

***Shadows over Innistrad*[™] Release Notes**

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Document last modified February 12, 2016

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 As future sets are released, updates to the **Magic**[™] rules may cause some of this information to become outdated.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 *Shadows over Innistrad* set contains 297 cards (105 common, 100 uncommon, 59 rare, 18 mythic rare, and 15 basic land).

Prerelease events: April 2–3, 2016

Launch Weekend: April 8–10, 2016

Game Day: April 30–May 1, 2016

The *Shadows over Innistrad* set becomes legal for sanctioned Constructed play on its official release date: Friday, April 8, 2016. At that time, the following card sets will be permitted in the Standard format: *Dragons of Tarkir*[™], *Magic Origins*[™], *Battle for Zendikar*[™], *Oath of the Gatewatch*[™], and *Shadows over Innistrad*.

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.

Returning Mechanic: Double-Faced Cards

Double-faced cards originally appeared in the *Innistrad*[™] block, and they return in the *Shadows over Innistrad* set. Instead of the typical card face and **Magic** card back, double-faced cards have two faces: a front face and a back face. The front face has a sun symbol in its upper left corner. The back face has a moon symbol in its upper left corner. Other than distinguishing one face from the other, these symbols have no effect on game play.

Aberrant Researcher

{3}{U}

Creature — Human Insect

3/2

Flying

At the beginning of your upkeep, put the top card of your library into your graveyard. If it's an instant or sorcery card, transform Aberrant Researcher.

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Perfect Form

blue

Creature — Insect Horror

5/4

Flying

Though most of the rules governing double-faced cards haven't changed, you can find a few minor revisions in the section titled "Rules Changes: Double-Faced Cards." The following rules have remained the same:

- * Each face of a double-faced card has its own set of characteristics: name, types, subtypes, 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 Aberrant Researcher in the graveyard, even if it was Perfected Form 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 may have a color indicator that defines its color. For example, Perfected Form is a blue permanent.

- * The back face of a double-faced card can't be cast.

- * 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.

- * Transforming a permanent doesn't affect any Auras or Equipment attached to that permanent. Similarly, any counters on the permanent will remain on that permanent after it transforms. Any continuous effects from a resolved spell or ability will continue to affect it.

- * Damage marked on a double-faced permanent will stay marked on that permanent after it transforms.

Rules Changes: Double-Faced Cards

There are three new rules that affect how double-faced cards work.

202.3b The converted mana cost of a double-faced permanent's back face is calculated as though it had the mana cost of its front face. This is a change from previous rules. If a permanent is copying the back face of a double-faced card (even if the card representing that copy is itself a double-faced card), the converted mana cost of that permanent is 0.

- * For example, Krallenhorde Howler is the back face of Duskwatch Recruiter, which has mana cost {1}{G}. Krallenhorde Howler's converted mana cost is 2.

- * A creature that's a copy of Krallenhorde Howler will have converted mana cost 0. Note that a creature that's a copy of Duskwatch Recruiter also has mana cost {1}{G}, and thus has converted mana cost 2.

711.7a If a player is instructed to put a non-double-faced card onto the battlefield transformed, that card stays in its current zone. This is a change from previous rules.

- * For example, say a card that isn't a double-faced card (such as Altered Ego) is a copy of a card with an ability that may return it to the battlefield transformed (such as Accursed Witch). When that copy dies, the triggered ability that tries to return it to the battlefield transformed will have no effect. The card will remain in its owner's graveyard.

701.25e If an activated ability of a permanent tries to transform that permanent, the permanent transforms only if it hasn't transformed since the ability was put onto the stack. The same is true for triggered abilities of a permanent that aren't delayed triggered abilities. If a delayed triggered ability of a permanent tries to transform that permanent, the permanent transforms only if it hasn't transformed since that delayed triggered ability was created.

* For example, if you choose to activate the ability of Elusive Tormentor (a creature with the ability "{1}, Discard a card: Transform Elusive Tormentor") four times in response to one another, the first ability to resolve will cause it to transform and the other three instances of the ability will have no effect.

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 *Shadows over Innistrad* booster 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).

* There are two checklist cards for the double-faced cards in *Shadows over Innistrad*: one for common and uncommon cards and one for rare and mythic rare cards. You'll need the correct checklist cards for the double-faced cards you wish to play.

* 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 sidebar.

* 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).

Returning Theme: Double-Faced Werewolves

With Avacyn's Cursemute weakening, Innistrad faces the reemergence of vicious werewolves. Each Werewolf creature in the *Shadows over Innistrad* set is a double-faced card. Each front face has the same triggered ability that may transform it. Similarly, each back face has the same triggered ability that may transform it back.

Hinterland Logger

{1}{G}

Creature — Human Werewolf

2/1

At the beginning of each upkeep, if no spells were cast last turn, transform Hinterland Logger.

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Timber Shredder

green

Creature — Werewolf

4/2

Trample

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Timber Shredder.

* These abilities look at the entire previous turn, even if the Werewolf with that ability wasn't on the battlefield for some or all of that turn.

* To trigger the back face's transform ability, a single player must have cast two or more spells during the previous turn. If multiple players each cast just one spell during the previous turn, the ability won't trigger.

New Keyword Ability: Skulk

Skulk is a new keyword for insidious creatures that creep by unseen.

702.117. Skulk

702.117a Skulk is an evasion ability.

702.117b A creature with skulk can't be blocked by creatures with greater power. (See rule 509, "Declare Blockers Step.")

702.117c Multiple instances of skulk on the same creature are redundant.

* Skulk matters only as blockers are chosen. Modifying either creature's power after blockers are chosen won't cause the attacking creature to become unblocked.

* If you cause a creature to have 0 power or less, use the actual value (which may be negative) to determine whether it can block or be blocked. A creature with skulk and 0 or less power most likely won't be blocked, but it won't deal combat damage and won't trigger any abilities that trigger when combat damage is dealt.

Returning Keyword Ability: Madness

Madness is a keyword ability that previously appeared in the *Odyssey*TM and *Time Spiral*[®] blocks that lets you benefit from discarding cards. The rules for madness have changed slightly since its last appearance; see "Rules Changes: Madness" below.

Just the Wind

{1}{U}

Instant

Return target creature to its owner's hand.

Madness {U} (*If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.*)

The official rules for madness are as follows:

702.34. Madness

702.34a Madness is a keyword that represents two abilities. The first is a static ability that functions while the card with madness is in a player's hand. The second is a triggered ability that functions when the first ability is applied. "Madness [cost]" means "If a player would discard this card, that player discards it, but exiles it instead of putting it into his or her graveyard" and "When this card is exiled this way, its owner may cast it by paying [cost] rather than paying its mana cost. If that player doesn't, he or she puts this card into his or her graveyard."

702.34b Casting a spell using its madness ability follows the rules for paying alternative costs in rules 601.2b and 601.2f–h.

* Cards are discarded in a **Magic** game only from a player's hand. Effects that put cards from a player's library into that player's graveyard do not cause those cards to be discarded.

* A spell cast for its madness cost is put onto the stack like any other spell. It can be countered, copied, and so on. As it resolves, it's put onto the battlefield if it's a permanent card or into its owner's graveyard if it's an instant or sorcery card.

* Casting a spell for its madness cost doesn't change its mana cost or its converted mana cost. You just pay the madness cost instead.

* Effects that cause you to pay more or less for a spell will cause you to pay that much more or less for its madness cost, too.

* Madness works independently of why you're discarding the card. You could discard it to pay a cost, because a spell or ability tells you to, or even because you have too many cards in your hand at the end of your turn. You can't discard a card with madness just because you want to, though.

* When you cast a card with madness, it was still discarded. If it was discarded to pay a cost, that cost is still paid. Abilities that trigger when a card is discarded will still trigger.

* If you choose not to cast a card with madness when the madness triggered ability resolves, it's put into your graveyard. You don't get another chance to cast it later.

* If you discard a card with madness to pay the cost of a spell or activated ability, that card's madness trigger (and the spell that card becomes, if you choose to cast it) will resolve before the spell or ability the discard paid for.

* If you discard a card with madness while resolving a spell or ability, it moves immediately to exile. Continue resolving that spell or ability—the card is not in your graveyard at this time. Its madness trigger will be placed onto the stack once that spell or ability has completely resolved.

Rules Changes: Madness

When madness last appeared in the *Time Spiral* block, you could choose to discard a card with madness to the graveyard as normal. Now, you must discard the card into exile, and the card will be put into your graveyard if you don't cast it as the madness triggered ability resolves. The only choice you have to make is whether or not to cast it as the madness trigger resolves.

* If you discard a card with madness while resolving the ability of Jace, Vryn's Prodigy from the *Magic Origins* set, you'll need to already have five other cards in your graveyard to satisfy that ability's condition. You can't choose to put the card directly into your graveyard to satisfy it.

New Ability Word: Delirium

The graveyard continues to represent the macabre themes of Innistrad in the *Shadows over Innistrad* set. Delirium is a new ability word indicating abilities that are enabled by having four or more card types among the cards in your graveyard. An ability word appears in italics and has no rules meaning.

Paranoid Parish-Blade

{2}{W}

Creature — Human Soldier

3/2

Delirium — Paranoid Parish-Blade gets +1/+0 and has first strike as long as there are four or more card types among cards in your graveyard.

* The card types in **Magic** are artifact, creature, enchantment, instant, land, planeswalker, sorcery, and tribal (a card type that appears on some older cards). Supertypes (such as legendary and basic) and subtypes (such as Human and Equipment) are not counted.

* The number of card types matters, not the number of cards. For example, Wicker Witch (an artifact creature) along with Catalog (an instant) and Chaplain's Blessing (a sorcery) will enable delirium.

* Because you consider only the characteristics of a double-faced card's front face while it's not on the battlefield, the types of its back face won't be counted for delirium.

* Some delirium abilities that appear on instants and sorceries use the word "instead." These spells have an upgraded effect when they resolve if there are four or more card types among cards in your graveyard. They check that number only while they're resolving and don't count themselves, since they aren't in your graveyard yet. You only get the upgraded effect, not both effects.

* Some delirium abilities are activated abilities of permanents. To activate such an ability, there must be four or more card types among cards in your graveyard. The number of card types is not rechecked as the ability resolves.

* Most triggered delirium abilities use an intervening "if" clause. There must be four or more card types among cards in your graveyard in order for these abilities to trigger, otherwise they never trigger at all. There's no way to have the ability trigger if there aren't enough card types, even if you intend to raise that number in response to the triggered ability. The number of card types is checked again as the trigger resolves, and if it has become too low somehow, the ability does nothing. If which card types are in your graveyard changes but the quantity of card types stays the same (or increases), then the delirium triggered ability will still resolve.

* In some rare cases, you can have a token or a copy of a spell in your graveyard at the moment that an object's delirium ability counts the card types among cards in your graveyard, before that token or copy ceases to exist. Because tokens and copies of spells are not cards, even if they are copies of cards, their types will never be counted.

New Keyword Action: Investigate

Innistrad is descending into insanity—what could be causing it? If you want to discover the truth, you can use investigate, a new keyword action, to dig deeper into the mysteries.

The official rules for investigate are as follows:

701.33. Investigate

701.33a "Investigate" means "Put a colorless Clue artifact token onto the battlefield. It has '{2}', Sacrifice this artifact: Draw a card."

* The token is named Clue and has the artifact subtype Clue. Clue isn't a creature type.

* The tokens are normal artifacts. For example, they can be sacrificed to cast Angelic Purge or targeted by Root Out.

* If you sacrifice a Clue for another card's cost or effect, such as that of Angelic Purge or Tamiyo's Journal, you can't also pay {2} and sacrifice it to draw a card.

* Some triggered abilities trigger whenever you sacrifice a Clue. These abilities trigger independently of why you sacrificed that Clue.

* Some spells that instruct you to investigate require targets. You can't cast a spell without choosing legal targets. If all of those targets become illegal, the spell is countered and you won't investigate.

Cycle: *Shadows over Innistrad* "Dual Lands"

Shadows over Innistrad introduces a cycle of five rare nonbasic lands that enter the battlefield tapped unless you reveal a certain type of land card from your hand.

Port Town

Land

As Port Town enters the battlefield, you may reveal a Plains or Island card from your hand. If you don't, Port Town enters the battlefield tapped.

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

* You may reveal any land card with either or both of the appropriate subtypes. It doesn't have to be a basic land. For example, you could reveal Canopy Vista from the *Battle for Zendikar* set to satisfy the ability of Port Town.

* Lands don't have a subtype just because they can produce mana of the corresponding color. For example, Port Town itself is neither a Plains nor an Island, even though it produces white and blue mana, so you can't reveal one to satisfy the ability of another.

* If a land card with an appropriate subtype is entering the battlefield from your hand at the same time as one of these dual lands, you may reveal that land to have the dual land enter untapped.

* If an effect instructs you to put one of these lands onto the battlefield tapped, the land will still enter the battlefield tapped even if you reveal a land card from your hand.

CARD-SPECIFIC NOTES

Aberrant Researcher

{3}{U}

Creature — Human Insect

3/2

Flying

At the beginning of your upkeep, put the top card of your library into your graveyard. If it's an instant or sorcery card, transform Aberrant Researcher.

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Perfected Form

blue

Creature — Insect Horror

5/4

Flying

* No player may take any action between the two steps of Aberrant Researcher's triggered ability. If the card put into your graveyard is an instant or sorcery card, Aberrant Researcher will have transformed before a player can take any action.

* If a replacement effect causes the top card of your library to go to a zone other than your graveyard, Aberrant Researcher will still transform if that card was an instant or sorcery card.

Accursed Witch

{3}{B}

Creature — Human Shaman

4/2

Spells your opponents cast that target Accursed Witch cost {1} less to cast.

When Accursed Witch dies, return it to the battlefield transformed under your control attached to target opponent.

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Infectious Curse

black

Enchantment — Aura Curse

Enchant player

Spells you cast that target enchanted player cost {1} less to cast.

At the beginning of enchanted player's upkeep, that player loses 1 life and you gain 1 life.

* Accursed Witch's first ability affects all spells cast by your opponents that target it, including Aura spells and spells that have additional targets. It doesn't affect abilities. The same is true with respect to Infectious Curse's ability and spells you cast that target the enchanted player.

* If an effect causes Accursed Witch to transform on the battlefield, rather than leaving it and returning transformed, then Infectious Curse doesn't become attached to any player and is put into your graveyard. This won't cause abilities that trigger when a creature leaves the battlefield to trigger.

Aim High

{1} {G}

Instant

Untap target creature. It gets +2/+2 and gains reach until end of turn. *(It can block creatures with flying.)*

* Aim High can target a creature that's already untapped.

* Untapping an attacking creature doesn't cause it to be removed from combat.

Altered Ego

{X} {2} {G} {U}

Creature — Shapeshifter

0/0

Altered Ego can't be countered.

You may have Altered Ego enter the battlefield as a copy of any creature on the battlefield, except it enters with X additional +1/+1 counters on it.

* Altered Ego copies exactly what was printed on the original creature (unless that creature is copying something else or is a token; see below). It doesn't copy whether that creature is tapped or untapped, whether it has any counters on it or any Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, or so on.

* If you copy a double-faced creature, Altered Ego will be a copy of the face that's up when Altered Ego enters the battlefield. Because Altered Ego is not a double-faced card, it won't be able to transform. If an effect instructs you to return it to the battlefield transformed when it leaves the battlefield, it won't return and will remain in its new zone.

* If the chosen creature has {X} in its mana cost, that X is considered to be 0. The value of X in Altered Ego's last ability will be whatever value was chosen for X while casting Altered Ego.

* If the chosen creature is copying something else (for example, if the chosen creature is another Altered Ego), then your Altered Ego enters the battlefield as whatever the chosen creature copied.

* If the chosen creature is a token, Altered Ego copies the original characteristics of that token as stated by the effect that put the token onto the battlefield. Altered Ego isn't a token.

* Any enters-the-battlefield abilities of the copied creature will trigger when Altered Ego enters the battlefield. Any “as [this creature] enters the battlefield” or “[this creature] enters the battlefield with” abilities of the chosen creature will also work.

* If Altered Ego somehow enters the battlefield at the same time as another creature, Altered Ego can’t become a copy of that creature. You may only choose a creature that’s already on the battlefield.

* You can choose not to copy anything. In that case, Altered Ego enters the battlefield as a 0/0 creature, and is probably put into the graveyard immediately. It won’t have +1/+1 counters placed on it by its ability.

* X can be 0. Altered Ego won’t enter with any additional +1/+1 counters, and it will just be a copy of the chosen creature.

Angel of Deliverance

{6}{W}{W}

Creature — Angel

6/6

Flying

Delirium — Whenever Angel of Deliverance deals damage, if there are four or more card types among cards in your graveyard, exile target creature an opponent controls.

* If Angel of Deliverance deals damage to multiple creatures, players, or planeswalkers at once (for example, if it’s blocked by two smaller creatures) its last ability triggers only once.

* If Angel of Deliverance deals damage and is dealt lethal damage at the same time, its ability will trigger.

* If Angel of Deliverance deals lethal damage to a creature, that creature can’t be targeted by Angel of Deliverance’s triggered ability. It’s already in its owner’s graveyard.

* If you have three noncreature card types among cards in your graveyard and Angel of Deliverance deals damage at the same time another creature you control is dealt lethal damage, the ability won’t trigger. The creature doesn’t die until after Angel of Deliverance’s ability checks to see if it triggers.

Anguished Unmaking

{1}{W}{B}

Instant

Exile target nonland permanent. You lose 3 life.

* If the nonland permanent becomes an illegal target, Anguished Unmaking is countered. You won’t lose 3 life.

Archangel Avacyn

{3}{W}{W}

Legendary Creature — Angel

4/4

Flash

Flying, vigilance

When Archangel Avacyn enters the battlefield, creatures you control gain indestructible until end of turn.

When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep.

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Avacyn, the Purifier

red

Legendary Creature — Angel

6/5

Flying

When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent.

* Archangel Avacyn's delayed triggered ability triggers at the beginning of the next upkeep regardless of whose turn it is.

* Archangel Avacyn's delayed triggered ability won't cause it to transform back into Archangel Avacyn if it has already transformed into Avacyn, the Purifier, perhaps because several creatures died in one turn. See the "Rules Changes: Double-Faced Cards" entry in the "General Notes" section for more information.

Arlinn Kord

{2}{R}{G}

Planeswalker — Arlinn

3

+1: Until end of turn, up to one target creature gets +2/+2 and gains vigilance and haste.

0: Put a 2/2 green Wolf creature token onto the battlefield. Transform Arlinn Kord.

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Arlinn, Embraced by the Moon

red, *green*

Planeswalker — Arlinn

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

-1: Arlinn, Embraced by the Moon deals 3 damage to target creature or player. Transform Arlinn, Embraced by the Moon.

-6: You get an emblem with "Creatures you control have haste and '{T}': This creature deals damage equal to its power to target creature or player."

* The "planeswalker uniqueness rule" looks for planeswalkers that share a planeswalker type. If you control Arlinn Kord and Arlinn, Embraced by the Moon at the same time, you'll choose one to put into its owner's graveyard.

* Arlinn Kord is not a Werewolf card; that is, she doesn't have the creature type Werewolf. Spells and abilities that refer to Werewolf cards or Werewolves don't apply to Arlinn.

* You can activate the first ability of Arlinn Kord without any targets just to add a loyalty counter to her.

* When the ability that transforms Arlinn Kord into Arlinn, Embraced by the Moon (or vice versa) resolves, the number of loyalty counters on her doesn't change.

* You can't activate Arlinn Kord's second ability and, after she transforms, activate a loyalty ability of Arlinn, Embraced by the Moon during that turn (or vice versa).

* The set of creatures affected by the first ability of Arlinn, Embraced by the Moon is determined as the ability resolves. Creatures you begin to control later in the turn won't get +1/+1 or gain trample.

* The emblem grants the activated ability to your creatures. Use the power of the creature as the activated ability resolves to determine how much damage is dealt. If the creature isn't on the battlefield at that time, use its power as it last existed on the battlefield. Note that this works differently than the fight keyword action, which requires both creatures to be on the battlefield for any damage to be dealt.

Asylum Visitor

{1}{B}

Creature — Vampire Wizard

3/1

At the beginning of each player's upkeep, if that player has no cards in hand, you draw a card and you lose 1 life.

Madness {1}{B} *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

* The upkeep step is before the draw step, after the untap step. Asylum Visitor's first ability will trigger and resolve before the active player draws a card in his or her draw step if that player has no cards in hand.

* Asylum Visitor's triggered ability checks the active player's hand as the upkeep begins and as the trigger resolves. If that player has a card in hand as it resolves, you won't draw a card or lose 1 life. Notably, if you control multiple Asylum Visitors during your upkeep, whichever one's first ability resolves first will stop the other's first ability from having any effect unless you have a way to get the card you drew out of your hand before it resolves.

* On an opponent's turn, triggered abilities you control will resolve before any triggered abilities of permanents that opponent controls if they trigger at the same time. This means that if you and your opponent each control an Asylum Visitor during your opponent's upkeep, and he or she has no cards in hand, you'll always draw a card before your opponent has a card in his or her hand.

Avacyn's Judgment

{1}{R}

Sorcery

Madness {X}{R} *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

Avacyn's Judgment deals 2 damage divided as you choose among any number of target creatures and/or players. If Avacyn's Judgment's madness cost was paid, it deals X damage divided as you choose among those creatures and/or players instead.

* You announce how the damage will be divided as part of casting Avacyn's Judgment. Each chosen target must receive at least 1 damage.

* You can redirect damage that Avacyn's Judgment would deal to an opponent to a planeswalker that player controls. However, Avacyn's Judgment can't deal damage to both a planeswalker and that planeswalker's controller.

* If Avacyn's Judgment has multiple targets, and some but not all of them are illegal targets when Avacyn's Judgment resolves, Avacyn's Judgment will still deal damage to the remaining legal targets according to the original damage division.

Avacynian Missionaries

{3}{W}

Creature — Human Cleric

3/3

At the beginning of your end step, if Avacynian Missionaries is equipped, transform it.

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Lunarch Inquisitors

white

Creature — Human Cleric

4/4

When this creature transforms into Lunarch Inquisitors, you may exile another target creature until Lunarch Inquisitors leaves the battlefield.

* The Equipment attached to Avacynian Missionaries remains attached after it transforms.

* If Lunarch Inquisitors leaves the battlefield before its triggered ability resolves, the target creature won't be exiled.

* If Lunarch Inquisitors somehow transforms into Avacynian Missionaries, the creature will remain exiled. If Avacynian Missionaries later leaves the battlefield, the creature will return to the battlefield.

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

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

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

Biting Rain

{2} {B} {B}

Sorcery

All creatures get -2/-2 until end of turn.

Madness {2} {B} *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

* The set of creatures affected by Biting Rain is determined as the spell resolves. Creatures that enter the battlefield later in the turn won't get -2/-2.

Bound by Moonsilver

{2} {W}

Enchantment — Aura

Enchant creature

Enchanted creature can't attack, block, or transform.

Sacrifice another permanent: Attach Bound by Moonsilver to target creature. Activate this ability only any time you could cast a sorcery and only once each turn.

* Activated and triggered abilities of the enchanted creature that would cause it to transform can still be activated or triggered. If those abilities have any other effects, those effects will happen.

* You control Bound by Moonsilver even while it enchants an opponent's creature. Only you can activate its last ability.

Brain in a Jar

{2}

Artifact

{1}, {T}: Put a charge counter on Brain in a Jar, then you may cast an instant or sorcery card with converted mana cost equal to the number of charge counters on Brain in a Jar from your hand without paying its mana cost.

{3}, {T}, Remove X charge counters from Brain in a Jar: Scry X.

* When resolving the first ability of Brain in a Jar, the newly-placed charge counter will be counted when determining what spells you may cast. No player may take any action between you placing the counter and choosing which spell to cast.

* If Brain in a Jar leaves the battlefield before its first ability resolves, use the number of counters on it at the moment it left to determine what spell you may cast. That number won't change because you can't put a new counter on Brain in a Jar.

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

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

Briarbridge Patrol

{3}{G}

Creature — Human Warrior

3/3

Whenever Briarbridge Patrol deals damage to one or more creatures, investigate. *(Put a colorless Clue artifact token onto the battlefield with “{2}, Sacrifice this artifact: Draw a card.”)*

At the beginning of each end step, if you sacrificed three or more Clues this turn, you may put a creature card from your hand onto the battlefield.

* Briarbridge Patrol’s first ability will only trigger once per combat damage step, regardless of how many creatures it deals damage to.

* Briarbridge Patrol’s second ability looks at the entire turn, even if Briarbridge Patrol wasn’t on the battlefield for some of the turn. It will see Clues sacrificed for any reason, not just Clues sacrificed to their own ability.

Burn from Within

{X}{R}

Sorcery

Burn from Within deals X damage to target creature or player. If a creature is dealt damage this way, it loses indestructible until end of turn. If that creature would die this turn, exile it instead.

* The damaged creature will be exiled if it would die for any reason that turn, not just if it dies due to damage from Burn from Within.

* If Burn from Within doesn’t deal damage to the target creature (perhaps because that damage was prevented or X is 0), neither additional effect will apply. It won’t lose indestructible, and it won’t be exiled instead of dying that turn.

* You can target a creature that doesn’t have indestructible with Burn from Within. It will still be exiled if it would die this turn.

Bygone Bishop

{2}{W}

Creature — Spirit Cleric

2/3

Flying

Whenever you cast a creature spell with converted mana cost 3 or less, investigate. *(Put a colorless Clue artifact token onto the battlefield with “{2}, Sacrifice this artifact: Draw a card.”)*

* Casting a spell for an alternative cost, such as a madness cost, doesn’t change its converted mana cost. For example, casting Twins of Maurer Estate (a card with mana cost {4}{B} and madness cost {2}{B}) for its madness cost will not cause Bygone Bishop’s ability to trigger.

Call the Bloodline

{1}{B}

Enchantment

{1}, Discard a card: Put a 1/1 black Vampire Knight creature token with lifelink onto the battlefield. Activate this ability only once each turn.

* You can activate Call the Bloodline's ability once on each player's turn, not just your own.

Cathar's Companion

{2}{W}

Creature — Hound

3/1

Whenever you cast a noncreature spell, Cathar's Companion gains indestructible until end of turn. (*Damage and effects that say "destroy" don't destroy it.*)

* Cathar's Companion's triggered ability resolves before the spell that causes it to trigger.

Clip Wings

{1}{G}

Instant

Each opponent sacrifices a creature with flying.

* You can cast Clip Wings even if some (or all) of your opponents don't control a creature with flying. Those who do must each choose a flying creature to sacrifice, and those who don't are unaffected.

Compelling Deterrence

{1}{U}

Instant

Return target nonland permanent to its owner's hand. Then that player discards a card if you control a Zombie.

* The card returned to its owner's hand may be the card he or she discards. If it's the only card in that player's hand, it must be discarded.

* Compelling Deterrence targets only the nonland permanent. If that permanent becomes an illegal target, Compelling Deterrence is countered and that player doesn't discard a card.

* If you target the only Zombie you control with Compelling Deterrence, you won't discard a card.

Confront the Unknown

{G}

Instant

Investigate, then target creature gets +1/+1 until end of turn for each Clue you control. (*To investigate, put a colorless Clue artifact token onto the battlefield with "{2}, Sacrifice this artifact: Draw a card."*)

* No player may take any action in between the two steps of Confront the Unknown, so the target creature will get at least +1/+1.

Corrupted Grafstone

{2}

Artifact

Corrupted Grafstone enters the battlefield tapped.

{T}: Choose a color of a card in your graveyard. Add one mana of that color to your mana pool.

* Colorless cards have no color, so you can't add {C} to your mana pool this way.

* Players can't respond to mana abilities, so no player can take any action to stop you from getting the color of mana you expect to produce once you announce the ability.

Crawling Sensation

{2}{G}

Enchantment

At the beginning of your upkeep, you may put the top two cards of your library into your graveyard.

Whenever one or more land cards are put into your graveyard from anywhere for the first time each turn, put a 1/1 green Insect creature token onto the battlefield.

* If multiple land cards are put into your graveyard at once, Crawling Sensation's last ability triggers only once. This could happen because an effect (such as that of Crawling Sensation's first ability) put them there from your library at once, or because they were destroyed at the same time (such as two land creatures that were dealt lethal combat damage).

Creeping Dread

{3}{B}

Enchantment

At the beginning of your upkeep, each player discards a card. Each opponent who discarded a card that shares a card type with the card you discarded loses 3 life. *(Players reveal the discarded cards simultaneously.)*

* When a spell or ability instructs each player to discard a card, starting with the player whose turn it is and proceeding in turn order, each player selects a card from his or her hand without revealing it, sets it aside, and then all of those cards are revealed and discarded at once.

* The card types that may be shared for Creeping Dread's ability are artifact, creature, enchantment, instant, land, planeswalker, sorcery, and tribal (a card type that appears on some older cards). Supertypes (such as legendary and basic) and subtypes (such as Human and Equipment) are not counted.

* If a player has no cards in hand, that player doesn't discard a card while everyone else does. If you didn't discard a card, no player can have discarded a card that shares a card type with the card you discarded, so no player loses 3 life.

* If an opponent discards a card that shares two card types with the card you discarded, such as an artifact creature, that player still only loses 3 life.

* Because you consider only the characteristics of a double-faced card's front face while it's not on the battlefield, a double-faced card with different card types among its faces (such as Skin Invasion) only compares its front face to the other discarded cards.

Crow of Dark Tidings

{2}{B}

Creature — Zombie Bird

2/1

Flying

When Crow of Dark Tidings enters the battlefield or dies, put the top two cards of your library into your graveyard.

* The triggered ability triggers both when Crow of Dark Tidings enters the battlefield and when it dies. You don't have to choose only one.

Cryptolith Rite

{1}{G}

Enchantment

Creatures you control have "{T}: Add one mana of any color to your mana pool."

* If a creature has multiple mana abilities with a cost of {T}, such as if you control two Cryptolith Rites, you can only activate one of them at a time. Tapping the creature doesn't produce multiple mana.

Cult of the Waxing Moon

{4}{G}

Creature — Human Shaman

5/4

Whenever a permanent you control transforms into a non-Human creature, put a 2/2 green Wolf creature token onto the battlefield.

* A permanent transforms into a non-Human creature if it transforms and is a creature without the creature type Human after transforming, regardless of whether it was a Human creature (or a creature at all) before it transformed. For example, Westvale Abbey and Thraben Gargoyle will both cause Cult of the Waxing Moon's ability to trigger when they transform.

* A non-Human creature that's put onto the battlefield transformed, such as Skin Shedder, will not cause Cult of the Waxing Moon's ability to trigger.

Daring Sleuth

{1}{U}

Creature — Human Rogue

2/1

When you sacrifice a Clue, transform Daring Sleuth.

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Bearer of Overwhelming Truths

blue

Creature — Human Wizard

3/2

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

Whenever Bearer of Overwhelming Truths deals combat damage to a player, investigate. (*Put a colorless Clue artifact token onto the battlefield with "{2}, Sacrifice this artifact: Draw a card."*)

* If Daring Sleuth's ability triggers multiple times before any of those abilities resolves, only the first one to resolve will cause it to transform. See the "Rules Changes: Double-Faced Cards" entry in the "General Notes" section for more information.

Deathcap Cultivator

{1}{G}

Creature — Human Druid

2/1

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

Delirium — Deathcap Cultivator has deathtouch as long as there are four or more card types among cards in your graveyard.

* If you have three noncreature card types among cards in your graveyard at the time damage is dealt by Deathcap Cultivator, and lethal damage is dealt to another creature you control at the same time, the damage from Deathcap Cultivator won't be from a source with deathtouch.

Declaration in Stone

{1}{W}

Sorcery

Exile target creature and all other creatures its controller controls with the same name as that creature. That player investigates for each nontoken creature exiled this way.

* Declaration in Stone has only one target. The other creatures with that name aren't targeted. For example, a creature with hexproof will be exiled if it has the same name as the target creature.

* If the target creature is an illegal target when Declaration in Stone tries to resolve, it will be countered and none of its effects will happen. No creatures will be exiled, including those with the same name as the target.

* It's possible to have a creature and a noncreature permanent with the same name, such as two copies of the same land, one of which has become a land creature. Only creatures with that name are exiled by Declaration in Stone.

* A face-down creature, such as one cast with a megamorph ability from the *Dragons of Tarkir* set, has no name and can't share a name with any other creatures.

* Unless a token is a copy, or unless specified by the effect that created it, a token's name is the same as its subtypes at the time it was created.

Descend upon the Sinful

{4}{W}{W}

Sorcery

Exile all creatures.

Delirium — Put a 4/4 white Angel creature token with flying onto the battlefield if there are four or more card types among cards in your graveyard.

* If you have three non-sorcery card types among cards in your graveyard at the time Descend upon the Sinful resolves, you won't get an Angel token. Descend upon the Sinful isn't put into your graveyard until after it's finished resolving.

* If one of those creatures was enchanted, its Aura won't be put into a player's graveyard until after Descend upon the Sinful has finished resolving. If the controller of Descend upon the Sinful owned the Aura, it won't be in the graveyard in time to be counted for the delirium ability.

Diregraf Colossus

{2}{B}

Creature — Zombie Giant

2/2

Diregraf Colossus enters the battlefield with a +1/+1 counter on it for each Zombie card in your graveyard. Whenever you cast a Zombie spell, put a 2/2 black Zombie creature token onto the battlefield tapped.

* If Diregraf Colossus enters the battlefield from your graveyard, its first ability will count itself among the Zombie cards in your graveyard. Similarly, if it enters the battlefield at the same time as another Zombie card enters the battlefield from your graveyard, the ability will count that other Zombie.

* Diregraf Colossus's last ability won't trigger when you cast it because it's not on the battlefield yet.

Dissension in the Ranks

{3}{R}{R}

Instant

Target blocking creature fights another target blocking creature.

* Destroying a blocking creature doesn't cause the attacking creature it blocked to become unblocked.

Drogskol Cavalry

{5}{W}{W}

Creature — Spirit Knight

4/4

Flying

Whenever another Spirit enters the battlefield under your control, you gain 2 life.

{3}{W}: Put a 1/1 white Spirit creature token with flying onto the battlefield.

* The Spirit tokens created by Drogskol Cavalry will cause its second ability to trigger, as well as any other Spirits you cast or Spirit tokens you put onto the battlefield another way.

Dual Shot

{R}

Instant

Dual Shot deals 1 damage to each of up to two target creatures.

* You can't target the same creature twice to have Dual Shot deal 2 damage to it.

Duskwatch Recruiter

{1}{G}

Creature — Human Warrior Werewolf

2/2

{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

At the beginning of each upkeep, if no spells were cast last turn, transform Duskwatch Recruiter.

////

Krallenhorde Howler

green

Creature — Werewolf

3/3

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

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Krallenhorde Howler.

* You can activate Duskwatch Recruiter's first ability in response to its triggered ability.

* Krallenhorde Howler's first ability can only reduce the generic mana portion of a creature spell's cost.

* Krallenhorde Howler's first ability can reduce alternative costs such as madness costs.

Eerie Interlude

{2}{W}

Instant

Exile any number of target creatures you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step.

* 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.

* If a double-faced card is exiled, it will return with its front face up.

Elusive Tormentor

{2}{B}{B}

Creature — Vampire Wizard

4/4

{1}, Discard a card: Transform Elusive Tormentor.

////

Insidious Mist

blue

Creature — Elemental

0/1

Hexproof, indestructible

Insidious Mist can't block and can't be blocked.

Whenever Insidious Mist attacks and isn't blocked, you may pay {2}{B}. If you do, transform it.

* You can activate Elusive Tormentor's ability multiple times to discard multiple cards. Only the first instance of the ability to resolve will cause it to transform.

* You can, all within one turn, attack with Elusive Tormentor, transform it into Insidious Mist before blockers are chosen, transform it back as its triggered ability resolves, and have it deal 4 combat damage.

* Once blockers have been chosen, transforming Elusive Tormentor into Insidious Mist won't cause it to become unblocked.

Emissary of the Sleepless

{4}{W}

Creature — Spirit

2/4

Flying

When Emissary of the Sleepless enters the battlefield, if a creature died this turn, put a 1/1 white Spirit creature token with flying onto the battlefield.

* Emissary of the Sleepless's last ability checks only if a creature died earlier in the turn. The creature card doesn't need to still be in the graveyard.

* Token creatures that are destroyed or put into a graveyard from the battlefield for other reasons do die—they go to their owner's graveyard before ceasing to exist.

* Emissary of the Sleepless's last ability doesn't create additional Spirit tokens if more than one creature died this turn.

Epiphany at the Drownyard

{X}{U}

Instant

Reveal the top X plus one cards of your library and separate them into two piles. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard.

* X can be 0, and piles can be empty. If X is 0, you'll reveal one card and one pile will be empty. Your opponent may choose the empty pile to put into your hand.

Essence Flux

{U}

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

* Essence Flux checks whether the creature is a Spirit after it has returned from exile.

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

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

* If a double-faced card is exiled, it will return with its front face up.

Ethereal Guidance

{2}{W}

Sorcery

Creatures you control get +2/+1 until end of turn.

* The set of creatures affected by Ethereal Guidance is determined as the spell resolves. Creatures you begin to control later in the turn won't get +2/+1.

Ever After

{4}{B}{B}

Sorcery

Return up to two target creature cards from your graveyard to the battlefield. Each of those creatures is a black Zombie in addition to its other colors and types. Put Ever After on the bottom of its owner's library.

* If a targeted creature card is normally colorless, it will simply become black. It won't be both black and colorless.

Expose Evil

{1}{W}

Instant

Tap up to two target creatures.

Investigate. *(Put a colorless Clue artifact token onto the battlefield with "{2}, Sacrifice this artifact: Draw a card.")*

* You can cast Expose Evil with no targets if you only want to investigate.

Falkenrath Gorger

{R}

Creature — Vampire Berserker

2/1

Each Vampire creature card you own that isn't on the battlefield has madness. The madness cost is equal to its mana cost. *(If you discard a card with madness, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

* Falkenrath Gorger's ability only applies while it's on the battlefield. If you discard it, it won't give itself madness.

* If Falkenrath Gorger leaves the battlefield before the madness trigger has resolved for a Vampire card that gained madness with its ability, the madness ability will still let you cast that Vampire card for the appropriate cost even though it no longer has madness.

* If you discard a Vampire creature card that already has a madness ability, you'll choose which madness ability exiles it. You may choose either the one it normally has or the one it gains from Falkenrath Gorger.

Fevered Visions

{1}{U}{R}

Enchantment

At the beginning of each player's end step, that player draws a card. If the player is your opponent and has four or more cards in hand, Fevered Visions deals 2 damage to him or her.

* No player may take any action in between the two steps of Fevered Visions's triggered ability, so if your opponent has four or more cards in hand after drawing a card, Fevered Visions will deal 2 damage to that player.

Flameblade Angel

{4}{R}{R}

Creature — Angel

4/4

Flying

Whenever a source an opponent controls deals damage to you or a permanent you control, you may have Flameblade Angel deal 1 damage to that source's controller.

* If a source deals damage to you and/or one or more permanents you control at the same time, Flameblade Angel's last ability will trigger that many times. For example, if a creature with trample deals damage to a blocking creature you control and you, Flameblade Angel's ability will trigger two times.

* Note that the last ability is optional. Say two players each control a Flameblade Angel, and a source controlled by the first player deals damage to the second player or a permanent he or she controls. The resulting triggered ability may deal damage to the first player, causing the ability of that player's Flameblade Angel to trigger. That ability may deal damage to the second player, and so on. This cycle will repeat until the game ends or one player declines to use the ability, putting an end to the carnage.

Fleeting Memories

{2}{U}

Enchantment

When Fleeting Memories enters the battlefield, investigate. (*Put a colorless Clue artifact token onto the battlefield with "{2}, Sacrifice this artifact: Draw a card."*)

Whenever you sacrifice a Clue, target player puts the top three cards of his or her library into his or her graveyard.

* If you sacrifice a Clue to pay the cost of a spell or ability, Fleeting Memories's second ability will resolve before that spell or ability.

Forgotten Creation

{3}{U}

Creature — Zombie Horror

3/3

Skulk (*This creature can't be blocked by creatures with greater power.*)

At the beginning of your upkeep, you may discard all the cards in your hand. If you do, draw that many cards.

* The upkeep step is before the draw step, after the untap step. If you have no cards in hand, you can't draw for the turn and then discard that card to draw a new one because Forgotten Creation's last ability will already have triggered and resolved.

Geier Reach Bandit

{2}{R}

Creature — Human Rogue Werewolf

3/2

Haste

At the beginning of each upkeep, if no spells were cast last turn, transform Geier Reach Bandit.

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Vildin-Pack Alpha

red

Creature — Werewolf

4/3

Whenever a Werewolf enters the battlefield under your control, you may transform it.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Vildin-Pack Alpha.

* If you control three Vildin-Pack Alphas and a Werewolf enters the battlefield under your control, you may transform it, transform it again, and transform it a third time. While it seems similar, it's different from the circumstances covered by rule 701.25e because the ability that's transforming the creature doesn't belong to that creature. See the "Rules Changes: Double-Faced Cards" entry in the "General Notes" section for more information.

* If a creature with haste transforms and no longer has haste on the same turn that it comes under your control, such as if you cast a Geier Reach Bandit when you already control a Vildin-Pack Alpha, it won't be able to attack that turn.

Geistblast

{2}{R}

Instant

Geistblast deals 2 damage to target creature or player.

{2}{U}, Exile Geistblast from your graveyard: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

* Geistblast's ability can copy any instant or sorcery spell, not just one with targets.

* When Geistblast's ability resolves, it creates a copy of the instant or sorcery spell. The copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger. The copy will then resolve like a normal spell, before the original spell resolves but 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 spell being copied 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 spell being copied has an X whose value was determined as it was cast (like Avacyn's Judgment's madness cost has), the copy will have the same value of X.

* If the spell has damage divided as it was cast (also like Avacyn's Judgment), the division can't be changed (although the targets receiving that damage still can).

* If an alternative cost was paid for the spell, such as its madness cost or surge cost, the same alternative cost is considered to have been paid for the copy.

Gerald's Masterpiece

{3}{U}{U}

Creature — Zombie Horror

7/7

Flying

Geralf's Masterpiece gets -1/-1 for each card in your hand.

{3}{U}, Discard three cards: Return Geralf's Masterpiece from your graveyard to the battlefield tapped.

* Geralf's Masterpiece's last ability can only be activated while it's in your graveyard.

* If a spell or ability causes you to draw cards and then discard cards, Geralf's Masterpiece may have a toughness of 0 while you choose which cards to discard. As long as it has toughness 1 or greater again after the spell or ability resolves, it will survive.

Ghostly Wings

{1}{U}

Enchantment — Aura

Enchant creature

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

Discard a card: Return enchanted creature to its owner's hand.

* You control Ghostly Wings even while it enchants an opponent's creature. Only you can activate the last ability of Ghostly Wings.

* After the last ability of Ghostly Wings resolves, it will be an Aura on the battlefield that isn't attached to a creature and will immediately be put into its owner's graveyard.

* If Ghostly Wings leaves the battlefield before its activated ability resolves, the creature that was enchanted immediately before Ghostly Wings left is the one that will be returned to its owner's hand, if it's still on the battlefield.

* You can activate the last ability multiple times to discard multiple cards. Only the first ability to resolve will have any effect.

Ghoulsteed

{4}{B}

Creature — Zombie Horse

4/4

{2}{B}, Discard two cards: Return Ghoulsteed from your graveyard to the battlefield tapped.

* Ghoulsteed's ability can only be activated while it's in your graveyard.

The Gitrog Monster

{3}{B}{G}

Legendary Creature — Frog Horror

6/6

Deathtouch

At the beginning of your upkeep, sacrifice The Gitrog Monster unless you sacrifice a land.

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

Whenever one or more land cards are put into your graveyard from anywhere, draw a card.

* If multiple land cards are put into your graveyard at once, The Gitrog Monster's last ability triggers only once. This could happen because an effect (such as that of Crawling Sensation's first ability) put them there from your

library at once, or because they were destroyed at the same time (such as two land creatures that were dealt lethal combat damage).

Goldnight Castigator

{2}{R}{R}

Creature — Angel

4/9

Flying, haste

If a source would deal damage to you, it deals double that damage to you instead.

If a source would deal damage to Goldnight Castigator, it deals double that damage to Goldnight Castigator instead.

* If multiple replacement effects could apply to damage being dealt to you or Goldnight Castigator, you choose the order to apply those effects. Notably, if a source an opponent controls would deal noncombat damage to you while you control a planeswalker, you can have that opponent choose whether or not to redirect the damage to that planeswalker before the damage is doubled. If you do, damage redirected to that planeswalker won't be doubled.

* If you control two Goldnight Castigators and a source would deal damage to you, it deals four times that much damage instead. If you control a third Goldnight Castigator, the source deals eight times that much damage to you, and so on. Damage dealt to a Goldnight Castigator is only doubled, regardless of how many are on the battlefield.

Grotesque Mutation

{1}{B}

Instant

Target creature gets +3/+1 and gains lifelink until end of turn. *(Damage dealt by the creature also causes its controller to gain that much life.)*

* Multiple instances of lifelink are redundant.

Gryff's Boon

{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+0 and has flying.

{3}{W}: Return Gryff's Boon from your graveyard to the battlefield attached to target creature. Activate this ability only any time you could cast a sorcery.

* If you activate Gryff's Boon's last ability and the target creature becomes an illegal target in response, the ability is countered and Gryff's Boon remains in your graveyard.

Hanweir Militia Captain

{1}{W}

Creature — Human Soldier

2/2

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

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Westvale Cult Leader

white

Creature — Human Cleric

/

Westvale Cult Leader's power and toughness are each equal to the number of creatures you control.

At the beginning of your end step, put a 1/1 white and black Human Cleric creature token onto the battlefield.

* If you don't control four or more creatures (including Hanweir Militia Captain itself) at the moment your upkeep begins, its ability doesn't trigger. You can't wait for other effects in your upkeep to provide creatures.

* If you don't control four or more creatures as Hanweir Militia Captain's ability resolves, it won't transform.

* Once Hanweir Militia Captain has transformed into Westvale Cult Leader, controlling less than four creatures won't cause it to transform back.

* Westvale Cult Leader's first ability counts itself, so it will normally be at least 1/1.

Harness the Storm

{2} {R}

Enchantment

Whenever you cast an instant or sorcery spell from your hand, you may cast target card with the same name as that spell from your graveyard. (*You still pay its costs.*)

* You must choose a target for Harness the Storm's ability (if one exists) immediately after you've cast an instant or sorcery spell. There's no way for that spell to be countered and then targeted by Harness the Storm once it's in the graveyard.

* You choose whether to cast the targeted card as the ability resolves. You can't wait to cast it later, and there's no way for your opponents to set up a situation where you have to cast the card but don't want to.

* If the spell you cast from your hand is countered in response to Harness the Storm's triggered ability, you can still cast the target card while the ability is resolving.

* Because you're paying the spell's costs, you can pay alternative costs, such as awaken costs and surge costs from the *Battle for Zendikar* block. You can also pay additional costs, such as kicker costs. If the card has a mandatory additional cost, like Lightning Axe, you must pay it to cast the card.

* The spell you cast from your graveyard can target the spell you cast from your hand.

* The spell you cast from your graveyard resolves before the spell you cast from your hand. It's put into your graveyard as it resolves.

Haunted Cloak

{3}

Artifact — Equipment

Equipped creature has vigilance, trample, and haste.

Equip {1}

* If a creature enters the battlefield under your control and gains haste, but then loses it before attacking, it won't be able to attack that turn. This means that you can't use one Haunted Cloak to allow two new creatures to attack in the same turn.

Hermit of the Natterknolls

{2} {G}

Creature — Human Werewolf

2/3

Whenever an opponent casts a spell during your turn, draw a card.

At the beginning of each upkeep, if no spells were cast last turn, transform Hermit of the Natterknolls.

////

Lone Wolf of the Natterknolls

green

Creature — Werewolf

3/5

Whenever an opponent casts a spell during your turn, draw two cards.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Lone Wolf of the Natterknolls.

* The first abilities of Hermit of the Natterknolls and Lone Wolf of the Natterknolls will resolve even if the spell your opponent casts is countered.

* You may cast spells or activate abilities after the first abilities of Hermit of the Natterknolls and Lone Wolf of the Natterknolls have resolved but before the spell that caused them to trigger has resolved.

Hope Against Hope

{2}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 for each creature you control.

As long as enchanted creature is a Human, it has first strike.

* Hope Against Hope's second ability counts the enchanted creature, so that creature will normally get at least +1/+1.

Hound of the Farbogs

{4}{B}

Creature — Zombie Hound

5/3

Delirium — Hound of the Farbogs has menace as long as there are four or more card types among cards in your graveyard. (A creature with menace can't be blocked except by two or more creatures.)

* Menace only matters as blockers are chosen. Causing Hound of the Farbogs to gain menace after blockers are chosen won't cause it to become unblocked.

Howlpack Wolf

{2}{R}

Creature — Wolf

3/3

Howlpack Wolf can't block unless you control another Wolf or Werewolf.

* If you control a second Howlpack Wolf, they can both block.

Indulgent Aristocrat

{B}

Creature — Vampire

1/1

Lifelink

{2}, Sacrifice a creature: Put a +1/+1 counter on each Vampire you control.

* You can sacrifice Indulgent Aristocrat to pay the cost of its own activated ability.

Inexorable Blob

{2}{G}

Creature — Ooze

3/3

Delirium — Whenever Inexorable Blob attacks, if there are four or more card types among cards in your graveyard, put a 3/3 green Ooze creature token onto the battlefield tapped and attacking.

* You declare which player or planeswalker the token is attacking as you put it onto the battlefield. It doesn't have to be the same player or planeswalker Inexorable Blob is attacking.

* Although the token is attacking, it was never declared as an attacking creature (for purposes of abilities that trigger whenever a creature attacks, for example).

* If an effect gives the token vigilance, the token will still enter the battlefield tapped.

Inquisitor's Ox

{3}{W}

Creature — Ox

2/5

Delirium — Inquisitor's Ox gets +1/+0 and has vigilance as long as there are four or more card types among cards in your graveyard.

* Gaining vigilance any time after the moment you choose to attack with Inquisitor's Ox won't cause it to become untapped.

Inspiring Captain

{3}{W}

Creature — Human Knight

3/3

When Inspiring Captain enters the battlefield, creatures you control get +1/+1 until end of turn.

* The set of creatures affected by Inspiring Captain's ability is determined as the ability resolves. Creatures you begin to control later in the turn won't get +1/+1.

Invasive Surgery

{U}

Instant

Counter target sorcery spell.

Delirium — If there are four or more card types among cards in your graveyard, search the graveyard, hand, and library of that spell's controller for any number of cards with the same name as that spell, exile those cards, then that player shuffles his or her library.

* Invasive Surgery's delirium ability isn't checked until after the sorcery spell has been countered. If that spell is put into your graveyard, it will be counted.

Invocation of Saint Traft

{1}{W}{U}

Enchantment — Aura

Enchant creature

Enchanted creature has "Whenever this creature attacks, put a 4/4 white Angel creature token with flying onto the battlefield tapped and attacking. Exile that token at end of combat."

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

* Although the token is attacking, it was never declared as an attacking creature (for purposes of abilities that trigger whenever a creature attacks, for example).

* If an effect gives the token vigilance, the token will still enter the battlefield tapped.

* Removing Invocation of Saint Traft or the enchanted creature from the battlefield won't stop the delayed triggered ability from exiling the Angel token at end of combat.

Jace, Unraveler of Secrets

{3}{U}{U}

Planeswalker — Jace

5

+1: Scry 1, then draw a card.

−2: Return target creature to its owner's hand.

−8: You get an emblem with "Whenever an opponent casts his or her first spell each turn, counter that spell."

* The emblem's triggered ability counters the first spell an opponent casts on each turn, not just that opponent's turn.

* If Jace's emblem's triggered ability doesn't counter the first spell an opponent casts (perhaps because that spell can't be countered), it won't trigger again in the same turn to try to counter that player's second spell.

* If you have multiple opponents, Jace's emblem can trigger once each turn for each opponent.

Kessig Dire Swine

{4}{G}{G}

Creature — Boar Horror

6/6

Delirium — Kessig Dire Swine has trample as long as there are four or more card types among cards in your graveyard.

* Trample matters only as combat damage is being assigned, before it's dealt. If Kessig Dire Swine doesn't have trample while assigning its combat damage, it won't matter if a creature dying due to combat damage causes Kessig Dire Swine to gain trample.

Kessig Forgemaster

{1}{R}

Creature — Human Shaman Werewolf

2/1

Whenever Kessig Forgemaster blocks or becomes blocked by a creature, Kessig Forgemaster deals 1 damage to that creature.

At the beginning of each upkeep, if no spells were cast last turn, transform Kessig Forgemaster.

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Flameheart Werewolf

red

Creature — Werewolf

3/2

Whenever Flameheart Werewolf blocks or becomes blocked by a creature, Flameheart Werewolf deals 2 damage to that creature.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Flameheart Werewolf.

* Kessig Forgemaster's first ability triggers once for each creature blocking or blocked by it. The ability resolves and deals damage to that creature before combat damage is dealt. If that damage destroys a creature blocking Kessig Forgemaster, Kessig Forgemaster doesn't become unblocked. The same is true for Flameheart Werewolf's first ability.

Kindly Stranger

{2} {B}

Creature — Human

2/3

Delirium — {2} {B}: Transform Kindly Stranger. Activate this ability only if there are four or more card types among cards in your graveyard.

////

Demon-Possessed Witch

black

Creature — Human Shaman

4/3

When this creature transforms into Demon-Possessed Witch, you may destroy target creature.

* Activating Kindly Stranger's ability twice won't cause it to transform back into Kindly Stranger once it has already transformed into Demon-Possessed Witch. See the "Rules Changes: Double-Faced Cards" entry in the "General Notes" section for more information.

Lambholt Pacifist

{1} {G}

Creature — Human Shaman Werewolf

3/3

Lambholt Pacifist can't attack unless you control a creature with power 4 or greater.

At the beginning of each upkeep, if no spells were cast last turn, transform Lambholt Pacifist.

////

Lambholt Butcher

green

Creature — Werewolf

4/4

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Lambholt Butcher.

* If Lambholt Pacifist's power becomes 4 or greater, it fulfills its own restriction and can attack.

Lightning Axe

{R}

Instant

As an additional cost to cast Lightning Axe, discard a card or pay {5}.

Lightning Axe deals 5 damage to target creature.

* The converted mana cost of Lightning Axe is 1, independent of which additional cost you paid.

Liliana's Indignation

{X} {B}

Sorcery

Put the top X cards of your library into your graveyard. Target player loses 2 life for each creature card put into your graveyard this way.

* You don't lose the game for having zero cards in your library until you're instructed to draw a card. X can be greater than or equal to the number of cards in your library without causing you to lose the game.

Loam Dryad

{G}

Creature — Dryad Horror

1/2

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

* You can tap any untapped creature you control, including one you haven't controlled continuously since the beginning of your most recent turn, to pay the cost of Loam Dryad's activated ability. You must have controlled Loam Dryad continuously since the beginning of your most recent turn, however.

Macabre Waltz

{1}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand, then discard a card.

* If you have no other cards in hand, you'll have to discard one of the creature cards you return to your hand.

* You may cast Macabre Waltz targeting one or zero creature cards. You'll still discard a card, even if you target no creature cards.

Magmatic Chasm

{1}{R}

Sorcery

Creatures without flying can't block this turn.

* Because Magmatic Chasm's effect doesn't change the characteristics of any permanents, the set of creatures affected by Magmatic Chasm is constantly updated. Creatures without flying that enter the battlefield later in the turn won't be able to block.

Malevolent Whispers

{3}{R}

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gets +2/+0 and gains haste until end of turn.

Madness {3}{R} *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

* Malevolent Whispers 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, even though those remain attached to it.

Manic Scribe

{1}{U}

Creature — Human Wizard

0/3

When Manic Scribe enters the battlefield, each opponent puts the top three cards of his or her library into his or her graveyard.

Delirium — At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, that player puts the top three cards of his or her library into his or her graveyard.

* The upkeep step is before the draw step, after the untap step. Manic Scribe's delirium ability mills an opponent's library before that player draws a card during his or her draw step.

Merciless Resolve

{2} {B}

Instant

As an additional cost to cast Merciless Resolve, sacrifice a creature or land.

Draw two cards.

* You must sacrifice exactly one creature or land to cast Merciless Resolve. You can't cast it without sacrificing a permanent, and you can't sacrifice additional permanents.

* Players can respond to this spell only after it's been cast and all its costs have been paid. No one can try to destroy the creature or land you sacrificed to stop you from casting this spell or to make you sacrifice a different one.

Militant Inquisitor

{2} {W}

Creature — Human Cleric

2/3

Militant Inquisitor gets +1/+0 for each Equipment you control.

* Militant Inquisitor's ability counts all Equipment you control, regardless of whether they're attached to a creature.

* Militant Inquisitor's ability applies in addition to any effects from those Equipment that are attached to it.

Mindwrack Demon

{2} {B} {B}

Creature — Demon

4/5

Flying, trample

When Mindwrack Demon enters the battlefield, put the top four cards of your library into your graveyard.

Delirium — At the beginning of your upkeep, you lose 4 life unless there are four or more card types among cards in your graveyard.

* Mindwrack Demon's delirium triggered ability does not include an intervening "if" clause. This ability triggers at the beginning of your upkeep regardless of the number of types in your graveyard, and it checks that number as it resolves to determine whether you lose 4 life or not.

Moorland Drifter

{1} {W}

Creature — Spirit

2/2

Delirium — Moorland Drifter has flying as long as there are four or more card types among cards in your graveyard.

* Flying only matters as blockers are chosen. Causing Moorland Drifter to gain flying after blockers are chosen won't cause it to become unblocked.

Morkrut Necropod

{5}{B}

Creature — Slug Horror

7/7

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

Whenever Morkrut Necropod attacks or blocks, sacrifice another creature or land.

* When Morkrut Necropod attacks, its trigger doesn't resolve until after all attackers have been chosen. The same is true for when it blocks. This means that another creature, such as one enchanted with Invocation of Saint Traft, can also attack or block and then be sacrificed. Sacrificing a blocking creature this way doesn't cause the creature it blocked to become unblocked.

* In the unusual situation that you control no other creatures or lands, the last ability won't do anything. Morkrut Necropod can attack or block with no penalty.

Nagging Thoughts

{1}{U}

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

Madness {1}{U} (*If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.*)

* If there is only one card left in your library, you'll put it into your hand. You won't lose the game for having zero cards in your library until you're required to draw a card.

Nahiri, the Harbinger

{2}{R}{W}

Planeswalker — Nahiri

4

+2: You may discard a card. If you do, draw a card.

−2: Exile target enchantment, tapped artifact, or tapped creature.

−8: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle your library. It gains haste. Return it to your hand at the beginning of the next end step.

* You can activate Nahiri's first ability with no intention of discarding a card just to add loyalty to Nahiri.

* If you find a noncreature artifact with Nahiri's third ability, it will still gain haste, even though it won't be meaningful unless that artifact becomes a creature.

* If the artifact or creature put onto the battlefield with Nahiri's third ability leaves the battlefield before the next end step, it won't be returned to your hand from its new zone.

Nahiri's Machinations

{1}{W}

Enchantment

At the beginning of combat on your turn, target creature you control gains indestructible until end of turn.

{1}{R}: Nahiri's Machinations deals 1 damage to target blocking creature.

* Players can respond to the triggered ability of Nahiri's Machinations by destroying the creature you target before the ability that gives it indestructible has resolved.

* Destroying a blocking creature doesn't cause the creature it was blocking to become unblocked.

Neglected Heirloom

{1}

Artifact — Equipment

Equipped creature gets +1/+1.

When equipped creature transforms, transform Neglected Heirloom.

Equip {1}

////

Ashmouth Blade

Artifact — Equipment

Equipped creature gets +3/+3 and has first strike.

Equip {3}

* When Neglected Heirloom transforms, it remains attached to the creature it's attached to. If the equipped creature transforms into a noncreature permanent, Neglected Heirloom will become unattached before it transforms into Ashmouth Blade.

Not Forgotten

{1}{W}

Sorcery

Put target card from a graveyard on the top or bottom of its owner's library. Put a 1/1 white Spirit creature token with flying onto the battlefield.

* You choose whether to put the target card on the top or bottom of its owner's library as Not Forgotten resolves.

* You get the Spirit token, not the owner of the target card.

Obsessive Skinner

{1}{G}

Creature — Human Rogue

1/1

When Obsessive Skinner enters the battlefield, put a +1/+1 counter on target creature.

Delirium — At the beginning of each opponent's upkeep, if there are four or more card types among cards in your graveyard, put a +1/+1 counter on target creature.

* Both of Obsessive Skinner's abilities can target Obsessive Skinner itself.

Odric, Lunarch Marshal

{3}{W}

Legendary Creature — Human Soldier

3/3

At the beginning of each combat, creatures you control gain first strike until end of turn if a creature you control has first strike. The same is true for flying, deathtouch, double strike, haste, hexproof, indestructible, lifelink, menace, reach, skulk, trample, and vigilance.

* Odric's ability triggers at the beginning of each combat, not just combat on your turn, whether or not any creatures you control have any of the listed abilities. If a creature gains one of the listed abilities before Odric's triggered ability resolves, perhaps due to another ability that triggered at the beginning of combat, then creatures you control will gain that ability.

* The set of creatures affected by Odric's ability and how they are affected is determined as the ability resolves. Creatures you begin to control later in the turn won't gain any abilities or cause creatures to gain new abilities, and the abilities gained won't change even if every creature that normally had the abilities leaves the battlefield.

* Multiple instances of any of the abilities Odric can grant your creatures are redundant.

Olivia, Mobilized for War

{1}{B}{R}

Legendary Creature — Vampire Knight

3/3

Flying

Whenever another creature enters the battlefield under your control, you may discard a card. If you do, put a +1/+1 counter on that creature, it gains haste until end of turn, and it becomes a Vampire in addition to its other types.

* You decide whether to discard a card as the triggered ability of Olivia, Mobilized for War resolves. If you do, the rest of the ability's effects happen before any player may take actions.

* If the entering creature leaves the battlefield before the triggered ability of Olivia, Mobilized for War resolves, you may still discard a card. The rest of the ability has no effect.

* If you discard a card, the creature only gains haste until end of turn, but the +1/+1 counter and Vampire subtype remain indefinitely.

Ongoing Investigation

{1}{U}

Enchantment

Whenever one or more creatures you control deal combat damage to a player, investigate. (*Put a colorless Clue artifact token onto the battlefield with "{2}, Sacrifice this artifact: Draw a card."*)

{1}{G}, Exile a creature card from your graveyard: Investigate. You gain 2 life.

* In a Two-Headed Giant game, if you control more than one attacking creature, you may have your creatures deal damage to different opponents so that Ongoing Investigation's first ability triggers twice.

Pale Rider of Trostad

{1}{B}

Creature — Spirit

3/3

Skulk (*This creature can't be blocked by creatures with greater power.*)

When Pale Rider of Trostad enters the battlefield, discard a card.

* You can cast Pale Rider of Trostad even if you have no other cards in your hand. If you have no cards in hand as the last ability resolves, nothing happens.

Paranoid Parish-Blade

{2}{W}

Creature — Human Soldier

3/2

Delirium — Paranoid Parish-Blade gets +1/+0 and has first strike as long as there are four or more card types among cards in your graveyard.

* Losing or gaining first strike after first-strike damage has been dealt won't cause Paranoid Parish-Blade to deal combat damage twice or to not deal combat damage.

Pick the Brain

{2}{B}

Sorcery

Target opponent reveals his or her hand. You choose a nonland card from it and exile that card.

Delirium — If there are four or more card types among cards in your graveyard, search that player's graveyard, hand, and library for any number of cards with the same name as the exiled card, exile those cards, then that player shuffles his or her library.

* If there is no nonland card to choose, and you have four or more card types among cards in your graveyard, you'll search that player's library even though you won't be able to find any cards. That library will be shuffled.

Pious Evangel

{2}{W}

Creature — Human Cleric

2/2

Whenever Pious Evangel or another creature enters the battlefield under your control, you gain 1 life.

{2}, {T}, Sacrifice another permanent: Transform Pious Evangel.

////

Wayward Disciple

black

Creature — Human Cleric

2/4

Whenever Wayward Disciple or another creature you control dies, target opponent loses 1 life and you gain 1 life.

* If Pious Evangel enters the battlefield at the same time as another creature you control, Pious Evangel's ability triggers once for the other creature as well as once for itself.

* If Wayward Disciple dies at the same time as another creature you control, Wayward Disciple's ability triggers once for the other creature as well as once for itself.

Pore Over the Pages

{3}{U}{U}

Sorcery

Draw three cards, untap up to two lands, then discard a card.

* You choose which lands to untap after you have drawn three cards. Lands controlled by any player may be untapped this way.

Prized Amalgam

{1}{U}{B}

Creature — Zombie

3/3

Whenever a creature enters the battlefield, if it entered from your graveyard or you cast it from your graveyard, return Prized Amalgam from your graveyard to the battlefield tapped at the beginning of the next end step.

* A card cast using its madness ability is cast from exile, not from your graveyard.

* Prized Amalgam's ability triggers only if it's in your graveyard immediately after a creature enters the battlefield from your graveyard or you cast a creature from your graveyard. A Prized Amalgam that's already on the battlefield won't be returned at the beginning of the next end step if it's put into your graveyard later.

Pyre Hound

{3}{R}

Creature — Elemental Hound

2/3

Trample

Whenever you cast an instant or sorcery spell, put a +1/+1 counter on Pyre Hound.

* Pyre Hound's triggered ability resolves before the spell that causes it to trigger.

Rabid Bite

{1}{G}

Sorcery

Target creature you control deals damage equal to its power to target creature you don't control.

* If either creature is an illegal target as Rabid Bite tries to resolve, the creature you control won't deal damage.

Ravenous Bloodseeker

{1}{R}

Creature — Vampire Berserker

1/3

Discard a card: Ravenous Bloodseeker gets +2/-2 until end of turn.

* You can activate Ravenous Bloodseeker's ability any number of times to discard several cards. It will be put into its owner's graveyard once its toughness is 0 or less. Any other instances of the ability still on the stack will resolve with no effect.

Reduce to Ashes

{4}{R}

Sorcery

Reduce to Ashes deals 5 damage to target creature. If that creature would die this turn, exile it instead.

* Reduce to Ashes will exile the target creature if it would die this turn for any reason, not just due to lethal damage.

Relentless Dead

{B}{B}

Creature — Zombie

2/2

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

When Relentless Dead dies, you may pay {B}. If you do, return it to its owner's hand.

When Relentless Dead dies, you may pay {X}. If you do, return another target Zombie creature card with converted mana cost X from your graveyard to the battlefield.

* Relentless Dead's last two abilities trigger at the same time and can be put on the stack in either order. The ability put on the stack first will be the last to resolve.

* You decide whether to pay for each triggered ability as it resolves. If you do, the rest of that ability's effect happens before any player may take actions.

Rise from the Tides

{5}{U}

Sorcery

Put a 2/2 black Zombie creature token onto the battlefield tapped for each instant and sorcery card in your graveyard.

* Rise from the Tides isn't put into your graveyard until after it's finished resolving. It won't be counted among the instant and sorcery cards in your graveyard.

Sage of Ancient Lore

{4}{G}

Creature — Human Shaman Werewolf

/

Sage of Ancient Lore's power and toughness are each equal to the number of cards in your hand.

When Sage of Ancient Lore enters the battlefield, draw a card.

At the beginning of each upkeep, if no spells were cast last turn, transform Sage of Ancient Lore.

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Werewolf of Ancient Hunger

green

Creature — Werewolf

/

Vigilance, trample

Werewolf of Ancient Hunger's power and toughness are each equal to the total number of cards in all players' hands.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Werewolf of Ancient Hunger.

* If you have no cards in hand after Sage of Ancient Lore enters the battlefield, it will be put into your graveyard before its first triggered ability resolves. You'll draw a card, but Sage of Ancient Lore will already be gone.

Seasons Past

{4}{G}{G}

Sorcery

Return any number of cards with different converted mana costs from your graveyard to your hand. Put Seasons Past on the bottom of its owner's library.

* The phrase "different converted mana costs" compares the mana costs of cards in your graveyard to one another, not to Seasons Past. You may return a card with a converted mana cost of 6.

* If a card in your graveyard has {X} in its mana cost, X is considered to be 0.

* A card with no mana cost, such as a land, has a converted mana cost of 0.

* You choose which cards to return as Seasons Past resolves, not as you cast it.

Second Harvest

{2}{G}{G}

Instant

For each token you control, put a token onto the battlefield that's a copy of that permanent.

* Second Harvest copies the original characteristics of each token as stated by the effect that put the token onto the battlefield. It doesn't copy whether that token is tapped or untapped, whether it has any counters on it or any Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, or so on.

* Second Harvest copies all tokens, not only creature tokens. Notably, this includes Clue tokens.

Shamble Back

{B}

Sorcery

Exile target creature card from a graveyard. Put a 2/2 black Zombie creature token onto the battlefield. You gain 2 life.

* If the creature card becomes an illegal target, Shamble Back is countered. None of its effects happen.

Sigarda, Heron's Grace

{3}{G}{W}

Legendary Creature — Angel

4/5

Flying

You and Humans you control have hexproof.

{2}, Exile a card from your graveyard: Put a 1/1 white Human Soldier creature token onto the battlefield.

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

Silburlind Snapper

{5}{U}

Creature — Turtle

6/6

Silburlind Snapper can't attack unless you've cast a noncreature spell this turn.

* It doesn't matter whether the noncreature spell resolved or was countered, as long as it was cast.

Sin Prodder

{2}{R}

Creature — Devil

3/2

Menace

At the beginning of your upkeep, reveal the top card of your library. Any opponent may have you put that card into your graveyard. If a player does, Sin Prodder deals damage to that player equal to that card's converted mana cost. Otherwise, put that card into your hand.

* Each opponent in turn order, starting with the one after you in turn order, may choose to have you put that card into your graveyard. Once a player does so, Sin Prodder deals damage equal to that card's converted mana cost to that player immediately and Sin Prodder's trigger has no further action.

Sinister Concoction

{B}

Enchantment

{B}, Pay 1 life, Put the top card of your library into your graveyard, Discard a card, Sacrifice Sinister Concoction: Destroy target creature.

* You may pay Sinister Concoction's costs in any order. However, once you've decided to activate the ability and you've seen the top card of your library, you can't change your mind.

Skin Invasion

{R}

Enchantment — Aura

Enchant creature

Enchanted creature attacks each combat if able.

When enchanted creature dies, return Skin Invasion to the battlefield transformed under your control.

////

Skin Shedder

Creature — Insect Horror

3/4

* The controller of Skin Invasion, not the controller of the enchanted creature, returns Skin Invasion to the battlefield transformed.

* The enchanted creature's controller still chooses which player or planeswalker that creature attacks.

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

Sorin, Grim Nemesis

{4}{W}{B}

Planeswalker — Sorin

6

+1: Reveal the top card of your library and put that card into your hand. Each opponent loses life equal to its converted mana cost.

—X: Sorin, Grim Nemesis deals X damage to target creature or planeswalker and you gain X life.

—9: Put a number of 1/1 black Vampire Knight creature tokens with lifelink onto the battlefield equal to the highest life total among all players.

* If a card in your library has {X} in its mana cost, X is considered to be 0.

* In a Two-Headed Giant game, the highest life total among all players is the highest life total among all teams.

Startled Awake

{2}{U}{U}

Sorcery

Target opponent puts the top thirteen cards of his or her library into his or her graveyard.

{3}{U}{U}: Put Startled Awake from your graveyard onto the battlefield transformed. Activate this ability only any time you could cast a sorcery.

////

Persistent Nightmare

blue

Creature — Nightmare

1/1

Skulk (*This creature can't be blocked by creatures with greater power.*)

When Persistent Nightmare deals combat damage to a player, return it to its owner's hand.

* A sorcery can't be put onto the battlefield and a permanent can't transform into a sorcery. If an effect exiles Persistent Nightmare and then instructs you to return it to the battlefield, it remains face up in exile (unless that effect instructs you to put it onto the battlefield transformed, in which case it returns as Persistent Nightmare). If an effect instructs you to transform Persistent Nightmare, the instruction is ignored.

Stensia Masquerade

{2}{R}

Enchantment

Attacking creatures you control have first strike.

Whenever a Vampire you control deals combat damage to a player, put a +1/+1 counter on it.

Madness {2}{R} *(If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)*

* Losing or gaining first strike after first-strike damage has been dealt won't cause a creature to deal combat damage twice or to not deal combat damage.

Stitchwing Skaab

{3}{U}

Creature — Zombie Horror

3/1

Flying

{1}{U}, Discard two cards: Return Stitchwing Skaab from your graveyard to the battlefield tapped.

* Stitchwing Skaab's last ability can only be activated while it's in your graveyard.

Strength of Arms

{W}

Instant

Target creature gets +2/+2 until end of turn. If you control an Equipment, put a 1/1 white Human Soldier creature token onto the battlefield.

* The Equipment you control doesn't have to be attached to a creature.

Tenacity

{3}{W}

Instant

Creatures you control get +1/+1 and gain lifelink until end of turn. Untap those creatures.

* The set of creatures affected by Tenacity is determined as the spell resolves. Creatures you begin to control later in the turn won't get +1/+1 or gain lifelink.

* Multiple instances of lifelink are redundant.

Thalia's Lieutenant

{1}{W}

Creature — Human Soldier

1/1

When Thalia's Lieutenant enters the battlefield, put a +1/+1 counter on each other Human you control.

Whenever another Human enters the battlefield under your control, put a +1/+1 counter on Thalia's Lieutenant.

* If Thalia's Lieutenant enters the battlefield at the same time as another Human, each of Thalia's Lieutenant's abilities will trigger. You'll put a +1/+1 counter on both cards.

Thing in the Ice

{1}{U}

Creature — Horror

0/4

Defender

Thing in the Ice enters the battlefield with four ice counters on it.

Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

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Awoken Horror

blue

Creature — Kraken Horror

7/8

When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands.

* When Thing in the Ice's triggered ability removes the last counter from it, Awoken Horror's ability will trigger and resolve before the spell that caused Thing in the Ice's last ability to trigger.

* Removing all ice counters from Thing in the Ice some other way will not cause it to transform. You'll need to cast an instant or sorcery spell and cause its last ability to trigger.

To the Slaughter

{2}{B}

Instant

Target player sacrifices a creature or planeswalker.

Delirium — If there are four or more card types among cards in your graveyard, instead that player sacrifices a creature and a planeswalker.

* If the delirium ability applies, that player must sacrifice a creature object and a planeswalker object if able. In the unusual case that the player controls a single permanent that's both a creature and a planeswalker, that player must sacrifice another creature or planeswalker (unless he or she controls no other creatures and no other planeswalkers).

Town Gossipmonger

{W}

Creature — Human

1/1

{T}, Tap an untapped creature you control: Transform Town Gossipmonger.

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Incited Rabble

red

Creature — Human

2/3

Incited Rabble attacks each combat if able.

{2}: Incited Rabble gets +1/+0 until end of turn.

* You can tap any untapped creature you control, including one you haven't controlled continuously since the beginning of your most recent turn, to pay the cost of Town Gossipmonger's activated ability. You must have controlled Town Gossipmonger continuously since the beginning of your most recent turn, however.

* Incited Rabble's controller still chooses which player or planeswalker it attacks.

* If, during its controller's declare attackers step, Incited Rabble is tapped or is affected by a spell or ability that says it can't attack, then it doesn't attack. If there's a cost associated with having Incited Rabble attack, its controller isn't forced to pay that cost, so it doesn't have to attack in that case either. Note that transforming Town Gossipmonger won't untap it.

Traverse the Ulvenwald

{G}

Sorcery

Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Delirium — If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle your library.

* The delirium ability of *Traverse the Ulvenwald* allows you to find a nonbasic land card.

Triskaidekaphobia

{3}{B}

Enchantment

At the beginning of your upkeep, choose one —

- Each player with exactly 13 life loses the game, then each player gains 1 life.
- Each player with exactly 13 life loses the game, then each player loses 1 life.

* You can choose a mode even if no player will lose the game. Players will still gain or lose life as appropriate.

* If you choose Triskaidekaphobia's second mode and begin to resolve it while an opponent's life total is 13 and your life total is 1, that opponent will lose the game before you lose 1 life.

* In a Two-Headed Giant game, each team with 13 life would lose the game, then each player on each team gains or loses 1 life, causing the team's life total to go up or down by 2.

* If each player has 13 life as Triskaidekaphobia's ability resolves, the game ends in a draw.

Unruly Mob

{1}{W}

Creature — Human

1/1

Whenever another creature you control dies, put a +1/+1 counter on Unruly Mob.

* If Unruly Mob and another creature you control die simultaneously (perhaps because they were both attacking or blocking), Unruly Mob won't be on the battlefield as its triggered ability resolves. It can't be saved by the +1/+1 counter that would have been put on it.

Vessel of Malignity

{1}{B}

Enchantment

{1}{B}, Sacrifice Vessel of Malignity: Target opponent exiles two cards from his or her hand. Activate this ability only any time you could cast a sorcery.

* You won't see the player's hand while resolving Vessel of Malignity's ability. That player chooses two cards, exiles them face up, and then you get to see what was exiled.

Welcome to the Fold

{2}{U}{U}

Sorcery

Madness {X}{U}{U} (*If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.*)

Gain control of target creature if its toughness is 2 or less. If Welcome to the Fold's madness cost was paid, instead gain control of that creature if its toughness is X or less.

* The toughness of the creature is checked only as Welcome to the Fold resolves. It doesn't matter if it has higher toughness as you cast Welcome to the Fold, or if its toughness becomes higher after Welcome to the Fold has resolved.

Wolf of Devil's Breach

{3}{R}{R}

Creature — Elemental Wolf

5/5

Whenever Wolf of Devil's Breach attacks, you may pay {1}{R} and discard a card. If you do, Wolf of Devil's Breach deals damage to target creature or planeswalker equal to the discarded card's converted mana cost.

* You can't choose to discard a card without also paying {1}{R}.

* If a card with {X} in its mana cost is discarded to Wolf of Devil's Breach's ability, X is considered to be 0.

* You choose the target creature or planeswalker as the triggered ability of Wolf of Devil's Breach is put onto the stack. You choose which card to discard, if any, as the ability resolves. While players may respond to the triggered ability once you've chosen a target, no player may take actions between the time you discard the card and the time damage is dealt.

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