality

{1}{G}

Enchantment

When Bonds of Mortality enters the battlefield, draw a card.

{G}: Creatures your opponents control lose hexproof and indestructible until end of turn.

\* The last ability causes creatures your opponents control to lose hexproof and indestructible as it resolves. Effects that cause those creatures to gain those abilities after that point will work normally.

\* Damage dealt to a creature with indestructible is still marked on that creature. If that creature loses indestructible, and the marked damage is lethal, it will be destroyed. However, if a creature with indestructible is dealt damage by a source with deathtouch and then later loses indestructible, that creature won't be destroyed.

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#### Captain's Claws

{2}

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, put a 1/1 white Kor Ally creature token onto the battlefield tapped and attacking.

Equip {1}

\* You choose which opponent or planeswalker controlled by an opponent the token is attacking as it enters the battlefield. It doesn't have to be the same opponent or planeswalker that the equipped creature is attacking.

\* The token is never declared as an attacking creature. It simply enters the battlefield attacking. This won't cause any abilities that trigger "whenever a creature attacks" to trigger.

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#### Chandra, Flamecaller

{4}{R}{R}

Planeswalker — Chandra

4

+1: Put two 3/1 red Elemental creature tokens with haste onto the battlefield. Exile them at the beginning of the next end step.

0: Discard all the cards in your hand, then draw that many cards plus one.

-X: Chandra, Flamecaller deals X damage to each creature.

\* You can activate Chandra's second ability while you have an empty hand. If you do, you'll draw one card.

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#### Cliffhaven Vampire

{2}{W}{B}

Creature — Vampire Warrior Ally

2/4

Flying

Whenever you gain life, each opponent loses 1 life.

\* The ability triggers just once for each life-gaining event, no matter how much life is gained.

\* A creature with lifelink dealing combat damage causes a single life-gaining event. For example, if a single creature with lifelink deals combat damage to multiple creatures, players, and/or planeswalkers at the same time (perhaps because it has trample or was blocked by more than one creature), Cliffhaven Vampire's triggered ability will trigger only once. However, if two creatures you control with lifelink deal combat damage at the same time, the ability will trigger twice.

\* In a Two-Headed Giant game, life gained by your teammate won't cause the ability to trigger, even though it causes your team's life total to increase.

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#### Consuming Sinkhole

{3}{R}

Instant

Devoid (*This card has no color.*)

Choose one —

- Exile target land creature.
- Consuming Sinkhole deals 4 damage to target player.

\* A "land creature" is a permanent that's both a land and a creature.

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#### Containment Membrane

{2}{U}

Enchantment — Aura

Surge {U} (*You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.*)

Enchant creature

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

\* Containment Membrane can target and be attached to an untapped creature. It just won't have any effect until that creature becomes tapped.

\* The enchanted creature can still be untapped by other spells and abilities.

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#### Corpse Churn

{1}{B}

Instant

Put the top three cards of your library into your graveyard, then you may return a creature card from your graveyard to your hand.

\* Corpse Churn doesn't target the creature card in your graveyard. You may choose one of the three cards you put there from your library.

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#### Corrupted Crossroads

Land

{T}: Add {C} to your mana pool. (*{C} represents colorless mana.*)

{T}, Pay 1 life: Add one mana of any color to your mana pool. Spend this mana only to cast a spell with devoid.

\* The mana produced by the last ability can't be spent on a colorless spell unless that spell specifically has the devoid ability.

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#### Crush of Tentacles

{4}{U}{U}

### Sorcery

Surge {3}{U}{U} *(You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)*

Return all nonland permanents to their owners' hands. If Crush of Tentacles's surge cost was paid, put an 8/8 blue Octopus creature token onto the battlefield.

\* All other nonland permanents will already be in their owners' hands by the time the Octopus token is created. Any triggered abilities or abilities that would have otherwise affected that Octopus won't be around to matter.

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### Cultivator Drone

{2}{U}

Creature — Eldrazi Drone

2/3

Devoid *(This card has no color.)*

{T}: Add {C} to your mana pool. Spend this mana only to cast a colorless spell, activate an ability of a colorless permanent, or pay a cost that contains {C}. *(C represents colorless mana.)*

\* Mana produced by Cultivator Drone may be used to cast any colorless spell, including most artifact spells, face-down spells, and spells with devoid.

\* Some triggered abilities include a cost as part of their resolution. For example, Bearer of Silence's ability says, in part, "When you cast Bearer of Silence, you may pay {1}{C}." You may use mana produced by Cultivator Drone to help pay that cost. In fact, you could tap two Cultivator Drones to pay the entire cost.

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### Cyclone Sire

{4}{U}

Creature — Elemental

3/4

Flying

When Cyclone Sire dies, you may put three +1/+1 counters on target land you control. If you do, that land becomes a 0/0 Elemental creature with haste that's still a land.

\* If you target a land that's already a creature with Cyclone Sire's triggered ability, that land creature's base power and toughness will become 0/0, overwriting its previous base power and toughness. Other effects that modify its power and/or toughness (including the new and any previously-existing +1/+1 counters) will continue to apply.

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### Dazzling Reflection

{1}{W}

Instant

You gain life equal to target creature's power. The next time that creature would deal damage this turn, prevent that damage.

\* You gain the life as soon as Dazzling Reflection resolves, not as the damage is prevented.

\* If two Dazzling Reflections targeting the same creature have resolved in the same turn, only one prevention effect will apply the next time it would deal damage. The other effect will apply if the creature would deal damage a second time later that turn.

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### Deceiver of Form

{6}{C}

Creature — Eldrazi

8/8

*(C represents colorless mana.)*

At the beginning of combat on your turn, reveal the top card of your library. If a creature card is revealed this way, you may have creatures you control other than Deceiver of Form become copies of that card until end of turn. You may put that card on the bottom of your library.

\* You may put the card on the bottom of your library in any of the possible scenarios that could occur with this card. It doesn't matter whether the card is a creature card or not. If it is a creature card, it doesn't matter whether you chose to have the copy effect apply.

\* If applicable, creatures you control copy the printed values of the revealed creature card. They will retain any counters they had on them. Any Auras and/or Equipment that were attached with them will remain so.

\* Any noncopy effects that affected a creature you control, including ones that modified its power and/or toughness, will continue to apply.

\* If a creature you control becomes a copy of the revealed creature card, it's neither entering nor leaving the battlefield. Any enters-the-battlefield or leaves-the-battlefield abilities won't trigger.

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Deepfathom Skulker

{5}{U}

Creature — Eldrazi

4/4

Devoid (*This card has no color.*)

Whenever a creature you control deals combat damage to a player, you may draw a card.

{3}{C}: Target creature can't be blocked this turn. (*{C} represents colorless mana.*)

\* Activating Deepfathom Skulker's last ability after it's been legally blocked won't change or undo that block. The declare attackers step is the last time you can activate the ability and have it be effective.

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Devour in Flames

{2}{R}

Sorcery

As an additional cost to cast Devour in Flames, return a land you control to its owner's hand.

Devour in Flames deals 5 damage to target creature or planeswalker.

\* Once you announce that you're casting Devour in Flames, it's too late for anyone to interrupt you by trying to remove the land you're returning.

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Dimensional Infiltrator

{1}{U}

Creature — Eldrazi

2/1

Devoid (*This card has no color.*)

Flash

Flying

{1}{C}: Target opponent exiles the top card of his or her library. If it's a land card, you may return Dimensional Infiltrator to its owner's hand. (*{C} represents colorless mana.*)

\* You choose whether to return Dimensional Infiltrator to its owner's hand as its ability resolves. If the exiled card is a land card, you can't wait and return Dimensional Infiltrator at a later time.

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Dread Defiler

{6}{B}

Creature — Eldrazi

6/8

Devoid (*This card has no color.*)

{3}{C}, Exile a creature card from your graveyard: Target opponent loses life equal to the exiled card's power. (*{C} represents colorless mana.*)

\* Use the card's power as it last existed in your graveyard to determine how much life is lost.

\* A creature token is not a creature card. Although a token does go to the graveyard briefly if it dies, it ceases to exist before you have the opportunity to do anything.

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Eldrazi Aggressor

{2}{R}

Creature — Eldrazi Drone

2/3

Devoid (*This card has no color.*)

Eldrazi Aggressor has haste as long as you control another colorless creature.

\* If it's the turn Eldrazi Aggressor comes under your control, and it loses haste after being declared as an attacker, it will continue to attack. It won't be removed from combat.

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Eldrazi Displacer

{2}{W}

Creature — Eldrazi

3/3

Devoid (*This card has no color.*)

{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. (*{C} represents colorless mana.*)

\* If a creature token is exiled this way, it will cease to exist and will not return to the battlefield.

\* After the creature returns to the battlefield, it will be a new object with no connection to the creature that was exiled. It won't be in combat or have any additional abilities it may have had when it was exiled. Any +1/+1 counters on it or Auras attached to it are removed, and any Equipment will no longer be attached.

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Eldrazi Mimic

{2}

Creature — Eldrazi

2/1

Whenever another colorless creature enters the battlefield under your control, you may change Eldrazi Mimic's base power and toughness to that creature's power and toughness until end of turn.

\* Use the new creature's power and toughness at the time the ability resolves to determine the base power and toughness of Eldrazi Mimic. If that creature is no longer on the battlefield at that time, use its power and toughness when it left the battlefield. (Keep in mind that those values may be negative, for example if a spell like Spatial Contortion giving it +3/-3 is what caused it to leave the battlefield.)

\* Eldrazi Mimic's ability will overwrite any other effect setting its base power and toughness. Such effects that begin to apply after that ability resolves will similarly overwrite the ability. Effects that modify Eldrazi Mimic's power and/or toughness but don't set its base power and/or toughness to specific values will apply no matter when they started to apply. The same is true for any +1/+1 counters it may have.

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Eldrazi Obligator

{2}{R}

Creature — Eldrazi

3/1

Devoid (*This card has no color.*)

When you cast Eldrazi Obligator, you may pay {1}{C}. If you do, gain control of target creature until end of turn, untap that creature, and it gains haste until end of turn. (*{C} represents colorless mana.*)

Haste

\* You may choose any creature as the target of Eldrazi Obligator's triggered ability, including one that's untapped or one you already control.

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Elemental Uprising

{1}{G}

Instant

Target land you control becomes a 4/4 Elemental creature with haste until end of turn. It's still a land. It must be blocked this turn if able.

\* If the resulting creature attacks, the defending player must assign at least one blocker to it during the declare blockers step if that player controls any creatures that could block it.

\* You may target a land that's already a creature. For example, if you target a land that's also a 0/0 creature and has three +1/+1 counters on it, the resulting land creature will be 7/7.

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Embodiment of Fury

{3}{R}

Creature — Elemental

4/3

Trample

Land creatures you control have trample.

*Landfall* — Whenever a land enters the battlefield under your control, you may have target land you control become a 3/3 Elemental creature with haste until end of turn. It's still a land.

\* A "land creature" is a permanent that's both a land and a creature.

\* You may target a land that's already a creature. For example, if you target a land that's also a 0/0 creature and has three +1/+1 counters on it, the resulting land creature will be 6/6.

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Embodiment of Insight

{4}{G}

Creature — Elemental

4/4

Vigilance

Land creatures you control have vigilance.

*Landfall* — Whenever a land enters the battlefield under your control, you may have target land you control become a 3/3 Elemental creature with haste until end of turn. It's still a land.

\* A "land creature" is a permanent that's both a land and a creature.

\* You may target a land that's already a creature. For example, if you target a land that's also a 0/0 creature and has three +1/+1 counters on it, the resulting land creature will be 6/6.

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Endbringer

{5}{C}

Creature — Eldrazi

5/5

Untap Endbringer during each other player's untap step.

{T}: Endbringer deals 1 damage to target creature or player.

{C}, {T}: Target creature can't attack or block this turn.

{C}{C}, {T}: Draw a card.

\* Endbringer untaps at the same time as the active player's permanents. You can't choose to not untap it at that time.

\* If an effect states that Endbringer doesn't untap during your untap step, that effect won't apply during another player's untap step.

\* Activating the second activated ability after a creature has legally been declared as an attacker or blocker won't change or undo that attack or block.

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Fall of the Titans

{X}{X}{R}

Instant

Surge {X}{R} (*You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.*)

Fall of the Titans deals X damage to each of up to two target creatures and/or players.

\* If one of the targets is a player, you can redirect the damage dealt by Fall of the Titans to a planeswalker that player controls. However, Fall of the Titans can't be used to deal damage to both a player and a planeswalker he or she controls (unless a separate redirection effect applies).

\* Fall of the Titan's converted mana cost is based on its mana cost of {X}{X}{R}, even if you're casting it for its surge cost. For example, if you cast Fall of the Titans for its surge cost and choose 4 for X, its converted mana cost will be 9.

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Flaying Tendrils

{1}{B}{B}

Sorcery

Devoid (*This card has no color.*)

All creatures get -2/-2 until end of turn. If a creature would die this turn, exile it instead.

\* Only creatures that are on the battlefield as Flaying Tendrils resolves will get -2/-2. However, any creature that would die that turn will be exiled, even if it wasn't on the battlefield or wasn't a creature as Flaying Tendrils resolved.

\* Creatures that Flaying Tendrils would cause to die will be exiled instead. The game doesn't check to see which creatures die until after Flaying Tendrils has finished resolving.

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General Tazri

{4}{W}

Legendary Creature — Human Ally

3/4

When General Tazri enters the battlefield, you may search your library for an Ally creature card, reveal it, put it into your hand, then shuffle your library.

{W}{U}{B}{R}{G}: Ally creatures you control get +X/+X until end of turn, where X is the number of colors among those creatures.

\* The last ability checks only Ally creatures you control as the ability resolves. The value of X will be between 0 and 5. Colorless is not a color.

\* Once the last ability resolves, the bonus given doesn't change, even if the number of colors among your Allies does.

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#### Gift of Tusks

{U}

Instant

Until end of turn, target creature loses all abilities and becomes a green Elephant with base power and toughness 3/3.

\* The creature will lose all other colors and creature types, but it will retain any other card types (such as artifact) or supertypes (such as legendary) it may have.

\* Gift of Tusks overwrites all previous effects that set the creature's base power and toughness to specific values. Any power- or toughness-setting effects that start to apply after Gift of Tusks resolves will overwrite this effect.

\* Gift of Tusks doesn't counter abilities that have already triggered or been activated. In particular, there is no way to cast this spell to stop a creature's ability that says "At the beginning of your upkeep," "When this creature enters the battlefield," or similar from triggering.

\* If the affected creature gains an ability after Gift of Tusks resolves, it will keep that ability.

\* Effects that modify a creature's power and/or toughness, such as the effect of Titanic Growth, will apply to the creature no matter when they started to take effect. The same is true for any counters that change its power and/or toughness and effects that switch its power and toughness.

-----

#### Gladehart Cavalry

{5}{G}{G}

Creature — Elf Knight

6/6

When Gladehart Cavalry enters the battlefield, support 6. (*Put a +1/+1 counter on each of up to six other target creatures.*)

Whenever a creature you control with a +1/+1 counter on it dies, you gain 2 life.

\* If Gladehart Cavalry dies at the same time as a creature you control with a +1/+1 counter on it, its ability will trigger.

\* If Gladehart Cavalry somehow gets a +1/+1 counter, its dying will cause its own ability to trigger.

\* You gain 2 life per creature, not per +1/+1 counter.

-----

#### Goblin Dark-Dwellers

{3}{R}{R}

Creature — Goblin

4/4

Menace

When Goblin Dark-Dwellers enters the battlefield, you may cast target instant or sorcery card with converted mana cost 3 or less from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

\* You cast the card during the resolution of the enters-the-battlefield ability, not later in the turn. If it's a sorcery card, ignore the timing restrictions based on it being a sorcery card. Other timing restrictions, such as "Cast [this card] only during combat," must be followed.

\* If you can't cast the target instant or sorcery card, perhaps because there are no legal targets available, or if you choose not to cast it, it will remain in your graveyard.

\* If you cast a card "without paying its mana cost," you can't pay alternative costs such as surge costs. You can pay additional costs. If the card has mandatory additional costs, you must pay those.

\* If the instant or sorcery card has {X} in its mana cost, you must choose 0 as its value.

\* If an instant or sorcery card you cast this way is countered, it will be exiled.

\* If an instant or sorcery card you cast this way goes to a zone other than exile or a graveyard, perhaps because one of its abilities says to put it into its owner's hand, it won't be exiled. This is true even if the card would be put into a graveyard later that turn.

-----

### Grip of the Roil

{2}{U}

Instant

Surge {1}{U} (*You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.*)

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

Draw a card.

\* Grip of the Roil can target a creature that's already tapped. It still won't untap during its controller's next untap step.

\* Grip of the Roil 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.

-----

### Harvester Troll

{3}{G}

Creature — Troll

2/3

When Harvester Troll enters the battlefield, you may sacrifice a creature or land. If you do, put two +1/+1 counters on Harvester Troll.

\* Players can respond to the enters-the-battlefield ability (notably, while Harvester Troll is still 2/3), but once that ability starts resolving, it's too late for any player to respond. You don't choose which creature or land you're sacrificing, if any, until the ability resolves.

-----

### Hedron Alignment

{2}{U}

Enchantment

Hexproof

At the beginning of your upkeep, you may reveal your hand. If you do, you win the game if you own a card named Hedron Alignment in exile, in your hand, in your graveyard, and on the battlefield.

{1}{U}: Scry 1.

\* The Hedron Alignment in exile must be face up. If it's face down, it won't count, even if you are allowed to look at it.

-----

### Hissing Quagmire

#### Land

Hissing Quagmire enters the battlefield tapped.

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

{1}{B}{G}: Hissing Quagmire becomes a 2/2 black and green Elemental creature with deathtouch until end of turn. It's still a land.

\* A land that becomes a creature may be affected by "summoning sickness." You can't attack with it or use any of its {T} abilities (including its mana abilities) unless it began your most recent turn on the battlefield under your control. Note that summoning sickness cares about when that permanent came under your control, not when it became a creature nor when it entered the battlefield.

\* This land is colorless until the last ability gives it colors.

\* When a land becomes a creature, that doesn't count as having a creature enter the battlefield. The permanent was already on the battlefield; it only changed its types. Abilities that trigger whenever a creature enters the battlefield won't trigger.

\* An ability that turns a land into a creature also sets that creature's power and toughness. If the land was already a creature (for example, if it was the target of a spell with awaken), this will overwrite the previous effect that set its power and toughness. Effects that modify its power or toughness will continue to apply no matter when they started to take effect. The same is true for counters that change its power or toughness (such as +1/+1 counters) and effects that switch its power and toughness. For example, if Hissing Quagmire has been made a 0/0 creature with three +1/+1 counters on it, activating its last ability will turn it into a 5/5 creature that's still a land.

-----

### Holdout Settlement

#### Land

{T}: Add {C} to your mana pool. (*{C} represents colorless mana.*)

{T}, Tap an untapped creature you control: Add one mana of any color to your mana pool.

\* To activate the last ability, you may tap any untapped creature you control, including one you haven't controlled continuously since the beginning of your most recent turn. (Note that tapping the creature doesn't use {T} [the tap symbol].)

-----

### Immobilizer Eldrazi

{1}{R}

Creature — Eldrazi Drone

2/1

Devoid (*This card has no color.*)

{2}{C}: Each creature with toughness greater than its power can't block this turn. (*{C} represents colorless mana.*)

\* You compare the power and toughness as you declare blockers, not as Immobilizer Eldrazi's ability resolves. For example, if you control a 3/3 creature as the ability resolves, then later that turn it gets +0/+1 such that it's 3/4 as blockers are declared, it won't be able to block.

\* If a creature has already been legally declared as a blocker, Immobilizer Eldrazi's ability won't change or undo that block.

-----

### Inverter of Truth

{2}{B}{B}

Creature — Eldrazi

6/6

Devoid (*This card has no color.*)

Flying

When Inverter of Truth enters the battlefield, exile all cards from your library face down, then shuffle all cards from your graveyard into your library.

\* No player can look at the cards once they're exiled.

\* If your opponent puts one of the face-down exiled cards into your graveyard (for example, to activate an ability of an Eldrazi Processor), choose one of the cards at random. The card is revealed only after the cost is fully paid. That is, your opponent can't learn what card was chosen and decide to back up (not cast the spell, activate the ability, or so on, as applicable).

-----

Iona's Blessing

{3}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has vigilance, and can block an additional creature.

\* The ability to block an additional creature is cumulative. If a creature is enchanted with two Iona's Blessings, it can block three creatures. (The +2/+2 is also cumulative, but you knew that.)

-----

Isolation Zone

{2}{W}{W}

Enchantment

When Isolation Zone enters the battlefield, exile target creature or enchantment an opponent controls until Isolation Zone leaves the battlefield. (*That permanent returns under its owner's control.*)

\* If Isolation Zone leaves the battlefield before its triggered ability resolves, the target creature or enchantment won't be exiled.

\* Auras attached to the exiled creature or enchantment will be put into their owners' graveyards. Any Equipment 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 Isolation Zone leaves the battlefield. Nothing happens between the two events, including state-based actions.

\* In a multiplayer game, if Isolation Zone'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.

-----

Jori En, Ruin Diver

{1}{U}{R}

Legendary Creature — Merfolk Wizard

2/3

Whenever you cast your second spell each turn, draw a card.

\* Jori En's ability can trigger only once each turn. The ability will resolve before the second spell resolves. It doesn't matter if the first spell you cast that turn has resolved, was countered, or is still on the stack.

\* Jori En must be on the battlefield in order for the ability to function. Notably, the ability won't trigger if Jori En is the second spell you cast in a turn.

-----

Kalitas, Traitor of Ghet

{2}{B}{B}

Legendary Creature — Vampire Warrior

3/4

Lifelink

If a nontoken creature an opponent controls would die, instead exile that card and put a 2/2 black Zombie creature token onto the battlefield.

{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas, Traitor of Ghet.

\* Abilities that trigger whenever a creature an opponent controls dies won't trigger unless that creature is a token (see below).

\* If a creature token an opponent controls dies, it goes to that player's graveyard as normal before ceasing to exist.

\* If Kalitas dies at the same time as creatures your opponents control, those creature cards will be exiled and you'll get that many Zombies.

\* You can't sacrifice Kalitas to activate the last ability, even if it's somehow become a Zombie.

-----

Kozilek, the Great Distortion

{8}{C}{C}

Legendary Creature — Eldrazi

12/12

When you cast Kozilek, the Great Distortion, if you have fewer than seven cards in hand, draw cards equal to the difference.

Menace

Discard a card with converted mana cost X: Counter target spell with converted mana cost X.

\* Kozilek's triggered ability checks to see if you have fewer than seven cards in hand when you cast it. Kozilek is on the stack at this time and not in your hand. If you don't, the ability won't trigger at all. If the ability does trigger, it will check again as it tries to resolve. If you have seven or more cards in hand at that time, the ability won't do anything.

\* To activate the last ability, there must be a legal target: a spell on the stack. That target will determine the value of X and the converted mana cost of the card you discard. You can't activate the ability unless you can match the converted mana cost of a spell on the stack to that of a card in your hand.

\* The converted mana cost of a spell doesn't change, even if it's been cast using an alternative cost (such as an awaken cost). For example, the converted mana cost of a Sheer Drop (a spell with mana cost {2}{W}) that's been cast for its awaken cost of {5}{W} is 3.

\* If there's an {X} in the mana cost of the card you discard, that X is 0. Any {X} in the mana cost of the target spell will have whatever value was determined for it as the spell was cast.

-----

Kozilek's Pathfinder

{6}

Creature — Eldrazi

5/5

{C}: Target creature can't block Kozilek's Pathfinder this turn. (*{C} represents colorless mana.*)

\* Activating the ability once Kozilek's Pathfinder has been legally blocked won't change or undo that block.

-----

### Kozilek's Return

{2}{R}

Instant

Devoid (*This card has no color.*)

Kozilek's Return deals 2 damage to each creature.

Whenever you cast an Eldrazi creature spell with converted mana cost 7 or greater, you may exile Kozilek's Return from your graveyard. If you do, Kozilek's Return deals 5 damage to each creature.

\* The last ability triggers only if Kozilek's Return is in your graveyard as you cast the Eldrazi creature spell. That ability will resolve before the Eldrazi creature spell does. In other words, that Eldrazi won't be on the battlefield yet and won't be dealt damage by Kozilek's Return.

\* Exiling Kozilek's Return due to the last ability isn't the same as casting it as a spell. Cards that say "Counter target spell" won't work.

-----

### Kozilek's Shrieker

{2}{B}

Creature — Eldrazi Drone

3/2

Devoid (*This card has no color.*)

{C}: Kozilek's Shrieker gets +1/+0 and gains menace until end of turn. (*It can't be blocked except by two or more creatures. {C} represents colorless mana.*)

\* If Kozilek's Shrieker gains menace after it's been legally blocked by one creature, it will remain blocked.

\* Multiple instances of menace are redundant.

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### Linvala, the Preserver

{4}{W}{W}

Legendary Creature — Angel

5/5

Flying

When Linvala, the Preserver enters the battlefield, if an opponent has more life than you, you gain 5 life.

When Linvala enters the battlefield, if an opponent controls more creatures than you, put a 3/3 white Angel creature token with flying onto the battlefield.

\* For each triggered ability, the game checks to see if the condition is true at the moment the ability would trigger. If the condition isn't true, the ability won't trigger. If the ability does trigger, the game will check again to see if the condition is true as the ability tries to resolve. If it's not true at that time, the ability won't do anything.

\* In a multiplayer game, it's possible for the condition to be true at both times but with respect to two different opponents.

-----

### Matter Reshaper

{2}{C}

Creature — Eldrazi

3/2

(*{C} represents colorless mana.*)

When Matter Reshaper dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with converted mana cost 3 or less. Otherwise, put that card into your hand.

\* If you put an Aura card onto the battlefield this way, you choose what it enchants as it enters the battlefield. You must be able to choose a legal player or permanent or you can't put the Aura onto the battlefield.

\* If you don't put the card onto the battlefield for any reason, you put the card into your hand.

-----

Mina and Denn, Wildborn

{2} {R} {G}

Legendary Creature — Elf Ally

4/4

You may play an additional land on each of your turns.

{R} {G}, Return a land you control to its owner's hand: Target creature gains trample until end of turn.

\* Once you announce that you're activating the last ability, it's too late for anyone to interrupt you by trying to remove the land you returned.

-----

Mirrorpool

Land

Mirrorpool enters the battlefield tapped.

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

{2} {C}, {T}, Sacrifice Mirrorpool: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

{4} {C}, {T}, Sacrifice Mirrorpool: Put a token onto the battlefield that's a copy of target creature you control.

\* Mirrorpool's third ability can target (and copy) any instant or sorcery spell, not just one with targets.

\* The 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 will then resolve like a normal spell, after players get a chance to cast spells and activate abilities.

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

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

\* If the copied spell has an X whose value was determined as it was cast (like Fall of the Titans does), the copy has the same value of X.

\* You can't choose to pay any additional costs for the copy. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy, too. For example, if a player sacrifices a 3/3 creature to cast Fling, and you copy it, the copy of Fling will also deal 3 damage to its target.

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

\* For example, if a token copies a Plains that's been affected by a spell with awaken, the token will be just a land, even though the object being copied is currently a land creature. The same is true if the land has an ability that animates it.

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

\* If the copied creature is copying something else when the ability resolves, then the token enters the battlefield as a copy of whatever that creature is copying.

\* 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.

-----

#### Natural State

{G}

Instant

Destroy target artifact or enchantment with converted mana cost 3 or less.

\* If an artifact or enchantment on the battlefield has {X} in its mana cost, X is 0.

-----

#### Needle Spires

Land

Needle Spires enters the battlefield tapped.

{T}: Add {R} or {W} to your mana pool.

{2}{R}{W}: Needle Spires becomes a 2/1 red and white Elemental creature with double strike until end of turn. It's still a land.

\* A land that becomes a creature may be affected by “summoning sickness.” You can't attack with it or use any of its {T} abilities (including its mana abilities) unless it began your most recent turn on the battlefield under your control. Note that summoning sickness cares about when that permanent came under your control, not when it became a creature nor when it entered the battlefield.

\* This land is colorless until the last ability gives it colors.

\* When a land becomes a creature, that doesn't count as having a creature enter the battlefield. The permanent was already on the battlefield; it only changed its types. Abilities that trigger whenever a creature enters the battlefield won't trigger.

\* An ability that turns a land into a creature also sets that creature's power and toughness. If the land was already a creature (for example, if it was the target of a spell with awaken), this will overwrite the previous effect that set its power and toughness. Effects that modify its power or toughness will continue to apply no matter when they started to take effect. The same is true for counters that change its power or toughness (such as +1/+1 counters) and effects that switch its power and toughness. For example, if Needle Spires has been made a 0/0 creature with three +1/+1 counters on it, activating its last ability will turn it into a 5/4 creature that's still a land.

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#### Nissa's Judgment

{4}{G}

Sorcery

Support 2. (*Put a +1/+1 counter on each of up to two target creatures.*)

Choose up to one target creature an opponent controls. Each creature you control with a +1/+1 counter on it deals damage equal to its power to that creature.

\* You finish the support action before any creatures deal damage. Creatures that get a +1/+1 counter will deal damage to the creature an opponent controls, if applicable.

\* As Nissa's Judgment resolves, if at least one of its targets is still legal, it will resolve, affecting only targets that are still legal at that time. If none of its targets are still legal at that time, it will be countered and none of its effects will happen.

-----

Null Caller

{3}{B}

Creature — Vampire Shaman

2/4

{3}{B}, Exile a creature card from your graveyard: Put a 2/2 black Zombie creature token onto the battlefield tapped.

\* Once you activate the ability, it's too late for anyone to interrupt you by trying to remove the creature card from your graveyard.

-----

Oath of Chandra

{1}{R}

Legendary Enchantment

When Oath of Chandra enters the battlefield, it deals 3 damage to target creature an opponent controls.

At the beginning of each end step, if a planeswalker entered the battlefield under your control this turn, Oath of Chandra deals 2 damage to each opponent.

\* Oath of Chandra's last ability will trigger even if the planeswalker that entered the battlefield under your control is no longer on the battlefield, no longer under your control, or no longer a planeswalker. This is also true if Oath of Chandra wasn't on the battlefield when the planeswalker entered.

\* The last ability triggers only once per turn, even if more than one planeswalker entered the battlefield under your control.

-----

Oath of Jace

{2}{U}

Legendary Enchantment

When Oath of Jace enters the battlefield, draw three cards, then discard two cards.

At the beginning of your upkeep, scry X, where X is the number of planeswalkers you control.

\* If you control no planeswalkers as the last ability resolves, you won't scry at all. Abilities that trigger whenever you scry won't trigger.

-----

Press into Service

{4}{R}

Sorcery

Support 2. (*Put a +1/+1 counter on each of up to two target creatures.*)

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

\* The last target of Press into Service can be any creature, even one that's untapped, one you already control, or one targeted by the support part of the spell.

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

\* As Press into Service resolves, if at least one of its targets is still legal, it will resolve, affecting only targets that are still legal at that time. If none of its targets are still legal at that time, it will be countered and none of its effects will happen.

-----

Pyromancer's Assault

{3}{R}

Enchantment

Whenever you cast your second spell each turn, Pyromancer's Assault deals 2 damage to target creature or player.

\* The ability can trigger only once each turn. The ability will resolve before the second spell resolves. It doesn't matter if the first spell you cast that turn has resolved, was countered, or is still on the stack.

-----

Reality Smasher

{4}{C}

Creature — Eldrazi

5/5

(*{C}* represents colorless mana.)

Trample, haste

Whenever Reality Smasher becomes the target of a spell an opponent controls, counter that spell unless its controller discards a card.

\* The last ability will trigger due to any spell controlled by an opponent (including an Aura spell) that targets Reality Smasher.

-----

Reaver Drone

{B}

Creature — Eldrazi Drone

2/1

Devoid (*This card has no color.*)

At the beginning of your upkeep, you lose 1 life unless you control another colorless creature.

\* Whether you control another colorless creature is checked as the ability resolves. This check will happen even if Reaver Drone leaves the battlefield in response to the ability.

-----

Reflector Mage

{1}{W}{U}

Creature — Human Wizard

2/3

When Reflector Mage enters the battlefield, return target creature an opponent controls to its owner's hand. That creature's owner can't cast spells with the same name as that creature until your next turn.

\* Reflector Mage's ability doesn't stop any player from playing lands (in the case that the returned creature was also a land).

\* In several cases, the name of the creature that was returned won't match the name of that card once it's back in its owner's hand. For example, if the card was copying another creature, it will probably have a different name in its owner's hand and can be cast again before your next turn. The same is true if a double-faced card with its back face up is returned to its owner's hand this way.

\* If the returned creature had no name while it was on the battlefield (likely because the creature was face down), its owner can still cast face-down creature spells with morph or megamorph, or cast the same card face up, before your next turn.

-----

Remorseless Punishment

{3}{B}{B}

Sorcery

Target opponent loses 5 life unless that player discards two cards or sacrifices a creature or planeswalker. Repeat this process once.

\* The player can't choose to discard two cards unless he or she has at least two cards in hand. Similarly, that player can't choose to sacrifice a creature or planeswalker unless he or she controls one. This means that if the target opponent doesn't have two cards in hand and doesn't control a creature or planeswalker, that player will lose 5 life and then lose 5 life again.

\* No player may take any actions between the two times the player goes through the process.

\* Any abilities that trigger while Remorseless Punishment is resolving will be put on the stack after it has completely resolved.

-----

#### Ruins of Oran-Rief

Land

Ruins of Oran-Rief enters the battlefield tapped.

{T}: Add {C} to your mana pool. (*{C} represents colorless mana.*)

{T}: Put a +1/+1 counter on target colorless creature that entered the battlefield this turn.

\* The target of the last ability didn't necessarily have to be a colorless creature as it entered the battlefield, provided it entered the battlefield during that turn. However, it does have to be a colorless creature to be a legal target of the ability.

-----

#### Sea Gate Wreckage

Land

{T}: Add {C} to your mana pool. (*{C} represents colorless mana.*)

{2}{C}, {T}: Draw a card. Activate this ability only if you have no cards in hand.

\* It doesn't matter how many cards are in your hand as the last ability resolves. For example, if you have no cards in hand and control two Sea Gate Wreckages, you can activate the last ability of each of them. You'll draw a card as each ability resolves.

-----

#### Seed Guardian

{2}{G}{G}

Creature — Elemental

3/4

Reach

When Seed Guardian dies, put an X/X green Elemental creature token onto the battlefield, where X is the number of creature cards in your graveyard.

\* Use the number of creature cards in your graveyard as the ability resolves to determine the value of X. Seed Guardian will count toward this number as long as it's still in your graveyard at that time.

\* Once the Elemental is created, the number of creature cards in your graveyard changing won't cause the Elemental's power or toughness to change.

-----

#### Sparkmage's Gambit

{1}{R}

Sorcery

Sparkmage's Gambit deals 1 damage to each of up to two target creatures. Those creatures can't block this turn.

\* If Sparkmage's Gambit has two targets, and one of them is illegal as Sparkmage's Gambit resolves, only the remaining legal target will be affected. The illegal target won't be dealt damage and will be able to block that turn. If both targets are illegal as Sparkmage's Gambit tries to resolve, it will be countered and none of its effects will happen.

\* If Sparkmage's Gambit resolves, but the damage is prevented or redirected, the target creatures still won't be able to block that turn.

-----

Sphinx of the Final Word

{5}{U}{U}

Creature — Sphinx

5/5

Sphinx of the Final Word can't be countered.

Flying, hexproof

Instant and sorcery spells you control can't be countered by spells or abilities.

\* A spell that can't be countered can still be targeted by spells or abilities that would counter it. The part of their effect that would counter the spell won't do anything, but any other effects those spells or abilities may have will still happen, if applicable.

\* There's no functional difference between "can't be countered" and "can't be countered by spells or abilities," but the latter is used for classes of spells that might require a target. Spells with targets can still be countered by the game rules if all of their targets become illegal before they resolve.

-----

Stone Haven Outfitter

{1}{W}

Creature — Kor Artificer Ally

2/2

Equipped creatures you control get +1/+1.

Whenever an equipped creature you control dies, draw a card.

\* The bonuses gained from Stone Haven Outfitter's abilities are in addition to any bonuses given by the Equipment.

\* Equipped creatures will get just +1/+1 from Stone Haven Outfitter, no matter how many Equipment are attached to them. Similarly, the last ability will trigger just once per equipped creature.

\* In this context, "equipped creatures you control" and "equipped creature you control" refer to any creatures you control with Equipment attached to them. In the highly unusual case that Stone Haven Outfitter becomes an Equipment, the meaning of its abilities doesn't change. The bonuses continue to refer to any equipped creature you control. They aren't bonuses applied solely to the creature Stone Haven Outfitter is attached to.

-----

Stoneforge Masterwork

{1}

Artifact — Equipment

Equipped creature gets +1/+1 for each other creature you control that shares a creature type with it.

Equip {2}

\* The bonus is only +1/+1 per applicable creature, even if it shares more than one creature type with the equipped creature. For example, if the equipped creature is a Human Shaman and you control a Human Warrior, a Goblin Shaman, and another Human Shaman, the equipped creature will get +3/+3.

\* The bonus will change as the creatures you control change. This may cause the equipped creature to lose toughness and die because of damage dealt earlier in the turn.

-----

Sylvan Advocate

{1}{G}

Creature — Elf Druid Ally

2/3

Vigilance

As long as you control six or more lands, Sylvan Advocate and land creatures you control get +2/+2.

\* A “land creature” is a permanent that’s both a land and a creature.

\* Damage remains marked on creatures until the turn ends. If Sylvan Advocate’s ability stops applying (because Sylvan Advocate leaves the battlefield or you no longer control six or more lands), then any land creatures that needed the toughness bonus to stay alive will be destroyed.

-----

Thought Harvester

{3}{U}

Creature — Eldrazi Drone

2/4

Devoid (*This card has no color.*)

Flying

Whenever you cast a colorless spell, target opponent exiles the top card of his or her library.

\* The card is exiled face up.

\* The triggered ability will resolve before the colorless spell that caused it to trigger.

\* The *Battle for Zendikar* colorless creature cards Blight Herder and Ruin Processor each have an ability that triggers when you cast it that allows you to put a card owned by an opponent from exile into that player’s graveyard. Both that ability and Thought Harvester’s ability trigger at the same time, so you can put them on the stack in any order. If Thought Harvester’s ability resolves first (meaning it went on the stack last), the card exiled by that ability can be “processed” by the other ability.

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Vampire Envoy

{2}{B}

Creature — Vampire Cleric Ally

1/4

Flying

Whenever Vampire Envoy becomes tapped, you gain 1 life.

\* Vampire Envoy’s last ability will trigger if it becomes tapped for any reason, including attacking. However, if it enters the battlefield tapped for some reason, the ability won’t trigger.

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Vile Redeemer

{2}{G}

Creature — Eldrazi

3/3

Devoid (*This card has no color.*)

Flash

When you cast Vile Redeemer, you may pay {C}. If you do, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield for each nontoken creature that died under your control this turn. Those tokens have “Sacrifice this creature: Add {C} to your mana pool.”

\* Vile Redeemer’s last ability will count any nontoken creature that died while under your control, even if you weren’t the creature’s owner. It doesn’t matter where the card is as the ability resolves. It doesn’t have to still be in a graveyard.

\* Vile Redeemer's last ability won't count nontoken creatures that didn't go to a graveyard because of a replacement effect (for example, a creature that was exiled or went to the command zone instead).

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Vines of the Recluse

{G}

Instant

Target creature gets +1/+2 and gains reach until end of turn. Untap it. (*A creature with reach can block creatures with flying.*)

\* You can target an untapped creature with Vines of the Recluse. It will still get the other bonuses.

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Walker of the Wastes

{4}{C}

Creature — Eldrazi

4/4

(*{C}* represents colorless mana.)

Trample

Walker of the Wastes gets +1/+1 for each land you control named Wastes.

\* The last ability functions only if Walker of the Wastes is on the battlefield.

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Wall of Resurgence

{2}{W}

Creature — Wall

0/6

Defender

When Wall of Resurgence enters the battlefield, you may put three +1/+1 counters on target land you control. If you do, that land becomes a 0/0 Elemental creature with haste that's still a land.

\* If you target a land that's already a creature with Wall of Resurgence's triggered ability, that land creature's base power and toughness will become 0/0, overwriting its previous base power and toughness. Other effects that modify its power and/or toughness (including the new and any previously-existing +1/+1 counters) will continue to apply.

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Wandering Fumarole

Land

Wandering Fumarole enters the battlefield tapped.

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

{2}{U}{R}: Until end of turn, Wandering Fumarole becomes a 1/4 blue and red Elemental creature with "{0}": Switch this creature's power and toughness until end of turn." It's still a land.

\* Effects that switch power and toughness apply after all other effects that change power and/or toughness, regardless of which effect was created first.

\* Switching a creature's power and toughness twice (or any even number of times) effectively returns the creature to the power and toughness it had before any switches.

\* A land that becomes a creature may be affected by "summoning sickness." You can't attack with it or use any of its {T} abilities (including its mana abilities) unless it began your most recent turn on the battlefield under your control. Note that summoning sickness cares about when that permanent came under your control, not when it became a creature nor when it entered the battlefield.

\* This land is colorless until the last ability gives it colors.

\* When a land becomes a creature, that doesn't count as having a creature enter the battlefield. The permanent was already on the battlefield; it only changed its types. Abilities that trigger whenever a creature enters the battlefield won't trigger.

\* An ability that turns a land into a creature also sets that creature's power and toughness. If the land was already a creature (for example, if it was the target of a spell with awaken), this will overwrite the previous effect that set its power and toughness. Effects that modify its power or toughness will continue to apply no matter when they started to take effect. The same is true for counters that change its power or toughness (such as +1/+1 counters) and effects that switch its power and toughness. For example, if Wandering Fumarole has been made a 0/0 creature with three +1/+1 counters on it, activating its last ability will turn it into a 4/7 creature that's still a land.

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Weapons Trainer

{R} {W}

Creature — Human Soldier Ally

3/2

Other creatures you control get +1/+0 as long as you control an Equipment.

\* The ability applies even if the Equipment isn't attached to anything.

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Witness the End

{3} {B}

Sorcery

Devoid (*This card has no color.*)

Target opponent exiles two cards from his or her hand and loses 2 life.

\* If that player has only one card in hand, that card will be exiled. If the player has no cards in hand, no cards will be exiled, but he or she will still lose 2 life.

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World Breaker

{6} {G}

Creature — Eldrazi

5/7

Devoid (*This card has no color.*)

When you cast World Breaker, exile target artifact, enchantment, or land.

Reach

{2} {C}, Sacrifice a land: Return World Breaker from your graveyard to your hand. (*{C} represents colorless mana.*)

\* You can activate the last ability only if World Breaker is in your graveyard.

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Zendikar Resurgent

{5} {G} {G}

Enchantment

Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced. (*The types of mana are white, blue, black, red, green, and colorless.*)

Whenever you cast a creature spell, draw a card.

\* If the land's mana ability produces more than one type of mana, choose one of those types to determine what mana Zendikar Resurgent produces.

\* The last ability will resolve before the creature spell that caused it to trigger.

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