

***Theros* Release Notes**

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 As future sets are released, updates to the **Magic** rules may cause some of this information to become outdated.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

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

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

GENERAL NOTES

Release Information

The *Theros* set contains 249 cards (101 common, 60 uncommon, 53 rare, 15 mythic rare, and 20 basic land).

Prerelease events: September 21–22, 2013

Launch Weekend: September 27–29, 2013

Game Day: October 19–20, 2013

The *Theros* set becomes legal for sanctioned Constructed play on its official release date: Friday, September 27, 2013. At that time, the following card sets will be permitted in the Standard format: *Return to Ravnica*, *Gatecrash*, *Dragon's Maze*, *Magic 2014*, and *Theros*.

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

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

Theme: The Magic of the Gods

All **Magic** sets have powerful enchantment cards, and the *Theros* set features many Auras and other enchantments of the kind we're all used to playing with. But the *Theros* set also gives players enchantments unlike anything they've seen before. These new cards combine the enchantment card type with other card types to represent how the gods of Theros and their creations manifest themselves in the realm of mortals.

A unique graphical treatment on the cards shows the starry sky of Nyx—home of Theros's pantheon of gods—shining through the top half of the card frame. This frame element makes it easier for players to see at a glance which creatures and artifacts on the battlefield are also enchantments.

Let's look at three representative cards before we dive into the details in subsequent sections of this document.

Heliod, God of the Sun

{3}{W}

Legendary Enchantment Creature — God

5/6

Indestructible

As long as your devotion to white is less than five, Heliod isn't a creature. *(Each {W} in the mana costs of permanents you control counts toward your devotion to white.)*

Other creatures you control have vigilance.

{2}{W}{W}: Put a 2/1 white Cleric enchantment creature token onto the battlefield.

Heliod, God of the Sun is part of a cycle of five legendary enchantment creature cards, one in each color. See "New Term: Devotion" and "Cycle: Gods" for more information.

Heliod's Emissary

{3}{W}

Enchantment Creature — Elk

3/3

Bestow {6}{W} *(If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached to a creature.)*

Whenever Heliod's Emissary or enchanted creature attacks, tap target creature an opponent controls.

Enchanted creature gets +3/+3.

Heliod's Emissary is one of the fifteen other enchantment creatures in the set. Not all of these creatures are connected to the five Gods, but all of them have the bestow ability. See "New Keyword: Bestow" for more information.

Spear of Heliod

{1}{W}{W}

Legendary Enchantment Artifact

Creatures you control get +1/+1.

{1}{W}{W}, {T}: Destroy target creature that dealt damage to you this turn.

Spear of Heliod is part of a cycle of five legendary enchantment artifact cards, one in each color, that have a flavorful connection to the five Gods.

* A permanent that is both an enchantment and another permanent type can be affected by spells or abilities that affect either type. For example, a spell that says "Exile target enchantment" will exile an enchantment creature or an enchantment artifact.

* If an enchantment creature is turned into a creature (using Opalescence, for example), its printed power and toughness will be overwritten by the power and toughness defined by the animating effect. It will retain any supertypes and subtypes it may have had unless the animating effect specifically overwrites them.

New Keyword: Bestow

Bestow is a new keyword that represents the ability of some enchantment creatures, denizens of the gods' realm of Nyx, to infuse their essences into others. Creatures with bestow can be cast either as creatures or as Auras targeting a creature.

Nimbus Naiad

{2}{U}

Enchantment Creature — Nymph

2/2

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

Flying

Enchanted creature gets +2/+2 and has flying.

The official rules for bestow are as follows:

702.102. Bestow

702.102a Bestow represents two static abilities, one that functions while the card with bestow is on the stack and another that functions both while it's on stack and while it's on the battlefield. "Bestow [cost]" means "You may cast this card by paying [cost] rather than its mana cost." and "If you chose to pay this spell's bestow cost, it becomes an Aura enchantment and gains enchant creature. These effects last until one of two things happens: this spell has an illegal target as it resolves and or the permanent this spell becomes, becomes unattached." Paying a card's bestow cost follows the rules for paying alternative costs in rules 601.2b and 601.2e–g.

702.102b If a spell's controller chooses to pay its bestow cost, that player chooses a legal target for that Aura spell as defined by its enchant creature ability and rule 601.2c. See also rule 303.4.

702.102c A spell's controller can't choose to pay its bestow cost unless that player can choose a legal target for that spell after it becomes an Aura spell.

702.102d As an Aura spell with bestow begins resolving, if its target is illegal, the effect making it an Aura spell ends. It continues resolving as a creature spell and will be put onto the battlefield under the control of the spell's controller. This is an exception to rule 608.3a.

* You don't choose whether the spell is going to be an Aura spell or not until the spell is already on the stack. Abilities that affect when you can cast a spell, such as flash, will apply to the creature card in whatever zone you're casting it from. For example, an effect that said you can cast creature spells as though they have flash will allow you to cast a creature card with bestow as an Aura spell anytime you could cast an instant.

* On the stack, a spell with bestow is either a creature spell or an Aura spell. It's never both.

* Unlike other Aura spells, an Aura spell with bestow isn't countered if its target is illegal as it begins to resolve. Rather, the effect making it an Aura spell ends, it loses enchant creature, it returns to being an enchantment creature spell, and it resolves and enters the battlefield as an enchantment creature.

* Unlike other Auras, an Aura with bestow isn't put into its owner's graveyard if it becomes unattached. Rather, the effect making it an Aura ends, it loses enchant creature, and it remains on the battlefield as an enchantment creature. It can attack (and its {T} abilities can be activated, if it has any) on the turn it becomes unattached if it's been under your control continuously, even as an Aura, since your most recent turn began.

* If a permanent with bestow enters the battlefield by any method other than being cast, it will be an enchantment creature. You can't choose to pay the bestow cost and have it become an Aura.

* Auras attached to a creature don't become tapped when the creature becomes tapped. Except in some rare cases, an Aura with bestow remains untapped when it becomes unattached and becomes a creature.

New Ability Word: Heroic

On the epic world of Theros, exceptional acts of heroism are sometimes required to survive. Heroic is an ability word that appears in italics at the beginning of abilities that trigger whenever you cast a spell that targets the creature with the heroic ability. (An ability word has no rules meaning.)

Setessan Battle Priest

{1}{W}

Creature — Human Cleric

1/3

Heroic — Whenever you cast a spell that targets Setessan Battle Priest, you gain 2 life.

* Heroic abilities will resolve before the spell that caused them to trigger.

* Heroic abilities will trigger only once per spell, even if that spell targets the creature with the heroic ability multiple times.

* Heroic abilities won't trigger when a copy of a spell is created on the stack or when a spell's targets are changed to include a creature with a heroic ability.

New Keyword Action: Monstrosity

Monsters of myth prowl the landscape of Theros, striking fear into the stoutest of hearts. Monstrosity is a new keyword action that puts +1/+1 counters on a creature and may cause other abilities to trigger for further bonuses.

Keepsake Gorgon

{3}{B}{B}

Creature — Gorgon

2/5

Deathtouch

{5}{B}{B}: Monstrosity 1. *(If this creature isn't monstrous, put a +1/+1 counter on it and it becomes monstrous.)*

When Keepsake Gorgon becomes monstrous, destroy target non-Gorgon creature an opponent controls.

The official rules for monstrosity are as follows:

701.28. Monstrosity

701.28a “Monstrosity N” means “If this permanent isn't monstrous, put N +1/+1 counters on it and it becomes monstrous.” Monstrous is a condition of that permanent that can be referred to by other abilities.

701.28b If a permanent's ability instructs a player to “monstrosity X,” other abilities of that permanent may also refer to X. The value of X in those abilities is equal to the value of X as that permanent became monstrous.

* Once a creature becomes monstrous, it can't become monstrous again. If the creature is already monstrous when the monstrosity ability resolves, nothing happens.

* Monstrous isn't an ability that a creature has. It's just something true about that creature. If the creature stops being a creature or loses its abilities, it will continue to be monstrous.

* An ability that triggers when a creature becomes monstrous won't trigger if that creature isn't on the battlefield when its monstrosity ability resolves.

New Term: Devotion

The pantheon of gods rewards the allegiance of mortals with magnificent wonders. Devotion is a new rules term that counts colored mana symbols to determine the magnitude of effects.

Nylea's Disciple

{2}{G}{G}

Creature — Centaur Archer

3/3

When Nylea's Disciple enters the battlefield, you gain life equal to your devotion to green. *(Each {G} in the mana costs of permanents you control counts toward your devotion to green.)*

The official rule for devotion is as follows:

700.5. A player's *devotion to [color]* is equal to the number of mana symbols of that color among the mana costs of permanents that player controls.

* Numeric mana symbols ({0}, {1}, and so on) in mana costs of permanents you control don't count toward your devotion to any color.

* Mana symbols in the text boxes of permanents you control don't count toward your devotion to any color.

* Hybrid mana symbols, monocolored hybrid mana symbols, and Phyrexian mana symbols do count toward your devotion to their color(s).

* If an activated ability or triggered ability has an effect that depends on your devotion to a color, you count the number of mana symbols of that color among the mana costs of permanents you control as the ability resolves. The permanent with that ability will be counted if it's still on the battlefield at that time.

Returning Keyword Action: Scry

Scry is a returning keyword action that lets you get a glimpse of your future and possibly change it. It most recently appeared in the *Magic 2011* core set.

Spark Jolt

{R}

Instant

Spark Jolt deals 1 damage to target creature or player. Scry 1. (*Look at the top card of your library. You may put that card on the bottom of your library.*)

The official rules for scry are as follows:

701.18. Scry

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

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

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

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

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

Cycle: Gods

The gods of Theros are ethereal beings who live among the stars. If mortals' belief in them is strong enough, they can manifest themselves and wage war beside them.

Nylea, God of the Hunt

{3}{G}

Legendary Enchantment Creature — God

6/6

Indestructible

As long as your devotion to green is less than five, Nylea isn't a creature. (*Each {G} in the mana costs of permanents you control counts toward your devotion to green.*)

Other creatures you control have trample.

{3}{G}: Target creature gets +2/+2 until end of turn.

* The type-changing ability that can make the God not be a creature functions only on the battlefield. It's always a creature card in other zones, regardless of your devotion to its color.

* If a God enters the battlefield, your devotion to its color (including the mana symbols in the mana cost of the God itself) will determine if a creature entered the battlefield or not, for abilities that trigger whenever a creature enters the battlefield.

* If a God stops being a creature, it loses the type creature and all creature subtypes. It continues to be a legendary enchantment.

* The abilities of Gods function as long as they're on the battlefield, regardless of whether they're creatures.

* If a God is attacking or blocking and it stops being a creature, it will be removed from combat.

* If a God is dealt damage, then stops being a creature, then becomes a creature again later in the same turn, the damage will still be marked on it. This is also true for any effects that were affecting the God when it was originally a creature. (Note that in most cases, the damage marked on the God won't matter because it has indestructible.)

Cycle: Ordeals of the Gods

The *Theros* set includes an Aura of each color that represents a challenge from one of the gods.

Ordeal of Erebos

{1}{B}

Enchantment — Aura

Enchant creature

Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice Ordeal of Erebos.

When you sacrifice Ordeal of Erebos, target player discards two cards.

* The +1/+1 counter is put on the creature before blockers are declared and before combat damage is dealt.

* The check of whether the enchanted creature has three or more +1/+1 counters on it happens as part of the resolution of the attack triggered ability. If the third +1/+1 counter is put on the enchanted creature any other way, you won't sacrifice the Ordeal until the next time the creature attacks.

* If you sacrifice the Ordeal in some other way, its last ability will trigger.

Cycle: Auras with Enters-the-Battlefield Abilities

Scourgemark

{1}{B}

Enchantment — Aura

Enchant creature

When Scourgemark enters the battlefield, draw a card.

Enchanted creature gets +1/+0.

* Five Auras in the *Theros* set include the ability “When [this Aura] enters the battlefield, draw a card.” If the target of one of these Aura spells is illegal when it tries to resolve, it will be countered. The Aura won’t enter the battlefield and you won’t draw a card.

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

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

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

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

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

CARD-SPECIFIC NOTES

Abhorrent Overlord

{5}{B}{B}

Creature — Demon

6/6

Flying

When Abhorrent Overlord enters the battlefield, put a number of 1/1 black Harpy creature tokens with flying onto the battlefield equal to your devotion to black. (*Each {B} in the mana costs of permanents you control counts toward your devotion to black.*)

At the beginning of your upkeep, sacrifice a creature.

* Use your devotion to black as the first triggered ability resolves to determine how many Harpy tokens to put onto the battlefield. If Abhorrent Overlord is still on the battlefield at that time, its mana cost will count toward your devotion to black.

* If Abhorrent Overlord is the only creature you control when its second triggered ability resolves, you must sacrifice it.

Agent of Horizons

{2}{G}

Creature — Human Rogue

3/2

{2}{U}: Agent of Horizons can’t be blocked this turn.

* Activating the ability of Agent of Horizons after it’s been blocked won’t change or undo the block.

Akroan Hoplite

{R}{W}

Creature — Human Soldier

1/2

Whenever Kroan Hoplite attacks, it gets +X/+0 until end of turn, where X is the number of attacking creatures you control.

* Count the number of attacking creatures you control when the ability resolves to determine the value of X.

* Once the ability resolves, the bonus won't change even if the number of attacking creatures you control does.

Akroan Horse

{4}

Artifact Creature — Horse

0/4

Defender

When Kroan Horse enters the battlefield, an opponent gains control of it.

At the beginning of your upkeep, each opponent puts a 1/1 white Soldier creature token onto the battlefield.

* Kroan Horse's enters-the-battlefield ability doesn't target any opponent. In a multiplayer game, you choose the opponent as the ability resolves.

* In the last ability, "each opponent" refers to opponents of Kroan Horse's controller. In most situations in two-player games, your opponent will control Kroan Horse and you'll put Soldier tokens onto the battlefield.

Anax and Cymede

{1}{R}{W}

Legendary Creature — Human Soldier

3/2

First strike, vigilance

Heroic — Whenever you cast a spell that targets Anax and Cymede, creatures you control get +1/+1 and gain trample until end of turn.

* Only creatures you control when the heroic ability resolves will get the bonuses. Creatures that come under your control later in the turn will not.

Anger of the Gods

{1}{R}{R}

Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

* Creatures don't necessarily have to be dealt lethal damage by Anger of the Gods to be exiled. After being dealt damage, if they would die for any reason that turn, they'll be exiled instead.

Anthousa, Setessan Hero

{3}{G}{G}

Legendary Creature — Human Warrior

4/5

Heroic — Whenever you cast a spell that targets Anthousa, Setessan Hero, up to three target lands you control each become 2/2 Warrior creatures until end of turn. They're still lands.

* If a land that hasn't been under your control continuously since your last turn began becomes a creature, it can't attack and its activated abilities that include {T} can't be activated. Notably, it can't be tapped for mana that turn.

Arena Athlete

{1}{R}

Creature — Human

2/1

Heroic — Whenever you cast a spell that targets Arena Athlete, target creature an opponent controls can't block this turn.

* The heroic ability won't cause a creature that's already blocking to stop blocking or be removed from combat.

Artisan of Forms

{1}{U}

Creature — Human Wizard

1/1

Heroic — Whenever you cast a spell that targets Artisan of Forms, you may have Artisan of Forms become a copy of target creature and gain this ability.

* You choose the target for the triggered ability when the ability is put onto the stack. You choose whether or not Artisan of Forms becomes a copy of that creature when the ability resolves.

* Artisan of Forms copies the printed values of the creature plus any copy effects that have been applied to it. It won't copy any other effects that have changed that creature's power, toughness, color, and so on. Artisan of Forms won't copy any counters on the creature, but Artisan of Forms will retain any counters it already had on it.

* If Artisan of Forms becomes a copy of a token creature, it copies the original characteristics of that token as defined by the effect that put it onto the battlefield. It won't become a token creature.

* The copy effect lasts indefinitely. Often, it will last until it is overwritten by another copy effect (if it copies another creature on a future turn, perhaps).

* If the creature is an illegal target when the ability tries to resolve, the ability will be countered. Artisan of Forms won't become a copy of that creature. It remains whatever it was a copy of.

* When Artisan of Forms becomes a copy of a creature, it's neither entering nor leaving the battlefield. Any enters-the-battlefield or leaves-the-battlefield abilities won't trigger.

* If another creature becomes a copy of Artisan of Forms, it will become a copy of whatever Artisan of Forms is currently copying (if anything), plus it will have the triggered ability.

Artisan's Sorrow

{3}{G}

Instant

Destroy target artifact or enchantment. Scry 2. (*Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.*)

* The artifact or enchantment won't be on the battlefield when you scry, unless it regenerated or had indestructible.

Ashiok, Nightmare Weaver

{1}{U}{B}

Planeswalker — Ashiok

3

+2: Exile the top three cards of target opponent's library.

-X: Put a creature card with converted mana cost X exiled with Ashiok, Nightmare Weaver onto the battlefield under your control. That creature is a Nightmare in addition to its other types.

-10: Exile all cards from all opponents' hands and graveyards.

* Ashiok's second ability refers to any creature card exiled because of Ashiok's first or third ability.

* Ashiok's second ability doesn't target any creature card. You choose which creature card to return when that ability resolves, but you must choose one with converted mana cost equal to the value you chose for X when activating the ability.

* If Ashiok leaves the battlefield, and later another Ashiok enters the battlefield, it is a new object (even if the two were represented by the same card). Creature cards exiled by the original Ashiok can't be put onto the battlefield by the second ability of the new Ashiok.

* If you put a creature card with bestow onto the battlefield, it will be a creature on the battlefield, not an Aura.

* If you put a creature card with {X} in its mana cost onto the battlefield, the value of that X is 0.

Bident of Thassa

{2}{U}{U}

Legendary Enchantment Artifact

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

{1}{U}, {T}: Creatures your opponents control attack this turn if able.

* The controller of each attacking creature still chooses which player or planeswalker that creature attacks.

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

Boon of Erebos

{B}

Instant

Target creature gets +2/+0 until end of turn. Regenerate it. You lose 2 life.

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

Boulderfall

{6}{R}{R}

Instant

Boulderfall deals 5 damage divided as you choose among any number of target creatures and/or players.

* The number of targets chosen for Boulderfall must be at least one and at most five. You divide the damage as you cast the spell, not as it resolves. Each target must be assigned at least 1 damage.

* If some but not all of Boulderfall's targets become illegal, you can't change the division of damage. Damage that would have been dealt to illegal targets simply isn't dealt.

* You can't deal damage to both a player and a planeswalker that player controls using Boulderfall. You also can't deal damage to more than one planeswalker controlled by the same player. If you choose to redirect the damage being dealt to a player to a planeswalker, you must redirect all the damage to a single planeswalker.

* If an effect creates a copy of Boulderfall, the division of damage and number of targets can't be changed. The effect that creates the copy may allow you to change targets, however.

Bow of Nylea

{1}{G}{G}

Legendary Enchantment Artifact

Attacking creatures you control have deathtouch.

{1}{G}, {T}: Choose one — Put a +1/+1 counter on target creature; or Bow of Nylea deals 2 damage to target creature with flying; or you gain 3 life; or put up to four target cards from your graveyard on the bottom of your library in any order.

* You choose which mode you're using as you activate the ability.

Cavalry Pegasus

{1}{W}

Creature — Pegasus

1/1

Flying

Whenever Cavalry Pegasus attacks, each attacking Human gains flying until end of turn.

* Once the triggered ability resolves, the attacking Humans will continue to have flying even if Cavalry Pegasus leaves the battlefield.

* The attacking Humans gain flying before blockers are declared.

Chained to the Rocks

{W}

Enchantment — Aura

Enchant Mountain you control

When Chained to the Rocks enters the battlefield, exile target creature an opponent controls until Chained to the Rocks leaves the battlefield. (*That creature returns under its owner's control.*)

* If the land Chained to the Rocks is enchanting stops being a Mountain or another player gains control of it, Chained to the Rocks will be put into its owner's graveyard when state-based actions are performed.

* Chained to the Rocks's ability causes a zone change with a duration, a style of ability introduced in *Magic 2014* that's somewhat reminiscent of older cards like Oblivion Ring. However, unlike Oblivion Ring, cards like Chained to the Rocks have a single ability that creates two one-shot effects: one that exiles the creature when the ability resolves, and another that returns the exiled card to the battlefield immediately after Chained to the Rocks leaves the battlefield.

* If Chained to the Rocks leaves the battlefield before its triggered ability resolves, the target creature won't be exiled.

* Auras attached to the exiled creature will be put into their owners' graveyards (unless they have bestow). 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.

* The exiled card returns to the battlefield immediately after Chained to the Rocks leaves the battlefield. Nothing happens between the two events, including state-based actions.

* In a multiplayer game, if Chained to the Rocks'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.

Chronicler of Heroes

{1}{G}{W}

Creature — Centaur Wizard

3/3

When Chronicler of Heroes enters the battlefield, draw a card if you control a creature with a +1/+1 counter on it.

* Whether you control a creature with a +1/+1 counter on it is checked only when the ability resolves. Notably, if Chronicler of Heroes entering the battlefield causes an evolve ability to trigger, you can have the evolve ability resolve first and then draw a card.

Coastline Chimera

{3}{U}

Creature — Chimera

1/5

Flying

{1}{W}: Coastline Chimera can block an additional creature this turn.

* Coastline Chimera's activated ability is cumulative. Activating it a second time will allow it to block three creatures, and so on.

Colossus of Akros

{8}

Artifact Creature — Golem

10/10

Defender, indestructible

{10}: Monstrosity 10. (*If this creature isn't monstrous, put ten +1/+1 counters on it and it becomes monstrous.*)

As long as Colossus of Akros is monstrous, it has trample and can attack as though it didn't have defender.

* Colossus of Akros doesn't lose defender when it's monstrous. It's just able to attack.

Curse of the Swine

{X}{U}{U}

Sorcery

Exile X target creatures. For each creature exiled this way, its controller puts a 2/2 green Boar creature token onto the battlefield.

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

Daxos of Meletis

{1}{W}{U}

Legendary Creature — Human Soldier

2/2

Daxos of Meletis can't be blocked by creatures with power 3 or greater.

Whenever Daxos of Meletis deals combat damage to a player, exile the top card of that player's library. You gain life equal to that card's converted mana cost. Until end of turn, you may cast that card and you may spend mana as though it were mana of any color to cast it.

* If Daxos is blocked by a creature, raising that creature's power to 3 or greater won't change or undo the block.

* If the exiled card is a land card, you won't gain any life and you won't be able to play the land.

* You must pay all costs to cast the exiled card. You may pay alternative or additional costs. If the card has any mandatory additional costs, you must pay those.

* Daxos doesn't change when you can cast the exiled card. For example, if you exile a creature card without flash, you can cast it only during your main phase when the stack is empty.

Deathbellow Raider

{1}{R}

Creature — Minotaur Berserker

2/3

Deathbellow Raider attacks each turn if able.

{2}{B}: Regenerate Deathbellow Raider.

* You still choose which player or planeswalker Deathbellow Raider attacks.

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

Destructive Revelry

{R}{G}

Instant

Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.

* You must target an artifact or enchantment to cast Destructive Revelry. If that artifact or enchantment is an illegal target when Destructive Revelry tries to resolve, it will be countered and none of its effects will happen. No damage will be dealt. However, if Destructive Revelry resolves and the artifact or enchantment isn't destroyed (perhaps because it has indestructible), damage will be dealt.

Disciple of Phenax

{2}{B}{B}

Creature — Human Cleric

1/3

When Disciple of Phenax enters the battlefield, target player reveals a number of cards from his or her hand equal to your devotion to black. You choose one of them. That player discards that card. *(Each {B} in the mana costs of permanents you control counts toward your devotion to black.)*

* Use your devotion to black as the triggered ability resolves to determine how many cards will be revealed. If Disciple of Phenax is still on the battlefield at that time, its mana cost will count toward your devotion to black.

Ember Swallower

{2}{R}{R}

Creature — Elemental

4/5

{5}{R}{R}: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Ember Swallower becomes monstrous, each player sacrifices three lands.

* When the last ability resolves, the active player will choose three lands he or she controls, then each other player in turn order will do the same. Then all of those lands are sacrificed at the same time.

Firedrinker Satyr

{R}

Creature — Satyr Shaman

2/1

Whenever Firedrinker Satyr is dealt damage, it deals that much damage to you.

{1} {R}: Firedrinker Satyr gets +1/+0 until end of turn and deals 1 damage to you.

* Firedrinker Satyr's first ability will trigger even if it's dealt lethal damage. For example, if it blocks a 7/7 creature, its ability will trigger and Firedrinker Satyr will deal 7 damage to you.

* Damage dealt by Firedrinker Satyr due to its first ability isn't combat damage, even if combat damage caused the ability to trigger.

Flamespeaker Adept

{2} {R}

Creature — Human Shaman

2/3

Whenever you scry, Flamespeaker Adept gets +2/+0 and gains first strike until end of turn.

* Flamespeaker Adept's ability triggers once for each scry instruction, no matter how many cards you're scrying.

Gift of Immortality

{2} {W}

Enchantment — Aura

Enchant creature

When enchanted creature dies, return that card to the battlefield under its owner's control. Return Gift of Immortality to the battlefield attached to that creature at the beginning of the next end step.

* If the creature is no longer on the battlefield at the beginning of the next end step after it's returned to the battlefield, Gift of Immortality will remain in its owner's graveyard.

* If the enchanted creature is a token, neither it nor Gift of Immortality will return to the battlefield.

Gods Willing

{W}

Instant

Target creature you control gains protection from the color of your choice until end of turn. Scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

* You choose the color as Gods Willing resolves. Once the color is chosen, it's too late for players to respond.

Horizon Chimera

{2} {G} {U}

Creature — Chimera

3/2

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

Flying, trample

Whenever you draw a card, you gain 1 life.

* If you draw multiple cards, Horizon Chimera's ability will trigger that many times. Each of these abilities will cause a separate life-gaining event.

Hunt the Hunter

{G}

Sorcery

Target green creature you control gets +2/+2 until end of turn. It fights target green creature an opponent controls.

* You must target both a green creature you control and a green creature an opponent controls to cast Hunt the Hunter.

* If the green creature an opponent controls is an illegal target when Hunt the Hunter tries to resolve, but the green creature you control is still a legal target, the creature you control will get +2/+2, but the creatures won't fight. Neither creature will deal or be dealt damage.

Karametra's Acolyte

{3}{G}

Creature — Human Druid

1/4

{T}: Add an amount of {G} to your mana pool equal to your devotion to green. *(Each {G} in the mana costs of permanents you control counts toward your devotion to green.)*

* The activated ability is a mana ability. It doesn't use the stack and can't be responded to.

Lagonna-Band Elder

{2}{W}

Creature — Centaur Advisor

3/2

When Lagonna-Band Elder enters the battlefield, if you control an enchantment, you gain 3 life.

* If you don't control an enchantment when Lagonna-Band Elder enters the battlefield, its ability won't trigger. If it does trigger, but you don't control an enchantment when the ability tries to resolve, you won't gain life.

Last Breath

{1}{W}

Instant

Exile target creature with power 2 or less. Its controller gains 4 life.

* If the creature is an illegal target when Last Breath tries to resolve, it will be countered and none of its effects will happen. Its controller won't gain 4 life.

Loathsome Catoblepas

{5}{B}

Creature — Beast

3/3

{2}{G}: Loathsome Catoblepas must be blocked this turn if able.

When Loathsome Catoblepas dies, target creature an opponent controls gets -3/-3 until end of turn.

* If Loathsome Catoblepas is attacking and its activated ability has resolved, the defending player must assign at least one blocker to it during the declare blockers step if that player controls any creatures that could block it.

* The activated ability doesn't target any creature or make any specific creature have to block. Activating it more than once in a turn provides no additional benefit.

Master of Waves

{3}{U}

Creature — Merfolk Wizard

2/1

Protection from red

Elemental creatures you control get +1/+1.

When Master of Waves enters the battlefield, put a number of 1/0 blue Elemental creature tokens onto the battlefield equal to your devotion to blue. *(Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)*

* Use your devotion to blue as the triggered ability resolves to determine how many tokens are put onto the battlefield. If Master of Waves is still on the battlefield at that time, its mana cost will count toward your devotion to blue.

* Barring other effects, the Elemental tokens will enter the battlefield as 2/1 creatures.

* If Master of Waves leaves the battlefield, and nothing else is raising the toughness of the Elemental tokens above 0, the Elemental tokens will die and subsequently cease to exist.

Medomai the Ageless

{4}{W}{U}

Legendary Creature — Sphinx

4/4

Flying

Whenever Medomai the Ageless deals combat damage to a player, take an extra turn after this one.

Medomai the Ageless can't attack during extra turns.

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

* It doesn't matter whose turn it is. In very rare cases, an opponent may be taking an extra turn and gain control of Medomai. Medomai can't attack during that turn.

Meletis Charlatan

{2}{U}

Creature — Human Wizard

2/3

{2}{U}, {T}: The controller of target instant or sorcery spell copies it. That player may choose new targets for the copy.

* Meletis Charlatan's ability can target any instant or sorcery spell, not just one with targets and not just one that you control.

* When the ability resolves, it creates a copy of the spell. The controller of the original spell controls the copy. That copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger. The copy will then resolve like a normal spell, after players get a chance to cast spells and activate abilities.

* The copy will have the same targets as the spell it's copying unless its controller chooses new ones. That player may change any number of the targets, including all of them or none of them. If, for one of the targets, that player 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. Its controller can’t choose a different one.

* If the spell being copied has an X whose value was determined as it was cast (like Curse of the Swine has), the copy has the same value of X.

Mistcutter Hydra

{X} {G}

Creature — Hydra

0/0

Mistcutter Hydra can’t be countered.

Haste, protection from blue

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

* Spells that can’t be countered can still be chosen as the target of spells or abilities that try to counter them.

Although the spell won’t be countered, the spell or ability that tries to counter it will resolve, and any other effects of that spell or ability will happen.

Mogis’s Marauder

{2} {B}

Creature — Human Berserker

2/2

When Mogis’s Marauder enters the battlefield, up to X target creatures each gain intimidate and haste until end of turn, where X is your devotion to black. *(Each {B} in the mana costs of permanents you control counts toward your devotion to black.)*

* Unlike most abilities that use devotion to determine the magnitude of an effect, Mogis’s Marauder uses devotion to determine the number of targets its ability has. Use your devotion to black as you put the ability on the stack.

Mogis’s Marauder’s mana cost will always count toward your devotion to black. Once targets are chosen, it doesn’t matter if your devotion to black changes while the ability is on the stack. The number of targets is locked in.

Nemesis of Mortals

{4} {G} {G}

Creature — Snake

5/5

Nemesis of Mortals costs {1} less to cast for each creature card in your graveyard.

{7} {G} {G}: Monstrosity 5. This ability costs {1} less to activate for each creature card in your graveyard. *(If this creature isn’t monstrous, put five +1/+1 counters on it and it becomes monstrous.)*

* Neither the cost-reducing ability of Nemesis of Mortals nor the condition of its monstrosity ability can reduce the colored mana requirement of those costs.

* Once you declare you’re casting Nemesis of Mortals or activating its ability, it’s too late for players to try to change the number of creature cards in your graveyard to affect the cost of doing so.

Nighthowler

{1} {B} {B}

Enchantment Creature — Horror

0/0

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

Nighthowler and enchanted creature each get +X/+X, where X is the number of creature cards in all graveyards.

* Nighthowler's last ability functions only from the battlefield. In other zones, Nighthowler is a 0/0 enchantment creature.

Nykthos, Shrine to Nyx

Legendary Land

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

{2}, {T}: Choose a color. Add to your mana pool an amount of mana of that color equal to your devotion to that color. (*Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.*)

* The second ability is a mana ability. It doesn't use the stack and can't be responded to.

Nylea's Presence

{1}{G}

Enchantment — Aura

Enchant land

When Nylea's Presence enters the battlefield, draw a card.

Enchanted land is every basic land type in addition to its other types.

* The enchanted land will have the land types Plains, Island, Swamp, Mountain, and Forest. It will also have the mana ability of each basic land type (for example, Forests can tap to produce {G}). It still has its other subtypes and abilities.

* Giving a land extra basic land types doesn't change its name or whether it's legendary or basic.

Peak Eruption

{2}{R}

Sorcery

Destroy target Mountain. Peak Eruption deals 3 damage to that land's controller.

* Peak Eruption can target any land with the subtype Mountain, not just those named Mountain. It can't target a land that doesn't have that subtype, even if the land can tap for {R}.

* If the target Mountain is an illegal target when Peak Eruption tries to resolve, it will be countered and none of its effects will happen. No damage will be dealt. However, if Peak Eruption resolves and the Mountain isn't destroyed (perhaps because it has indestructible), damage will be dealt.

Pharika's Cure

{B}{B}

Instant

Pharika's Cure deals 2 damage to target creature and you gain 2 life.

* If the creature is an illegal target as Pharika's Cure tries to resolve, it will be countered and none of its effects will happen. You won't gain life. If, on the other hand, Pharika's Cure does resolve but the damage is prevented, you'll still gain life.

Polis Crusher

{2}{R}{G}

Creature — Cyclops

4/4

Trample, protection from enchantments

{4}{R}{G}: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

Whenever Polis Crusher deals combat damage to a player, if Polis Crusher is monstrous, destroy target enchantment that player controls.

* "Protection from enchantments" means that Polis Crusher can't be enchanted, it can't be targeted by Aura spells or by abilities of enchantments, all damage that would be dealt to it by enchantments is prevented, and it can't be blocked by enchantment creatures. Notably, it doesn't have protection from enchanted creatures (unless those creatures are also enchantments).

* Polis Crusher must be monstrous as it deals combat damage to a player in order for its last ability to trigger. Once the ability triggers, it resolves even if Polis Crusher isn't on the battlefield at that time.

Polukranos, World Eater

{2}{G}{G}

Legendary Creature — Hydra

5/5

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

When Polukranos, World Eater becomes monstrous, it deals X damage divided as you choose among any number of target creatures your opponents control. Each of those creatures deals damage equal to its power to Polukranos.

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

* The number of targets chosen for the triggered ability must be at least one (if X wasn't 0) and at most X. You choose the division of damage as you put the ability on the stack, not as it resolves. Each target must be assigned at least 1 damage. In multiplayer games, you may choose creatures controlled by different opponents.

* If some, but not all, of the ability's targets become illegal, you can't change the division of damage. Damage that would've been dealt to illegal targets simply isn't dealt.

* As Polukranos's triggered ability resolves, Polukranos deals damage first, then the target creatures do. Although no creature will die until after the ability finishes resolving, the order could matter if Polukranos has wither or infect.

Portent of Betrayal

{3}{R}

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

* Portent of Betrayal 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, although those permanents will stay attached to the creature.

Prescient Chimera

{3}{U}{U}

Creature — Chimera

3/4

Flying

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

* The triggered ability will resolve and you'll scry before the instant or sorcery spell resolves.

Prognostic Sphinx

{3}{U}{U}

Creature — Sphinx

3/5

Flying

Discard a card: Prognostic Sphinx gains hexproof until end of turn. Tap it.

Whenever Prognostic Sphinx attacks, scry 3. *(Look at the top three cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

* You can activate Prognostic Sphinx's ability even if it's already tapped.

Prophet of Kruphix

{3}{G}{U}

Creature — Human Wizard

2/3

Untap all creatures and lands you control during each other player's untap step.

You may cast creature cards as though they had flash.

* Creatures and lands you control untap at the same time as the active player's permanents. You can't choose to not untap them at that time.

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

* Controlling more than one Prophet of Kruphix doesn't allow you to untap any creature or land more than once during a single untap step.

* You can cast a creature card with bestow as an Aura as though it had flash.

* The last ability applies to creature cards in any zone, provided something is allowing you to cast them. For example, if you control a Zombie, you could cast Gravecrawler (a creature with "You may cast Gravecrawler from your graveyard as long as you control a Zombie") from your graveyard as though it had flash.

Pyxis of Pandemonium

{1}

Artifact

{T}: Each player exiles the top card of his or her library face down.

{7}, {T}, Sacrifice Pyxis of Pandemonium: Each player turns face up all cards he or she owns exiled with Pyxis of Pandemonium, then puts all permanent cards among them onto the battlefield.

* Neither player can look at cards exiled with Pyxis of Pandemonium until those cards are turned face up.

* If Pyxis of Pandemonium leaves the battlefield, and later another Pyxis of Pandemonium enters the battlefield, it is a new object (even if the two were represented the same card). Cards exiled by the original one can't be turned face up or put onto the battlefield by the second one.

Rage of Purphoros

{4} {R}

Sorcery

Rage of Purphoros deals 4 damage to target creature. It can't be regenerated this turn. Scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

* If Rage of Purphoros resolves but the damage is redirected to a different creature or to a player, the target creature still won't be able to regenerate that turn. This is also true if the damage is prevented.

Read the Bones

{2} {B}

Sorcery

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

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

Reaper of the Wilds

{2} {B} {G}

Creature — Gorgon

4/5

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

{B}: Reaper of the Wilds gains deathtouch until end of turn.

{1} {G}: Reaper of the Wilds gains hexproof until end of turn.

* Reaper of the Wilds's first ability triggers separately for each creature. For example, if five creatures die at the same time, you'll scry 1 five times. You won't scry 5.

* If Reaper of the Wilds dies at the same time as another creature, its ability will trigger for that other creature.

Rescue from the Underworld

{4} {B}

Instant

As an additional cost to cast Rescue from the Underworld, sacrifice a creature.

Choose target creature card in your graveyard. Return that card and the sacrificed card to the battlefield under your control at the beginning of your next upkeep. Exile Rescue from the Underworld.

* Once you announce you're casting Rescue from the Underworld, no player may attempt to stop you from casting the spell by removing the creature you want to sacrifice.

* If you sacrifice a creature token to cast Rescue from the Underworld, it won't return to the battlefield, although the target creature card will.

* If either the sacrificed creature or the target creature card leaves the graveyard before the delayed triggered ability resolves during your next upkeep, it won't return.

* However, if the sacrificed creature is put into another public zone instead of the graveyard, perhaps because it's your commander or because of another replacement effect, it will return to the battlefield from the zone it went to.

* Rescue from the Underworld is exiled as it resolves, not later as its delayed trigger resolves.

Satyr Hedonist

{1}{G}

Creature — Satyr

2/1

{R}, Sacrifice Satyr Hedonist: Add {R}{R}{R} to your mana pool.

* Satyr Hedonist's ability is a mana ability. It doesn't use the stack and can't be responded to.

Satyr Piper

{2}{G}

Creature — Satyr Rogue

2/1

{3}{G}: Target creature must be blocked this turn if able.

* During the declare blockers step, the defending player must assign at least one blocker to each creature that must be blocked if that player controls any creatures that could block it.

* If multiple attacking creatures must be blocked, the defending player must assign blockers in such a way that the greatest number of those attacking creatures are blocked.

Savage Surge

{1}{G}

Instant

Target creature gets +2/+2 until end of turn. Untap that creature.

* Savage Surge can target an untapped creature.

Sea God's Revenge

{5}{U}

Sorcery

Return up to three target creatures your opponents control to their owners' hands. Scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

* You can cast Sea God's Revenge with no targets. If you do, you'll scry 1 when it resolves. If you choose at least one target, and all chosen targets are illegal when Sea God's Revenge tries to resolve, it will be countered and none of its effects will happen.

* In multiplayer games, the three target creatures can be controlled by different opponents.

Sealock Monster

{3}{U}{U}

Creature — Octopus

5/5

Sealock Monster can't attack unless defending player controls an Island.

{5}{U}{U}: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Sealock Monster becomes monstrous, target land becomes an Island in addition to its other types.

* The effect making the land an Island doesn't have a duration and will last indefinitely. The land retains any land types and abilities it already had. An Island has the ability "{T}: Add {U} to your mana pool."

Setessan Griffin

{4}{W}

Creature — Griffin

3/2

Flying

{2}{G}{G}: Setessan Griffin gets +2/+2 until end of turn. Activate this ability only once each turn.

* If Setessan Griffin's ability is activated by one player, then another player gains control of it during the same turn, the second player can't activate its ability that turn.

Shipbreaker Kraken

{4}{U}{U}

Creature — Kraken

6/6

{6}{U}{U}: Monstrosity 4. *(If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)*

When Shipbreaker Kraken becomes monstrous, tap up to four target creatures. Those creatures don't untap during their controllers' untap steps for as long as you control Shipbreaker Kraken.

* If you lose control of Shipbreaker Kraken between when its last ability triggers and when that ability resolves, the target creatures will become tapped. However, they won't be affected by the other effect and will untap as normal during their controllers' untap steps.

* If another player gains control of Shipbreaker Kraken, the creatures will no longer be affected by the effect preventing them from untapping, even if you later regain control of Shipbreaker Kraken.

* If you gain control of a creature that's being prevented from untapping, that creature won't untap during your untap step for as long as you control Shipbreaker Kraken.

* The ability can target a tapped creature. If a targeted creature is already tapped when it resolves, that creature just remains tapped and doesn't untap during its controller's untap step.

Shipwreck Singer

{U}{B}

Creature — Siren

1/2

Flying

{1}{U}: Target creature an opponent controls attacks this turn if able.

{1}{B}, {T}: Attacking creatures get -1/-1 until end of turn.

* The controller of each attacking creature still chooses which player or planeswalker that creature attacks.

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

* The last ability affects creatures that are already attacking when it resolves. Activating it before combat won't affect any creatures that attack later that turn.

Sip of Hemlock

{4}{B}{B}

Sorcery

Destroy target creature. Its controller loses 2 life.

* If the creature is an illegal target when Sip of Hemlock tries to resolve, it will be countered and none of its effects will occur. The creature's controller won't lose 2 life. However, if Sip of Hemlock resolves and the creature isn't destroyed (perhaps because it regenerated or had indestructible), the creature's controller will still lose 2 life.

Soldier of the Pantheon

{W}

Creature — Human Soldier

2/1

Protection from multicolored

Whenever an opponent casts a multicolored spell, you gain 1 life.

* Soldier of the Pantheon can't be enchanted or equipped by multicolored Auras and Equipment, it can't be blocked by multicolored creatures, it can't be targeted by multicolored spells or abilities from multicolored sources, and all damage dealt to it by multicolored sources is prevented.

* Most hybrid spells and permanents, including the ones in the *Return to Ravnica* block, are multicolored, even if you cast them with one color of mana.

Spellheart Chimera

{1}{U}{R}

Creature — Chimera

*/3

Flying, trample

Spellheart Chimera's power is equal to the number of instant and sorcery cards in your graveyard.

* The ability that defines Spellheart Chimera's power functions in all zones, not just the battlefield.

Steam Augury

{2}{U}{R}

Instant

Reveal the top five 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.

* Steam Augury doesn't target any opponent. In a multiplayer game, you choose the opponent as the spell resolves.

* If one of the piles is empty, the opponent will choose whether to put the cards from the other pile into your hand or into your graveyard.

Stoneshock Giant

{3}{R}{R}

Creature — Giant

5/4

{6}{R}{R}: Monstrosity 3. (*If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.*)

When Stoneshock Giant becomes monstrous, creatures without flying your opponents control can't block this turn.

* If blockers have already been declared when Stoneshock Giant's last ability resolves, those blocks won't change or become undone.

* Your opponents can't assign any creature without flying to block that turn, even if that creature had flying or wasn't on the battlefield under one of your opponent's control when Stoneshock Giant's ability resolved.

Stormbreath Dragon

{3}{R}{R}

Creature — Dragon

4/4

Flying, haste, protection from white

{5}{R}{R}: Monstrosity 3. *(If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)*

When Stormbreath Dragon becomes monstrous, it deals damage to each opponent equal to the number of cards in that player's hand.

* For each opponent, count the number of cards in that player's hand when the last ability resolves to determine how much damage Stormbreath Dragon does to him or her.

Stymied Hopes

{1}{U}

Instant

Counter target spell unless its controller pays {1}. Scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

* If Stymied Hopes resolves, you'll scry whether the controller of the target spell pays {1} or not.

Swan Song

{U}

Instant

Counter target enchantment, instant, or sorcery spell. Its controller puts a 2/2 blue Bird creature token with flying onto the battlefield.

* Swan Song can target a spell that can't be countered. That spell won't be countered when Swan Song resolves, but its controller will get a Bird token.

Thassa, God of the Sea

{2}{U}

Legendary Enchantment Creature — God

5/5

Indestructible

As long as your devotion to blue is less than five, Thassa isn't a creature. *(Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)*

At the beginning of your upkeep, scry 1.

{1}{U}: Target creature you control can't be blocked this turn.

* Activating Thassa's last ability after the target creature has been blocked won't change or undo the block.

Thassa's Bounty

{5}{U}

Sorcery

Draw three cards. Target player puts the top three cards of his or her library into his or her graveyard.

* If the target player is an illegal target when Thassa's Bounty tries to resolve, it will be countered and none of its effects will happen. You won't draw three cards.

* Follow the instructions in the order listed on the card: if you target yourself, you'll draw three cards, then put the top three cards of your library into your graveyard

Thoughtseize

{B}

Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

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

Time to Feed

{2}{G}

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature. *(Each deals damage equal to its power to the other.)*

* Time to Feed has two targets: a creature an opponent controls and a creature you control. If only one of those creatures is a legal target when Time to Feed tries to resolve, the creatures won't fight and neither will deal or be dealt damage. However, you'll still gain 3 life when the creature you don't control dies that turn, even if it was the illegal target as Time to Feed resolved.

* If neither creature is a legal target when Time to Feed tries to resolve, the spell will be countered and none of its effects will happen.

* If the first target creature dies that turn, you'll gain 3 life no matter what caused the creature to die or who controls the creature at that time.

Triad of Fates

{2}{W}{B}

Legendary Creature — Human Wizard

3/3

{1}, {T}: Put a fate counter on another target creature.

{W}, {T}: Exile target creature that has a fate counter on it, then return it to the battlefield under its owner's control.

{B}, {T}: Exile target creature that has a fate counter on it. Its controller draws two cards.

* The creature that returns to the battlefield during the resolution of Triad of the Fate's middle ability does so as a new object, with no memory of its previous existence. It won't have a fate counter on it.

Tymaret, the Murder King

{B}{R}

Legendary Creature — Zombie Warrior

2/2

{1}{R}, Sacrifice another creature: Tymaret, the Murder King deals 2 damage to target player.

{1}{B}, Sacrifice a creature: Return Tymaret from your graveyard to your hand.

* Tymaret's last ability can be activated only if Tymaret is in your graveyard. Notably, Tymaret can't be sacrificed to return itself.

Underworld Cerberus

{3}{B}{R}

Creature — Hound

6/6

Underworld Cerberus can't be blocked except by three or more creatures.

Cards in graveyards can't be the targets of spells or abilities.

When Underworld Cerberus dies, exile it and each player returns all creature cards from his or her graveyard to his or her hand.

* If you can't exile Underworld Cerberus when its last ability resolves, perhaps because it's been exiled by another spell or ability, each player will still return all creature cards from his or her graveyard to his or her hand.

* If two of these die at the same time, the last ability of each will trigger. If each player controlled one, the nonactive player's ability will resolve first. The Underworld Cerberus controlled by that player will be exiled, and all other creature cards in graveyards (including the Underworld Cerberus controlled by the active player) will be returned to their owners' hands. Then the active player's ability will resolve. That Underworld Cerberus won't be exiled, but any creature cards in graveyards at that time, perhaps because they died in response to this ability, will be returned to their owners' hands.

Wavecrash Triton

{2}{U}

Creature — Merfolk Wizard

1/4

Heroic — Whenever you cast a spell that targets Wavecrash Triton, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

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

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

Whip of Erebos

{2}{B}{B}

Legendary Enchantment Artifact

Creatures you control have lifelink.

{2}{B}{B}, {T}: Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate this ability only any time you could cast a sorcery.

* At the beginning of the next end step, the creature returned to the battlefield with Whip of Erebos is exiled. This is a delayed triggered ability. If the ability is countered, the creature will stay on the battlefield and the delayed trigger won't trigger again. However, the replacement effect will still exile the creature when it eventually leaves the battlefield.

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

* If a creature returned to the battlefield with Whip of Erebos would leave the battlefield for any reason, it's exiled instead. However, if that creature is already being exiled, then the replacement effect won't apply. If the spell or ability that exiles it later returns it to the battlefield (as Chained to the Rocks might, for example), the creature card

will return to the battlefield as a new object with no relation to its previous existence. The effects from Whip of Erebus will no longer apply to it.

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

Xenagos, the Reveler

{2} {R} {G}

Planeswalker — Xenagos

3

+1: Add X mana in any combination of {R} and/or {G} to your mana pool, where X is the number of creatures you control.

0: Put a 2/2 red and green Satyr creature token with haste onto the battlefield.

-6: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

* Xenagos's first ability isn't a mana ability. It uses the stack and can be responded to. Count the number of creatures you control as the ability resolves to determine how much mana to add to your mana pool. You choose how much of that mana is red and how much is green at that time.

* Creature cards with bestow put onto the battlefield with the third ability will be creatures on the battlefield, not Auras.

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