

***Magic Origins*[™] 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 As future sets are released, updates to the **Magic**[™] rules may cause some of this information to become outdated.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 *Magic Origins* set contains 272 cards (101 common, 80 uncommon, 55 rare, 16 mythic rare, and 20 basic land).

There are 16 additional cards, numbered 273–288, that don't appear in *Magic Origins* booster packs. These are reprints from earlier sets that are present in some supplemental products, including sample decks and the *Deck Builder's Toolkit*. These additional cards have a *Magic Origins* expansion symbol and are legal in all formats in which *Magic Origins* is legal.

The additional cards are Aegis Angel, Divine Verdict, Eagle of the Watch, Serra Angel, Into the Void, Mahamoti Djinn, Weave Fate, Flesh to Dust, Mind Rot, Nightmare, Sengir Vampire, Fiery Hellhound, Shivan Dragon, Plummet, Prized Unicorn, and Terra Stomper.

Prerelease events: July 11–12, 2015

Launch Weekend: July 17–19, 2015

Game Day: August 8–9, 2015

The *Magic Origins* set becomes legal for sanctioned Constructed play on its official release date: Friday, July 17, 2015. At that time, the following card sets will be permitted in the Standard format: *Theros*[™], *Born of the Gods*[™], *Journey into Nyx*[™], ***Magic 2015***[™], *Khans of Tarkir*[™], *Fate Reforged*[™], *Dragons of Tarkir*[™], and *Magic Origins*.

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.

Five Iconic Planeswalkers: An Origin Story

Magic Origins explores the beginnings of five of **Magic**'s most illustrious Planeswalkers: Gideon Jura, Jace Beleren, Liliana Vess, Chandra Nalaar, and Nissa Revane. Throughout the set, you'll find cards depicting life on their home planes, the events that led to the ignition of their Planeswalker sparks, and their first travels as Planeswalkers. These five Planeswalkers form the centerpiece of *Magic Origins*, and each one appears as a double-faced card.

Returning Mechanic: Double-Faced Cards

Double-faced cards originally appeared in the *Innistrad*[™] block. Instead of the typical card face and **Magic** card back, double-faced cards have two faces: a front face and a back face. There are five double-faced cards in *Magic Origins*. They are legendary creatures on one face, representing the early lives of the characters depicted. On the back face, they are planeswalkers, with their sparks ignited and their true power realized.

Jace, Vryn's Prodigy

{1}{U}

Legendary Creature — Human Wizard

0/2

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, Vryn's Prodigy, then return him to the battlefield transformed under his owner's control.

Jace, Telepath Unbound

blue

Planeswalker — Jace

5

+1: Up to one target creature gets -2/-0 until your next turn.

-3: You may cast target instant or sorcery card from your graveyard this turn. If that card would be put into your graveyard this turn, exile it instead.

-9: You get an emblem with "Whenever you cast a spell, target opponent puts the top five cards of his or her library into his or her graveyard."

The rules governing double-faced cards haven't changed significantly since the *Innistrad* set (with the exception of their interaction with the manifest action; see below). Notably, none of the five *Magic Origins* double-faced cards has an ability that allows it to transform (change which face is up) while on the battlefield; rather, each card exiles itself and then enters the battlefield transformed.

* Each face of a double-faced card has its own set of characteristics: name, types, subtypes, power and toughness, loyalty, abilities, and so on. While a double-faced card is on the battlefield, consider only the characteristics of the face that's currently up. The other set of characteristics is ignored. While a double-faced card isn't on the battlefield, consider only the characteristics of its front face. For example, the above card has only the characteristics of Jace, Vryn's Prodigy in the graveyard, even if it was Jace, Telepath Unbound on the battlefield before it was put into the graveyard.

* The converted mana cost of a double-faced card not on the battlefield is the converted mana cost of its front face.

* The back face of a double-faced card doesn't have a mana cost. A double-faced permanent with its back face up has a converted mana cost of 0. Each back face has a color indicator that defines its color. For example, Jace, Telepath Unbound is a blue permanent.

* The back face of a double-faced card (in the case of *Magic Origins*, the planeswalker face) can't be cast.

* Although the two rules are similar, the "legend rule" and the "planeswalker uniqueness rule" affect different kinds of permanents. You can control Jace, Vryn's Prodigy and Jace, Telepath Unbound at the same time. However, if Jace, Vryn's Prodigy is exiled and enters the battlefield transformed, you'll then control two planeswalkers with the same subtype. You'll choose one to remain on the battlefield, and the other will be put into its owner's graveyard.

* A double-faced card enters the battlefield with its front face up by default, unless a spell or ability instructs you to put it onto the battlefield transformed, in which case it enters with its back face up.

* A *Magic Origins* planeswalker that enters the battlefield because of the ability of its front face will enter with loyalty counters as normal.

* In some rare cases, a spell or ability may cause one of these five cards to transform while it's a creature (front face up) on the battlefield. If this happens, the resulting planeswalker won't have any loyalty counters on it and will subsequently be put into its owner's graveyard.

* You can activate one of the planeswalker's loyalty abilities the turn it enters the battlefield. However, you may do so only during one of your main phases when the stack is empty. For example, if the planeswalker enters the battlefield during combat, there will be an opportunity for your opponent to remove it before you can activate one of its abilities.

* If a double-faced card is manifested, it will be put onto the battlefield face down (this is also true if it's put onto the battlefield face down some other way). Note that "face down" is not synonymous with "with its back face up." A manifested double-faced card is a 2/2 creature with no name, mana cost, creature types, or abilities. While face down, it can't transform. If the front face of a manifested double-faced card is a creature card, you can turn it face up by paying its mana cost. If you do, its front face will be up. A double-faced card on the battlefield can't be turned face down.

Returning Game Supplement: Checklist Cards

It's important that the cards in your deck be indistinguishable from one another. To accomplish this with double-faced cards, you can use the checklist cards found in some *Magic Origins* booster packs and in *Magic Origins* Prerelease packs. A checklist card acts as a substitute for a double-faced card in hidden zones or wherever its identity is concealed (such as in exile if it's exiled face down). Using checklist cards is optional, but in tournaments, players with double-faced cards must use either checklist cards or opaque card sleeves (or both).

* You must have the actual double-faced card the checklist card is representing with you. The double-faced card should be kept apart from the rest of the deck and your sideboard.

* A checklist card can't be included in a deck except when it's being used to represent a double-faced card.

* You must clearly mark exactly one circle on the checklist card to indicate which double-faced card it represents.

* During the game, a checklist card is considered to be the double-faced card it represents.

* If a checklist card enters a public zone (the battlefield, the graveyard, the stack, or exile unless it's exiled face down), use the actual double-faced card and set the checklist card aside. If the double-faced card is put into a hidden zone (your hand or library), use the checklist card again.

* If a double-faced card is exiled face down or put onto the battlefield face down, keep its identity hidden by using the face-down checklist card or opaque card sleeves (or both).

New Keyword: Renown

Renown is a triggered ability that rewards your creatures for striking your enemy, granting them prestige in the form of one or more +1/+1 counters and, sometimes, another ability.

Valeron Wardens

{2} {G}

Creature — Human Monk

1/3

Renown 2 (*When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.*)

Whenever a creature you control becomes renowned, draw a card.

The official rules for renown are as follows:

702.111. Renown

702.111a Renown is a triggered ability. “Renown N” means “When this creature deals combat damage to a player, if it isn’t renowned, put N +1/+1 counters on it and it becomes renowned.”

702.111b “Renowned” is a designation that has no rules meaning other than to act as a marker that the renown ability and other spells and abilities can identify. Only permanents can be or become renowned. Once a permanent becomes renowned, it stays renowned until it leaves the battlefield. Renowned is neither an ability nor part of the permanent’s copiable values.

702.111c If a creature has multiple instances of renown, each will trigger separately. The first such ability to resolve will cause the creature to become renowned, and subsequent abilities will have no effect (See rule 603.4).

* Renown won’t trigger when a creature deals combat damage to a planeswalker or another creature. It also won’t trigger when a creature deals noncombat damage to a player.

* If a creature with renown deals combat damage to its controller because that damage was redirected, renown will trigger.

* If a renown ability triggers, but the creature leaves the battlefield before that ability resolves, the creature doesn’t become renowned. Any ability that triggers “whenever a creature becomes renowned” won’t trigger.

New Ability Word: Spell Mastery

Spell mastery is a new ability word that appears on some instants and sorceries that improve if there are two or more instant and/or sorcery cards in your graveyard. An ability word appears in italics and has no rules meaning.

Fiery Impulse

{R}

Instant

Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

* Check to see if there are two or more instant and/or sorcery cards in your graveyard as the spell resolves to determine whether the spell mastery ability applies. The spell itself won’t count because it’s still on the stack as you make this check.

* Some spell mastery abilities cause additional effects to happen, while others replace all or part of the spell’s normal effect. See the “Card-Specific Notes” section for more information on specific cards with spell mastery abilities.

New Keyword: Menace

Some creatures are so frightful that no opposing creature would dare to stand alone against them. Menace is a new keyword that represents an existing ability. A creature with menace can’t be blocked except by two or more creatures.

The official rules for menace are as follows:

702.110. Menace

702.110a Menace is an evasion ability.

702.110b A creature with menace can't be blocked except by two or more creatures. (See rule 509, "Declare Blockers Step.")

702.110c Multiple instances of menace on the same creature are redundant.

* Once an attacking creature with menace is legally blocked by two or more creatures, removing one or more of those blockers from combat won't change or undo that block.

Returning Keyword: Prowess

Starting with *Magic Origins*, prowess is an "evergreen" ability, meaning it may show up in any **Magic** set (although it won't necessarily be in every set going forward). It debuted in *Khans of Tarkir*. Prowess is a keyword that strengthens a creature whenever you cast a noncreature spell.

Jhessian Thief

{2}{U}

Creature — Human Rogue

1/3

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

Whenever Jhessian Thief deals combat damage to a player, draw 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.

Returning Keyword Action: Scry

Starting with *Magic Origins*, scry is an "evergreen" keyword action, meaning it may show up in any **Magic** set (although it won't necessarily be in every set going forward). Scry most recently appeared in the *Theros* block. Scry lets you get a glimpse of your future and possibly change it.

Read the Bones

{2}{B}

Sorcery

Scry 2, then draw two cards. You lose 2 life. (*To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.*)

The official rules for scry are as follows:

701.18. Scry

701.18a To “sry N” means to look at the top N cards of your library, put any number of them on the bottom of your library in any order, and put the rest on top of your library in any order.

* When you sry, you may put all the cards you look at back on top of your library, you may put all of those cards on the bottom of your library, or you may put some of those cards on top and the rest of them on the bottom.

* You choose how to order those cards no matter where you put them.

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

* Sry appears on some spells and abilities with one or more targets. If all of the spell or ability’s targets are illegal when it tries to resolve, it will be countered and none of its effects will happen. You won’t sry.

A Note about Trample

Starting with *Magic Origins*, trample has new reminder text, included below. There is no change to how trample works. The reminder text change is for clarity and brevity.

Trample (*This creature can deal excess combat damage to defending player or planeswalker while attacking.*)

Cycle: “Enemy Painlands”

Magic Origins includes a cycle of five nonbasic lands that can be tapped for one of two enemy colors.

Llanowar Wastes

Land

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

{T}: Add {B} or {G} to your mana pool. Llanowar Wastes deals 1 damage to you.

* The damage dealt to you is part of the second mana ability. It doesn’t use the stack and can’t be responded to.

* Like most lands, each land in this cycle is colorless. The damage dealt to you is dealt by a colorless source.

CARD-SPECIFIC NOTES

Abbot of Keral Keep

{1}{R}

Creature — Human Monk

2/1

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

When Abbot of Keral Keep enters the battlefield, exile the top card of your library. Until end of turn, you may play that card.

* The card exiled by Abbot of Keral Keep’s ability is exiled face up.

* You may play that card that turn even if Abbot of Keral Keep is no longer on the battlefield or under your control.

* Playing the card exiled with Abbot of Keral Keep’s ability follows the normal rules for playing that card. You must pay its costs, and you must follow all applicable timing rules. For example, if the card is a creature card, you can cast that card by paying its mana cost only during your main phase while the stack is empty.

* Unless an effect allows you to play additional lands that turn, you can play a land card exiled with Abbot of Keral Keep's ability only if you haven't played a land yet that turn.

* If you don't play the card, it will remain exiled.

Acolyte of the Inferno

{2} {R}

Creature — Human Monk

3/1

Renown 1 (*When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.*)

Whenever Acolyte of the Inferno becomes blocked by a creature, it deals 2 damage to that creature.

* Acolyte of the Inferno's last ability will trigger once for each creature that blocks it. Each of those creatures will be dealt 2 damage.

* Acolyte of the Inferno's last ability triggers and resolves before combat damage is dealt. If that causes each creature blocking Acolyte of the Inferno to be destroyed, Acolyte of the Inferno will remain blocked and neither deal nor be dealt combat damage.

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. (*It can attack and {T} this 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 it.

Aerial Volley

{G}

Instant

Aerial Volley deals 3 damage divided as you choose among one, two, or three target creatures with flying.

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

* If some (but not all) of the targets become illegal before Aerial Volley tries to resolve, the original division of damage still applies, but no damage is dealt to illegal targets. If all targets become illegal, Aerial Volley will be countered.

Alchemist's Vial

{2}

Artifact

When Alchemist's Vial enters the battlefield, draw a card.

{1}, {T}, Sacrifice Alchemist's Vial: Target creature can't attack or block this turn.

* Activating the last ability of Alchemist's Vial targeting a creature that's already attacking or blocking won't cause that creature to stop attacking or blocking. In some unusual cases, it will prevent that creature from attacking or blocking in any additional combat phases the turn may have.

Alhammarret, High Arbiter

{5}{U}{U}

Legendary Creature — Sphinx

5/5

Flying

As Alhammarret, High Arbiter enters the battlefield, each opponent reveals his or her hand. You choose the name of a nonland card revealed this way.

Your opponents can't cast spells with the chosen name (*as long as this creature is on the battlefield*).

* Alhammarret's second ability happens as Alhammarret enters the battlefield. No one can cast spells or activate abilities between the time a card is named and the time that Alhammarret's last ability starts to work.

* You choose one card name, not one name per opponent.

* Although spells with the chosen name can't be cast, permanent cards with that name can still be put onto the battlefield by a spell or ability.

* If your opponents have no nonland cards in their hands, you can't choose a card name. Alhammarret's last ability won't stop any spells from being cast in that case.

* Your opponents can still cast a card with the chosen name face down if it has a morph ability. A card with the chosen name can also be manifested.

Alhammarret's Archive

{5}

Legendary Artifact

If you would gain life, you gain twice that much life instead.

If you would draw a card except the first one you draw in each of your draw steps, draw two cards instead.

* If an effect would set your life total to a specific number that's higher than your current life total, that effect would cause you to gain life equal to the difference. Alhammarret's Archive will then double the amount of life that effect would cause you to gain. For example, if you have 3 life and an effect says that your life total "becomes 10," your life total will actually become 17.

* If two or more replacement effects would apply to a card-drawing event, the player drawing the card chooses the order in which to apply them.

* Because Alhammarret's Archive is legendary, it's unlikely that one player will control two. However, if that happens, life gained by that player will be multiplied by four. Three Archives will multiply that life gain by eight, and so on.

* Similarly, the effects of the last abilities of multiple Archives are cumulative. If you control two, you'll draw four times the number of cards, and so on.

* In a Two-Headed Giant game, only the controller of Alhammarret's Archive is affected by it. If that player's teammate gains life, Alhammarret's Archive will have no effect, even when that life gain is applied to the team's shared life total.

Angel's Tomb

{3}

Artifact

Whenever a creature enters the battlefield under your control, you may have Angel's Tomb become a 3/3 white Angel artifact creature with flying until end of turn.

* If Angel's Tomb is already a creature when a creature enters the battlefield under your control, its ability will override any effects that set its base power and toughness to specific values, but other changes to its power and toughness (such as the one created by Titanic Growth) will still apply.

* Effects setting Angel's Tomb's base power and toughness to specific values that begin to apply after Angel's Tomb has become a creature will override the effect of Angel's Tomb. For example, if an effect causes a 3/3 Angel's Tomb to become 0/1, it will remain 0/1 until another effect (such as triggering the ability of Angel's Tomb a second time or targeting it with Titanic Growth) causes those values to change.

Animist's Awakening

{X} {G}

Sorcery

Reveal the top X cards of your library. Put all land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, untap those lands.

* No player will know the order of the cards put on the bottom of your library. Practically speaking, the cards should be shuffled (although this is not the game action of “shuffling”).

* If the spell mastery ability applies, you untap only the lands put onto the battlefield with Animist's Awakening.

* If you have X or less cards in your library, you'll reveal all the cards from your library, put all land cards from among them onto the battlefield tapped, and then put the rest of the cards back in your library in a random order. (This is effectively the same as shuffling your library, although it's still not technically a shuffle.)

Archangel of Tithes

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

Creature — Angel

3/5

Flying

As long as Archangel of Tithes is untapped, creatures can't attack you or a planeswalker you control unless their controller pays {1} for each of those creatures.

As long as Archangel of Tithes is attacking, creatures can't block unless their controller pays {1} for each of those creatures.

* If you control an untapped Archangel of Tithes, your opponents can choose to not attack with a creature that must attack if able. The same is true with respect to an attacking Archangel of Tithes and a creature that must block if able.

* In a Two-Headed Giant game, if one player controls Archangel of Tithes, creatures can't attack that player's team or a planeswalker that player controls unless their controller pays {1} for each of those creatures he or she controls. Creatures can attack planeswalkers controlled by that player's teammate without having to pay this cost.

Artificer's Epiphany

{2} {U}

Instant

Draw two cards. If you control no artifacts, discard a card.

* If you control at least one artifact, you can't discard a card, even if you want to.

Blessed Spirits

{2}{W}

Creature — Spirit

2/2

Flying

Whenever you cast an enchantment spell, put a +1/+1 counter on Blessed Spirits.

* Blessed Spirits's ability will resolve before the enchantment spell that caused it to trigger.

Blightcaster

{3}{B}

Creature — Human Wizard

2/3

Whenever you cast an enchantment spell, you may have target creature get -2/-2 until end of turn.

* Blightcaster's ability will resolve before the enchantment spell that caused it to trigger.

* If you are the only player who controls a creature when Blightcaster's ability triggers, you must choose one of those creatures as the target, although you can choose to not give it -2/-2.

Blood-Cursed Knight

{1}{W}{B}

Creature — Vampire Knight

3/2

As long as you control an enchantment, Blood-Cursed Knight gets +1/+1 and has lifelink. (*Damage dealt by this creature also causes you to gain that much life.*)

* If you cast an Aura spell targeting a creature controlled by an opponent, you still control that Aura. It will count for Blood-Cursed Knight's ability.

Bonded Construct

{1}

Artifact Creature — Construct

2/1

Bonded Construct can't attack alone.

* Bonded Construct can be declared as an attacker only if another creature is declared as an attacker at the same time.

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

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

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

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

Calculated Dismissal

{2} {U}

Instant

Counter target spell unless its controller pays {3}.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, scry 2. *(To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

* If the spell mastery ability applies, you'll scry 2 even if the controller of the spell pays {3}.

* In one unusual situation, you can cast Calculated Dismissal targeting an instant or sorcery spell you control while there is one instant or sorcery card in your graveyard. In this situation, if you decline to pay {3}, the spell will be countered and put into your graveyard. The spell mastery ability will then apply and you'll scry 2.

Call of the Full Moon

{1} {R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+2 and has trample. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

At the beginning of each upkeep, if a player cast two or more spells last turn, sacrifice Call of the Full Moon.

* Call of the Full Moon's last ability will look at the entire previous turn, even if Call of the Moon wasn't on the battlefield for some or all of that turn. For example, if you cast Call of the Full Moon and another spell on the same turn, you'll have to sacrifice Call of the Full Moon at the beginning of the upkeep of the following turn.

* A single player must have cast two or more spells during the previous turn for Call of the Full Moon's last ability to trigger. If multiple players each cast just one spell during that turn, the ability won't trigger.

Celestial Flare

{W} {W}

Instant

Target player sacrifices an attacking or blocking creature.

* Celestial Flare targets only a player, not any creature. A creature with hexproof or protection from white can be sacrificed this way, for example.

* If the player sacrifices a blocking creature, any attacking creature it was blocking remains blocked. Unless that creature has trample or is being blocked by another creature, it won't deal combat damage.

* Creatures continue to be attacking or blocking creatures through the end of the combat step. It is possible to cast Celestial Flare within combat but after combat damage is dealt (specifically, during the combat damage step or the end of combat step). Only attacking and blocking creatures that survived combat damage can be sacrificed at this time.

Chandra, Fire of Kaladesh

{1} {R} {R}

Legendary Creature — Human Shaman

2/2

Whenever you cast a red spell, untap Chandra, Fire of Kaladesh.

{T}: Chandra, Fire of Kaladesh deals 1 damage to target player. If Chandra has dealt 3 or more damage this turn, exile her, then return her to the battlefield transformed under her owner's control.

Chandra, Roaring Flame

red

Planeswalker — Chandra

4

+1: Chandra, Roaring Flame deals 2 damage to target player.

−2: Chandra, Roaring Flame deals 2 damage to target creature.

−7: Chandra, Roaring Flame deals 6 damage to each opponent. Each player dealt damage this way gets an emblem with “At the beginning of your upkeep, this emblem deals 3 damage to you.”

* Chandra, Fire of Kaladesh’s activated ability will count any damage Chandra has dealt during the turn to any permanent or player, including combat damage.

* The last sentence of Chandra, Fire of Kaladesh’s activated ability isn’t a separate ability. The check happens only as that activated ability resolves. You must activate the ability in order to exile Chandra and return her to the battlefield transformed, even if Chandra has already dealt 3 or more damage during the turn.

* The emblem created by Chandra, Roaring Flame is colorless. The damage it deals is from a colorless source.

* Only players actually dealt damage by the third ability of Chandra, Roaring Flame will get an emblem. If all of that damage to a player is prevented, that player won’t get an emblem. If any of that damage is redirected to Chandra’s controller, that player will get an emblem.

* Each player who gets Chandra’s emblem is the owner of that emblem. In multiplayer games, that emblem will remain in the game as long as its owner does, even if Chandra’s owner leaves the game.

Chandra’s Fury

{4}{R}

Instant

Chandra’s Fury deals 4 damage to target player and 1 damage to each creature that player controls.

* Chandra’s Fury targets only the player, not any creature. Chandra’s Fury will deal 1 damage to a creature with hexproof, for example.

Chandra’s Ignition

{3}{R}{R}

Sorcery

Target creature you control deals damage equal to its power to each other creature and each opponent.

* The creature is the source of the damage, not Chandra’s Ignition. For example, Chandra’s Ignition can have a white creature deal damage to a creature with protection from red.

* Use the power of the target creature as Chandra’s Ignition resolves to determine how much damage it deals to each other creature and each opponent.

* If the creature becomes an illegal target by the time Chandra’s Ignition tries to resolve (perhaps because another player controls it or it’s left the battlefield), Chandra’s Ignition will be countered and none of its effects will happen. No damage will be dealt.

Claustrophobia

{1}{U}{U}

Enchantment — Aura

Enchant creature

When Claustrophobia enters the battlefield, tap enchanted creature.

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

* Claustrophobia can target and enchant a tapped or untapped creature.

* The enchanted creature can still be untapped in other ways. Claustrophobia will remain attached, and the creature will continue to not untap during its controller's untap step.

Cleric of the Forward Order

{1}{W}

Creature — Human Cleric

2/2

When Cleric of the Forward Order enters the battlefield, you gain 2 life for each creature you control named Cleric of the Forward Order.

* Count the number of creatures named Cleric of the Forward Order you control as the ability resolves to determine how much life to gain. If the Cleric of the Forward Order with the ability that triggered is still on the battlefield, it will count itself.

Consecrated by Blood

{2}{B}{B}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has flying and “Sacrifice two other creatures: Regenerate this creature.” (*The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.*)

* If the regeneration ability is activated before combat damage is dealt, the two creatures you sacrifice won't deal combat damage. However, you must regenerate a creature before it would be destroyed, so if you wait for combat damage to be dealt, the enchanted creature may be destroyed by that damage before it has the chance to regenerate.

Dark Dabbling

{2}{B}

Instant

Regenerate target creature. Draw a card. (*The next time the creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.*)

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, also regenerate each other creature you control.

* You draw a card as Dark Dabbling resolves, not as the creature actually regenerates.

* Whether the spell mastery applies or not, Dark Dabbling targets only one creature. If that creature becomes an illegal target by the time Dark Dabbling tries to resolve, Dark Dabbling will be countered and none of its effects will happen. No creature will regenerate and you won't draw a card.

Day's Undoing

{2}{U}

Sorcery

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. If it's your turn, end the turn. (*Exile all spells and abilities on the stack, including this card. Discard down to your maximum hand size. Damage wears off, and “this turn” and “until end of turn” effects end.*)

* Ending the turn this way means the following things happen in order: 1) All spells and abilities on the stack are exiled. This includes spells and abilities that can't be countered. 2) If there are any attacking and blocking creatures,

they're removed from combat. 3) State-based actions are checked. No player gets priority, and no triggered abilities are put onto the stack. 4) The current phase and/or step ends. The game skips straight to the cleanup step. 5) The cleanup step happens in its entirety.

* However, any abilities that trigger before the "end the turn" process begins, such as an ability that triggers whenever you draw a card, won't be put into the stack. Those abilities won't happen at a later time.

* If any triggered abilities do trigger during this process, they're put onto the stack during the cleanup step. If this happens, players will have a chance to cast spells and activate abilities, then there will be another cleanup step before the turn ends.

* Though other spells and abilities that are exiled won't get a chance to resolve, they don't count as being countered.

* Any "at the beginning of the next end step" triggered abilities won't get the chance to trigger that turn because the end step is skipped. Those abilities will trigger at the beginning of the end step of the next turn. The same is true of abilities that trigger at the beginning of other phases or steps.

* If both your hand and graveyard are empty as Day's Undoing starts resolving, you'll still shuffle your library before drawing seven cards.

Deep-Sea Terror

{4} {U} {U}

Creature — Serpent

6/6

Deep-Sea Terror can't attack unless there are seven or more cards in your graveyard.

* Deep-Sea Terror's ability only checks as attackers are declared. After Deep-Sea Terror legally attacks, reducing the number of cards in your graveyard won't cause it to stop attacking.

Demonic Pact

{2} {B} {B}

Enchantment

At the beginning of your upkeep, choose one that hasn't been chosen —

- Demonic Pact deals 4 damage to target creature or player and you gain 4 life.
- Target opponent discards two cards.
- Draw two cards.
- You lose the game.

* You choose the mode as the triggered ability goes on the stack. You can choose a mode that requires targets only if there are legal targets available.

* If the ability is countered (either for having its target become illegal or because a spell or ability counters it), the mode chosen for that instance of the ability still counts as being chosen.

* The phrase "that hasn't been chosen" refers only to that specific Demonic Pact. If you control one and cast another one, you can choose any mode for the second one the first time its ability triggers.

* It doesn't matter who has chosen any particular mode. For example, say you control Demonic Pact and have chosen the first two modes. If an opponent gains control of Demonic Pact, that player can choose only the third or fourth mode.

* In some very unusual situations, you may not be able to choose a mode, either because all modes have previously been chosen or the only remaining modes require targets and there are no legal targets available. In this case, the ability is simply removed from the stack with no effect.

* Yes, if the fourth mode is the only one remaining, you must choose it. You read the whole contract, right?

Displacement Wave

{X}{U}{U}

Sorcery

Return all nonland permanents with converted mana cost X or less to their owners' hands.

* If a permanent has an {X} in its mana cost, that X is 0.

* A token has converted mana cost 0 unless it's a copy of something else, in which case it has the mana cost of whatever it's copying.

Dwynen, Gilt-Leaf Daen

{2}{G}{G}

Legendary Creature — Elf Warrior

3/4

Reach

Other Elf creatures you control get +1/+1.

Whenever Dwynen, Gilt-Leaf Daen attacks, you gain 1 life for each attacking Elf you control.

* Count the number of attacking Elves you control as Dwynen's last ability resolves to determine how much life to gain.

Elemental Bond

{2}{G}

Enchantment

Whenever a creature with power 3 or greater enters the battlefield under your control, draw a card.

* The creature must have power 3 or greater as it enters the battlefield, or Elemental Bond's ability won't trigger. Static abilities that raise (or lower) a creature's power are taken into account. However, you can't have a creature with power 2 or less enter the battlefield and try to raise its power with a spell, an activated ability, or a triggered ability.

Embermaw Hellion

{3}{R}{R}

Creature — Hellion

4/5

Trample (*This creature can deal excess combat damage to defending player or planeswalker while attacking.*)

If another red source you control would deal damage to a permanent or player, it deals that much damage plus 1 to that permanent or player instead.

* Embermaw Hellion's last ability doesn't cause Embermaw Hellion to deal damage; it affects the amount of damage dealt by the original red source.

* If the player or permanent being dealt damage is also affected by a damage prevention effect, that player or the controller of that permanent can apply that effect and Embermaw Hellion's effect in any order. If all of the damage is prevented, Embermaw Hellion's effect can't apply to it.

* Multiple Embermaw Hellions are cumulative. If you control two of them, you'll add 2 to the damage dealt by another red source you control. In this case, you would also add 1 to the damage dealt by either Embermaw Hellion during combat.

Enthralling Victor

{3}{R}

Creature — Human Warrior

3/2

When Enthralling Victor enters the battlefield, gain control of target creature an opponent controls with power 2 or less until end of turn. Untap that creature. It gains haste until end of turn. *(It can attack and {T} this turn.)*

* Once Enthralling Victor's ability resolves and you gain control of a creature, raising its power above 2 won't cause you to lose control of it. Similarly, it doesn't matter if Enthralling Victor leaves the battlefield or you lose control of Enthralling Victor. You'll keep control of the creature that was the target of the ability until the end of the turn.

* Enthralling Victor's ability can target a creature that's already untapped. You'll still gain control of it and it will gain haste.

Erebos's Titan

{1}{B}{B}{B}

Creature — Giant

5/5

As long as your opponents control no creatures, Erebos's Titan has indestructible. *(Damage and effects that say "destroy" don't destroy it.)*

Whenever a creature card leaves an opponent's graveyard, you may discard a card. If you do, return Erebos's Titan from your graveyard to your hand.

* Damage dealt to a creature with indestructible remains marked on that creature. If Erebos's Titan has lethal damage marked on it and it loses indestructible (perhaps because your opponent controlled no creatures and then gained control of one), Erebos's Titan will be destroyed.

* The last ability triggers only if Erebos's Titan is in your graveyard.

* In a multiplayer game, the last ability won't trigger when a player with a creature card in his or her graveyard leaves the game.

Evolutionary Leap

{1}{G}

Enchantment

{G}, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

* No player will know the order of the cards put on the bottom of your library. Practically speaking, the cards should be shuffled (although this is not the game action of "shuffling").

* If you don't reveal a creature card, you'll reveal all the cards from your library and then put them back in your library in a random order. (This is effectively the same as shuffling your library, although it's still not technically a shuffle.)

Exquisite Firecraft

{1}{R}{R}

Sorcery

Exquisite Firecraft deals 4 damage to target creature or player.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Exquisite Firecraft can't be countered by spells or abilities.

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

Faerie Miscreant

{U}

Creature — Faerie Rogue

1/1

Flying (*This creature can't be blocked except by creatures with flying or reach.*)

When Faerie Miscreant enters the battlefield, if you control another creature named Faerie Miscreant, draw a card.

* Faerie Miscreant's triggered ability checks to see if you control another creature named Faerie Miscreant at the time the new Faerie Miscreant enters the battlefield. If you don't, the ability won't trigger at all. The ability will check again as it tries to resolve. If, at that time, you don't control another creature named Faerie Miscreant, the ability will have no effect.

* If multiple Faerie Miscreants enter the battlefield at the same time, all of their triggered abilities will trigger.

Fiery Conclusion

{1}{R}

Instant

As an additional cost to cast Fiery Conclusion, sacrifice a creature.

Fiery Conclusion deals 5 damage to target creature.

* You must sacrifice exactly one creature to cast Fiery Conclusion. You can't cast it without sacrificing a creature, and you can't sacrifice additional creatures.

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

Flameshadow Conjuring

{3}{R}

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay {R}. If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

* 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.

* 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.

- * The token is exiled at the beginning of the next end step regardless of who controls it at that time.
- * If the ability resolves during a turn's end step, the token will be exiled at the beginning of the next turn's end step.
- * If the token isn't exiled at the beginning of the next end step (perhaps because the delayed triggered ability is countered), it remains on the battlefield indefinitely. It continues to have haste.
- * If another creature becomes or enters the battlefield as a copy of the token, that creature won't have haste and it won't be exiled.

Fleshbag Marauder

{2}{B}

Creature — Zombie Warrior

3/1

When Fleshbag Marauder enters the battlefield, each player sacrifices a creature.

* When the ability resolves, you may sacrifice Fleshbag Marauder itself. If you control no other creatures, you'll have to sacrifice Fleshbag Marauder.

* As Fleshbag Marauder's ability resolves, first you choose a creature to sacrifice, then each other player in turn order chooses a creature to sacrifice, then all those creatures are sacrificed simultaneously.

Gaea's Revenge

{5}{G}{G}

Creature — Elemental

8/5

Gaea's Revenge can't be countered.

Haste

Gaea's Revenge can't be the target of nongreen spells or abilities from nongreen sources.

* Gaea's Revenge's first ability works only while it's a spell on the stack. Gaea's Revenge's last ability works only while it's on the battlefield.

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

* Gaea's Revenge's last ability applies to all nongreen spells and abilities from nongreen sources, including ones you control. For example, you can't target it with the equip ability of an Equipment you control (unless the Equipment is somehow green).

* If a spell is one or more colors, and one of those colors is green, that spell can target Gaea's Revenge.

Ghirapur Æther Grid

{2}{R}

Enchantment

Tap two untapped artifacts you control: Ghirapur Æther Grid deals 1 damage to target creature or player.

* You may tap any two untapped artifacts you control, including artifact creatures that haven't been under your control continuously since the beginning of your most recent turn.

Kytheon, Hero of Akros

{W}

Legendary Creature — Human Soldier

2/1

At end of combat, if Kytheon, Hero of Akros and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.

{2}{W}: Kytheon gains indestructible until end of turn.

Gideon, Battle-Forged

white

Planeswalker — Gideon

3

+2: Up to one target creature an opponent controls attacks Gideon, Battle-Forged during its controller's next turn if able.

+1: Until your next turn, target creature gains indestructible. Untap that creature.

0: Until end of turn, Gideon, Battle-Forged becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

* Kytheon's first ability will count creatures that attacked but are no longer on the battlefield (perhaps because they didn't survive combat damage being dealt). It will not count any creatures that were put onto the battlefield attacking, as those creatures were never declared as attackers.

* Gideon's first ability causes a creature to attack him if able. If, during its controller's declare attackers step, that creature is tapped, is affected by a spell or ability that says it can't attack, or hasn't been under its controller's control continuously since that player's turn began, then that creature doesn't attack. If there's a cost associated with having that creature attack, its controller isn't forced to pay that cost. If he or she doesn't, the creature doesn't have to attack.

* If Gideon can't be attacked, perhaps because he has left the battlefield before the creature's controller's next combat, the creature can attack you or another planeswalker you control, or its controller can choose to have it not attack at all.

* If the creature targeted by Gideon's first ability changes controllers before it has the chance to attack Gideon, the ability will apply to it during its new controller's next turn.

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

* Gideon's third ability causes him to become a creature with the creature types Human Soldier. He remains a planeswalker with the planeswalker type Gideon. (He also retains any other card types or subtypes he may have had.) Each subtype is correlated to the proper card type: Gideon is just a planeswalker type (not a creature type), and Human and Soldier are just creature types (not planeswalker types).

* If you activate Gideon's third ability and then damage is dealt to him that can't be prevented, that damage has all applicable results: specifically, the damage is marked on Gideon (since he's a creature) and that damage causes that many loyalty counters to be removed from him (since he's a planeswalker). If Gideon has no loyalty counters on him, he's put into his owner's graveyard as a state-based action. (As long as he still has indestructible, the marked damage won't cause him to be destroyed.)

* Say you activate Gideon's third ability, then an opponent gains control of him before combat. You may have any of your creatures attack Gideon (since he's still a planeswalker). Then Gideon may block (since he's a creature). He may block any eligible attacking creature, including one that's attacking him. During combat, he behaves as an attacked planeswalker and/or a blocking creature, as appropriate. For example, he deals combat damage to any creatures he's blocking, but he doesn't deal combat damage to any unblocked creatures that are attacking him.

Gideon's Phalanx

{5}{W}{W}

Instant

Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

* If the spell mastery ability applies, the four Knight tokens will also gain indestructible until end of turn.

Grasp of the Hieromancer

{1}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 and has “Whenever this creature attacks, tap target creature defending player controls.”

* The triggered ability granted to the enchanted creature will tap the creature before blockers are declared.

* The enchanted creature is the source of the triggered ability it gains, not Grasp of the Hieromancer. If the enchanted creature isn't white, that ability can target a creature with protection from white, for example.

Graveblade Marauder

{2}{B}

Creature — Human Warrior

1/4

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Whenever Graveblade Marauder deals combat damage to a player, that player loses life equal to the number of creature cards in your graveyard.

* Count the number of creature cards in your graveyard as the ability resolves to determine how much life is lost. Notably, this could include any other creature you owned that died in combat, and perhaps even Graveblade Marauder itself.

The Great Aurora

{6}{G}{G}{G}

Sorcery

Each player shuffles all cards from his or her hand and all permanents he or she owns into his or her library, then draws that many cards. Each player may put any number of land cards from his or her hand onto the battlefield.

Exile The Great Aurora.

* The number of cards you draw is equal to the number of permanents on the battlefield that you shuffle into your library plus the number of cards from your hand that you shuffle into your library.

* A token is owned by the player under whose control it entered the battlefield. Tokens shuffled into a library count toward the number of cards drawn, though they cease to exist upon becoming part of a library. Regardless of what you're using to represent tokens, you won't shuffle that physical object into your library.

* If a player is required to draw more cards than his or her library contains, that player loses the game. If all players lose the game this way, the game is a draw.

* As The Great Aurora resolves, first you choose any number of land cards in your hand to put onto the battlefield, and then each other player in turn order does the same. The lands enter the battlefield simultaneously.

Guardian Automaton

{4}

Artifact Creature — Construct

3/3

When Guardian Automaton dies, you gain 3 life.

* If Guardian Automaton dies at the same time as your life total is reduced to 0 or less, you'll lose the game before the triggered ability resolves.

Hallowed Moonlight

{1} {W}

Instant

Until end of turn, if a creature would enter the battlefield and it wasn't cast, exile it instead.

Draw a card.

* After Hallowed Moonlight resolves, if a creature token would be put onto the battlefield, it's put into exile instead and then ceases to exist. Creature tokens are never cast, even if the spell that created them was.

* Hallowed Moonlight won't affect any creature that was cast, no matter which zone it was cast from and whether or not its mana cost was paid.

Hangarback Walker

{X} {X}

Artifact Creature — Construct

0/0

Hangarback Walker enters the battlefield with X +1/+1 counters on it.

When Hangarback Walker dies, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield for each +1/+1 counter on Hangarback Walker.

{1}, {T}: Put a +1/+1 counter on Hangarback Walker.

* The value of each X in Hangarback Walker's mana cost must be equal. For example, if X is 2, you'll pay {4} to cast Hangarback Walker and it will enter the battlefield with two +1/+1 counters on it.

* If enough -1/-1 counters are put on Hangarback Walker at the same time to make its toughness 0 or less, the number of +1/+1 counters on it before it got any -1/-1 counters will be used to determine how many Thopter tokens you get. For example, if there are three +1/+1 counters on Hangarback Walker and it gets four -1/-1 counters, you'll get three Thopter tokens. That's because Hangarback Walker's triggered ability checks the creature's existence just before it leaves the battlefield, and it still has all those counters on it at that point.

Helm of the Gods

{1}

Artifact — Equipment

Equipped creature gets +1/+1 for each enchantment you control.

Equip {1} (*{1}: Attach to target creature you control. Equip only as a sorcery.*)

* If you cast an Aura spell targeting a permanent controlled by an opponent, you still control that Aura.

Herald of the Pantheon

{1} {G}

Creature — Centaur Shaman

2/2

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

Whenever you cast an enchantment spell, you gain 1 life.

* Herald of the Pantheon's first ability can't reduce the colored mana requirement of an enchantment spell.

* If there are additional costs to cast an enchantment spell, apply those before applying cost reductions.

* Herald of the Pantheon can reduce alternative costs such as bestow costs.

Hixus, Prison Warden

{3}{W}{W}

Legendary Creature — Human Soldier

4/4

Flash (*You may cast this spell any time you could cast an instant.*)

Whenever a creature deals combat damage to you, if Hixus, Prison Warden entered the battlefield this turn, exile that creature until Hixus leaves the battlefield. (*That creature returns under its owner's control.*)

* Hixus's ability causes a zone change with a duration, a style of ability that's somewhat reminiscent of older cards like Oblivion Ring. However, unlike Oblivion Ring, cards like Hixus have 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 Hixus leaves the battlefield.

* If Hixus leaves the battlefield before its triggered ability resolves, the creature that dealt combat damage to you won't be exiled.

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

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

* The exiled cards return to the battlefield immediately after Hixus leaves the battlefield. Nothing happens between the two events, including state-based actions.

* In a multiplayer game, if Hixus's owner leaves the game, the exiled cards will return to the battlefield. Because the one-shot effect that returns the cards 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.

Hydrolash

{2}{U}

Instant

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

Draw a card.

* You may cast Hydrolash even if there aren't any attacking creatures simply to draw a card.

Infectious Bloodlust

{1}{R}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+1, has haste, and attacks each turn if able.

When enchanted creature dies, you may search your library for a card named Infectious Bloodlust, reveal it, put it into your hand, then shuffle your library.

* If, during its controller's declare attackers step, the enchanted creature is tapped or is affected by a spell or ability that says it can't attack, then that creature doesn't attack. If there's a cost associated with having that creature attack, its controller isn't forced to pay that cost. If he or she doesn't, the creature doesn't have to attack.

Infernal Scarring

{1}{B}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0 and has "When this creature dies, draw a card."

* The player who controlled the creature when it died is the one who will draw a card.

Infinite Obliteration

{1}{B}{B}

Sorcery

Name a creature card. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

* You must name an actual creature card. For example, you can't name Swamp, even if you control a card named Swamp that's been turned into a creature.

* You can leave any cards with that name in the zone they're in. You don't have to exile them.

Jace, Vryn's Prodigy

{1}{U}

Legendary Creature — Human Wizard

0/2

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, Vryn's Prodigy, then return him to the battlefield transformed under his owner's control.

Jace, Telepath Unbound

blue

Planeswalker — Jace

5

+1: Up to one target creature gets -2/-0 until your next turn.

-3: You may cast target instant or sorcery card from your graveyard this turn. If that card would be put into your graveyard this turn, exile it instead.

-9: You get an emblem with "Whenever you cast a spell, target opponent puts the top five cards of his or her library into his or her graveyard."

* The activated ability of Jace, Vryn's Prodigy checks to see if there are five or more cards in your graveyard after you discard a card. Putting a fifth card into your graveyard at other times won't cause Jace to be exiled, nor will Jace entering the battlefield while there are five or more cards in your graveyard.

* If you activate the second ability of Jace, Telepath Unbound, you must follow the timing rules for the card's types. For example, if you target a sorcery card, you may cast it during your main phase when the stack is empty. You pay all the spell's costs.

* If you don't cast the card that turn, nothing happens. It remains in your graveyard.

* The card is exiled only if it's cast from the graveyard and put back into the graveyard (either by resolving or being countered). If, at any time, the card goes to a hidden zone (such as your hand or your library), the effect loses track of the card. It won't be exiled, even if that card is put into your graveyard later that turn.

Jace's Sanctum

{3}{U}

Enchantment

Instant and sorcery spells you cast cost {1} less to cast.

Whenever you cast an instant or sorcery spell, scry 1. (*Look at the top card of your library. You may put that card on the bottom of your library.*)

* The first ability of Jace's Sanctum can't reduce the colored mana requirement of an instant or sorcery spell.

* If there are additional costs to cast an instant or sorcery spell, apply those before applying cost reductions.

* Jace's Sanctum can reduce alternative costs such as miracle or overload costs.

* Jace's Sanctum's scry ability will resolve before the instant or sorcery spell that caused it to trigger.

Joraga Invocation

{4}{G}{G}

Sorcery

Each creature you control gets +3/+3 until end of turn and must be blocked this turn if able.

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

* Joraga Invocation doesn't force any specific creature to block any specific attacking creature. The defending player still chooses how creatures he or she controls block.

Knight of the White Orchid

{W}{W}

Creature — Human Knight

2/2

First strike

When Knight of the White Orchid enters the battlefield, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle your library.

* Knight of the White Orchid's triggered ability has an "intervening 'if' clause." That means (1) the ability won't trigger at all unless one of your opponents controls more lands than you, and (2) the ability will do nothing if you control at least as many lands as each of your opponents by the time it resolves.

* The Plains you search for doesn't have to be basic. For example, you could put a Sacred Foundry onto the battlefield.

Knightly Valor

{4}{W}

Enchantment — Aura

Enchant creature

When Knightly Valor enters the battlefield, put a 2/2 white Knight creature token with vigilance onto the battlefield.
(Attacking doesn't cause it to tap.)
Enchanted creature gets +2/+2 and has vigilance.

* You must target a creature to cast Knightly Valor. If that creature is an illegal target when Knightly Valor tries to resolve, it will be countered and won't enter the battlefield. You won't get the Knight token.

Kothophed, Soul Hoarder

{4}{B}{B}

Legendary Creature — Demon

6/6

Flying

Whenever a permanent owned by another player is put into a graveyard from the battlefield, you draw a card and you lose 1 life.

* It doesn't matter who controlled the permanent when it was put into a graveyard.

* The triggered ability is mandatory. You can't decline to draw the card and lose life, even if you want to.

Liliana, Heretical Healer

{1}{B}{B}

Legendary Creature — Human Cleric

2/3

Lifelink

Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, put a 2/2 black Zombie creature token onto the battlefield.

Liliana, Defiant Necromancer

black

Planeswalker — Liliana

3

+2: Each player discards a card.

−X: Return target nonlegendary creature card with converted mana cost X from your graveyard to the battlefield.

−8: You get an emblem with “Whenever a creature dies, return it to the battlefield under your control at the beginning of the next end step.”

* If multiple nontoken creatures you control die, then Liliana, Heretical Healer's ability will trigger that many times. However, since Liliana can be exiled and returned to the battlefield only once, only the first ability to resolve will create a Zombie token. The other abilities will resolve but won't do anything.

* When Liliana, Defiant Necromancer's first ability resolves, first you choose a card to discard, then each other player in turn order chooses a card to discard, then all those cards are discarded simultaneously. No one sees what the other players are discarding before deciding which card to discard.

Mage-Ring Bully

{1}{R}

Creature — Human Warrior

2/2

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

Mage-Ring Bully attacks each turn if able.

* If, during its controller's declare attackers step, Mage-Ring Bully is tapped or is affected by a spell or ability that says it can't attack, then Mage-Ring Bully doesn't attack. If there's a cost associated with having it attack, its controller isn't forced to pay that cost. If he or she doesn't, Mage-Ring Bully doesn't have to attack.

Mage-Ring Responder

{7}

Artifact Creature — Golem

7/7

Mage-Ring Responder doesn't untap during your untap step.

{7}: Untap Mage-Ring Responder.

Whenever Mage-Ring Responder attacks, it deals 7 damage to target creature defending player controls.

* The last ability triggers and resolves before blockers are declared. If the target creature is destroyed by the damage, it won't be on the battlefield to block.

Magmatic Insight

{R}

Sorcery

As an additional cost to cast Magmatic Insight, discard a land card.

Draw two cards.

* You must discard exactly one land card to cast Magmatic Insight. You can't cast it without discarding a land card, and you can't discard additional cards.

Managorger Hydra

{2}{G}

Creature — Hydra

1/1

Trample (*This creature can deal excess combat damage to defending player or planeswalker while attacking.*)

Whenever a player casts a spell, put a +1/+1 counter on Managorger Hydra.

* Managorger Hydra's last ability will resolve before the spell that caused it to trigger.

Might of the Masses

{G}

Instant

Target creature gets +1/+1 until end of turn for each creature you control.

* The bonus is determined as Might of the Masses resolves. It won't change if the number of creatures you control changes later in the turn.

* If you target a creature you control with Might of the Masses, remember to count that one when determining the amount of the bonus.

Mighty Leap

{1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn. (*It can't be blocked except by creatures with flying or reach.*)

* Giving a creature flying after it's already been blocked won't change or undo that block. If you want the flying to affect what can block the creature, you must cast Mighty Leap during the declare attackers step at the latest.

Mizzium Meddler

{2}{U}

Creature — Vedalken Wizard

1/4

Flash (*You may cast this spell any time you could cast an instant.*)

When Mizzium Meddler enters the battlefield, you may change a target of target spell or ability to Mizzium Meddler.

* If changing one target of a spell or ability to Mizzium Meddler would make other targets of that spell or ability illegal, the targets remain unchanged.

* If the spell or ability has multiple instances of the word “target,” you choose which target you’re changing to Mizzium Meddler as Mizzium Meddler’s ability resolves.

* The target of the spell or ability won’t change unless Mizzium Meddler fulfills all the targeting criteria. If a spell or ability has multiple targets, such as Send to Sleep, you can change only one of the targets to Mizzium Meddler.

* If a spell or ability has a variable number of targets, you can’t change the number of targets.

* If Mizzium Meddler leaves the battlefield before its ability resolves, the targets remain unchanged.

* Mizzium Meddler’s triggered ability can target a spell or ability even if Mizzium Meddler wouldn’t be a legal target for that spell or ability. However, the target of that spell or ability will remain unchanged.

* If Mizzium Meddler’s triggered ability targets a spell or ability with no targets, nothing happens.

Murder Investigation

{1}{W}

Enchantment — Aura

Enchant creature you control

When enchanted creature dies, put X 1/1 white Soldier creature tokens onto the battlefield, where X is its power.

* To determine how many Soldier tokens are created, use the power of the enchanted creature as it last existed on the battlefield.

* If another player gains control of either Murder Investigation or the enchanted creature (but not both), Murder Investigation will be enchanting an illegal permanent. The Aura will be put into its owner’s graveyard as a state-based action.

Nantuko Husk

{2}{B}

Creature — Zombie Insect

2/2

Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

* You can sacrifice Nantuko Husk itself to activate its own ability. However, the only thing that will do is put Nantuko Husk into the graveyard.

Nightsnare

{3}{B}

Sorcery

Target opponent reveals his or her hand. You may choose a nonland card from it. If you do, that player discards that card. If you don't, that player discards two cards.

* If you don't choose a nonland card for the player to discard, that player chooses which two cards he or she will discard.

Nissa, Vastwood Seer

{2}{G}

Legendary Creature — Elf Scout

2/2

When Nissa, Vastwood Seer enters the battlefield, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle your library.

Whenever a land enters the battlefield under your control, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.

Nissa, Sage Animist

green

Planeswalker — Nissa

3

+1: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

−2: Put a legendary 4/4 green Elemental creature token named Ashaya, the Awoken World onto the battlefield.

−7: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.

* The token created by Nissa, Sage Animist's second ability is named only Ashaya, the Awoken World. It is not named Elemental.

* You can activate Nissa, Sage Animist's second ability even if you already control an Ashaya, the Awoken World. Just after the second token is created, you'll choose one to remain on the battlefield. The other will be put into your graveyard and subsequently cease to exist.

* If a land becomes a creature but hasn't continuously been under its controller's control since that player's most recent turn began, it won't be able to attack and its abilities with {T} in the cost (including mana abilities) won't be able to be activated. In other words, look at how long the permanent itself has been under your control, not how long it's been a creature.

Nissa's Pilgrimage

{2}{G}

Sorcery

Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle your library.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two.

* If you only find one Forest, you'll put it onto the battlefield tapped. You won't be able to put it into your hand, even if you want to.

* If the spell mastery ability applies, and you find three basic Forest cards, one of them will be put onto the battlefield tapped and two of them will be put into your hand.

Nissa's Revelation

{5}{G}{G}

Sorcery

Scry 5, then reveal the top card of your library. If it's a creature card, you draw cards equal to its power and you gain life equal to its toughness.

* If the top card of your library isn't a creature card or it's a creature card with power 0 or less, you won't draw any cards. Otherwise, the first card you draw will be the card you revealed.

Orbs of Warding

{5}

Artifact

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

If a creature would deal damage to you, prevent 1 of that damage.

* As long as you have hexproof, your opponents can't target you with spells that deal damage or abilities that cause their sources to deal damage, even if they intend to redirect the damage to a planeswalker you control.

* Orbs of Warding won't prevent damage dealt by creatures to a planeswalker you control. However, if a creature controlled by an opponent would deal noncombat damage to you, you can apply Orbs of Warding's effect to prevent 1 of that damage before your opponent chooses whether to redirect that damage to a planeswalker you control.

* The damage prevention effects of multiple Orbs of Warding are cumulative.

Possessed Skaab

{3}{U}{B}

Creature — Zombie

3/2

When Possessed Skaab enters the battlefield, return target instant, sorcery, or creature card from your graveyard to your hand.

If Possessed Skaab would die, exile it instead.

* Possessed Skaab's last ability will apply no matter what caused it to die (lethal damage, being sacrificed, enough -1/-1 counters, and so on). Possessed Skaab won't go to the graveyard. It will be put from the battlefield into exile. Abilities that trigger whenever a creature dies won't trigger.

Psychic Rebuttal

{1}{U}

Instant

Counter target instant or sorcery spell that targets you.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may copy the spell countered this way. You may choose new targets for the copy.

* The target instant or sorcery spell can have other targets as long as one of them is you.

* If the spell mastery ability applies, you'll create a copy of the instant or sorcery spell only if Psychic Rebuttal counters that spell. If that spell can't be countered by spells or abilities, you won't get a copy.

* If Psychic Rebuttal creates a copy of the spell, you control the copy. That 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 mode. You can’t choose a different one.

* If the copied spell has an X whose value was determined as it was cast, the copy has the same value of X.

* You can’t choose to pay any additional costs for 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.

* If the copy says that it affects “you,” it affects the controller of the copy, not the controller of the original spell. Similarly, if the copy says that it affects an “opponent,” it affects an opponent of the copy’s controller, not an opponent of the original spell’s controller.

Pyromancer’s Goggles

{5}

Legendary Artifact

{T}: Add {R} to your mana pool. When that mana is spent to cast a red instant or sorcery spell, copy that spell and you may choose new targets for the copy.

* The mana produced by Pyromancer’s Goggles can be spent on anything, not just a red instant or sorcery spell.

* Any red instant or sorcery spell you spend the mana on will be copied, not just one that requires targets.

* The delayed triggered ability will trigger whether Pyromancer’s Goggles is still on the battlefield or not.

* If more than one red mana produced by a Pyromancer’s Goggles is spent to cast a single red instant or sorcery spell, the delayed triggered ability associated with each mana spent will trigger. That many copies will be created. It doesn’t matter if this red mana was produced by one Pyromancer’s Goggles or by multiple Pyromancer’s Goggles.

* If a copy is created, you control the copy. That 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 mode. You can’t choose a different one.

* If the copied spell has an X whose value was determined as it was cast, the copy has the same value of X.

* You can’t choose to pay any additional costs for 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 you sacrifice a 3/3 creature to cast Fling, and you copy it, the copy of Fling will also deal 3 damage to its target.

* If the copy says that it affects “you,” it affects the controller of the copy, not the controller of the original spell. Similarly, if the copy says that it affects an “opponent,” it affects an opponent of the copy’s controller, not an opponent of the original spell’s controller.

Ramroller

{3}

Artifact Creature — Juggernaut

2/3

Ramroller attacks each turn if able.

Ramroller gets +2/+0 as long as you control another artifact.

* If, during its controller's declare attackers step, Ramroller is tapped or is affected by a spell or ability that says it can't attack, then Ramroller doesn't attack. If there's a cost associated with having it attack, its controller isn't forced to pay that cost. If he or she doesn't, Ramroller doesn't have to attack.

Ravaging Blaze

{X} {R} {R}

Instant

Ravaging Blaze deals X damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Ravaging Blaze also deals X damage to that creature's controller.

* Ravaging Blaze targets only the creature. It doesn't target any player, even if the spell mastery ability applies.

* If the creature becomes an illegal target by the time Ravaging Blaze tries to resolve, Ravaging Blaze will be countered and none of its effects will happen. No damage will be dealt to the creature or its controller.

Read the Bones

{2} {B}

Sorcery

Scry 2, then draw two cards. You lose 2 life. *(To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

* The loss of life is part of the spell's effect. It's not an additional cost. If Read the Bones is countered, you won't lose life.

Reclusive Artificer

{2} {U} {R}

Creature — Human Artificer

2/3

Haste *(This creature can attack and {T} as soon as it comes under your control.)*

When Reclusive Artificer enters the battlefield, you may have it deal damage to target creature equal to the number of artifacts you control.

* Count the number of artifacts you control as Reclusive Artificer's triggered ability resolves to determine how much damage it deals.

* If you are the only player who controls a creature when Reclusive Artificer's second ability triggers, you must choose one of those creatures as the target, although you can choose to not deal it damage.

Revenant

{4} {B}

Creature — Spirit

/

Flying

Revenant's power and toughness are each equal to the number of creature cards in your graveyard.

* The ability that defines Revenant's power and toughness applies in all zones, not just the battlefield. If Revenant is in your graveyard, its ability will count itself.

Rogue's Passage

Land

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

{4}, {T}: Target creature can't be blocked this turn.

* Activating the second ability of Rogue's Passage after a creature has become blocked won't cause it to become unblocked.

Seismic Elemental

{3}{R}{R}

Creature — Elemental

4/4

When Seismic Elemental enters the battlefield, creatures without flying can't block this turn.

* No creature without flying will be able to block that turn, including creatures that lose flying after Seismic Elemental's ability resolves and creatures without flying that enter the battlefield after that ability resolves.

Send to Sleep

{1}{U}

Instant

Tap up to two target creatures.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps.

* If the spell mastery ability applies and a creature affected by Send to Sleep changes controllers before its old controller's next untap step, Send to Sleep will prevent it from becoming untapped during its new controller's next untap step.

* Send to Sleep can target tapped creatures. If a targeted creature is already tapped when the spell resolves (and the spell mastery ability applies), that creature remains tapped and doesn't untap during its controller's next untap step.

* If you chose two targets and one is an illegal target when Send to Sleep resolves, that creature won't become tapped and it won't be stopped from untapping during its controller's next untap step (if the spell mastery ability applies). It won't be affected by Send to Sleep in any way.

Separatist Voidmage

{3}{U}

Creature — Human Wizard

2/2

When Separatist Voidmage enters the battlefield, you may return target creature to its owner's hand.

* Separatist Voidmage's ability can target itself.

Shadows of the Past

{1}{B}

Enchantment

Whenever a creature dies, scry 1. (*Look at the top card of your library. You may put that card on the bottom of your library.*)

{4}{B}: Each opponent loses 2 life and you gain 2 life. Activate this ability only if there are four or more creature cards in your graveyard.

* Once you legally activate the last ability, it doesn't matter how many creature cards are in your graveyard as it resolves.

Shaman of the Pack

{1}{B}{G}

Creature — Elf Shaman

3/2

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

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

Sigil of the Empty Throne

{3}{W}{W}

Enchantment

Whenever you cast an enchantment spell, put a 4/4 white Angel creature token with flying onto the battlefield.

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

* When you cast an Aura spell, you have to choose a target for it before this ability puts an Angel token onto the battlefield. In other words, you can't cast an Aura spell intending to enchant the Angel that will be created as a result.

* Casting Sigil of the Empty Throne won't trigger its own ability. It has to be on the battlefield for its ability to work.

Sigil of Valor

{2}

Artifact — Equipment

Whenever equipped creature attacks alone, it gets +1/+1 until end of turn for each other creature you control.

Equip {1} (*{1}: Attach to target creature you control. Equip only as a sorcery.*)

* Count the number of creatures you control other than the equipped creature as Sigil of Valor's ability resolves to determine the amount of the bonus. Once the ability resolves, the bonus won't change, even if the number of creatures you control does.

* A creature attacks alone if it's the only creature declared as an attacker during the declare attackers step (including creatures controlled by your teammates, if applicable). For example, Sigil of Valor's ability won't trigger if you attack with multiple creatures and all but one of them are removed from combat.

Smash to Smithereens

{1}{R}

Instant

Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.

* Smash to Smithereens targets only the artifact, not any player. If that artifact becomes an illegal target by the time Smash to Smithereens tries to resolve, Smash to Smithereens will be countered and none of its effects will happen. No damage will be dealt.

Somberwald Alpha

{3}{G}

Creature — Wolf

3/2

Whenever a creature you control becomes blocked, it gets +1/+1 until end of turn.

{1}{G}: Target creature you control gains trample until end of turn. *(It can deal excess combat damage to defending player or planeswalker while attacking.)*

* Somberwald Alpha's first ability will give each creature you control that becomes blocked +1/+1 until end of turn. It doesn't matter how many of your opponent's creatures are blocking each of your creatures.

Soulblade Djinn

{3}{U}{U}

Creature — Djinn

4/3

Flying

Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn.

* Any spell you cast that doesn't have the type creature will cause Soulblade Djinn's ability 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 the ability to trigger. Playing a land also won't cause it to trigger.

* Soulblade Djinn's ability goes on the stack on top of the spell that caused it to trigger. It will resolve before that spell.

Sphinx's Tutelage

{2}{U}

Enchantment

Whenever you draw a card, target opponent puts the top two cards of his or her library into his or her graveyard. If they're both nonland cards that share a color, repeat this process.

{5}{U}: Draw a card, then discard a card.

* Colorless is not a color, so putting two colorless cards into a graveyard won't cause the process to repeat.

* The process will keep repeating as long as both cards share a color and neither is a land card.

Starfield of Nyx

{4}{W}

Enchantment

At the beginning of your upkeep, you may return target enchantment card from your graveyard to the battlefield.

As long as you control five or more enchantments, each other non-Aura enchantment you control is a creature in addition to its other types and has base power and base toughness each equal to its converted mana cost.

* If the first ability returns an Aura card to the battlefield, you choose what that Aura will enchant as it enters the battlefield. If the Aura can't legally enchant anything, it stays in the graveyard.

* Note that if an Aura is returned to the battlefield this way, whatever the Aura enchants isn't a target of Starfield of Nyx's ability, nor is it a target of the Aura card itself. You could put an Aura onto the battlefield this way enchanting a creature with hexproof controlled by an opponent, for example.

* A noncreature permanent that turns into a creature can attack, and its {T} abilities can be activated, only if its controller has continuously controlled that permanent since the beginning of his or her most recent turn. It doesn't matter how long the permanent has been a creature.

Suppression Bonds

{3}{W}

Enchantment — Aura

Enchant nonland permanent

Enchanted permanent can't attack or block, and its activated abilities can't be activated.

* Suppression Bonds can enchant any nonland permanent, not just a creature.

* Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keywords are activated abilities and will have colons in their reminder texts. The loyalty abilities of planeswalkers are activated abilities.

Swift Reckoning

{1}{W}

Sorcery

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may cast Swift Reckoning as though it had flash. (*You may cast it any time you could cast an instant.*)

Destroy target tapped creature.

* The number of instant and/or sorcery cards in your graveyard matters only as you begin to cast Swift Reckoning. Once it's cast, that number doesn't matter and will have no effect on Swift Reckoning resolving.

Sword of the Animist

{2}

Legendary Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Equip {2}

* Equipping Sword of the Animist to Nissa, Vastwood Seer conveys no additional bonuses, but it's pretty cool. Definitely tweet a pic of that using #EquippedNissa if you pull it off.

Tainted Remedy

{2}{B}

Enchantment

If an opponent would gain life, that player loses that much life instead.

* If more than one replacement effect tries to apply to a life gain event, the player who would gain life chooses the order in which they apply. For example, if a player who controls Alhammarret's Archive would gain 3 life while Tainted Remedy is on the battlefield, that player may choose to have the 3 life become doubled to 6 life and then lose 6 life. The player may also choose to apply Tainted Remedy first, turning "gain 3 life" into "lose 3 life." Alhammarret's Archive would then not apply.

* Having more than one Tainted Remedy on the battlefield doesn't have any noticeable effect on life gain. Once the effect of one Tainted Remedy applies, there is no life gain for the others to apply to.

Talent of the Telepath

{2}{U}{U}

Sorcery

Target opponent reveals the top seven cards of his or her library. You may cast an instant or sorcery card from among them without paying its mana cost. Then that player puts the rest into his or her graveyard.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, you may cast up to two revealed instant and/or sorcery cards instead of one.

* If the spell mastery ability applies, you'll cast the two cards in order. The one you cast last will be the one that resolves first.

* You cast the instant and/or sorcery card(s) from your opponent's library as Talent of the Telepath is resolving. Ignore timing restrictions based on the card's type. Other timing restrictions, such as "Cast [this card] only during combat," must be followed.

* The cards will be put into their owner's graveyard after they resolve, not yours.

* If you can't cast any instant or sorcery cards (perhaps because there are no legal targets available) or if you choose not to cast one, then Talent of the Telepath finishes resolving. Any of the revealed cards you didn't cast will be put into that player's graveyard.

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

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

Thopter Spy Network

{2} {U} {U}

Enchantment

At the beginning of your upkeep, if you control an artifact, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield.

Whenever one or more artifact creatures you control deal combat damage to a player, draw a card.

* Thopter Spy Network's first ability has an "intervening 'if' clause." That means (1) the ability won't trigger at all unless you control an artifact as your upkeep begins, and (2) the ability will do nothing if you don't control an artifact as it resolves.

* The last ability will trigger, at most, once per combat damage step. However, if at least one artifact creature you control has first strike and others don't, or if an artifact creature you control has double strike, the ability could trigger twice per combat: once in each combat damage step.

Throwing Knife

{2}

Artifact — Equipment

Equipped creature gets +2/+0.

Whenever equipped creature attacks, you may sacrifice Throwing Knife. If you do, Throwing Knife deals 2 damage to target creature or player.

Equip {2} (*{2}: Attach to target creature you control. Equip only as a sorcery.*)

* Throwing Knife's triggered ability triggers before blockers are declared. If you use the ability and destroy the targeted creature with lethal damage, it won't be on the battlefield to block.

* Throwing Knife is the source of the damage dealt because of its triggered ability. For example, you could sacrifice Throwing Knife to deal 2 damage to a creature with protection from red, even if Throwing Knife is equipped to a red creature.

Tormented Thoughts

{2} {B}

Sorcery

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

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

* You must sacrifice exactly one creature to cast Tormented Thoughts. You can't cast it without sacrificing a creature, and you can't sacrifice additional creatures.

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

Touch of Moonglove

{B}

Instant

Target creature you control gets +1/+0 and gains deathtouch until end of turn. Whenever a creature dealt damage by that creature dies this turn, its controller loses 2 life. (*Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.*)

* The controller of the creature dealt damage by the target creature is the one who loses 2 life, not the controller of the target creature.

Tragic Arrogance

{3}{W}{W}

Sorcery

For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents he or she controls.

* None of the chosen permanents are targets of Tragic Arrogance.

* If a permanent has more than one of the affected types, it can count for any of them. For example, you could choose an artifact creature as the artifact you're sparing, another creature as the creature, and an enchantment creature as the enchantment. Similarly, you could choose an enchantment creature as both the creature and the enchantment that you're sparing, even if the player controls another creature and/or another enchantment.

Turn to Frog

{1}{U}

Instant

Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1.

* 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.

* Turn to Frog 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 Turn to Frog resolves will overwrite this effect.

* Turn to Frog 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 Turn to Frog 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.

Undead Servant

{3}{B}

Creature — Zombie

3/2

When Undead Servant enters the battlefield, put a 2/2 black Zombie creature token onto the battlefield for each card named Undead Servant in your graveyard.

* Count the number of Undead Servants in your graveyard as the ability resolves to determine how many tokens to put onto the battlefield. If Undead Servant dies in response to its own triggered ability and is in your graveyard as that ability resolves, it will count toward the number of Zombies you get.

Vine Snare

{2}{G}

Instant

Prevent all combat damage that would be dealt this turn by creatures with power 4 or less.

* Check the power of each creature as it would deal combat damage to determine if that damage is prevented. It doesn't matter what any creature's power is as Vine Snare resolves.

Vryn Wingmare

{2}{W}

Creature — Pegasus

2/1

Flying

Noncreature spells cost {1} more to cast.

* The ability affects each spell that's not a creature spell, including your own.

* The ability affects what you pay to cast each noncreature spell (its total cost), but it doesn't change that spell's mana cost or converted mana cost.

* When determining a spell's total cost, effects that increase the cost are applied before effects that reduce the cost.

Whirler Rogue

{2}{U}{U}

Creature — Human Rogue Artificer

2/2

When Whirler Rogue enters the battlefield, put two 1/1 colorless Thopter artifact creature tokens with flying onto the battlefield.

Tap two untapped artifacts you control: Target creature can't be blocked this turn.

* You may tap any two untapped artifacts you control, including artifact creatures that haven't been under your control continuously since the beginning of your most recent turn.

* Activating the second ability of Whirler Rogue after a creature has become blocked won't cause it to become unblocked.

Wild Instincts

{3}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights target creature an opponent controls. *(Each deals damage equal to its power to the other.)*

* You must target both a creature you control and a creature an opponent controls to cast Wild Instincts.

* If the creature an opponent controls is an illegal target as Wild Instincts tries to resolve, but the creature you control is still a legal target, the creature you control will get +2/+2, but the creatures won't fight. Neither creature will deal or be dealt damage during the resolution of Wild Instincts.

Willbreaker

{3}{U}{U}

Creature — Human Wizard

2/3

Whenever a creature an opponent controls becomes the target of a spell or ability you control, gain control of that creature for as long as you control Willbreaker.

* If Willbreaker leaves the battlefield, you no longer control it, and its control-change effect ends.

* If you lose control of Willbreaker before its ability resolves, you won't gain control of the creature at all.

* If another player gains control of Willbreaker, its control-change effect ends. Regaining control of Willbreaker won't cause you to regain control of the creature.

Woodland Bellower

{4}{G}{G}

Creature — Beast

6/5

When Woodland Bellower enters the battlefield, you may search your library for a nonlegendary green creature card with converted mana cost 3 or less, put it onto the battlefield, then shuffle your library.

* If a card has {X} in its mana cost, X is 0.

Zendikar Incarnate

{2}{R}{G}

Creature — Elemental

*/4

Zendikar Incarnate's power is equal to the number of lands you control.

* The ability defining Zendikar Incarnate's power works in all zones, not just the battlefield. Zendikar Incarnate's power changes as the number of lands you control does.

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