Magic: The Gathering | *Star Trek* Release Notes

Compiled by Eric Levine

Document last modified November 4, 2026

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 As future sets are released, updates to the *Magic* rules may cause some of this information to become outdated. Go to **Magic.Wizards.com/Rules** to find the most up-to-date rules.

The "General Notes" section includes information about card legality and explains some of the mechanics and concepts in the set.

The "Card-Specific Notes" sections contain 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" sections include full card text for your reference. Not all cards in the set are listed.

GENERAL NOTES

Card Legality

Magic: The Gathering | *Star Trek* cards with the TRK set code are permitted in the Standard, Pioneer, and Modern formats, as well as in Commander and other formats. At release, the following card sets will be permitted in the Standard format: *Magic: The Gathering Foundations, Wilds of Eldraine, The Lost Caverns of Ixalan, Murders at Karlov Manor, Outlaws of Thunder Junction, The Big Score, Bloomburrow, Duskmourn: House of Horror, Aetherdrift, Tarkir: Dragonstorm, Magic: The Gathering—FINAL FANTASY, Edge of Eternities, Magic: The Gathering* | *Marvel's Spider-Man, Magic: The Gathering* | *Avatar: The Last Airbender, Lorwyn Eclipsed, Magic: The Gathering* | *Teenage Mutant Ninja Turtles, Secrets of Strixhaven, Magic: The Gathering* | *Marvel Super Heroes, Magic: The Gathering* | *The Hobbit, Reality Fracture,* and *Magic: The Gathering* | *Star Trek.*

New *Magic: The Gathering* | *Star Trek* Commander cards with the TRC set code are permitted in the Commander, Legacy, and Vintage formats. Previously printed cards with the TRC set code are legal for play in any format where a card with the same name is permitted.

Magic: The Gathering | *Star Trek* Stardates cards with the SDS set code are legal for play in any format where a card with the same name is permitted.

Go to **Magic.Wizards.com/Formats** for a complete list of formats and their permitted card sets and banned lists.

Go to **Magic.Wizards.com/Commander** for more information on the Commander variant.

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

New Keyword Ability: Beam Me Up

When the away team is in danger, it's time to engage the transporter and beam them up! Some instant and sorcery cards in this release have the *beam me up* keyword ability, which allows you to cast them from your graveyard by paying a cost and returning a creature you control to its owner's hand.

> There's Coffee in that Nebula
> {1}{W}
> Sorcery
> Look at the top five cards of your library. You may reveal a Plains card or nonland permanent card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom in a random order.
> Beam me up {2}{W} *(You may cast this card from your graveyard for {2}{W} if you also return a creature you control to its owner's hand. Then exile this spell.)*
>
> Energize
> {1}{U}
> Sorcery
> Return target creature an opponent controls to its owner's hand.
> Beam me up {3}{U} *(You may cast this card from your graveyard for {3}{U} if you also return a creature you control to its owner's hand. Then exile this spell.)*

- "Beam me up [cost]" means "You may cast this card from your graveyard by paying [cost] and returning a creature you control to its owner's hand rather than paying its mana cost" and "If the beam me up cost was paid, exile this card instead of putting it anywhere else any time it would leave the stack."
- You must still follow any timing restrictions and permissions, including those based on the card's type. For instance, you can cast a sorcery using beam me up only when you could normally cast a sorcery.
- To determine the total cost of a spell, start with the mana cost or alternative cost (such as a beam me up cost) you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.
- A spell cast using beam me up will always be exiled afterward, whether it resolves, is countered, or leaves the stack in some other way.
- You can cast a spell using beam me up even if it was somehow put into your graveyard without having been cast.
- If a card with beam me up is put into your graveyard during your turn, you can cast it if it's legal to do so before any other player can take any actions.

New Keyword Action: Assimilate

An encounter with the Borg comes with two guarantees: You will be *assimilated*, and resistance is futile. The assimilate keyword action gives you control of a creature or puts a creature card onto the battlefield under your control. Either way, a +1/+1 counter is put on that creature, and it becomes a Borg artifact creature and loses its other creature types.

Death Is Irrelevant
{6}{B}{B}
Enchantment
Artifact creatures you control have indestructible.
At the beginning of your end step, assimilate target creature card from a graveyard. *(Put it onto the battlefield under your control with a +1/+1 counter. It's a Borg artifact creature and loses all other creature types.)*

The Best of Both Worlds
{4}{W}{U}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Assimilate target nonartifact creature an opponent controls. *(Gain control of it and put a +1/+1 counter on it. It's a Borg artifact creature and loses all other creature types.)*
II — Artifact creatures you control get +2/+2 until end of turn.
III — Exile the Borg assimilated with this Saga, then return it to the battlefield under its owner's control.

- The assimilated creature or creature card loses any other creature types it has, but it keeps any other supertypes, types, and subtypes it has. For example, if a Dryad Arbor (a Land Creature – Forest Dryad) is assimilated, it will be an Artifact Land Creature – Forest Borg.

New Term: Face a Dilemma

Starfleet officers are presented with a lot of tough decisions, and if you think you've got what it takes to make those calls, we've got the mechanic for you. Some cards in this release have abilities that trigger whenever a player "faces a dilemma," which happens whenever that player chooses one or more modes for a spell or ability.

Elim Garak, Simple Tailor
{2}{B}
Legendary Creature — Cardassian Rogue
3/3
Menace
Whenever you face a dilemma, each opponent loses 2 life and you gain 2 life. *(You face a dilemma as you choose one or more modes for a spell or ability.)*

Jett Reno, Problem Solver
{1}{U}
Legendary Creature — Human Artificer
1/2
Whenever Jett Reno, becomes tapped, surveil 1. If her power is 4 or greater, instead draw a card.
Whenever you face a dilemma, put a +1/+1 counter on Jett Reno. *(You face a dilemma as you choose one or more modes for a spell or ability.)*

- A spell or ability is modal if it has two or more options in a bulleted list and instructions for a player to choose a number of those options, such as "Choose one" or "Choose one or more." Each of those options is a mode. Spells with spree or tiered are modal spells.
- Modal spells and cards with modal abilities printed prior to the *Khans of Tarkir* release didn't use bulleted lists for the modes; these cards have received errata in the Oracle card reference.
- As long as you choose one or more modes for a spell or ability, you've faced a dilemma. It doesn't matter if that spell or ability goes on to resolve or not.
- An ability that triggers whenever a player faces a dilemma will resolve before the spell or ability that caused it to trigger. It resolves even if that spell or ability is countered or otherwise leaves the stack without resolving.
- If a player chooses more than one mode for a spell or ability, that player still faced only one dilemma.
- If a player chooses no modes for a spell or ability, the player did not face a dilemma. This can happen because the instruction to choose modes for the spell or ability is optional ("You may choose one," or similar) or because there are no legal modes to choose for a modal triggered ability.

New Ability Word: Federation

The Federation brings together a large number of member worlds and their inhabitants, and that diversity is one of the Federation's greatest strengths. The *federation* ability word groups abilities that care about the number of creature types among non-Borg creatures a player controls.

> Starfleet Academy
> Legendary Land
> {T}: Add {C}.
> *Federation* — {5}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creature types among non-Borg creatures you control.

- Don't consider Borg creatures at all when counting creature types for federation abilities, even if they have additional creature types. However, a Borg having another creature type doesn't mean that type can't be counted, as long as a non-Borg also has it. For example, if you control a Borg Noble and a Human Noble, the number of creature types among non-Borg creatures you control is two (Human and Noble).

New Ability Word: Strange New Worlds

Exploring unknown planets is part of Starfleet's mission, and you can be part of that effort. The *strange new worlds* ability word groups abilities that care about the number of differently named lands you control.

> The Traveler
> {G}{U}
> Legendary Creature — Scout
> */3
> Reach, vigilance
> *Strange new worlds* — The Traveler's power is equal to the number of differently named lands you control.

Branching Timeline
{6}{G}{G}
Sorcery
Strange new worlds — Reveal the top X cards of your library, where X is the number of differently named lands you control. Put all permanent cards revealed this way onto the battlefield tapped and the rest on the bottom of your library in a random order.

- To determine the number of differently named lands you control, count each land you control once, but only if its English name isn't exactly the same as another land you've already counted this way.

New Ability Word: Battlefront

The Klingon Empire is known for its military power, and with this release, you can bring that power to bear against your opponents. The Klingon appreciation for combat is reflected here in the *battlefront* ability word, which groups abilities that care about the number of opponents you attacked this turn.

Martok, Hero of the Empire
{2}{W}
Legendary Creature — Klingon Warrior
2/2
Battlefront — Whenever you attack, put a +1/+1 counter on each of up to X target creatures you control, where X is the number of opponents you attacked this turn.

Own the Day
{4}{R}{R}
Sorcery
Battlefront — This spell costs {1} less to cast for each opponent you attacked this turn.
Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.

- Opponents you attacked this turn that left the game later in the turn are still counted by battlefront abilities. For example, if you attack three opponents and one of them loses the game as a result, then you cast Own the Day during your second main phase, it will cost {3} less to cast.
- Battlefront abilities won't count an opponent if you attacked only planeswalkers that player controlled and/or battles that player protected and not the player themself.

New Ability Word: Seek Out

Hoping to search uncharted space for new life and new civilizations but don't have time for a five-year mission? Well, you never know what you'll find if you just keep drawing cards! This spirit of discovery is represented by the *seek out* ability word, which groups abilities that trigger whenever you draw your second card each turn.

Beverly Crusher, Ship's Doctor
{2}{W}
Legendary Creature — Human Doctor
2/2
Seek out — Whenever you draw your second card each turn, put a +1/+1 counter on each of up to three target creatures.

Rom and Leeta, Unlikely Pair
{3}{R}
Legendary Creature — Ferengi Bajoran
4/3
Seek out — Whenever you draw your second card each turn, create two tapped Treasure tokens.

- A permanent with a seek out ability doesn't need to have been under your control when the first card is drawn for its ability to trigger. As long as you control it when you draw your second card in a turn, that ability will trigger.

Returning Ability Word: Landfall

In yet another reflection of the theme of exploration, the *landfall* ability returns in this release. It groups abilities that reward you whenever a land you control enters.

Planetary Patrol
{1}{R}
Creature — Scout
2/2
Landfall — Whenever a land you control enters, this creature gets +1/+1 until end of turn.

Jake Sisko, War Correspondent
{1}{G}
Legendary Creature — Human Citizen
2/2
Landfall — Whenever a land you control enters, you gain 1 life. If this is the second time this ability has resolved this turn, investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

- A landfall ability triggers whenever a land you control enters for any reason. It triggers whenever you play a land, as well as whenever a spell or ability puts a land onto the battlefield under your control.
- A landfall ability doesn't trigger if a permanent already on the battlefield becomes a land.
- Whenever a land you control enters, each landfall ability of permanents you control will trigger. You can put them on the stack in any order. The last ability you put on the stack will be the first one to resolve (as a result, you can have those abilities resolve in the order of your choosing).

Returning Land Type: Planet

Where can you find all that new life and those new civilizations? Well, good news: we've brought the *Planet* land type back so you know where to look.

> Earth, Sector 001
> Land — Planet
> This land enters tapped.
> When this land enters, you gain 1 life.
> {T}: Add {G} or {U}.
>
> Qo'noS
> Land — Planet
> This land enters tapped.
> When this land enters, you gain 1 life.
> {T}: Add {B} or {R}.

- Planet is a land subtype with no special meaning. It doesn't grant the land any intrinsic abilities.

Returning Mechanic: Station Cards
Returning Keyword: Station
Returning Artifact Type: Spacecraft

If you've ever wanted to captain a Federation starship, a Klingon battle cruiser, or even a Borg cube, here's your chance. The *station* mechanic is back to help you get your Spacecraft up and running; once they've got the right amount of charge counters, they'll be ready to use all their abilities. In most cases, this will also turn them into creatures ready to attack and block.

> *U.S.S. Enterprise*-A, Free Spirit
> {3}{W}{W}
> Legendary Artifact — Spacecraft
> 5/5
> Ward {2}
> When *U.S.S. Enterprise*-A enters, create three 1/1 red Officer creature tokens.
> Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 6+.)*
> 6+ | Flying, lifelink
>
> Romulan Bird-of-Prey
> {1}{U}
> Artifact — Spacecraft
> 4/4
> *Cloaking Device* — As long as this Spacecraft isn't a creature, it has hexproof.
> Whenever you cast a noncreature spell, if this Spacecraft isn't a creature, put two charge counters on it.
> Station
> 8+ | Flying

- Spacecraft is an artifact type with no special meaning. It doesn't grant the artifact any intrinsic abilities. Other cards may care about which artifacts are Spacecraft.

- A station card is a card with the station keyword ability. The station keyword means "Tap another untapped creature you control: Put a number of charge counters on this permanent equal to the tapped creature's power. Activate only as a sorcery."
- Use the tapped creature's power as the station ability resolves to determine how many charge counters to put on the permanent with station. If that creature isn't on the battlefield at that time, use its power as it last existed on the battlefield.
- If the tapped creature has negative power, no charge counters are put onto or removed from the permanent with station.
- Each station card has one or more striations in its text box. Each striation is preceded by a station symbol—a circle surrounding a number and a plus sign.
- Each station symbol represents an ability. A station symbol means "As long as this permanent has N or more charge counters on it, it has [abilities]," where N is the number inside the symbol and [abilities] are all the abilities found inside the same striation as that symbol.
- If that station symbol is in the same striation as a power and toughness box, it instead means "As long as this permanent has N or more charge counters on it, it has [abilities] and is a creature with base power and toughness [P/T] in addition to its other types."
- If a station card has a power and toughness box printed in one of the striations in its text box, it's not a creature unless it has the appropriate number of charge counters on it. That card also doesn't have that power and toughness in any zone other than the battlefield.
- If an effect causes a permanent with station to become a creature by some means other than having the appropriate number of charge counters on it, it won't use any power and toughness values printed in its text box. Instead, it will use whatever base power and toughness was set by the effect that made it a creature.
- If another permanent becomes a copy of a permanent represented by a station card, all of its printed abilities, including the ones represented by station symbols, are copied. Its current characteristics and the number of charge counters on it are not copied. The abilities (and in some cases, types, power, and toughness) are determined based on the number of charge counters on the copy.
- The abilities of a permanent with station are based on the number of charge counters it has. This means that if a permanent with station gets charge counters due to some other effect (such as proliferate) or loses charge counters somehow, its abilities change accordingly. The same is true for determining whether that permanent is a creature.
- Even if a permanent with station has equal or greater charge counters than the number in its last station symbol, you can still activate its station ability. Adding more charge counters won't give it additional abilities, but other effects or cards might make those extra counters relevant.
- If a permanent with station becomes a creature, it will be able to attack if it's been under your control continuously since the turn began. That is, it doesn't matter how long it's been a creature, just how long it's been on the battlefield.

STAR TREK MAIN SET CARD-SPECIFIC NOTES:

Academy Instructor
{2}{R}
Creature — Bolian Officer
0/3
This creature gets +1/+0 for each Officer token you control.
Whenever you cast a noncreature spell, create a 1/1 red Officer creature token.

- Academy Instructor's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

All Good Things . . .
{3}{G}{U}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Draw two cards, then exile a card from your hand.
IV — If all cards exiled with this Saga share a card type, you gain 10 life.

- The card types in *Magic* include artifact, battle, creature, enchantment, instant, kindred, land, planeswalker, and sorcery. Legendary, basic, and snow are supertypes, not card types; Vulcan, Spacecraft, and Planet are subtypes, not card types.
- As the chapter IV ability resolves, check whatever cards are exiled with this Saga to determine if they all share a card type, even if that's fewer than three cards (perhaps because one or more exiled cards left exile or three cards were never exiled in the first place). You'll gain 10 life if there's only one exiled card, as it will share a card type with itself. If there are no exiled cards, you will also gain 10 life. (Consult your science officer if you are interested in more details concerning vacuously true statements.)

Anthropological Mission
{2}{U}
Enchantment
Whenever you cast a noncreature spell, put a quest counter on this enchantment. Draw a card. Then discard a card unless this enchantment has three or more quest counters on it.

- Anthropological Mission's ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.
- If Anthropological Mission isn't on the battlefield as its ability resolves, use the number of quest counters it had on it before it left the battlefield to determine whether or not you discard a card, noting that you won't be able to put another quest counter on it for that time the ability resolves.

Blastoneuron
{3}{B}
Creature — Jellyfish Leech
2/2
Flying
When this creature enters, exile target creature card with mana value 3 or less from your graveyard. Create a token that's a copy of it. That token gains haste. Sacrifice it at the beginning of the next end step.
Whenever one or more cards leave your graveyard, each opponent loses 1 life and you gain 1 life.

- If a creature card in a graveyard has {X} in its mana cost, X is 0 for the purpose of determining its mana value.
- The token created by Blastoneuron's second ability copies exactly what was printed on the original card and nothing else. It doesn't copy information about the object that card was before it was put into that graveyard or before it was exiled.
- If the card copied by the token had any "When [this creature] enters" abilities, the token also has those abilities and those abilities will trigger. Similarly, any "As [this creature] enters" or "[This creature] enters with" abilities that the token has copied will also work.
- If multiple cards leave your graveyard at the same time, Blastoneuron's last ability will trigger only once.

Blood Crypt
Land — Swamp Mountain
({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Borg Cube
{5}{W}{B}
Artifact — Spacecraft
6/6
Affinity for artifact creatures
Whenever this Spacecraft enters or attacks, assimilate a creature card exiled with it. If you can't, exile up to one target creature. *(To assimilate a card, put it onto the battlefield under your control with a +1/+1 counter. It's a Borg artifact creature and loses all other creature types.)*
Station
12+ | Artifact creatures you control have flying.

- Affinity for artifact creatures means "This spell costs {1} less to cast for each artifact creature you control."

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell remains unchanged, no matter what the total cost to cast it was.

Brad Boimler, Eager Ensign
{1}{W}
Legendary Creature — Human Officer
2/2
Lifelink
Whenever Brad Boimler becomes tapped, until end of turn, if one or more counters would be put on a permanent you control, that many plus one of each of those kinds of counters are put on that permanent instead.

- If a permanent you control would enter with a number of counters on it on a turn where Brad Boimler's last ability has resolved, it enters with that many counters plus one of each of those kinds of counters instead.
- If Brad Boimler's last ability has resolved twice this turn, the number of counters put on a permanent you control is increased by two. If it has resolved three times, the number is increased by three, and so on.
- If two or more effects attempt to modify how many counters would be put onto a permanent you control, you choose the order to apply those effects, no matter who controls the sources of those effects.

Branching Timeline
{6}{G}{G}
Sorcery
Strange new worlds — Reveal the top X cards of your library, where X is the number of differently named lands you control. Put all permanent cards revealed this way onto the battlefield tapped and the rest on the bottom of your library in a random order.

- The value of X is calculated only once, as Branching Timeline resolves.

Brazen Bluff
{R}{R}
Instant
Choose target noncreature spell an opponent controls. That player may exile it. If they don't, you may cast a noncreature spell from your hand without paying its mana cost.

- If the target spell is an illegal target as Brazen Bluff tries to resolve, it won't resolve and none of its effects will happen. You won't get to cast a spell from your hand.
- If the opponent chooses not to exile the spell they control, the noncreature spell you cast from your hand is cast while Brazen Bluff is resolving and still on the stack. You can't wait to cast it later in the turn. Timing restrictions based on the card's type are ignored.

- If you cast a spell "without paying its mana cost," you can't pay any alternative costs. You can, however, pay additional costs, such as kicker costs. If the spell has any mandatory additional costs, you must pay those.
- If the spell you cast has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Breeding Pool
Land — Forest Island
({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Captain Benjamin Sisko
{1}{W}
Legendary Creature — Human Officer
2/2
At the beginning of your end step, create a 1/1 red Officer creature token for each dilemma you've faced this turn.
{2}{W}{U}{B}{R}{G}, {T}: Exile the top five cards of your library. You may cast any number of spells with mana value less than or equal to the number of Officers you control from among those cards without paying their mana costs.

- You choose whether to cast spells from among the exiled cards as Captain Sisko's last ability resolves. You can't wait to cast them later in the turn. Timing restrictions based on the cards' types are ignored.
- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, those must be paid to cast the spell.
- If a spell you cast has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Captain James T. Kirk
{2}{R}
Legendary Creature — Human Officer
2/2
Whenever Captain Kirk enters or attacks, choose one. If you have no cards in hand, choose one or more instead
—
• Discard a card, then draw a card.
• Create a 1/1 red Officer creature token.
• Creatures you control get +1/+0 until end of turn.

- If you have no cards in hand as the first mode happens, you'll simply draw a card.

Captain Jean-Luc Picard
{2}{W}
Legendary Creature — Human Officer
2/3
Other creatures you control get +1/+1.
Whenever you cast a creature or Spacecraft spell, create a 1/1 red Officer creature token.
Tap seven untapped Officers you control: Search your library for a Spacecraft card, put it onto the battlefield with seven charge counters on it, then shuffle.

- Captain Picard's second ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.
- You can tap any untapped Officers you control to activate Captain Picard's last ability, including Captain Picard himself and ones you haven't controlled continuously since the beginning of your most recent turn.

Captain Kathryn Janeway
{3}{G}
Legendary Creature — Human Officer
2/3
You may play an additional land on each of your turns.
Whenever Captain Janeway or another creature you control enters, that creature explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)*

- The effect of Captain Janeway's first ability is cumulative with similar effects. For example, if you control both Captain Janeway and Exploration (an enchantment with "You may play an additional land on each of your turns"), you'll be able to play three lands during each of your turns.
- If an ability instructs a creature to explore, its controller reveals the top card of their library. If it's a land card, they'll put it into their hand. Otherwise, they'll put a +1/+1 counter on that creature, then choose to either leave that card on top of their library or put it into their graveyard.
- Once an ability that causes a creature to explore begins to resolve, no player may take any other actions until it's done. Notably, opponents can't try to remove the exploring creature after you reveal a nonland card but before it receives a counter.

- If no card is revealed, most likely because that player's library is empty, the exploring creature receives a +1/+1 counter.
- If a resolving spell or ability instructs a specific creature to explore but that creature has left the battlefield, the creature still explores. If you reveal a nonland card this way, you won't put a +1/+1 counter on anything, but you may put the revealed card into your graveyard. Effects that trigger "whenever a creature explores" trigger as appropriate.
- In some unusual cases, noncreature permanents may explore. For example, if a creature you control enters but it's somehow not a creature by the time Captain Janeway's ability resolves, it can still explore. You'll take all the same actions, and you may end up putting a +1/+1 counter on that permanent.

Captain Pike, Fullness of Time
{1}{G}{G}
Legendary Creature — Human Officer Scout
/
Strange new worlds — Captain Pike's power and toughness are each equal to the number of differently named lands you control.
You may look at the top card of your library any time.
You may play lands from the top of your library.

- The ability that defines Captain Pike's power and toughness applies in all zones, not just the battlefield.
- You can look at the top card of your library whenever you want (with one restriction; see below), even if you don't have priority. This action doesn't use the stack. Knowing what that card is becomes part of the information you have access to, just like you can look at the cards in your hand.
- If the top card of your library changes while you're casting a spell, playing a land, activating an ability, or taking a special action, you can't look at the new top card until you finish doing so. This means that if you cast a spell from the top of your library, you can't look at the next one until you're done paying for that spell.
- The top card of your library isn't in your hand, so you can't cycle it, discard it, or activate any of its abilities that could be activated from your hand.

The Caretaker
{5}{U}
Legendary Creature — Elemental
5/6
Vigilance, ward {2}
At the beginning of each end step, if you faced a dilemma this turn, target opponent exiles cards from the top of their library until they exile a nonland card. You may cast that card without paying its mana cost. *(You face a dilemma as you choose one or more modes for a spell or ability.)*

- The Caretaker's last ability will check as your end step starts to see if you faced a dilemma this turn. If you didn't, the ability won't trigger at all. Casting a modal spell or activating a modal ability during your end step won't cause the ability to trigger.

- You choose whether to cast the nonland card as The Caretaker's last ability resolves. You can't wait to cast it later in the turn. Timing restrictions based on the card's types are ignored.
- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, those must be paid to cast the spell.
- If a spell you cast has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Cetacean Ops
{3}{U}
Creature — Whale Officer
3/3
Ward {1} *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)*
Whenever you cast a noncreature spell, put a +1/+1 counter on this creature.

- Cetacean Ops's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

The City on the Edge of Forever
{3}{W}{B}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — All artifacts and creatures phase out. Create a 0/1 white Human creature token with "Permanents can't phase in." *(Treat phased-out permanents and anything attached to them as though they don't exist.)*
II — You draw two cards and each player loses 2 life.
III — Sacrifice a creature token. If you do, you gain 5 life.

- A permanent that's phased out while the creature token created by this Saga's first chapter ability is on the battlefield won't phase in during its controller's untap step as normal. Once there are no permanents with the ability "Permanents can't phase in" on the battlefield (which will usually be once that token leaves the battlefield), each phased-out permanent will phase in during its controller's next untap step as normal.
- Phased-out permanents are treated as though they don't exist. They can't be the targets of spells or abilities, their static abilities have no effect on the game, their triggered abilities can't trigger, they can't attack or block, and so on.
- As a permanent is phased out, Auras and Equipment attached to it also phase out at the same time. Those Auras and Equipment will phase in at the same time that permanent does, and they'll phase in still attached to that permanent.
- Permanents phase back in during their controller's untap step, immediately before that player untaps their permanents. Creatures that phase in this way are able to attack during that turn, and their activated abilities with {T} in their costs can be activated. If a permanent had counters on it when it phased out, it will have those counters when it phases back in.

- Phasing out doesn't cause any "leaves the battlefield" abilities to trigger. Similarly, phasing in won't cause any "enters" abilities to trigger.
- Any continuous effects with a "for as long as" duration ignore phased-out objects. If ignoring those objects causes the effect's conditions to no longer be met, the duration will expire.
- Choices made for permanents as they entered the battlefield are remembered when they phase in.
- The chapter III ability isn't optional. You must sacrifice a creature token if you control one as that ability resolves, but it doesn't necessarily have to be the one created by the chapter I ability.

Cloak and Phaser
{8}{U}
Sorcery
Strange new worlds — This spell costs {X} less to cast, where X is the number of differently named lands you control.
Create two 2/2 black Romulan creature tokens. Draw two cards, then discard a card.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

Cold-Blooded Crew
{4}{G}{G}
Creature — Gorn Warrior
4/4
When this creature enters, put two +1/+1 counters on target creature.
This creature can't be blocked by creatures with power 2 or less.
Basic landcycling {2} *({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)*

- Once Cold-Blooded Crew has been blocked, reducing the blocking creature's power to 2 or less won't cause Cold-Blooded Crew to become unblocked.

Collation Trimatrix
{B}
Artifact Creature — Borg
1/1
Tap three untapped artifact creatures you control: You draw a card and lose 1 life.

- You can tap any untapped artifact creatures you control to activate Collation Trimatrix's ability, including Collation Trimatrix itself and ones you haven't controlled continuously since the beginning of your most recent turn.

Collective Drone
{1}{B}
Artifact Creature — Borg
*/2
Collective Drone's power is equal to the number of artifact creatures you control.

- The ability that defines Collective Drone's power applies in all zones, not just the battlefield.

Combadge
{3}
Artifact — Communicator Equipment
When you cast this spell, copy it. *(The copy becomes a token.)*
Equipped creature has "Whenever this creature attacks while you control another creature with a Communicator attached to it, this creature can't be blocked this turn."
Equip {2} *({2}: Attach to target creature you control. Equip only as a sorcery.)*

- Combadge's first ability resolves before Combadge does. It resolves even if Combadge is countered or otherwise leaves the stack without resolving.
- A copy of a permanent spell enters the battlefield as a token. This is not the same as an effect that creates a token, and any effect that refers to creating a token does not apply to copies of permanent spells.
- Once the triggered ability that Combadge grants to the equipped creature resolves, that creature won't be able to be blocked that turn, even if it stops being equipped with Combadge or the other creature stops being equipped with a Communicator.

Commander Raffi Musiker
{2}{B}
Legendary Creature — Human Officer
3/2
When Commander Musiker enters, choose one —
• Exile up to one target card from a graveyard. You gain 2 life.
• Investigate. You lose 2 life. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*

- You don't have to choose a target for the first mode. However, if you do and the target card is an illegal target as the ability tries to resolve, it won't resolve and none of its effects will happen. You won't gain life.

Common Goal
{1}{G}
Sorcery
One or two target creatures you control each deal damage equal to their power to target creature an opponent controls.

- If you choose two target creatures you control for Common Goal, and one of those creatures is an illegal target as the spell tries to resolve, the creature you control that's still a legal target will still deal damage to the creature an opponent controls (assuming that it too remains a legal target).

Conquest Mission
{2}{W}
Enchantment
Whenever a nontoken artifact you control enters, put a quest counter on this enchantment. Create a 1/1 colorless Borg artifact creature token. If this enchantment has six or more quest counters on it, create two of those tokens instead.

- If Conquest Mission isn't on the battlefield as its ability resolves, use the number of quest counters it had on it before it left the battlefield to determine whether or not you create two tokens, noting that you won't be able to put another quest counter on it for that time the ability resolves.

Consider the Prime Directive
{2}{U}
Instant
Choose one —
• *Interfere* — Counter target spell unless its controller pays {3}.
• *Observe* — Tap up to one target creature and put a stun counter on it. Draw a card. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

- You don't have to choose a target for Consider the Prime Directive's second mode. However, if you do and the target creature is an illegal target as Consider the Prime Directive tries to resolve, it won't resolve and none of its effects will happen. You won't draw a card.

Culber and Stamets, Star-Crossed
{3}{G}
Legendary Creature — Human Doctor Artificer
3/4
When Culber and Stamets enter, choose one —
• Put a +1/+1 counter on target creature.
• Add two mana of any one color.

- Culber and Stamets's ability isn't a mana ability even if the last mode is chosen. It uses the stack and can be responded to.

Dahar Master
{3}{R}
Creature — Klingon Warrior
4/3
When this creature enters, you may sacrifice another nonland permanent. When you do, this creature deals 2 damage to any target.

- You don't choose a target for *Dahar* Master's ability at the time it triggers. Rather, a second "reflexive" ability triggers when you sacrifice another nonland permanent this way. You choose a target for that ability as it goes on the stack. Each player may respond to this triggered ability as normal.

Dal R'El, Augment Orphan
{1}{R}{G}
Legendary Creature — Human Mutant Rogue
3/3
Landfall — Whenever a land you control enters, add {R} or {G}.
{3}, Sacrifice a land: Draw a card.

- Dal R'El's landfall ability isn't a mana ability. It uses the stack and can be responded to.

Dathon, His Heart Open
{G}{U}{R}
Legendary Creature — Tamarian Officer
3/3
Whenever you cast an enchantment spell, draw a card. If it's a Saga spell, Dathon deals 2 damage to each opponent.
{2}: Choose a counter on target enchantment you control. Put another counter of that kind on it. Activate only as a sorcery.

- Dathon's first ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.
- The beast at Tanagra. Kiteo, his eyes closed. Temba, his arms wide. Sokath, his eyes uncovered.

Deep Space Scan
{4}{U}{U}
Sorcery
Strange new worlds — Draw X cards, where X is the number of differently named lands you control. You have no maximum hand size until your next turn.

- The value of X is determined only once, as Deep Space Scan resolves.

De-evolve
{1}{B}
Enchantment — Aura
Enchant creature
Enchanted creature gets -4/-0, can't block, and is a Salamander. *(It loses all other creature types.)*
Threshold — At the beginning of each upkeep, if there are seven or more cards in your graveyard, exile enchanted creature.

- De-evolve's threshold ability checks your graveyard at the moment it would trigger to see if there are seven or more cards in your graveyard. If there aren't, the ability won't trigger at all. If it does trigger, the ability will check again as it resolves. If there aren't seven or more cards in your graveyard at that time, the ability won't resolve and its effect won't happen.

The Destruction of Praxis
{3}{B}{B}
Sorcery
Strange new worlds — All creatures get -X/-X until end of turn, where X is the number of differently named lands you control. If X is 6 or more, create two 2/1 red Klingon Warrior creature tokens with haste.

- The value of X is determined only once, as The Destruction of Praxis resolves.

The Doctor, EMH
{3}{G/W}{G/W}
Legendary Artifact Creature — Illusion Doctor
3/3
When The Doctor enters, put a +1/+1 counter on target creature. Then put a +1/+1 counter on each creature you control with a counter on it.

- If the target of The Doctor's ability is illegal as it tries to resolve, it won't resolve and none of its effects will happen. You won't put any counters on any creatures.

Dominion Infiltration
{X}{R}{R}{R}
Sorcery
Choose X target creatures your opponents control. For each of them, create a token that's a copy of that creature, except it has changeling. Those tokens gain haste. Exile those tokens at the beginning of the next end step. *(They're every creature type.)*

- Each token created by Dominion Infiltration copies exactly what was printed on the original creature and nothing else, with the listed exception (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 Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.

- If a copied creature has {X} in its mana cost, X is 0.
- If a copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token, with the listed exception.
- If a copied creature is copying something else, then the token enters as whatever that creature copied, with the listed exception.
- Any "When [this creature] enters" abilities of a copied creature will trigger when the token enters. Any "As [this creature] enters" or "[This creature] enters with" abilities of that copied creature will also work.

Dominion Saboteur
{4}{U}
Creature — Shapeshifter
3/3
You may have this creature enter as a copy of any artifact or creature on the battlefield, except it isn't legendary. If you do, it enters with additional counters on it equal to the same number and kinds of counters the copied permanent has on it.

- Dominion Saboteur copies exactly what was printed on the original permanent and nothing else, with the listed exception (unless that permanent is copying something else or is a token; see below). It doesn't copy whether that permanent is tapped or untapped, whether it has any counters on it or Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.
- If the copied permanent has {X} in its mana cost, X is 0.
- If the copied permanent is a token, then Dominion Saboteur copies the original characteristics of that token as stated by the effect that created that token, with the listed exception.
- If the copied permanent is copying something else, then Dominion Saboteur enters as a copy of whatever that permanent copied, with the listed exception.
- Any "When [this permanent] enters" abilities of the copied permanent will trigger when Dominion Saboteur enters. Any "As [this permanent] enters" or "[This permanent] enters with" abilities of the chosen permanent will also work.

Dr. Beverly Crusher
{2}{W}
Legendary Creature — Human Doctor
2/2
If you gaining life causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Whenever you gain life, put a +1/+1 counter on Dr. Crusher.

- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities are triggered abilities and will have "when," "whenever," or "at" in their reminder text.
- Dr. Crusher's first ability doesn't copy the triggered ability; it just causes the ability to trigger an additional time. Any choices made as you put the ability onto the stack, such as modes and targets, are made

separately for each instance of the ability. Any choices made on resolution, such as whether to put counters on a permanent, are also made individually.

- Dr. Crusher's second ability naturally triggers just once for each life-gaining event, whether it's 1 life from Jake Sisko, War Correspondent or 2 life from Elim Garak, Simple Tailor, although her first ability will cause her second ability to trigger an additional time.
- If Dr. Crusher is dealt lethal damage at the same time that you gain life, she will die before her second ability would resolve.
- Each creature with lifelink dealing combat damage causes a separate life-gaining event. For example, if two creatures you control with lifelink deal combat damage at the same time, Dr. Crusher's second ability will naturally trigger twice (although her first ability will make that four times). However, if a single creature you control with lifelink deals combat damage to multiple creatures, players, planeswalkers, and/or battles at the same time (perhaps because it has trample or was blocked by more than one creature), the ability will naturally trigger only once (with her first ability making that twice).
- If you gain an amount of life "for each" of something or "equal to the number" of something, that life is gained as one event and Dr. Crusher's second ability naturally triggers only once (with her first ability making that twice).
- In a Two-Headed Giant game, life gained by your teammate won't cause Dr. Crusher's second ability to trigger, even though it caused your team's life total to increase.

Dr. Joseph M'Benga
{2}{G}{G}
Legendary Creature — Human Doctor
3/3
Other creatures you control with counters on them have hexproof.
If you would put one or more counters on a creature you control, put twice that many of each of those kinds of counters on that creature instead.

- If a permanent enters with counters on it, the effect causing the permanent to be given counters may specify which player puts those counters on it. If the effect doesn't specify a player, the object's controller puts those counters on it.
- If two or more effects attempt to modify how many counters would be put onto a permanent you control, you choose the order to apply those effects, no matter who controls the sources of those effects.

Dr. Leonard "Bones" McCoy
{1}{G}{G}
Legendary Creature — Human Doctor
3/2
Flash
When Dr. McCoy enters, choose one —
• Return target non-Doctor permanent card from your graveyard to your hand.
• Choose up to one other target creature. When it dies this turn, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step.

- For the second mode, if the chosen creature dies after the end step of the turn begins (including during the cleanup step of that turn), the delayed triggered ability that returns it to the battlefield will trigger at the beginning of the end step of the following turn.

Dr. McCoy, Surly Surgeon
{2}{W}{W}
Legendary Creature — Human Doctor
2/2
When Dr. McCoy enters, put a +1/+1 counter on another target creature you control.
If another creature you control with a +1/+1 counter on it would be destroyed, instead remove all +1/+1 counters from it and all damage already dealt to it is healed.

- Dr. McCoy's replacement effect applies whether the creature would be destroyed due to lethal damage or any other reason. It doesn't replace effects or costs that require you to sacrifice a creature with a +1/+1 counter on it or reduce the toughness of a creature with a +1/+1 counter on it to 0 or less.

Eject the Warp Core
{1}{B}
Instant
Kicker—Sacrifice an artifact or creature. *(You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.)*
Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -6/-6 until end of turn instead.

- If a spell's kicker cost was paid, the spell is "kicked."
- The kicker ability doesn't let you pay a kicker cost more than once.
- If you copy a kicked spell on the stack, the copy is also kicked.
- To determine a spell's total cost, start with the mana cost (or an alternative cost if another card's effect allows you to pay one instead), add any cost increases (such as kicker), then apply any cost reductions. The spell's mana value remains unchanged, no matter what the total cost to cast it was.

Emergency Medical Hologram
{W}
Artifact Creature — Illusion Doctor
0/1
When this creature enters, put a +1/+1 counter on target creature. You gain 1 life.

- If the target creature is an illegal target as Emergency Medical Hologram's ability tries to resolve, it won't resolve and none of its effects will happen. You won't gain life.

Encounter the Unknown
{1}{R}{R}
Instant
Choose one —
• *Come in Peace* — Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
• *Shoot to Kill* — Encounter the Unknown deals 2 damage to each creature and each player.

- If you come in peace, you pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Engineered Explosives
{X}
Artifact
Sunburst *(This artifact enters with a charge counter on it for each color of mana spent to cast it.)*
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

- You can choose any value for X as you cast Engineered Explosives. The value chosen for X doesn't directly affect the number of charge counters Engineered Explosives enters the battlefield with, but it does let you pay more mana and thus spend more colors of mana to cast it.
- Colorless mana won't give Engineered Explosives another charge counter. Colorless is not a color.
- If a permanent has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Ensign Pavel Chekov
{3}{U}
Legendary Creature — Human Pilot
1/5
Strange new worlds — When Ensign Chekov enters, each opponent exiles the top X cards of their library, where X is the number of differently named lands you control. For each opponent, choose a land card that player owns exiled this way. You may play the chosen cards for as long as they remain exiled.

- The value of X is calculated only once, as Ensign Chekov's ability resolves.
- You must still follow all timing rules for the cards you play this way. You may play lands cards only during your main phase while the stack is empty and only if you have an available land play remaining.

Erica Ortegas, Plucky Pilot
{3}{R}
Legendary Creature — Human Pilot
3/3
Haste
Whenever Erica Ortegas becomes tapped, you may put a land card from your hand onto the battlefield. If you do, return a land you control to its owner's hand at the beginning of the next end step.

- Putting a land card onto the battlefield with Erica Ortegas's triggered ability doesn't count as playing the land. You can put a land card onto the battlefield this way even if you've already played a land for the turn.
- The land you return to its owner's hand doesn't have to be the same one you put onto the battlefield with Erica Ortegas's ability.

Excalbian Gamemaster
{5}{W}
Creature — Excalbian
6/6
Strange new worlds — When this creature enters, create X 1/1 red Officer creature tokens, where X is the number of differently named lands you control.
Whenever this creature or another creature you control dies, put a +1/+1 counter on target creature you control.

- The value of X is calculated only once, as Excalbian Gamemaster's first ability resolves.

Exploratory Mission
{2}{R}{R}
Enchantment
Landfall — Whenever a land you control enters, put a quest counter on this enchantment. Then exile cards from the top of your library until you exile a nonland card. You may play that card this turn. If this enchantment has five or more quest counters on it, add {R}{R}.

- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.
- If Exploratory Mission isn't on the battlefield as its ability resolves, use the number of quest counters it had on it before it left the battlefield to determine whether or not you add {R}{R}, noting that you won't be able to put another quest counter on it for that time the ability resolves.

Federation Outpost
Land
This land enters tapped unless you control two or more other lands.
When this land enters untapped, choose one —
• You gain 2 life.
• Surveil 1.
{T}: Add {W}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters tapped or untapped.

Genesis Device
{2}{G}
Legendary Artifact
When Genesis Device enters, search your library for a basic land card or Planet card, put it onto the battlefield tapped, then shuffle.
{3}{G}{G}, {T}, Sacrifice Genesis Device: Sacrifice any number of lands you control, then search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. Activate only as a sorcery.

- You choose how many lands you're sacrificing, which lands you're sacrificing, and then sacrifice the lands all as part of the resolution of Genesis Device's activated ability.

Genesis Effect
{4}{R}
Instant
Genesis Effect deals 6 damage to target creature. Destroy target land you control. Create a tapped Planet land token named New Planet with "{T}: Add one mana of any color."

- You must choose both targets, the creature and the land you control, to cast Genesis Effect. If only one of the targets is still legal as the spell tries to resolve, the effect affecting the remaining legal target will still happen and you'll create the New Planet token. If both targets are illegal as the spell tries to resolve, the spell won't resolve and none of its effects will happen. You won't create the New Planet token.
- As long as Genesis Effect resolves, you'll still create the New Planet token even if the land you control isn't destroyed. For example, if that land has indestructible, Genesis Effect will deal 6 damage to the target creature and you'll create a New Planet token. Don't tell Kruge.

Georgiou, Terran Emperor
{4}{B}{B}
Legendary Creature — Human Rogue Noble
4/6
You don't lose the game for having 0 or less life.
At the beginning of your end step, you lose 3 life and draw a card. Then if your life total is 0 or less, create ten 1/1 red Officer creature tokens.

- If you're at 0 or less life and Georgiou leaves the battlefield, you'll lose the game (unless some other effect keeps you from losing).
- If you're at 0 or less life, you can't pay any amount of life except 0. You can still lose life as a result of damage or an effect (such as the effect of Georgiou's last ability).
- You can still lose the game for other reasons, including drawing a card from a library with no cards in it or having ten or more poison counters.

Ghost of Illyria
{3}{W}
Creature — Elemental Spirit
3/3
Flying
When this creature enters, exile up to one other target nonland permanent you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.

- Auras attached to the exiled permanent will be put into their owners' graveyards. Equipment attached to the exiled permanent will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist. Once the exiled permanent returns, it's considered a new object with no relation to the object that it was.
- If a token is exiled this way, it will cease to exist and won't return to the battlefield.

Godless Shrine
Land — Plains Swamp
({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Gray and Adira, Forever Joined
{2}{U/R}{U/R}
Legendary Creature — Trill Human Officer
2/3
At the beginning of combat on your turn, if you've cast a noncreature spell this turn, create a token that's a copy of target creature you control, except it isn't legendary. It gains haste until end of turn. Sacrifice it at the beginning of the next end step.

- The token created by Gray and Adira's ability copies exactly what was printed on the original creature and nothing else, with the listed exception (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 Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.
- If the copied creature has {X} in its mana cost, X is 0.
- If the copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token, with the listed exception.
- If the copied creature is copying something else, then the token enters as whatever that creature copied, with the listed exception.
- Any "When [this creature] enters" abilities of the copied creature will trigger when the token enters. Any "As [this creature] enters" or "[This creature] enters with" abilities of the copied creature will also work.

Guidance Failure
{3}{U}
Instant
This spell costs {1} less to cast if it targets an attacking creature.
Target creature or Spacecraft's owner puts it on their choice of the top or bottom of their library.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions (such as that of Guidance Failure's first ability). The mana value of the spell remains unchanged, no matter what the total cost to cast it was.

Gul Dukat, Colonial Prefect
{4}{B}{B}{B}
Legendary Creature — Cardassian Rogue
6/6
Menace
At the beginning of each end step, each opponent loses life equal to the life that player lost this turn. You gain life equal to the life lost this way. *(Damage causes loss of life.)*

- In some rare cases, the amount of life each opponent loses due to Gul Dukat's last ability may be different from the amount of life they lost before it resolved. (For example, you might control Bloodletter of Aclazotz, a creature with "If an opponent would lose life during your turn, they lose twice that much life

instead.") In such cases, the life you gain is based on the amount of life lost as a result of Gul Dukat's last ability.

Gwyndala, the Progeny
{1}{U}
Legendary Creature — Vau-N'Akat Advisor
1/1
When Gwyndala enters, create a colorless Equipment artifact token named Neuroflux Heirloom with "Equipped creature gets +1/+1" and equip {2}. Attach it to Gwyndala.
{2}: Each Equipment token you control becomes a copy of target Equipment you control until end of turn.

- The Equipment tokens copy exactly what was printed on the original Equipment and nothing else (unless that Equipment is copying something else or is a token; see below). They don't copy whether that Equipment is tapped or untapped, whether it has any counters on it or Auras attached to it, or any non-copy effects that have changed its types, color, and so on.
- If the copied Equipment has {X} in its mana cost, X is 0.
- If the copied Equipment is a token, then each Equipment token you control copies the original characteristics of that token as stated by the effect that created that token.
- If the copied Equipment is copying something else, then the Equipment tokens become copies of whatever that permanent copied.
- Because the tokens aren't entering the battlefield when they become copies of the target Equipment, any "When [this Equipment] enters" or "[This Equipment] enters with" abilities of the copied permanent won't apply.

Hallowed Fountain
Land — Plains Island
({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

He's Dead, Jim
{3}{B}
Instant
Destroy target creature. Surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

- If the target creature is an illegal target as He's Dead, Jim tries to resolve, it won't resolve and none of its effects will happen. You won't surveil.

Highly Illogical
{1}{U}
Instant
Kicker {1}{U} *(You may pay an additional {1}{U} as you cast this spell.)*
Counter target spell with mana value 2 or less. If this spell was kicked, instead counter target spell.

- If a spell on the stack has {X} in its mana cost, use the value of X to determine its mana value.
- If a spell's kicker cost was paid, the spell is "kicked."
- The kicker ability doesn't let you pay a kicker cost more than once.
- If you copy a kicked spell on the stack, the copy is also kicked.
- If Highly Illogical is kicked, it can target any spell, not just a spell with mana value 2 or less.

Hit It!
{1}{R}{G}
Enchantment
Creatures you control have haste.
When this enchantment enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield tapped and the rest into your graveyard.

- Hit It! has received a minor update to its Oracle wording to specify the cards are revealed in the last ability. The corrected wording appears above. If there is at least one land card among the top five cards of your library, you must put one onto the battlefield.
- Although cards are going from the top of your library to your graveyard, this is not a "mill" effect and other cards that care about you milling cards won't interact with Hit It!

H.M.S. Bounty, Unlikely Timeship
{4}{U}
Legendary Artifact — Spacecraft
3/4
When *H.M.S. Bounty* enters, you may search your library for a Whale card, reveal it, put it into your hand, then shuffle.
Station
8+ | Flying
Whenever *H.M.S. Bounty* deals combat damage to a player, draw a card. If you control a Whale and haven't begun an extra turn this game, take an extra turn after this one.

- If you would begin an extra turn but an effect replaces it (usually by skipping it, such as the effect of Stranglehold's last ability), you didn't begin that extra turn.

Holo-Engineer
{2}{G}{G}
Creature — Human Artificer
3/3
When this creature enters, create a 3/3 colorless Illusion artifact creature token.
If one or more tokens would be created under your control, that many 3/3 colorless Illusion artifact creature tokens are created instead.

- The token's characteristics are entirely replaced by a 3/3 colorless Illusion artifact creature token. It doesn't have any abilities the token would have been created with. Anything else specified in the effect creating the token (such as tapped, attacking, "That token gains haste," or "Exile that token at end of combat") still applies.
- If an effect changes under whose control a token would be created, that effect applies before the effect of Holo-Engineer's last ability applies. If an effect changes under whose control a token would enter the battlefield, that effect applies after the effect of Holo-Engineer's last ability is able to be applied.

The Holodeck
{7}
Legendary Artifact
Once during each of your turns, you may play a permanent card you own from outside the game or from your graveyard.

- You pay all costs and follow all timing rules for cards played this way.
- In a casual game, a card you play from outside the game comes from your personal collection. In a tournament event, a card you play from outside the game must come from your sideboard. In Limited events, your sideboard includes an arbitrary number of basic lands in addition to any drafted or opened cards not in your deck. You may look at your sideboard at any time.

Hologram Janeway
{2}{W}
Legendary Artifact Creature — Illusion Officer
3/3
Whenever you attack while creatures you control have total power 8 or greater, put a +1/+1 counter on target creature.

If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Hologram Janeway's ability resolves. You'll still put a +1/+1 counter on the target creature.

Hoshi Sato, Exolinguist
{4}{U}
Legendary Creature — Human Scientist
3/3
Federation — When Hoshi Sato enters, look at the top X cards of your library, where X is the number of creature types among non-Borg creatures you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

- The value of X is calculated only once, as Hoshi Sato's last ability resolves.

Impossible Choice
{2}{B}
Instant
Choose one —
• *Surgical Separation* — Destroy target creature. Its controller creates two 1/1 red Officer creature tokens.
• *Remain Fused* — You draw two cards and each player loses 2 life.

- If you choose the first mode and the target creature is an illegal target as Impossible Choice tries to resolve, it won't resolve and none of its effects will happen. No player will create any tokens.

Infinite Diversity
{7}{R}{R}
Sorcery
Federation — Exile target instant or sorcery card from your graveyard. Copy that card X times, where X is the number of creature types among non-Borg creatures you control. You may cast the copies without paying their mana costs. Exile Infinite Diversity.

- The value of X is calculated only once, as Infinite Diversity resolves.
- You cast the copies while Infinite Diversity is resolving and still on the stack. You can't wait to cast them later in the turn.
- If the card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- If you cast a spell "without paying its mana cost," you can't pay any alternative costs. You can, however, pay additional costs, such as kicker costs. If the spell has any mandatory additional costs, you must pay those.
- If you don't want to cast one or more of the copies, you can choose not to; the copies you don't cast cease to exist the next time state-based actions are performed.

Isolinear Processor
{2}
Artifact
{T}: Add {C}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source.
{2}, {T}: Draw a card, then discard a card.

- An “artifact source” is any object with the card type artifact. This means you could spend the mana to activate an ability of an artifact you control or an artifact card in your hand or graveyard, for example.

Jadzia Dax, Living Legacy
{1}{G}
Legendary Creature — Trill Scientist
0/1
At the beginning of your first main phase, put a +1/+1 counter on Jadzia Dax, then add an amount of {G} equal to the number of counters on her.
Transfer Symbiont — {2}{G}, Discard this card: Put two +1/+1 counters on target creature.

- Jadzia Dax’s first ability isn’t a mana ability. It uses the stack and can be responded to.
- If Jadzia Dax isn’t on the battlefield as her first ability resolves, use the number of counters she had before she left the battlefield to determine how much {G} to add.

Jett Reno, Problem Solver
{1}{U}
Legendary Creature — Human Artificer
1/2
Whenever Jett Reno becomes tapped, surveil 1. If her power is 4 or greater, instead draw a card.
Whenever you face a dilemma, put a +1/+1 counter on Jett Reno. *(You face a dilemma as you choose one or more modes for a spell or ability.)*

- Jett Reno’s first ability checks her power as it resolves. If she’s not on the battlefield at that time, use her power as she last existed on the battlefield to determine whether to draw a card or surveil 1.

Kai Winn, Faithless Leader
{1}{B}
Legendary Creature — Bajoran Cleric
3/1
As Kai Winn enters, choose a nonland card name.
Whenever an opponent casts a spell with the chosen name or activates an ability of a source with the chosen name, that player loses 3 life.

- Activated abilities are written in the form “Cost: Effect.” Some keywords are activated abilities (such as equip) and will have colons in their reminder texts. Static and triggered abilities of sources with the chosen name are unaffected.

Khaaaaaaaaaaaannn!
{X}{R}
Instant
Khaaaaaaaaaaaannn! deals twice X damage to target creature. If that creature would die this turn, exile it instead.

- Khaaaaaaaaaaaannn!'s replacement effect will exile the target creature if it would die this turn for any reason, not just due to lethal damage. (It's still fun to say the line either way.)

Khan, Vengeful Heart
{2}{B}{B}
Legendary Creature — Human Warrior
5/3
When Khan enters, you may sacrifice another creature or artifact. If you do, draw two cards.
You may cast this card from exile.

- You pay all costs and follow all timing rules when casting Khan from exile.

Kira Nerys, Firebrand
{1}{R}{W}
Legendary Creature — Bajoran Soldier
4/3
Trample
If a creature you control would enter while you control an attacking creature, instead it enters tapped and attacking.
Whenever another creature you control enters, it gets +1/+1 until end of turn.

- If Kira Nerys's second ability causes a creature you control to enter tapped and attacking, you choose which opponent, planeswalker, or battle it's attacking as it enters. In some unusual cases, a creature you control will enter the battlefield attacking a specific opponent, planeswalker, or battle. In those cases, the creature will enter attacking that player or permanent and you won't get to choose.
- Creatures that enter tapped and attacking because of Kira Nerys's second ability were never declared as attacking creatures. Abilities that trigger whenever a creature attacks won't trigger when those creatures enter attacking.

Kirk, Commanding Officer
{1}{R}{W}
Legendary Creature — Human Officer
3/3
Whenever you attack while creatures you control have total power 8 or greater, exile the top card of your library. You may play that card this turn.
{2}, Sacrifice Kirk: Destroy target artifact or enchantment.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Kirk's first ability resolves. You'll still exile the top card of your library, and you'll still be able to play it this turn.
- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Kobayashi Maru Scenario
{1}{U}{U}
Enchantment
At the beginning of your upkeep, choose one that hasn't been chosen —
• *Hail* — Return up to one target creature an opponent controls with mana value 3 or less to its owner's hand.
• *Sensors* — Draw two cards.
• *Transport* — Create two 1/1 red Officer creature tokens.
• *Abandon Ship* — You lose the game.

- If a creature has {X} in its mana cost, X is 0 for the purpose of determining its mana value.
- If you choose the first mode with a target, and that target is illegal as the ability tries to resolve, the ability won't resolve, but that mode has still been chosen for subsequent instances of the ability.
- In some unusual situations, you may not be able to choose a mode because all modes have previously been chosen. In this case, the ability is simply removed from the stack with no effect. Clever, Captain.
- It doesn't matter who has chosen any particular mode. For example, if you have chosen the first three modes and an opponent gains control of that *Kobayashi Maru* Scenario, they'll be able to choose only the fourth mode. *Very* clever, Captain.

La'An Noonien-Singh, Security
{2}{R}{R}
Legendary Creature — Human Soldier
4/3
Whenever you attack while creatures you control have total power 8 or greater, target creature can't block this turn.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when La'An Noonien-Singh's ability resolves. The target creature still won't be able to block this turn.

Lieutenant Commander Data
{2}{U}
Legendary Artifact Creature — Android Scientist
2/2
Whenever a player casts a noncreature spell, put a +1/+1 counter on Lieutenant Commander Data.
{1}, Remove three counters from among creatures you control: Draw a card.

- Lieutenant Commander Data's first ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.
- The counters you remove to pay the cost of Lieutenant Commander Data's last ability don't have to be the same kinds of counters, and they don't all have to be on the same creature. For example, you could remove a stun counter from one creature, a -1/-1 counter from another creature, and a +1/+1 counter from a third creature.

Live Long and Prosper
{5}{W}{U}
Sorcery
This spell can't be countered.
Double your life total. Draw cards equal to the number of cards in your hand. You have no maximum hand size until your next turn.

- To double your life total, gain as much life as needed so that your life total is twice the number it was before. If your life total is negative, lose that much life as needed instead so that your life total is twice as far below 0 as it was before. Other effects interact with this life gain or loss accordingly.

Locutus, the One Who Speaks
{W}{B}
Legendary Artifact Creature — Borg
1/1
Artifact creatures you control get +1/+1.
{W}{B}, Discard this card: It deals 2 damage to target creature. You gain 2 life.

- If the target creature is an illegal target as Locutus's last ability tries to resolve, it won't resolve and none of its effects will happen. You won't gain life.

Lt. Cmdr. Geordi La Forge
{2}{U}
Legendary Creature — Human Artificer
3/2
If you would put one or more charge counters on an artifact you control, put twice that many charge counters on that artifact instead.

- If a permanent enters with counters on it, the effect causing the permanent to be given counters may specify which player puts those counters on it. If the effect doesn't specify a player, the object's controller puts those counters on it.
- If two or more effects attempt to modify how many counters would be put onto a permanent you control, you choose the order to apply those effects, no matter who controls the sources of those effects.

Lwaxana Troi, Charming Guest
{1}{R}
Legendary Creature — Betazoid Advisor
2/2
You may choose not to untap Lwaxana Troi during your untap step.
{2}, {T}: Choose another target creature you control. For as long as Lwaxana Troi remains tapped, if a triggered ability of that creature triggers, that ability triggers an additional time.

- If Lwaxana Troi becomes untapped before her last ability resolves, the ability will still resolve, but it won't cause triggered abilities of the target creature to trigger an additional time.
- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities are triggered abilities and will have "when," "whenever," or "at" in their reminder text.
- Lwaxana Troi's ability doesn't copy the triggered ability; it just causes the ability to trigger an additional time. Any choices made as you put the ability onto the stack, such as modes and targets, are made separately for each instance of the ability. Any choices made on resolution, such as whether to put counters on a permanent, are also made individually.

MACO Strike Team
{G}
Creature — Human Soldier
2/1
Whenever a creature you control becomes the target of a spell or ability an opponent controls, create a tapped 1/1 red Officer creature token.

- MACO Strike Team's ability resolves before the spell or ability that caused it to trigger. It resolves even if that spell or ability is countered or otherwise leaves the stack without resolving.

Make It So
{3}{U}
Sorcery
Choose one —
• Untap target permanent you control. Target player draws two cards.
• Create a 1/1 red Officer creature token and draw two cards.

- You must choose both targets, the permanent you control and the player, to choose Make It So's first mode. If only one of the targets is still legal as the spell tries to resolve, the effect affecting the remaining legal target will still happen. If both targets are illegal as the spell tries to resolve, the spell won't resolve and none of its effects will happen. Conversely, Make It So's second mode doesn't require any targets.

Malfunctioning Holodeck
{2}{W}
Artifact
Ward {2} *(Whenever this artifact becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)*
When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.

- If Malfunctioning Holodeck leaves the battlefield before its triggered ability resolves, the target permanent won't be exiled.
- Auras attached to the exiled permanent will be put into their owners' graveyards. Any Equipment will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist. When the card returns to the battlefield, it will be a new object with no connection to the card that was exiled.
- If a token is exiled this way, it will cease to exist and won't return to the battlefield.
- If an Aura is exiled this way, its owner chooses what it will enchant as it returns to the battlefield. An Aura put onto the battlefield this way doesn't target anything (so it could be attached to a permanent with shroud, for example), but the Aura's enchant ability restricts what it can be attached to. If the Aura can't legally be attached to anything, it remains in exile for the rest of the game.

Marooned
{U}
Enchantment — Aura
Enchant artifact or creature
When this Aura enters, you may pay {3}. If you do, tap enchanted permanent.
Enchanted permanent doesn't untap during its controller's untap step and can't be beamed up.

- A permanent that "can't be beamed up" can't be returned to a player's hand to pay a beam me up cost. It can still be the target of spells that were cast using their beam me up abilities.

The Measure of a Man
{2}{W}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Exile up to one target nontoken artifact or creature.
II — Investigate. *(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")*
III — Return the exiled card to the battlefield under its owner's control. You gain 2 life.

- If The Measure of a Man's first chapter ability exiled more than one permanent (usually because the ability was copied), its third chapter ability will return all of the exiled cards to the battlefield under their owners' control.
- If The Measure of a Man's third chapter ability resolves but there are no exiled cards, you'll still gain 2 life.

Miles O'Brien, Transporter Ops
{2}{W}
Legendary Creature — Human Artificer
3/3
When Miles O'Brien enters, return up to one other target creature or artifact you control to its owner's hand.
At the beginning of each end step, if a permanent was returned to your hand from the battlefield this turn, draw a card.

- Miles O'Brien's last ability will check as each end step starts to see if a permanent was returned to your hand from the battlefield this turn. If none were, the ability won't trigger at all. Returning a permanent to your hand from the battlefield during an end step won't cause this ability to trigger.

Mirror Universe Intrusion
{1}{U}{B}
Sorcery
Kicker {4}{U}{B} *(You may pay an additional {4}{U}{B} as you cast this spell.)*
Create a token that's a copy of target creature an opponent controls, except it has menace. If this spell was kicked, instead for each creature target opponent controls, create a token that's a copy of that creature, except it has menace.

- If a spell's kicker cost was paid, the spell is "kicked."
- The kicker ability doesn't let you pay a kicker cost more than once.
- If you copy a kicked spell on the stack, the copy is also kicked.
- If Mirror Universe Intrusion is kicked, it targets an opponent and doesn't target any creatures.
- Each token created by Mirror Universe Intrusion copies exactly what was printed on the original creature and nothing else, with the listed exception (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

Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.

- If a copied creature has {X} in its mana cost, X is 0.
- If a copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token, with the listed exception.
- If a copied creature is copying something else, then the token enters as whatever that creature copied, with the listed exception.
- Any "When [this creature] enters" abilities of a copied creature will trigger when the token enters. Any "As [this creature] enters" or "[This creature] enters with" abilities of that copied creature will also work.

Mr. Spock, Science Officer
{2}{U}{U}
Legendary Creature — Vulcan Human Scientist
2/4
If you would draw a card, draw two cards instead.

- If a spell or ability causes you to draw multiple cards, Mr. Spock's ability doubles each card draw. For example, if you cast Harmonize ("Draw three cards"), you'll draw six cards.
- The effects of multiple such effects are cumulative. For example, if you control both Mr. Spock and Thought Reflection (an enchantment with the same ability), you'll draw four times the original number of cards.
- If two or more replacement effects would apply to a card-drawing ability, the player who's drawing the card chooses the order in which to apply them.

Neelix, Moral Support
{1}{G}
Legendary Creature — Talaxian Advisor
1/1
When Neelix enters, create a Food token. *(It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")*
Whenever you gain life, put a +1/+1 counter on Neelix.

- Neelix's second ability triggers just once for each life-gaining event, whether it's 1 life from Jake Sisko, War Correspondent or 2 life from Elim Garak, Simple Tailor.
- If Neelix is dealt lethal damage at the same time that you gain life, he will die before his second ability would resolve.
- Each creature with lifelink dealing combat damage causes a separate life-gaining event. For example, if two creatures you control with lifelink deal combat damage at the same time, Neelix's second ability will trigger twice. However, if a single creature you control with lifelink deals combat damage to multiple creatures, players, planeswalkers, and/or battles at the same time (perhaps because it has trample or was blocked by more than one creature), the ability will trigger only once.
- If you gain an amount of life "for each" of something or "equal to the number" of something, that life is gained as one event and Neelix's second ability triggers only once.

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

Ni'Var Science Academy
Land
This land enters tapped unless you control two or more other lands.
When this land enters untapped, choose one —
• Target creature gains flying until end of turn.
• Surveil 1.
{T}: Add {U}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters tapped or untapped.

Nog, Ambitious Cadet
{B}{G}
Legendary Creature — Ferengi Rogue
2/2
Menace
{1}: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."
{3}: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

- None of Nog's activated abilities have a duration. If one of them resolves, it will remain in effect until the game ends, Nog leaves the battlefield, or some subsequent effect changes his characteristics, whichever comes first.
- You can activate Nog's activated abilities regardless of what creature types he is. Each of those abilities checks Nog's creature types when that ability resolves. If Nog isn't the appropriate creature type at that time, that ability does nothing.
- Nog's second ability checks whether he's a Rogue, and his last ability checks whether he's a Scout. It doesn't matter how he became the appropriate creature type or if he has any creature types other than the one being checked for.
- The effect of the ability "You may play an additional land on each of your turns" is cumulative with similar effects. For example, if you control both Nog with that ability and Exploration (an enchantment with "You may play an additional land on each of your turns"), you'll be able to play three lands during each of your turns.
- The ability "You may play lands from your graveyard" doesn't change the times when you can play those land cards. You can still play lands only during your main phase when you have priority and the stack is empty. It also doesn't allow you to activate abilities (such as cycling) of land cards in your graveyard.

Nyota Uhura, Communications
{2}{U}
Legendary Creature — Human Officer
2/4
Hailing Frequencies — As Nyota Uhura enters, choose a number between 0 and 10.
Open a Channel — Whenever an opponent casts a spell with mana value equal to the chosen number, you draw a card.

- The numbers you may choose for Nyota Uhura's first ability include 0 and 10.
- Effects that increase or reduce the cost to cast a spell don't affect that spell's mana value.
- For spells with {X} in their mana costs, use the value of X to determine if the spell's mana value is the chosen number. For example, if the chosen number is 4, a spell with mana cost {X}{R}{R} cast with X equal to 2 would cause Nyota Uhura's last ability to trigger.
- Nyota Uhura's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

Organic Avulsion Unit
{2}{B}
Artifact Creature — Borg
2/3
{2}: Artifact creatures you control gain menace until end of turn. *(A creature with menace can't be blocked except by two or more creatures.)*

- Once an artifact creature you control has been legally blocked by a single creature, giving it menace won't have any impact on that combat. It will remain blocked.

Overflow Submatrix
{2}{B}
Artifact Creature — Borg
3/3
Once during each of your turns, you may cast an artifact creature spell from your graveyard. If you cast a spell this way, that artifact creature enters with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

- You pay all costs and follow all timing restrictions for spells cast this way.
- Finality counters work on any permanent, not only creatures. If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.
- Finality counters don't stop permanents from going to zones other than the graveyard from the battlefield. For example, if a permanent with a finality counter on it would be put into its owner's hand from the battlefield, it does so normally.
- Finality counters aren't keyword counters, and a finality counter doesn't give any abilities to the permanent it's on. If that permanent loses its abilities and then would go to a graveyard, it will still be exiled instead.

- Multiple finality counters on a single permanent are redundant.

Overgrown Tomb
Land — Swamp Forest
({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Pah-Wraith
{5}{R}{R}
Creature — Wraith
4/4
First strike, haste
Strange new worlds — Whenever this creature attacks, creatures you control get +X/+0 until end of turn, where X is the number of differently named lands you control.

- The value of X is calculated only once, as Pah-Wraith's last ability resolves.

Peace in Our Time
{3}{W}
Enchantment
At the beginning of combat on each player's turn, that player may draw a card. If they do, they can't attack this turn and you put a peace counter on this enchantment.
At the beginning of your upkeep, if this enchantment has twelve or more peace counters on it, you win the game.

- Peace in Our Time's last ability will check as your upkeep starts to see if Peace in Our Time has twelve or more peace counters on it. If it doesn't, the ability won't trigger at all. If it does trigger, the ability will check again as it tries to resolve. If Peace in Our Time doesn't have twelve or more peace counters on it at that time, the ability won't resolve and none of its effects will happen.
- If Peace in Our Time's last ability triggers but Peace in Our Time leaves the battlefield before that ability resolves, use the number of counters it had on it when it was last on the battlefield to determine whether or not the ability resolves.

Pet *Sehlat*
{2}{W}
Creature — Bear
4/3
This creature can't attack alone.

- Pet *Sehlat* can be declared as an attacker only if another creature is declared as an attacker at the same time. Once it's attacking, removing the other creature won't cause Pet *Sehlat* to stop attacking.
- If you control more than one creature that can't attack alone, they can attack together, even if no other creatures attack.
- Although Pet *Sehlat* can't attack alone, other attacking creatures don't have to attack the same player, planeswalker, or battle. For example, Pet *Sehlat* could attack an opponent and another creature could attack a planeswalker that opponent controls.
- If a creature that can't attack alone also must attack if able, its controller must attack with it and another creature if able.

Picard, Leading by Example
{1}{W}
Legendary Creature — Human Officer
2/2
{1}, {T}: Another target creature gets +X/+X until end of turn, where X is Picard's power. Activate only as a sorcery.

- The value of X is calculated only once, as Picard's ability resolves. If Picard is no longer on the battlefield at that time, use his power as he last existed on the battlefield to determine the value of X.

Primary Unimatrix Adjunct
{3}{W}
Artifact Creature — Borg
2/3
Artifact creatures you control have double strike.

- If a creature loses double strike after assigning combat damage in the first-strike combat damage step (perhaps because Primary Unimatrix Adjunct left the battlefield), that creature won't assign combat damage in the normal combat damage step.

Pure Energy
{1}{W}
Sorcery
Distribute two +1/+1 counters among one or two target creatures.
Beam me up {2}{W} *(You may cast this card from your graveyard for {2}{W} if you also return a creature you control to its owner's hand. Then exile this spell.)*

- You choose the number of targets and how the counters will be distributed as you cast Pure Energy. Each target must receive at least one counter.
- If you choose two targets for Pure Energy, and only one of the creatures remains a legal target as the spell tries to resolve, the original distribution of counters applies and the counter that would have been put on the illegal target is lost. It won't be put on the remaining legal target.

Q Continuum
Land
This land enters tapped unless you control two or more other lands.
When this land enters untapped, choose one —
• Target creature gets +1/+1 and gains vigilance until end of turn.
• Surveil 1.
{T}: Add {G}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters tapped or untapped.

Q, Stacking the Deck
{2}{R}{R}
Legendary Creature — Q
4/4
When Q enters, shuffle your library, then exile cards from the top of your library until you exile a nonland card. That nonland card gains "Exile a card from your hand: Create a copy of this card. You may cast the copy. Activate only during your turn and only if this card is exiled."

- You cast the copy while the activated ability of the exiled card is resolving and still on the stack. You can't wait to cast it later in the turn.
- If you don't want to cast the copy, you can choose not to; the copy ceases to exist the next time state-based actions are performed.

Quark, Humble Proprietor
{2}{R}
Legendary Creature — Ferengi Rogue
1/2
You can't sacrifice Treasure tokens.
At the beginning of each upkeep, create a Treasure token. *(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")*

- Quark's first ability stops you from sacrificing Treasure tokens for any reason. You can't sacrifice them to pay any cost that requires you to sacrifice an artifact or to pay the cost of their own abilities. If an effect instructs you to sacrifice a Treasure token, you can't and that token remains on the battlefield.
- If an effect instructs you to sacrifice an artifact and you control any artifacts that aren't Treasure tokens, you must sacrifice one of those other artifacts. You can't try to sacrifice a Treasure token, fail, and therefore ignore the effect.

Quark's Bar
Land
This land enters tapped unless you control two or more other lands.
When this land enters untapped, choose one —
• This land deals 1 damage to each opponent.
• Surveil 1.
{T}: Add {R}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters tapped or untapped.

Ravenous Cosmozoan
{5}{R}
Creature — Fish
3/3
This spell costs {1} less to cast for each noncreature, nonland card in your graveyard.
Flying, haste

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

Reckless Impulse
{1}{R}
Sorcery
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

- You pay all costs and follow all timing rules for cards played this way. For example, if one of the exiled cards is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Red Alert!
{2}{R}
Instant
This spell costs {2} less to cast if a creature is attacking you.
Creatures you control get +2/+0 until end of turn.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.
- The cost reduction ability of Red Alert! doesn't apply if creatures are attacking only planeswalkers you control and/or battles you're protecting.

Replicator
{2}
Artifact
When this artifact enters, create a Food token. *(It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")*
{2}, {T}: Create a tapped token that's a copy of target token you control.

- The token copies the original characteristics of the target token as stated by the effect that created it (unless that token is copying something else; see below). It doesn't copy whether that token is tapped or untapped, whether it has any counters on it, or any Auras or Equipment attached to it, or any non-copy effects that have changed its types, color, power and toughness, and so on. Notably, the token you create won't be attacking, even if the original token is.
- If the original token is copying something else, then the new token enters as whatever that token copied. If it's copying something with {X} in its mana cost, X is 0.
- If the target token had any "When [this token] enters" abilities, the new token also has those abilities, and they'll trigger when it's created. Similarly, any "As [this token] enters" or "[This token] enters with" abilities that the token has copied will also work.

Resistance Is Futile
{1}{B}
Sorcery
Choose one —
• Destroy target nonartifact creature.
• Return target artifact creature card with mana value 3 or less from your graveyard to the battlefield.

- If an artifact creature card in a graveyard has {X} in its cost, X is 0 for the purpose of determining its mana value.

Romulan Bird-of-Prey
{1}{U}
Artifact — Spacecraft
4/4
Cloaking Device — As long as this Spacecraft isn't a creature, it has hexproof.
Whenever you cast a noncreature spell, if this Spacecraft isn't a creature, put two charge counters on it.
Station
8+ | Flying

- Romulan Bird-of-Prey's second ability will check whenever you cast a noncreature spell to see if Romulan Bird-of-Prey is a creature. If it is, the ability won't trigger at all. If it does trigger, the ability will check again as it resolves. If Romulan Bird-of-Prey is a creature at that time, the ability won't resolve and its effect won't happen.

Rules of Acquisition
{3}{U}{U}
Sorcery
Choose one —
• *Follow the 3rd Rule* — Gain control of target nonland permanent an opponent controls. That opponent draws three cards.
• *Follow the 98th Rule* — Target opponent gains control of target nonland permanent you control. If they do, you draw three cards.

- If the first mode is chosen and the target permanent is an illegal target as Rules of Acquisition tries to resolve, it won't resolve and none of its effects will happen. No player will draw cards.
- If the second mode is chosen and one of the targets is an illegal target as Rules of Acquisition tries to resolve, the opponent won't gain control of the permanent. If both targets are illegal, the spell won't resolve and none of its effects will happen. In either case, you won't draw cards.

Rutherford, Upgraded Ensign
{2}{W}
Legendary Creature — Human Artificer
2/2
When Rutherford enters, look at the top six cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
Whenever you cast a Spacecraft spell, put a +1/+1 counter on target creature.

- Rutherford's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

Saavik, Stoic Student
{4}{W}
Legendary Creature — Vulcan Advisor
2/2
Flash
Federation — When Saavik enters, she deals X damage to target attacking or blocking creature an opponent controls, where X is the number of creature types among non-Borg creatures you control.

- The value of X is calculated only once, as Saavik's last ability resolves.

Sacred Foundry
Land — Mountain Plains
({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Mistrise Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Sarcophagus, Ship of the Dead
{2}{R}
Legendary Artifact — Spacecraft
4/4
Other creatures you control get +1/+0.
Whenever a creature dies, if *Sarcophagus* isn't a creature, put a charge counter on it.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 10+.)*
10+ | Flying

- *Sarcophagus*'s second ability will check whenever a creature dies to see if *Sarcophagus* is a creature. If it is, the ability won't trigger at all. If it does trigger, the ability will check again as it resolves. If *Sarcophagus* is a creature at that time, the ability won't resolve and its effect won't happen.

Sarek, Federation Ambassador
{1}{G}{W}{U}
Legendary Creature — Vulcan Advisor
0/5
Federation — At the beginning of combat on your turn, draw a card for every five creature types among non-Borg creatures you control. If you draw three or more cards this way, put two +1/+1 counters on each creature you control.

- If there are between five and nine creature types among non-Borg creatures you control, you'll draw one card. If there are between ten and fourteen creature types among non-Borg creatures you control, you'll draw two cards, and so on.

Scotty, Miracle Worker
{1}{U}{U}
Legendary Creature — Human Artificer
2/3
During your main phase, each card in your graveyard has beam me up. The beam me up cost is equal to that spell's mana cost. Scotty can't be beamed up to cast a spell this way. *(Only instant and sorcery spells can be cast this way. You may cast a card from your graveyard for its beam me up cost if you also return another creature you control to its owner's hand. Then exile that spell.)*

- Scotty can't be returned to your hand to pay the beam me up cost of spells cast with the beam me up ability granted by his ability. He can be returned to your hand to pay the beam me up cost of spells that are cast using their own beam me up abilities.

Sela, Tal Shiar Paradox
{3}{B}
Legendary Creature — Romulan Human Rogue
3/3
Whenever Sela attacks, exile up to one target card from a graveyard.
Whenever one or more cards leave your graveyard, create a tapped 2/2 black Romulan creature token.

- If multiple cards leave your graveyard at the same time, Sela's last ability will trigger only once.

Seven of Nine, Unassimilated
{1}{U}
Legendary Artifact Creature — Human Officer
0/4
At the beginning of your first main phase, draw a card. Then discard a card unless you control five or more differently named lands.
{6}{U}: Seven of Nine's base power and toughness become 7/9. Activate only if you control seven or more differently named lands.

- Seven of Nine's last ability has no duration. If it resolves, it will remain in effect until the game ends, Seven of Nine leaves the battlefield, or some subsequent effect changes her base power and/or toughness, whichever comes first.

Sickbay
{5}
Artifact
Whenever a creature you control enters, you gain 1 life.
At the beginning of combat on your turn, put X +1/+1 counters on target creature you control, where X is one plus the amount of life you gained this turn.

- The value of X is calculated only once, as Sickbay's last ability resolves.

Silicate Surveyor
{4}{R}
Creature — Tholian Scout
4/4
Reach
When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.

- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Spatial Anomaly
Land
{T}: Add {C}.
{4}{R}, {T}, Sacrifice this land: It deals 2 damage to target creature. Create a tapped Planet land token named New Planet with "{T}: Add one mana of any color."

- If the target creature is an illegal target as Spatial Anomaly's last ability tries to resolve, it won't resolve and none of its effects will happen. You won't create the listed token.

Species 8472
{4}{G}{G}
Creature — Insect Beast
7/5
Strange new worlds — When this creature enters, you gain life equal to the number of differently named lands you control.
This creature can't be blocked by artifact creatures.
This creature can't be the target of abilities from artifact sources your opponents control.

- Once Species 8472 has been blocked, turning a creature blocking it into an artifact creature won't cause that creature to stop blocking it.

Starfleet Academy
Legendary Land
{T}: Add {C}.
Federation — {5}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creature types among non-Borg creatures you control.

- Starfleet Academy's last ability is a mana ability. It doesn't use the stack and can't be responded to. Once you activate it, you choose a color and add mana before any player can try and change what creatures you control.

Steam Vents
Land — Island Mountain
({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).

- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Stomping Ground
Land — Mountain Forest
({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Mistrise Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Storied Veteran
{B}
Creature — Klingon Advisor
2/1
This creature can't block.
You may cast this card from your graveyard. If you do, it enters with a finality counter on it. *(If a creature with a finality counter on it would die, exile it instead.)*

- You still pay all costs and follow all timing restrictions when casting Storied Veteran from your graveyard with the permission from its last ability.
- If Storied Veteran is countered after being cast from your graveyard, it will return to your graveyard. It may be cast this way again (and if so, it comes with a story of the glorious counterspell war that ensued, if applicable).
- Once you begin casting a spell from your graveyard, it immediately moves to the stack. Players can't take any actions until you've finished casting the spell.
- Finality counters work on any permanent, not only creatures. If a permanent with a finality counter on it would be put into a graveyard from the battlefield, exile it instead.
- Finality counters don't stop permanents from going to zones other than the graveyard from the battlefield. For example, if a permanent with a finality counter on it would be put into its owner's hand from the battlefield, it does so normally.
- Finality counters aren't keyword counters, and a finality counter doesn't give any abilities to the permanent it's on. If that permanent loses its abilities and then would go to a graveyard, it will still be exiled instead.
- Multiple finality counters on a single permanent are redundant.

Subcommander T'Pol
{2}{U}
Legendary Creature — Vulcan Scientist
3/1
Flash
When Subcommander T'Pol enters, choose one —
• Counter target activated or triggered ability.
• Tap up to one target artifact or creature. Put a stun counter on it. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

- Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keyword abilities (such as equip) are activated abilities and will have colons in their reminder text.
- Triggered abilities use the words "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities (such as prowess) are triggered abilities and will have "when," "whenever," or "at the beginning of" in their reminder text.

Sulu, Space Swashbuckler
{1}{W}
Legendary Creature — Human Pilot
2/2
First strike
Whenever Sulu becomes tapped, if an Equipment or Spacecraft entered the battlefield under your control this turn, draw a card.

- Sulu's last ability will check at the moment he becomes tapped to see if an Equipment or Spacecraft entered the battlefield under your control this turn. If at least one has, the ability will trigger. It doesn't matter if any such Equipment or Spacecraft are still on the battlefield or under your control.

Support Mission
{2}{G}
Enchantment
Whenever a creature you control enters, put a quest counter on this enchantment. Put a +1/+1 counter on that creature. If this enchantment has five or more quest counters on it, instead put two +1/+1 counters on that creature.

- If Support Mission isn't on the battlefield as its ability resolves, use the number of quest counters it had on it before it left the battlefield to determine whether or not you put two +1/+1 counters on the creature, noting that you won't be able to put another quest counter on Support Mission for that time the ability resolves.

Sylvia Tilly, Joy of Discovery
{2}{G}
Legendary Creature — Human Scientist Artificer
2/2
When Sylvia Tilly enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
At the beginning of combat on your turn, you may pay {1} and exile a card from your graveyard. When you do, put a +1/+1 counter on target creature.

- You don't choose a target for Sylvia Tilly's last ability at the time it triggers. Rather, a second "reflexive" ability triggers when you pay {1} and exile a card from your graveyard this way. You choose a target for that ability as it goes on the stack. Each player may respond to this triggered ability as normal.

Tactical Officer
{1}{W}
Creature — Human Officer
2/1
Whenever you attack while creatures you control have total power 8 or greater, put a +1/+1 counter on this creature. Untap it.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Tactical Officer's ability resolves. You'll still put a +1/+1 counter on Tactical Officer and untap it.

Tal Shiar Analyst
{2}{R}
Creature — Romulan Scientist
3/2
{T}: This creature deals 1 damage to each opponent.
Whenever you cast a noncreature spell, untap this creature.

- Tal Shiar Analyst's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

Tasha Yar, Out of Time
{1}{R}
Legendary Creature — Human Officer
2/1
Haste
When Tasha Yar dies, exile the top card of your library. Until the end of your next turn, you may play that card.
{2}{R}, Exile this card from your graveyard: Create a token that's a copy of this card. Sacrifice it at the beginning of the next end step. Activate only as a sorcery.

- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.
- The token created by Tasha Yar's last ability copies exactly what is printed on the original card and nothing else. It doesn't copy information about the object that card was before it was put into that graveyard or before it was exiled.

Temple Garden
Land — Forest Plains
({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Mistrise Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Temporal Conqueror
{2}{G}
Creature — Na'kuhl Warrior
2/3
When this creature enters, mill three cards. Then return a land card from your graveyard to your hand. If you can't, create a Treasure token. *(To mill three cards, put the top three cards of your library into your graveyard.)*

- Returning a land card from your graveyard to your hand isn't optional. If at least one is there, you must return one. You can't choose not to, even if you'd prefer the Treasure.

Test of Conviction
{1}{W}
Sorcery
Choose one —
• *Battle Stations* — Put a +1/+1 counter on each creature you control.
• *Begin Negotiations* — Target opponent draws a card.
You draw two cards.

- If the second mode is chosen and the target opponent is an illegal target as Test of Conviction tries to resolve, it won't resolve and none of its effects will happen. You won't draw any cards.

Test of Courage
{G}
Instant
Choose one —
• *Alter the Past* — Exile target card from a graveyard. You gain 2 life.
• *Obliterate the Transwarp Network* — Destroy target artifact or enchantment with mana value 3 or less.

- If the first mode is chosen and the target card is an illegal target as Test of Courage tries to resolve, it won't resolve and none of its effects will happen. You won't gain life.
- If a permanent has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Test of Loyalty
{B}
Sorcery
Choose one —
• *Plain, Simple Garak* — Exile target card from a graveyard. Draw a card.
• *Of the Obsidian Order* — Return target creature card from your graveyard to your hand.

- If the first mode is chosen and the target card is an illegal target as Test of Loyalty tries to resolve, it won't resolve and none of its effects will happen. You won't draw a card.

Test of Priorities
{1}{U}
Instant
Choose one —
• *Power to Engines* — Surveil 2, then draw a card.
• *Power to Life Support* — Exile target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.

- Auras attached to the exiled creature will be put into their owners' graveyards. Any Equipment will become unattached and remain on the battlefield. Any counters on the exiled creature will cease to exist. Once the card returns to the battlefield, it will be a new object with no connection to the card that was exiled.
- If a token is exiled this way, it will cease to exist and won't return to the battlefield.

There's Coffee in that Nebula
{1}{W}
Sorcery
Look at the top five cards of your library. You may reveal a Plains card or nonland permanent card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom in a random order.
Beam me up {2}{W} *(You may cast this card from your graveyard for {2}{W} if you also return a creature you control to its owner's hand. Then exile this spell.)*

- If a card in a library has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

The Traveler
{G}{U}
Legendary Creature — Scout
*/3
Reach, vigilance
Strange new worlds — The Traveler's power is equal to the number of differently named lands you control.

- The ability that defines The Traveler's power applies in all zones, not just the battlefield.

Troubling Tribbles
{2}{W}
Creature — Tribble
0/1
This creature can't block.
At the beginning of your upkeep, create a token that's a copy of this creature.

- The token copy is born pregnant . . . that is, it will have Troubling Tribbles's abilities, including the ability that creates token copies of itself.
- The tokens don't copy whether Troubling Tribbles is tapped or untapped, whether it has any counters on it or Auras attached to it, or any non-copy effects that have changed its types, color, and so on.
- If Troubling Tribbles leaves the battlefield before its last ability resolves, the token will still enter as a copy of Troubling Tribbles, using its copiable values from when it was last on the battlefield.
- In the unusual case where Troubling Tribbles becomes a copy of something else while its last ability is on the stack but before it resolves, the token will enter as a copy of whatever Troubling Tribbles is copying.

Una Chin-Riley, Number One
{4}{W}
Legendary Creature — Illyrian Officer
4/5
Whenever you attack while creatures you control have total power 8 or greater, target attacking creature gets +2/+0 and gains first strike until end of turn.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Una Chin-Riley's ability resolves. The target attacking creature will still get +2/+0 and gain first strike until end of turn.

The Unicomplex
Land
This land enters tapped unless you control two or more other lands.
When this land enters untapped, choose one —
• Put target creature card from your graveyard on top of your library.
• Surveil 1.
{T}: Add {B}.

- If this land enters the battlefield at the same time as any number of other lands, those other lands are not counted when determining if this land enters tapped or untapped.

U.S.S. Enterprise-D, *Galaxy*-Class
{3}
Legendary Artifact — Spacecraft
4/5
Whenever one or more charge counters are put on *U.S.S. Enterprise*-D for the first time each turn, exile the top card of your library. You may play that card this turn.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)*
7+ | Flying, vigilance

- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

U.S.S. Reliant, From Hell's Heart
{2}{B}{B}
Legendary Artifact — Spacecraft
4/3
Whenever *U.S.S. Reliant* enters or deals combat damage to a player, return target creature card with mana value 4 or less from your graveyard to the battlefield with a finality counter on it.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 10+.)*
10+ | Flying

- If a card in a graveyard has {X} in its cost, X is 0 for the purpose of determining its mana value.

Vengeance Mission
{2}{B}
Enchantment
Whenever a creature dies, put a quest counter on this enchantment. Target opponent loses 1 life. That player loses 2 life instead if there are seven or more quest counters on this enchantment.

- If Vengeance Mission isn't on the battlefield as its ability resolves, use the number of quest counters it had on it before it left the battlefield to determine whether or not the opponent loses 2 life, noting that you won't be able to put another quest counter on it for that time the ability resolves.

Vulcan Mind-Meld
{U}
Sorcery
Target opponent looks at the top card of your library, then exiles it face down. You look at the top two cards of their library, then exile them face down. For each card exiled this way, the player who exiled it may play it for as long as it remains exiled. Mana of any type can be spent to cast spells this way.

- Players pay all costs and follow all timing rules for cards played this way. For example, if a card you exiled is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Warp Speed
{2}{G}
Enchantment
Lands you control enter untapped.
When this enchantment enters, search your library for a basic land card or Planet card, reveal it, put it into your hand, then shuffle.
Strange new worlds — {7}{U}{U}, Sacrifice this enchantment: Draw two cards. This ability costs {X} less to activate, where X is the number of differently named lands you control.

- If a land has an ability that says it enters the battlefield tapped, you choose the order in which that ability's effect and Warp Speed's effect apply. This means you can choose to have the land enter tapped or untapped. If a land you control is simply put onto the battlefield tapped without a replacement effect being applied, it always enters untapped if you control Warp Speed.
- If Warp Speed would enter the battlefield at the same time a land you control would enter the battlefield tapped, that land still enters the battlefield tapped.

Watery Grave
Land — Island Swamp
({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

- This land has two basic land types. It's not basic, so cards such as Final Frontier can't find it, but it does have the appropriate land types for effects such as that of Kishla Village (from the *Tarkir: Dragonstorm* release).
- If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

Wesley Crusher, Starfleet Cadet
{2}{U}{U}
Legendary Creature — Human Officer
2/2
Flash
When Wesley Crusher enters, choose two —
• Counter target noncreature spell unless its controller pays {2}.
• Return target creature with mana value 2 or less to its owner's hand.
• Target creature can't be blocked this turn.
• Target player draws two cards, then discards two cards.

- If a creature on the battlefield has {X} in its mana cost, X is 0 for the purpose of determining its mana value.
- In some unusual cases, you may not be able to legally choose two modes. In those cases, the ability will be removed from the stack with no effect. You can't choose only one mode.

Worf, Honor-Bound Warrior
{R/W}{R/W}
Legendary Creature — Klingon Warrior Officer
1/1
Whenever you attack while creatures you control have total power 8 or greater, double Worf's power until end of turn.
Tap two untapped artifacts and/or creatures you control: Put a +1/+1 counter on Worf. Activate only as a sorcery.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Worf's first ability resolves. You'll still double Worf's power until end of turn.
- You can tap any untapped artifacts and/or creatures you control to activate Worf's last ability, including Worf himself and ones you haven't controlled continuously since the beginning of your most recent turn.

Worf, Intelligence Contractor
{2}{R}
Legendary Creature — Klingon Warrior Spy
3/2
When Worf enters, for each opponent, gain control of up to one target creature that player controls with mana value 3 or less until end of turn. Untap those creatures. Until end of turn, they become Warriors in addition to their other types and gain haste.

- If a creature on the battlefield has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Zefram Cochrane, Warp Pioneer
{2}{U}
Legendary Creature — Human Pilot
2/3
You may look at the top card of your library any time.
Once during each of your turns, you may cast an artifact spell from the top of your library.
Spacecraft you control enter with two additional charge counters on them.

- You can look at the top card of your library whenever you want (with one restriction; see below), even if you don't have priority. This action doesn't use the stack. Knowing what that card is becomes part of the information you have access to, just like you can look at the cards in your hand.
- If the top card of your library changes while you're casting a spell, playing a land, activating an ability, or taking a special action, you can't look at the new top card until you finish doing so. This means that if you cast a spell from the top of your library, you can't look at the next one until you're done paying for that spell.
- The top card of your library isn't in your hand, so you can't cycle it, discard it, or activate any of its abilities that could be activated from your hand.
- You pay all costs and follow all timing rules for spells cast from the top of your library this way.

STAR TREK BORDERLESS STARDATES CARD-SPECIFIC NOTES:

Arcum Dagsson
(Alternate name: Scotty, Transwarp Transporter)
{3}{U}
Legendary Creature — Human Artificer
2/2
{T}: Target artifact creature's controller sacrifices it. That player may search their library for a noncreature artifact card, put it onto the battlefield, then shuffle.

- Arcum Dagsson's ability targets an artifact creature, not the player who controls it.
- If the target artifact creature is an illegal target by the time Arcum Dagsson's ability tries to resolve, the ability won't resolve. No player searches their library. If the target is legal but not sacrificed (most likely

because of an effect such as that of Sigarda, Host of Herons), its controller does search their library for a noncreature artifact card.

- Any triggered abilities that trigger when the creature is sacrificed will be put onto the stack at the same time as any triggered abilities that trigger when the noncreature artifact enters the battlefield.

Bristly Bill, Spine Sower
(Alternate name: Leonard McCoy, Country Doctor)
{1}{G}
Legendary Creature — Plant Druid
2/2
Landfall — Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

- To double the number of +1/+1 counters on a permanent, put a number of +1/+1 counters on it equal to the number it already has. Other cards that interact with putting counters on it will interact with this effect accordingly.

Bruvac the Grandiloquent
(Alternate name: Spock, Completely Logical)
{2}{U}
Legendary Creature — Human Advisor
1/4
If an opponent would mill one or more cards, they mill twice that many cards instead. *(To mill a card, a player puts the top card of their library into their graveyard.)*

- If a player is instructed to put a card into their graveyard without using the word "mill," Bruvac's ability doesn't apply.
- Many cards printed before the Core Set 2021 release have received errata to instruct a player to mill cards rather than to put the top cards of their library into their graveyard. Use the Oracle card reference at **Gatherer.Wizards.com** to determine whether a specific card has received such errata. As a rule of thumb, if an effect instructs a player to look at or reveal a card before it's put into its owner's graveyard, it's unlikely to have received errata.
- Because Bruvac is legendary, it's unlikely that one player will control two. However, if that happens, each opponent mills four times as many cards as originally instructed. If they control three, their opponents mill eight times as many, and so on.

Captain Sisay
(Alternate name: Pike, Unrelenting Mentor)
{2}{G}{W}
Legendary Creature — Human Soldier
2/2
{T}: Search your library for a legendary card, reveal that card, put it into your hand, then shuffle.

- Because the “search” requires you to find a card with certain characteristics, you don’t have to find the card if you don’t want to.

Decree of Pain
{6}{B}{B}
Sorcery
Destroy all creatures. They can’t be regenerated. Draw a card for each creature destroyed this way.
Cycling {3}{B}{B} *({3}{B}{B}, Discard this card: Draw a card.)*
When you cycle this card, all creatures get -2/-2 until end of turn.

- When you cycle this card, first the cycling ability goes on the stack, then the triggered ability goes on the stack on top of it. The triggered ability will resolve before you draw a card from the cycling ability.
- The cycling ability and the triggered ability are separate. If the triggered ability doesn’t resolve (because, for example, it has been countered), the cycling ability will still resolve, and you’ll draw a card.

Drivnod, Carnage Dominus
(Alternate name: Intendant Kira Nerys)
{3}{B}{B}
Legendary Creature — Phyrexian Horror
8/3
If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
{B/P}{B/P}, Exile three creature cards from your graveyard: Put an indestructible counter on Intendant Kira Nerys. *({B/P} can be paid with either {B} or 2 life.)*

- Drivnod affects a creature’s own “when this creature dies” triggered abilities as well as other triggered abilities that trigger when that creature dies. Such triggered abilities start with “when” or “whenever.”
- Drivnod’s effect doesn’t copy the triggered ability; it just causes the ability to trigger twice. Any choices made as you put the ability onto the stack, such as modes and targets, are made separately for each instance of the ability. Any choices made on resolution, such as whether to pay a cost for that triggered ability, are also made separately.
- The trigger event doesn’t have to specifically refer to “creatures.” In these cases, the trigger event may also refer to something being “put into a graveyard from the battlefield.” For example, an ability that triggers “whenever an artifact is put into a graveyard from the battlefield” would trigger twice if an artifact creature dies while Drivnod, Carnage Dominus is on the battlefield.
- An ability that triggers when a creature “leaves the battlefield” will trigger twice if that creature leaves the battlefield by dying.
- An ability that triggers on an event that causes a creature to die doesn’t trigger twice. For example, an ability that triggers “whenever you sacrifice a creature” triggers only once.
- Look at each creature as it exists on the battlefield, taking into account continuous effects, to determine whether any triggered abilities will trigger multiple times. For example, if a land that has become a creature dies, an ability that triggers when it dies triggers twice.

- If a creature dying at the same time that another permanent you control leaves the battlefield causes a triggered ability of that permanent to trigger, that ability triggers an additional time.
- If a creature dying at the same time as Drivnod (including Drivnod itself dying) causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- If you somehow control two Drivnods, a creature dying causes abilities to trigger three times, not four. A third Drivnod causes abilities to trigger four times, a fourth causes abilities to trigger five times, and so on. This also means that if you control Drivnod and cast a second one, an ability that triggers when it dies due to the "legend rule" triggers three times.
- A nontoken creature dying will cause an ability of a permanent that triggers whenever a card is put into a graveyard "from anywhere" to trigger twice only if Drivnod and that permanent are both still on the battlefield immediately after the creature has died.

Ertai Resurrected
(Alternate name: Nero, Last of the Empire)
{2}{U}{B}
Legendary Creature — Phyrexian Human Wizard
3/2
Flash
When Nero enters, choose up to one —
• Counter target spell, activated ability, or triggered ability. Its controller draws a card.
• Destroy another target creature or planeswalker. Its controller draws a card.

- Activated abilities are written in the form "Cost: Effect." Some keyword abilities, such as equip and crew, are activated abilities and will have colons in their reminder texts.
- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities, such as prowess and fabricate, are triggered abilities and will have "when," "whenever," or "at" in their reminder text.
- If you counter a delayed triggered ability that triggers at the beginning of the "next" occurrence of a specified step or phase, that ability won't trigger again the following time that phase or step occurs.
- Abilities that create replacement effects, such as a permanent entering the battlefield tapped or with counters on it, can't be targeted. Abilities that apply "as [this creature] enters" are also replacement effects and can't be targeted. Similarly, the replacement effect that prevents a creature with a stun counter on it from untapping can't be countered.

Flare of Fortitude
{2}{W}{W}
Instant
You may sacrifice a nontoken white creature rather than pay this spell's mana cost.
Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

- Spells and abilities that would normally cause you to gain or lose life still resolve while your life total can't change, but the life-gain or life-loss part simply has no effect.

- If a cost would include causing you to gain life, that cost can't be paid. Similarly, you can't pay a cost that includes the payment of any amount of life other than 0 life. However, you can choose to be dealt damage, even though that damage won't result in your life total changing.
- The effect of Flare of Fortitude doesn't prevent damage. Rather, it changes the results of that damage. For example, if a creature with lifelink deals damage to you, you won't lose any life, but its controller will still gain that much life. Similarly, if a creature you control with lifelink deals damage to another player, that player will lose life but you won't gain any life.
- Abilities that trigger whenever damage is dealt to you will still trigger because that damage is still dealt, even though your life total doesn't change as a result.
- Effects that would replace having you gain life with some other event won't be able to be applied because it's impossible for you to gain life.
- Effects that replace an event with having you gain life (like Words of Worship's effect does) or having you lose life will end up replacing the event with nothing.
- If an effect says to set your life total to a certain number, that part of the effect won't do anything.
- If an effect would cause you to exchange life totals with another player, the exchange won't happen. Neither player's life total changes.
- In a Commander game, the combat damage dealt to you by commanders will still be counted, even if that damage doesn't cause you to lose life.

Isshin, Two Heavens as One
(Alternate name: Janeway, Cracked Mirror)
{R}{W}{B}
Legendary Creature — Human Samurai
3/4
If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

- Isshin, Two Heavens as One's ability affects only triggered abilities with conditions that are directly related to attacking, such as "whenever [this creature] attacks" or "whenever you attack with one or more creatures." It does not affect triggered abilities with other trigger conditions, such as "whenever [this creature] becomes tapped."
- Isshin's effect doesn't copy the triggered ability; it just causes the ability to trigger twice. Any choices made as you put the ability onto the stack, such as modes and targets, are made separately for each instance of the ability. Any choices made on resolution are also made individually.

Jhoira, Weatherlight Captain
(Alternate name: Nyota Uhura, Endless Insight)
{2}{U}{R}
Legendary Creature — Human Artificer
3/3
Whenever you cast a historic spell, draw a card.
(Artifacts, legendaries, and Sagas are historic.)

- A spell is historic if it has the legendary supertype, the artifact card type, or the Saga enchantment subtype. Having two of those qualities doesn't make a spell more historic than another or provide an additional bonus—a spell either is historic or it isn't.
- An ability that triggers when a player casts a spell resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

Kenrith, the Returned King
(Alternate name: General Picard, Earth Warlord)
{4}{W}
Legendary Creature — Human Noble
5/5
{R}: All creatures gain trample and haste until end of turn.
{1}{G}: Put a +1/+1 counter on target creature.
{2}{W}: Target player gains 5 life.
{3}{U}: Target player draws a card.
{4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control.

- Kenrith's last ability can target a creature card in any player's graveyard. Its owner will control the creature, and it will remain on the battlefield even if you leave the game (if you don't own it).

Loot, Exuberant Explorer
(Alternate name: Hikaru Sulu, Peerless Pilot)
{2}{G}
Legendary Creature — Beast Noble
1/4
You may play an additional land on each of your turns.
{4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

- The effect of Loot's first ability is cumulative with similar effects. For example, if you control both Loot and Exploration (an enchantment with "You may play an additional land on each of your turns"), you'll be able to play three lands during each of your turns.
- If a creature card in your library has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Mogis, God of Slaughter
(Alternate name: Worf, Regent of Terok Nor)
{2}{B}{R}
Legendary Enchantment Creature — God
7/5
Indestructible
As long as your devotion to black and red is less than seven, Worf isn't a creature.
At the beginning of each opponent's upkeep, Worf deals 2 damage to that player unless they sacrifice a creature of their choice.

- The type-changing ability that makes Mogis not be a creature functions only on the battlefield. It's always a creature card in other zones, regardless of your devotion to its colors. It's always a creature spell while it's on the stack.
- As Mogis enters the battlefield, your devotion to its colors will determine whether any replacement effects that affect creatures entering the battlefield apply to that God. Because replacement effects are considered before Mogis is on the battlefield, the mana symbols in its mana cost won't be counted when determining this.
- When Mogis enters the battlefield, your devotion to its colors (including the mana symbols in the mana cost of Mogis itself) will determine if a creature entered the battlefield or not for abilities that trigger whenever a creature enters.
- If Mogis stops being a creature, it loses the type creature and the creature type God. It continues to be a legendary enchantment.
- Mogis's abilities function as long as it's on the battlefield, regardless of whether it's a creature.
- If Mogis is attacking or blocking and stops being a creature, it will be removed from combat. It won't rejoin combat if it resumes being a creature later during that combat.
- Counters put on Mogis remain on it while it's not a creature, even if they have no effect.
- If an effect causes Mogis to lose all abilities, its ability that causes it to stop being a creature still applies if appropriate.

Prosper, Tome-Bound
(Alternate name: Spock, Mirror Malefactor)
{2}{B}{R}
Legendary Creature — Tiefling Warlock
1/4
Deathtouch
At the beginning of your end step, exile the top card of your library. Until the end of your next turn, you may play that card.
Whenever you play a card from exile, create a Treasure token.

- You must still pay all costs and follow all timing rules for cards played with the second ability.
- The last ability triggers whenever you play any cards from exile, not just those exiled with the second ability.

Riku of Many Paths
(Alternate name: Spock, Cross-Time Captain)
{G}{U}{R}
Legendary Creature — Human Wizard
3/3
Whenever you cast a modal spell, choose up to X, where X is the number of times you chose a mode for that spell
—
• Exile the top card of your library. Until the end of your next turn, you may play it.
• Put a +1/+1 counter on Spock. He gains trample until end of turn.
• Create a 1/1 blue Bird creature token with flying.

- A spell is modal if it has two or more options in a bulleted list and instructions for a player to choose a number of those options, such as "Choose one" or "Choose one or more." Each of those options is a mode. Spells with spree or tiered are modal spells.
- Modal spells printed prior to the *Khans of Tarkir* release didn't use bulleted lists for the modes; these cards have received errata in the Oracle card reference.
- The X in Riku's ability is the number of times you chose a mode for the modal spell you cast, not the number of distinct modes you chose. For example, if you cast a modal spell that allows you to choose the same mode more than once and you choose the same mode three times, X is three and you may choose up to all modes of Riku's ability.
- You can't choose the same mode of Riku's triggered ability more than once each time it triggers.
- You pay all costs and follow all normal timing rules for cards played from exile with Riku's triggered ability. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

Rishkar, Peema Renegade
(Alternate name: Keenser, Scotty's Spotter)
{2}{G}
Legendary Creature — Elf Druid
2/2
When Keenser enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

- Rishkar can be a target of its own triggered ability.
- You can't target the same creature twice to have one recipient get two +1/+1 counters.
- Each creature you control has Rishkar's mana ability as long as that creature has any kind of counter on it. The effect isn't limited to those with +1/+1 counters.

Sen Triplets
(Alternate name: Borg Queen, Hateful Legacy)
{2}{W}{U}{B}
Legendary Artifact Creature — Human Wizard
3/3
At the beginning of your upkeep, choose target opponent. This turn, that player can't cast spells or activate abilities and plays with their hand revealed. You may play lands and cast spells from that player's hand this turn.

- The target opponent can't activate any abilities, including mana abilities.
- Activated abilities are written in the form "[Cost]: [Effect]." Some keyword abilities (such as cycling) are activated abilities and will have colons in their reminder texts.
- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Triggered abilities are unaffected by Sen Triplets.
- Abilities that create replacement effects, such as a permanent entering the battlefield tapped or with counters on it, are unaffected by Sen Triplets. Abilities that apply "as [this creature] enters" are also replacement effects and are unaffected.
- You can't activate abilities of cards in the target opponent's hand.
- Sen Triplets doesn't allow you to play more than one land during your turn or change when you may cast spells from the target opponent's hand.

Sheoldred, the Apocalypse
(Alternate name: Khan, Engineered Evil)
{2}{B}{B}
Legendary Creature — Phyrexian Praetor
4/5
Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

- If you and an opponent draw a card at the same time, you choose the order that the triggered abilities will resolve in.

Sisay, Weatherlight Captain
(Alternate name: Kirk, Alluring Upstart)
{2}{W}
Legendary Creature — Human Soldier
2/2
Kirk gets +1/+1 for each color among other legendary permanents you control.
{W}{U}{B}{R}{G}: Search your library for a legendary permanent card with mana value less than Kirk's power, put that card onto the battlefield, then shuffle.

- If Sisay leaves the battlefield after you've activated its last ability but before that ability resolves, use its last known existence on the battlefield to determine what cards you can find.
- If a card in a library has {X} in its mana cost, X is considered to be 0.

Stella Lee, Wild Card
(Alternate name: Spock, Strangely Human)
{1}{U}{R}
Legendary Creature — Human Rogue
2/4
Whenever you cast your second spell each turn, exile the top card of your library. Until the end of your next turn, you may play that card.
{T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy. Activate only if you've cast three or more spells this turn.

- Spells that were cast before Stella Lee entered the battlefield count. If Stella Lee was the first spell you cast this turn, the next spell you cast this turn is your second spell.
- You pay all costs and follow all normal timing rules for cards played from exile with Stella Lee's first ability. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.
- The copy created by Stella Lee's last ability 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. The new targets must be legal.
- If the copied spell is modal (that is, it says "Choose one —" or the like), the copy will have the same mode or modes. You can't choose different ones. Notably, you didn't choose a mode for the copy and this doesn't count as facing a dilemma.
- If the copied spell divides damage or distributes counters among a number of targets, the division and number of targets can't be changed. If you choose new targets, you must choose the same number of targets.
- If a spell that's copied has an X whose value was determined as it was cast, the copy will have the same value of X.
- You can't choose to pay any additional costs for the copy. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy too.
- The copy made by Stella Lee's last ability is created on the stack, so it's not "cast."

Talon Gates of Madara
(Alternate name: Starbase Yorktown)
Land — Gate
When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

- Phased-out permanents are treated as though they don't exist. They can't be the targets of spells or abilities, their static abilities have no effect on the game, their triggered abilities can't trigger, they can't attack or block, and so on.
- As a permanent is phased out, Auras and Equipment attached to it also phase out at the same time. Those Auras and Equipment will phase in at the same time that permanent does, and they'll phase in still attached to that permanent.
- Permanents phase back in during their controller's untap step, immediately before that player untaps their permanents. Creatures that phase in this way are able to attack during that turn, and their activated abilities with {T} in their costs can be activated. If a permanent had counters on it when it phased out, it will have those counters when it phases back in.
- An attacking or blocking creature that phases out is removed from combat.
- Phasing out doesn't cause any "leaves the battlefield" abilities to trigger. Similarly, phasing in won't cause any "enters" abilities to trigger.
- Any continuous effects with a "for as long as" duration ignore phased-out objects. If ignoring those objects causes the effect's conditions to no longer be met, the duration will expire.
- Choices made for permanents as they entered the battlefield are remembered when they phase in.
- When you activate Talon Gates of Madara's last ability, you must reveal Talon Gates of Madara from your hand until that ability resolves or otherwise leaves the stack. If Talon Gates of Madara isn't still in your hand as that ability resolves, nothing happens.

Tatyova, Benthic Druid
(Alternate name: Chekov, Young Wayfinder)
{3}{G}{U}
Legendary Creature — Merfolk Druid
3/3
Landfall — Whenever a land you control enters, you gain 1 life and draw a card.

- A landfall ability triggers whenever a land you control enters for any reason. It triggers whenever you play a land, as well as whenever a spell or ability puts a land onto the battlefield under your control.
- A landfall ability doesn't trigger if a permanent already on the battlefield becomes a land.
- Whenever a land you control enters, each landfall ability of permanents you control will trigger. You can put them on the stack in any order. The last ability you put on the stack will be the first one to resolve. As a result, you can have those abilities resolve in the order of your choosing.

Thada Adel, Acquisitor
(Alternate name: Carol Marcus, Scientist Sleuth)
{1}{U}{U}
Legendary Creature — Merfolk Rogue
2/2
Islandwalk *(This creature can't be blocked as long as defending player controls an Island.)*
Whenever Carol Marcus deals combat damage to a player, search that player's library for an artifact card and exile it. Then that player shuffles. Until end of turn, you may play that card.

- When the triggered ability resolves, you must search that player's library (and they must shuffle it) even if there are no artifact cards in it or you choose not to find one.
- The exiled card is played using the normal timing rules for an artifact, as well as any other applicable restrictions. For example, you can't play the card during your combat phase unless it has flash. Similarly, if the exiled card is an artifact land, you can't play it if you've already played a land that turn. If it's a nonland card, you'll have to pay its mana cost. The only thing that's different is you're playing it from the exile zone.
- If you don't play the card before the turn ends, it simply remains exiled.

Torbran, Thane of Red Fell
(Alternate name: Michael Burnham, Enforcer)
{1}{R}{R}{R}
Legendary Creature — Dwarf Noble
2/4
If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

- The additional 2 damage is dealt by the same source as the original source of damage. The damage isn't dealt by Torbran unless Torbran is the original source of damage.
- If another effect modifies how much damage your red source would deal, including preventing some of it, the player being dealt damage or the controller of the permanent being dealt damage chooses an order in which to apply those effects. If all of the damage is prevented, Torbran's effect no longer applies.
- If damage dealt by a source you control is being divided or assigned among multiple permanents an opponent controls or among an opponent and one or more permanents they control, divide the original amount before adding 2. For example, if you attack with a 5/5 red creature with trample and your opponent blocks with a 2/2 creature, you can assign 2 damage to the blocker and 3 damage to the defending player. These amounts are then modified to 4 and 5, respectively.

STAR TREK COMMANDER NEW CARD-SPECIFIC NOTES:

Alexander, Ship's Fool
{3}{R}{W}
Legendary Creature — Klingon Human
3/5
Vigilance, haste
{T}: Each player reveals the top card of their library, then draws a card. Alexander deals X damage to a random opponent, where X is the greatest mana value among cards revealed this way.

- Except in some very unusual cases, the card each player reveals is the one they'll draw.
- If a card in a library has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Amanda Grayson, Logic's Link
{3}{G}
Legendary Creature — Human Advisor
2/3
Affinity for Vulcans *(This spell costs {1} less to cast for each Vulcan you control.)*
Landfall — Whenever a land you control enters, put two +1/+1 counters on target creature you control.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

Ambassador K'Ehleyr
{2}{W}
Legendary Creature — Klingon Human Advisor
2/2
Vigilance
Parley — At the beginning of combat on your turn, each player reveals the top card of their library, then draws a card. For each nonland card revealed this way, put a +1/+1 counter on Ambassador K'Ehleyr.

- Except in some very unusual cases, the card each player reveals is the one they'll draw.

Ambulatory Reactor
{3}{U}
Artifact Creature — Borg
2/5
Artifact creatures you control have "{T}: Add {C}. Spend this mana only to cast an artifact spell or activate an ability of an artifact source."

- An "artifact source" is any object with the card type artifact. This means you could spend the mana to activate an ability of an artifact you control or an artifact card in your hand or graveyard, for example.

B’Elanna Torres, Scrapper
{1}{U}{R}
Legendary Creature — Klingon Human Artificer
2/2
Vigilance, trample
{2}, {T}: Surveil 2, then you may reveal the top card of your library. If an artifact card is revealed this way, draw a card. If you don’t draw a card this way, put two +1/+1 counters on B’Elanna Torres.

- B’Elanna Torres has received a minor update to her wording to clarify her function if you choose not to reveal the top card of your library but you’re playing with the top card of your library revealed due to an effect such as the one Benjamin Sisko, Besieged creates. The updated wording appears above.

Balance of Terror
{2}{W}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy up to one other target artifact or enchantment.
II, III — Exile up to one other target permanent you control. Return that card to the battlefield under its owner’s control at the beginning of the next end step.

- Auras attached to the exiled permanent will be put into their owners’ graveyards. Equipment attached to the exiled permanent will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist. Once the exiled permanent returns, it’s considered a new object with no relation to the object that it was.
- If a token is exiled this way, it will cease to exist and won’t return to the battlefield.

Battle of Wolf 359
{3}{B}{B}
Sorcery
All nonartifact creatures get -X/-X until end of turn, where X is the number of artifact creatures you control.

- The value of X is calculated only once, as Battle of Wolf 359 resolves.

The Best of Both Worlds
{4}{W}{U}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Assimilate target nonartifact creature an opponent controls. *(Gain control of it and put a +1/+1 counter on it. It's a Borg artifact creature and loses all other creature types.)*
II — Artifact creatures you control get +2/+2 until end of turn.
III — Exile the Borg assimilated with this Saga, then return it to the battlefield under its owner's control.

- If The Best of Both Worlds's first chapter ability assimilated more than one creature (usually because the ability was copied), its third chapter ability will exile all of the assimilated Borg and then return them all to the battlefield under their owners' control.
- The third chapter ability will exile the permanent assimilated by the first chapter ability, even if it's no longer a Borg, no longer a creature, or no longer under your control at that time.
- Auras attached to the exiled permanent will be put into their owners' graveyards. Equipment attached to the exiled permanent will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist. Once the exiled permanent returns, it's considered a new object with no relation to the object that it was.

Blood-Sport Champion
{1}{B}
Creature — Klingon Warrior
2/2
Kicker {2} *(You may pay an additional {2} as you cast this spell.)*
Deathtouch
When this creature enters, if it was kicked, other creatures you control gain deathtouch until end of turn.

- If a spell's kicker cost was paid, the spell is "kicked."
- The kicker ability doesn't let you pay a kicker cost more than once.
- If you copy a kicked spell on the stack, the copy is also kicked.

Captain Janeway, Endgame
{1}{U}{R}{W}
Legendary Creature — Human Officer
3/3
Whenever one or more Officers you control deal combat damage to a player, you draw a card and create a 1/1 red Officer creature token.
{2}, Tap an untapped creature you control: Captain Janeway can't be blocked this turn.

- Once Captain Janeway has been blocked, activating her last ability won't cause her to become unblocked.

- You can tap any untapped creature you control to activate Captain Janeway's last ability, including Captain Janeway herself or one you haven't controlled continuously since the beginning of your most recent turn.

Chief Kyle, Transporter Tech
{2}{W}{U}
Legendary Creature — Human Artificer
3/2
Landfall — Whenever a land you control enters, exile up to one other target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.

- 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. Once the exiled creature returns, it's considered a new object with no relation to the object that it was.
- If a token is exiled this way, it will cease to exist and won't return to the battlefield.

Chief Miles O'Brien
{2}{U}
Legendary Creature — Human Artificer
2/4
Seek out — Whenever you draw your second card each turn, double the number of each kind of counter on target artifact or creature you control.

- To double the number of each kind of counter on an artifact or creature, put another counter on it for each counter it already has. Effects that interact with counters being put onto artifacts or creatures apply as appropriate.

Christine Chapel, Combat Medic
{3}{G}
Legendary Creature — Human Doctor
2/2
Strange new worlds — When Christine Chapel enters, you gain life equal to the number of differently named lands you control.
Whenever you gain life, put two +1/+1 counters on Christine Chapel.

- Christine Chapel's second ability triggers just once for each life-gaining event, whether it's 1 life from Jake Sisko, War Correspondent or 2 life from Elim Garak, Simple Tailor.
- If Christine Chapel is dealt lethal damage at the same time that you gain life, she will die before her second ability would resolve.
- Each creature with lifelink dealing combat damage causes a separate life-gaining event. For example, if two creatures you control with lifelink deal combat damage at the same time, Christine Chapel's second ability will trigger twice. However, if a single creature you control with lifelink deals combat damage to multiple

creatures, players, planeswalkers, and/or battles at the same time (perhaps because it has trample or was blocked by more than one creature), the ability will trigger only once.

- If you gain an amount of life "for each" of something or "equal to the number" of something, that life is gained as one event and Christine Chapel's second ability triggers only once.
- In a Two-Headed Giant game, life gained by your teammate won't cause Christine Chapel's second ability to trigger, even though it caused your team's life total to increase.

Cmdr. Troi, Outgoing Empath
{2}{U}{R}
Legendary Creature — Betazoid Human Advisor
3/3
Vigilance
{T}: Target opponent whose turn it is may cast a spell from their hand without paying its mana cost. If they do, you copy that spell. You may choose new targets for the copy. If they don't, you draw a card.

- The target player casts the spell while Cmdr. Troi's activated ability is resolving and still on the stack. Timing restrictions based on its types are ignored.
- A player who casts a spell "without paying its mana cost" can't pay any alternative costs. They can, however, pay additional costs, such as kicker costs. If the spell has any mandatory additional costs, they must pay those.
- If a player casts a spell with {X} in its mana cost this way, they must choose 0 as the value of X when casting it without paying its mana cost. The copy you create on the stack will inherit the value of X from the original spell, so the value of X will be 0 for the copy as well.
- The copy you create is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger.
- The copy you create resolves before the spell the target opponent cast. It resolves even if the original spell is countered or otherwise leaves the stack without resolving.
- You can't choose to pay any additional costs for the copy. However, effects based on any additional costs that were paid for the original spell are copied as though the same costs were paid for the copy too.
- If you copy a modal spell this way (that is, it says "Choose one —" or the like), the copy will have the same mode. A different mode can't be chosen. Notably, you didn't choose a mode for the copy and this doesn't count as facing a dilemma.
- Any choices made when the spell resolves won't have been made yet when it's copied. Any such choices will be made separately when the copy resolves.
- 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 target, then it remains unchanged (even if the current target is illegal).
- A resolving copy of a permanent spell becomes a token. That token isn't "created" and won't interact with abilities that care about tokens being created.

Collective Override
{2}{W}{U}
Instant
Choose one. If you control a commander as you cast this spell, you may choose both instead.
• Create a 1/1 colorless Borg artifact creature token for each attacking creature.
• Draw a card for each attacking creature.

- The commander you control doesn't have to be your commander.
- Once you've announced that you're casting this spell, players can't take any actions until you've finished doing so. Notably, opponents can't try to remove the commander you control to change how many modes you may choose.
- Whether or not you control a commander is determined only once, as you choose the modes for this spell. If you somehow lose control of that commander before you finish casting the spell (perhaps because you sacrifice it to activate a mana ability), it won't change the number of modes chosen.

Colossal Clone Master
{5}{U}
Creature — Giant
0/0
Strange new worlds — You may have this creature enter as a copy of any creature on the battlefield, except it isn't legendary and it has "This creature's power and toughness are each equal to the number of differently named lands you control."

- Colossal Clone Master copies exactly what was printed on the original creature and nothing else, with the listed exceptions (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 Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.
- If the copied creature has {X} in its mana cost, X is 0.
- If the copied creature is a token, then Colossal Clone Master copies the original characteristics of that token as stated by the effect that created that token, with the listed exceptions.
- If the copied creature is copying something else, then Colossal Clone Master enters as a copy of whatever that permanent copied (with the listed exceptions).
- Any "When [this creature] enters" abilities of the copied creature will trigger when Colossal Clone Master enters. Any "As [this creature] enters" or "[This creature] enters with" abilities of the chosen creature will also work.

Command Chair
{6}
Artifact
This artifact enters tapped.
{T}: Add three mana of any one color.
{T}: Add X mana of any one color, where X is the greatest mana value among commanders you control.

- Command Chair's last ability considers any commanders you control, not only your commander.
- Command Chair's last ability is a mana ability. It doesn't use the stack and can't be responded to. Notably, opponents can't try to remove commanders you control to reduce the value of X.

Commander Spock
{2}{G}{W}{U}
Legendary Creature — Vulcan Human Scientist
3/5
Strange new worlds — Whenever Commander Spock enters or attacks, reveal the top card of your library. You may cast that card without paying its mana cost if that spell's mana value is equal to or less than the number of differently named lands you control. If it's a land card, you may put it onto the battlefield tapped. If that card is still on top of your library, draw a card.

- You cast the card while Commander Spock's ability is resolving and still on the stack. You can't wait to play it later in the turn. Timing restrictions based on its types are ignored.
- If the revealed card has {X} in its mana cost, X is 0 for the purpose of determining its mana value.
- If a spell has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker. If the spell has any mandatory additional costs, those must be paid to cast the spell.

Curzon Dax, Bound by Blood
{2}{R}{W}
Legendary Creature — Trill Warrior
4/3
Whenever another Klingon or Warrior you control dies, Curzon Dax deals 1 damage to each opponent.
When Curzon Dax dies, you may put a creature card with mana value 3 or less from your hand onto the battlefield.

- If a card in your hand has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Data, Exploring Humanity
{4}{U}
Legendary Artifact Creature — Android Scientist
4/4
Seek out — Whenever you draw your second card each turn, discover 4. *(Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

- When you discover, you must exile cards. The only optional part of the ability is whether you cast the exiled card or put it into your hand.
- You exile the cards face up. All players will be able to see them.
- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs. If the spell has any mandatory additional costs, you must pay those to cast it.
- If the discovered card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- If you can't cast the discovered card (perhaps because there are no legal targets for the spell), you'll put it into your hand.
- The mana value of a split card is determined by the combined mana cost of its two halves. If discover allows you to cast a split card, you may cast either half (as long as its mana value is less than or equal to the effect's discover value) but not both halves.
- If you discover an adventurer card, omen card, split card, or modal double-faced card, you might be able to cast that card with either set of characteristics depending on the effect's discover value. For example, if you discover 4 and reveal Galvanic Giant (an adventurer card from *Wilds of Eldraine* with a mana value of 4), you could cast Galvanic Giant, but not Storm Reading (its Adventure, which has a mana value of 7). If you discover 7 and reveal Galvanic Giant, you could cast either Galvanic Giant or Storm Reading.

Deliver from Chaos
{3}{W}{B}
Instant
Exile target artifact or creature. Create X 1/1 colorless Borg artifact creature tokens, where X is that permanent's mana value.

- Use the mana value of the exiled permanent as it last existed on the battlefield to determine the value of X.
- If the target permanent is an illegal target as Deliver from Chaos tries to resolve, it won't resolve and none of its effects will happen. You won't create any Borg tokens.

Ensign Harry Kim, Operations
{1}{W}
Legendary Creature — Human Officer
1/2
Whenever another creature you control enters, if it has greater power than Ensign Kim, put a +1/+1 counter on Ensign Kim.
{2}, Remove two +1/+1 counters from among creatures you control: Draw a card.

- To determine if Ensign Kim's first ability triggers when a creature you control enters, use the creature's power after applying any static abilities (such as that of Locutus, the One Who Speaks) that modify its power.
- If a creature you control with power less than or equal to Ensign Kim's power enters, Ensign Kim's first ability doesn't trigger at all. Raising that creature's power or lowering Ensign Kim's power after that creature enters won't cause Ensign Kim's ability to trigger.

- As Ensign Kim's first ability tries to resolve, it'll check to see if the power of the creature that entered is still greater than Ensign Kim's power. If it isn't, the ability won't resolve.
- If the entering creature leaves the battlefield while Ensign Kim's first ability is still on the stack, use its power as it last existed on the battlefield to determine whether or not Ensign Kim's ability resolves.

Extraction Integrant
{1}{B}
Artifact Creature — Borg
1/1
Artifact creatures you control have menace and
"Whenever a creature blocks this creature, that creature gets -1/-1 until end of turn."

- If an artifact creature you control is blocked by more than one creature, the triggered ability granted by Extraction Integrant will trigger once for each of those creatures.

Ezri Dax, Newly Joined
{1}{W}
Legendary Creature — Trill Advisor
2/2
Flash
You may have Ezri Dax enter as a copy of any creature card in your graveyard that was put there from the battlefield this turn, except her name is Ezri Dax, Newly Joined and she's a legendary Trill in addition to her other types.

- If the copied card has {X} in its mana cost, X is 0.
- Treat Ezri Dax as though she were the chosen card entering the battlefield, except she's also a legendary Trill named Ezri Dax, Newly Joined. Any "As [this creature] enters," "[This creature] enters with," and "When [this creature] enters" abilities of the chosen card will work.

Ferocious Colonist
{1}{R}
Creature — Klingon Citizen
0/1
Double strike
Melee *(Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)*

- You determine the size of the bonus as the melee ability resolves. Count each opponent that you attacked with one or more creatures. It doesn't matter if the attacking creatures are still attacking or even if they are still on the battlefield. It also doesn't matter if the opponent you attacked is still in the game.
- It doesn't matter how many creatures you attacked a player with, only that you attacked a player with at least one creature. For example, if you attack one player with Ferocious Colonist and another player with five creatures, Ferocious Colonist will get +2/+2 until end of turn.

- Melee will trigger if the creature with melee attacks a planeswalker or battle. However, the effect counts only opponents (and not planeswalkers or battles) that you attacked with a creature when determining the bonus.
- Creatures that enter the battlefield attacking were never declared as attackers, so they won't count toward melee's effect. Similarly, if a creature with melee enters the battlefield attacking, melee won't trigger.

Fleet Captain Christopher Pike
{2}{U}
Legendary Creature — Human Officer
0/6
Yes — {1}, {T}: Untap two other target creatures.
No — {2}, {T}: Tap two other target creatures.

- Although you must choose two target creatures for either ability, those targets can be tapped or untapped.

Gagh Slinger
{2}{R}
Creature — Klingon Warrior
3/2
Klingon spells and Warrior spells you cast cost {1} less to cast.
Whenever another Klingon or Warrior you control enters, this creature deals 1 damage to each opponent.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.
- Spells you cast that have both types cost {1} less to cast, not {2} less.

Galvanizing Tenor
{3}{R}
Creature — Klingon Performer
4/3
Menace
Battlefront — Whenever this creature attacks, goad up to X target creatures, where X is the number of opponents you attacked this turn. *(Until your next turn, those creatures attack each combat if able and attack a player other than you if able.)*

- If, during a player's declare attackers step, a creature that player controls that's been goaded 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 a player, its controller isn't forced to pay that cost, so it doesn't have to attack that player.
- If the creature doesn't meet any of the above exceptions and can attack, it must attack a player other than the controller of the spell or ability that goaded it if able. If the creature can't attack any of those players but could otherwise attack, it must attack a planeswalker an opponent controls, a battle an opponent protects, or the player that goaded it.

- Being goaded isn't an ability the creature has. Once it's been goaded, it must attack as detailed above even if it loses all abilities.
- Attacking with a goaded creature doesn't cause it to stop being goaded. If there is an additional combat phase that turn, or if another player gains control of it before it stops being goaded, it must attack again if able.
- If a creature you control has been goaded by multiple opponents, it must attack one of your opponents that hasn't goaded it, as that fulfills the maximum number of goad requirements. If a creature you control has been goaded by each of your opponents, the creature must attack an opponent (rather than a planeswalker or battle), but you choose which opponent it attacks.

Giant Space Amoeba
{4}{U}
Creature — Germ
3/3
Flying
Whenever this creature attacks, target creature defending player controls gets -3/-0 until end of turn, then create a token that's a copy of this creature.

- If the defending player doesn't control any creatures, Giant Space Amoeba's triggered ability won't be put onto the stack. None of its effects will happen, and you won't create a token copy of it.
- Similarly, if the ability does trigger, but the target creature is an illegal target as the ability tries to resolve, the ability won't resolve and none of its effects will happen. You won't create a token copy in that case either.
- The token copy will have Giant Space Amoeba's abilities, including the ability that creates token copies of itself.
- The token doesn't copy whether Giant Space Amoeba is tapped or untapped, whether it has any counters on it or Auras attached to it, or any non-copy effects that have changed its types, color, and so on.
- If Giant Space Amoeba leaves the battlefield before its last ability resolves, the token will still enter as a copy of Giant Space Amoeba, using its copiable values from when it was last on the battlefield.
- In the unusual case where Giant Space Amoeba becomes a copy of something else while its last ability is on the stack but before it resolves, the token will enter as a copy of whatever Giant Space Amoeba is copying.

Glory to the Empire!
{5}{R}
Enchantment
When this enchantment enters, create a number of 2/1 red Klingon Warrior creature tokens with haste equal to the number of opponents you have.
Creatures you control have melee. *(Whenever a creature with melee attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)*

- You determine the size of the bonus as the melee ability resolves. Count each opponent that you attacked with one or more creatures. It doesn't matter if the attacking creatures are still attacking or even if they are still on the battlefield. It also doesn't matter if the opponent you attacked is still in the game.
- It doesn't matter how many creatures you attacked a player with, only that you attacked a player with at least one creature. For example, if you attack one player with a creature with melee and another player with five other creatures, the creature with melee will get +2/+2 until end of turn.
- Melee will trigger if the creature with melee attacks a planeswalker or battle. However, the effect counts only opponents (and not planeswalkers or battles) that you attacked with a creature when determining the bonus.
- Creatures that enter the battlefield attacking were never declared as attackers, so they won't count toward melee's effect. Similarly, if a creature with melee enters the battlefield attacking, melee won't trigger.

Hugh, First of Many
{1}{W}{U}{B}
Legendary Artifact Creature — Borg
3/4
Artifact spells you cast have replicate {2}{U}.
(Whenever you cast an artifact spell, copy it for each time you paid its replicate cost. Each copy becomes a token.)

- A copy of a spell can be countered like any other spell, but it must be countered individually. Countering a spell with replicate won't affect the copies.

Imperial Hullbreachers
{2}{W}
Creature — Klingon Warrior
2/2
Squad {2} *(As an additional cost to cast this spell, you may pay {2} any number of times. When this creature enters, create that many tokens that are copies of it.)*
Flying
Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

- You may pay the squad cost any number of times. You will create a token that is a copy of that permanent for each time you paid the squad cost. If you paid the squad cost multiple times, the tokens will all enter the battlefield simultaneously.
- If the spell is countered, the squad ability will not trigger, and no tokens will be created.
- If the spell resolves but the permanent with squad leaves the battlefield before its squad ability resolves, you'll still create the token copies.
- The tokens created by the squad ability aren't "cast," so any abilities that trigger when a spell is cast won't trigger for the copies.
- If, for some reason, the permanent doesn't have the squad ability when it's on the battlefield, the ability won't trigger, even if you've paid the squad cost one or more times.

Indelicate Healer
{2}{W}
Creature — Klingon Warrior Doctor
3/3
Whenever this creature or another Klingon or Warrior you control enters, creatures you control gain lifelink until end of turn.

- Multiple instances of lifelink are redundant.

Janice Rand, Essential Aide
{3}{G}
Legendary Creature — Human Advisor
3/3
Whenever a commander you control enters or attacks, put a +1/+1 counter on it, then reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.

- Janice Rand's ability considers any commander you control, not only your commander.

Jean-Luc Picard, Luminary
{1}{U}{R}{W}
Legendary Creature — Human Officer
2/4
Whenever another historic permanent you control with mana value 3 or greater enters, draw a card. *(Artifacts, legendaries, and Sagas are historic.)*
Seek out — Whenever you draw your second card each turn, put a +1/+1 counter on up to one other target creature and two charge counters on up to one target Spacecraft.

- A card, spell, or permanent is historic if it has the legendary supertype, the artifact card type, or the Saga subtype. Having two of those qualities doesn't make an object more historic than another or provide an additional bonus—an object either is historic or it isn't.
- If a permanent has {X} in its mana cost, X is 0 for the purpose of determining its mana value.

Jefferies Tube
{1}
Artifact
{2}, {T}: Put two charge counters on target artifact.
{3}, {T}: Target creature you control can't be blocked this turn.
{4}, {T}: Draw a card. You may put a land card from your hand onto the battlefield tapped.

- Once a creature has been blocked, activating the second ability of Jefferies Tube targeting that creature won't cause it to become unblocked.

Join the Collective
{5}{W}{W}
Sorcery
Destroy all creatures. Create X 1/1 colorless Borg artifact creature tokens, where X is the number of nonartifact creatures destroyed this way.

- Creatures destroyed this way count toward the value of X even if they're put into a zone other than a graveyard.
- Creatures that aren't destroyed this way (if they have indestructible, for example) won't count toward the value of X.

Julian Bashir, Frontier Doctor
{2}{W}
Legendary Creature — Human Doctor
1/1
Seek out — Whenever you draw your second card each turn, put a +1/+1 counter on Julian Bashir.
Whenever Julian Bashir attacks, return target creature card with mana value X or less from your graveyard to the battlefield, where X is Julian Bashir's power.

- If a card in a graveyard has {X} in its mana cost, X is 0 for the purpose of determining its mana value.
- If the target creature card's mana value is greater than Julian Bashir's power when his last ability resolves (probably because an effect reduced Julian Bashir's power in response), the ability won't resolve and none of its effects will happen. If Julian Bashir is no longer on the battlefield when his last ability resolves, use his power as he last existed on the battlefield to determine whether or not the ability resolves.

Jurati, Cordial Queen
{1}{W}{U}
Legendary Artifact Creature — Borg Scientist
3/3
Whenever one or more artifact creatures you control deal combat damage to a player, create a token that's a copy of target artifact token you control.

- The token copies the original characteristics of the target token as stated by the effect that created it (unless that token is copying something else; see below). It doesn't copy whether that token is tapped or untapped, whether it has any counters on it, or any Auras or Equipment attached to it, or any non-copy effects that have changed its types, color, power and toughness, and so on.
- If the original token is copying something else, then the new token enters as whatever that token copied. If it's copying something with {X} in its mana cost, X is 0.

- If the target token had any “When [this artifact] enters” abilities, the new token also has those abilities, and they’ll trigger when it’s created. Similarly, any “As [this artifact] enters” or “[This artifact] enters with” abilities that the token has copied will also work.

Kang, Suspicious Captain
{3}{R}
Legendary Creature — Klingon Warrior Officer
4/4
When Kang enters, choose target creature an opponent controls. Kang and that creature are goaded for as long as you control Kang. *(They attack each combat if able and attack a player other than you if able.)*
Whenever one or more goaded creatures attack, put a +1/+1 counter on target creature you control.

- If, during a player’s declare attackers step, a creature that player controls that’s been goaded 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 a player, its controller isn’t forced to pay that cost, so it doesn’t have to attack that player.
- If the creature doesn’t meet any of the above exceptions and can attack, it must attack a player other than the controller of the spell or ability that goaded it if able. If the creature can’t attack any of those players but could otherwise attack, it must attack a planeswalker an opponent controls, a battle an opponent protects, or the player that goaded it.
- Being goaded isn’t an ability the creature has. Once it’s been goaded, it must attack as detailed above even if it loses all abilities.
- Attacking with a goaded creature doesn’t cause it to stop being goaded. If there is an additional combat phase that turn, or if another player gains control of it before it stops being goaded, it must attack again if able.
- If a creature you control has been goaded by multiple opponents, it must attack one of your opponents that hasn’t goaded it, as that fulfills the maximum number of goad requirements. If a creature you control has been goaded by each of your opponents, the creature must attack an opponent (rather than a planeswalker or battle), but you choose which opponent it attacks.

Kes, Evolving Telepath
{4}{U}
Legendary Creature — Ocampa Advisor
2/6
At the beginning of your end step, put a time counter on Kes, then draw X cards, where X is the number of time counters on her. Then if she has nine or more time counters on her, sacrifice her.

- If Kes leaves the battlefield while her ability is on the stack, use the number of time counters that were on her as she last existed on the battlefield to determine the value of X.

Koloth, Tribble Hunter
{3}{R}
Legendary Creature — Klingon Warrior Officer
3/3
At the beginning of your end step, each player creates two 1/1 white Tribble creature tokens with "This token can't block."
All Tribbles get +1/+0 and are goaded. *(They attack each combat if able and attack a player other than you if able.)*

- If, during a player's declare attackers step, a creature that player controls that's been goaded 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 a player, its controller isn't forced to pay that cost, so it doesn't have to attack that player.
- If the creature doesn't meet any of the above exceptions and can attack, it must attack a player other than the controller of the spell or ability that goaded it if able. If the creature can't attack any of those players but could otherwise attack, it must attack a planeswalker an opponent controls, a battle an opponent protects, or the player that goaded it.
- Being goaded isn't an ability the creature has. Once it's been goaded, it must attack as detailed above even if it loses all abilities.
- Attacking with a goaded creature doesn't cause it to stop being goaded. If there is an additional combat phase that turn, or if another player gains control of it before it stops being goaded, it must attack again if able.
- If a creature you control has been goaded by multiple opponents, it must attack one of your opponents that hasn't goaded it, as that fulfills the maximum number of goad requirements. If a creature you control has been goaded by each of your opponents, the creature must attack an opponent (rather than a planeswalker or battle), but you choose which opponent it attacks.

Lieutenant Hikaru Sulu
{2}{G}
Legendary Creature — Human Pilot
3/3
Whenever Lieutenant Sulu becomes tapped, he explores.
(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)
{2}{U}: Target creature can't be blocked this turn.

- If an ability instructs a creature to explore, its controller reveals the top card of their library. If it's a land card, they'll put it into their hand. Otherwise, they'll put a +1/+1 counter on that creature, then choose to either leave that card on top of their library or put it into their graveyard.
- Once an ability that causes a creature to explore begins to resolve, no player may take any other actions until it's done. Notably, opponents can't try to remove the exploring creature after you reveal a nonland card but before it receives a counter.
- If no card is revealed, most likely because that player's library is empty, the exploring creature receives a +1/+1 counter.

- If a resolving spell or ability instructs a specific creature to explore but that creature has left the battlefield, the creature still explores. If you reveal a nonland card this way, you won't put a +1/+1 counter on anything, but you may put the revealed card into your graveyard. Effects that trigger "whenever a creature explores" trigger as appropriate.
- In some unusual cases, noncreature permanents may explore. For example, if Lieutenant Sulu stops being a creature and then becomes tapped, he can still explore. You'll take all the same actions, and you may end up putting a +1/+1 counter on Lieutenant Sulu.

Lieutenant Nyota Uhura
{2}{U}
Legendary Creature — Human Officer
2/3
Strange new worlds — {4}, {T}: Target opponent exiles the top X cards of their library, where X is the number of differently named lands you control. You may cast an instant or sorcery spell from among them without paying its mana cost. Then that player puts the rest on the bottom of their library in a random order.

- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, those must be paid to cast the spell.
- If a spell you cast has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Lt. Arex, Ever-Adapting
{5}{G}{U}
Legendary Creature — Edosian Officer
/
Trample
Strange new worlds — Lt. Arex's power and toughness are each equal to the number of differently named lands you control.
When Lt. Arex enters, draw three cards. You may put up to three land cards from your hand onto the battlefield tapped.

- The ability that defines Lt. Arex's power and toughness functions in all zones, not just the battlefield.

Maturation Chamber
{1}{W}
Artifact
Whenever you cast an artifact spell, put a charge counter on this artifact.
{4}, {T}: Create a 1/1 colorless Borg artifact creature token for each charge counter on this artifact. Activate only as a sorcery.

- Maturation Chamber's first ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.
- If Maturation Chamber isn't on the battlefield as its last ability resolves, use the number of charge counters that were on it the last time it was on the battlefield to determine how many Borg creature tokens to create.

Merciful Mandate
{1}{W}
Instant
Untap all creatures you control. If it's a combat phase, you may end the combat phase. *(Remove all attackers and blockers from combat. Exile all spells and abilities from the stack, including this spell.)*

- Though other spells and abilities that are exiled won't get a chance to resolve, they don't count as being countered.
- If any triggered abilities trigger during this process, they're put onto the stack after the game skips to the appropriate phase or step.
- If you choose to end the combat phase and it's not already the end of combat step, any "at end of combat" triggered abilities won't get the chance to trigger that combat because the end of combat step is skipped.
- Ending the combat phase this way means the following things happen in order: (1) All spells and abilities on the stack are exiled. This includes spells and abilities that can't be countered. (2) State-based actions are performed. No player gets priority, and no triggered abilities are put onto the stack. (3) The current phase and step ends. The game skips straight to the second main phase. As this happens, all attacking and blocking creatures are removed from combat and effects that last "until end of combat" expire. (In some unusual cases involving additional combats and main phases, the game may skip straight to the next combat, a third or subsequent postcombat main phase, or the end step.)
- In the rare case that the second main phase is skipped, the game skips to the end step of the ending phase. If that step is also skipped, the game skips straight to the turn's cleanup step. The cleanup step can't be skipped.

On the Shoulders of Giants
{2}{U}
Enchantment
Historic creatures you control have flying. *(Artifacts, legendaries, and Sagas are historic.)*

- A card, spell, or permanent is historic if it has the legendary supertype, the artifact card type, or the Saga subtype. Having two of those qualities doesn't make an object more historic than another or provide an additional bonus—an object either is historic or it isn't.

Optimization Annex
{1}{U}
Artifact Creature — Borg
1/3
If one or more charge counters would be put on an artifact you control, that many plus one charge counters are put on it instead.

- If an artifact you control would enter with a number of charge counters on it, it enters with that many charge counters plus one instead.
- If you control two Optimization Annexes, the number of charge counters put on an artifact you control is increased by two. If you control three Optimization Annexes, the number is increased by three, and so on.
- If two or more effects attempt to modify how many counters would be put onto a permanent you control, you choose the order to apply those effects, no matter who controls the sources of those effects.

Own the Day
{4}{R}{R}
Sorcery
Battlefront — This spell costs {1} less to cast for each opponent you attacked this turn.
Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

Pavel Chekov, First Posting
{2}{G}{U}
Legendary Creature — Human Pilot
1/4
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in a random order.

- If an effect would cause you to draw multiple cards while you control Pavel Chekov, each individual draw may be replaced by Pavel Chekov's effect. For each of those draws, you can choose whether or not to apply the replacement effect, and you'll choose land or nonland for each draw you replace. You don't have to make the same choices for every draw.
- If no card of the chosen type is found in your library, you don't get a card. You'll just randomize your library after revealing each of the cards in it.
- If your library is empty, you can still choose to replace card draws with Pavel Chekov's effect. You won't put any cards into your hand, but you won't draw a card and thus won't lose the game for drawing a card while your library is empty.

Planet Killer
{8}
Artifact Creature — Construct
9/9
Flying, indestructible
This creature attacks each combat if able.
Whenever this creature deals combat damage to a player, put a +1/+1 counter on it for each land that player controls.

- If Planet Killer can't attack for any reason (such as being tapped or having come under your control that turn), then it doesn't attack. If there's a cost associated with having it attack, you're not forced to pay that cost, so it doesn't have to attack in that case either.

Qo'noS Quartermaster
{1}{R}
Creature — Klingon Warrior
2/2
Menace
Whenever this creature attacks, add one mana of any color. Until end of turn, you don't lose this mana as steps and phases end.

- Qo'noS Quartermaster's triggered ability isn't a mana ability. It uses the stack and can be responded to.

Reg Barclay, Fidgety Fantasist
{2}{U}{R}
Legendary Creature — Human Artificer
1/5
Seek out — Whenever you draw your second card each turn, create a token that's a copy of another target creature you control, except it isn't legendary, it's an Illusion artifact in addition to its other types, and it has haste. Exile that token at the beginning of the next end step.

- The token created by Reg Barclay's ability copies exactly what was printed on the original creature and nothing else, with the listed exceptions (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 Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.
- If the copied creature has {X} in its mana cost, X is 0.
- If the copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token, with the listed exceptions.
- If the copied creature is copying something else, then the token enters as whatever that creature copied, with the listed exceptions.
- Any "When [this creature] enters" abilities of the copied creature will trigger when the token enters. Any "As [this creature] enters" or "[This creature] enters with" abilities of the copied creature will also work.

Right of Vengeance
{3}{W}
Instant
Until end of turn, whenever a creature deals combat damage to you, destroy that creature and create a 2/1 red Klingon Warrior creature token with haste.

- The controller of Right of Vengeance's delayed triggered ability creates the Klingon Warrior creature token. This is usually a different player than the controller of the creature that dealt combat damage.
- The Klingon Warrior creature token is created even if the creature isn't destroyed (probably because it has indestructible).

Sam Kirk, Xenoanthropologist
{3}{U}
Legendary Creature — Human Scientist
3/3
Whenever an opponent casts a creature spell, investigate.
(Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

- Sam Kirk's ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

Seven of Nine, Tertiary Adjunct
{2}{U}
Legendary Artifact Creature — Borg
1/4
That Is Irrelevant — {T}: Draw a card, then discard a card. When you discard a nonland card this way, put two charge counters on up to one target artifact.

- You don't choose a target for Seven of Nine's ability at the time you activate it. Rather, a second "reflexive" ability triggers when you discard a nonland card this way. You choose a target for that ability as it goes on the stack. Each player may respond to this triggered ability as normal.

Shore Leave Planet
Land — Planet
This land enters tapped.
{T}: Add {U}.
{4}{U}: This land becomes a copy of target creature you control until end of turn, except it isn't legendary and it's a Robot artifact in addition to its other types.

- Shore Leave Planet copies exactly what was printed on the original creature and nothing else, with the listed exceptions (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 Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.

- If the copied creature has {X} in its mana cost, X is 0.
- If the copied creature is a token, then Shore Leave Planet copies the original characteristics of that token as stated by the effect that created that token, with the listed exceptions.
- If the copied creature is copying something else, then Shore Leave Planet becomes a copy of whatever that creature copied (with the listed exceptions).
- Because Shore Leave Planet isn't entering the battlefield when it becomes a copy of another creature, any "When [this creature] enters" or "[This creature] enters with" abilities of the copied creature won't apply.

Spot, *Felis catus*
{2}{W}
Legendary Creature — Cat
1/1
Whenever Spot or another nontoken legendary permanent you control enters, create a Food token. *(It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")*
{4}, Sacrifice a Food: Destroy target artifact.

- If an effect refers to a Food, it means any Food artifact, not just a Food artifact token. For example, you can sacrifice Tea, Earl Grey, Hot (an "Artifact — Food") to activate Spot's last ability. You can't sacrifice a Food to pay multiple costs. For example, you can't sacrifice a Food token to activate its own ability and also to activate Spot's last ability.

Starfleet Communicator
{3}
Artifact — Communicator Equipment
When you cast this spell, copy it. *(The copy becomes a token.)*
Equipped creature has "Whenever this creature attacks, draw X cards, then you may put up to X land cards from your hand onto the battlefield tapped, where X is the number of other creatures you control with a Communicator attached to them."
Equip {1}

- The value of X in the granted ability is calculated only once, as the ability resolves.

Stratagem Emulator
{2}{W}
Artifact Creature — Borg
2/1
When this creature dies, create X 1/1 colorless Borg artifact creature tokens, where X is its power.

- Use Stratagem Emulator's power as it last existed on the battlefield to determine the value of X.

Temporal Tribulation
{2}{U}
Instant
Exile two target permanents you control. Return those cards to the battlefield under their owner's control at the beginning of the next end step.
Flashback {5}{U} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

- Auras attached to the exiled permanents will be put into their owners' graveyards. Equipment attached to the exiled permanents will become unattached and remain on the battlefield. Any counters on the exiled permanents will cease to exist. Once each exiled permanent returns, it's considered a new object with no relation to the object that it was.
- If a token is exiled this way, it will cease to exist and won't return to the battlefield.
- "Flashback [cost]" means "You may cast this card from your graveyard if the resulting spell is an instant or sorcery spell by paying [cost] rather than paying its mana cost" and "If the flashback cost was paid, exile this card instead of putting it anywhere else any time it would leave the stack."
- To determine the total cost of a spell, start with the mana cost or alternative cost (such as a flashback cost) you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.
- A spell cast using flashback will always be exiled afterward, whether it resolves, is countered, or leaves the stack in some other way.
- You can cast a spell using flashback even if it was somehow put into your graveyard without having been cast.
- If a card with flashback is put into your graveyard during your turn, you can cast it if it's legal to do so before any other player can take any actions.

Transwarp Hub
{2}{U}
Artifact — Spacecraft
When this Spacecraft enters, mill five cards. You may put up to two artifact cards from among them into your hand.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)*
3+ | {T}: Target creature can't be blocked this turn.

- Once a creature has been blocked, activating Transwarp Hub's last ability targeting that creature won't cause it to become unblocked.

Tribble Cluster
{2}{W}
Creature — Tribble
1/1
At the beginning of combat on your turn, put a +1/+1 counter on this creature.
When this creature dies, create X 1/1 white Tribble creature tokens with "This token can't block," where X is this creature's power.

- Use Tribble Cluster's power as it last existed on the battlefield to determine the value of X.

Tuvok, Chief Tactical Officer
{2}{U}
Legendary Creature — Vulcan Officer
2/3
Flash
When Tuvok enters during the declare attackers step, choose up to two target attacking creatures. For each of them, you may reselect which player or permanent that creature is attacking. *(A creature can't attack its controller.)*

- Reselecting which player or permanent a creature is attacking ignores all requirements, restrictions, and costs associated with attacking.
- Reselecting which player or permanent a creature is attacking doesn't cause "whenever this creature attacks" abilities to trigger.
- If you reselect which player or permanent an attacking creature is attacking, that creature is still considered to have attacked the player or permanent as declared, but it is now attacking the new player or permanent.
- If an ability targets something controlled by the "defending player" of an attacking creature and the defending player for that creature changes before that ability resolves, the ability won't resolve because its target has become illegal.

Type-03 Borg Vessel
{3}{W}
Artifact — Spacecraft
5/5
Artifact spells you cast cost {1} less to cast.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)*
7+ | Flying
Whenever you cast a spell, create a 1/1 colorless Borg artifact creature token.

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell remains unchanged, no matter what the total cost to cast it was.

- Type-03 Borg Vessel's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered or otherwise leaves the stack without resolving.

U.S.S. Defiant, Mirror Migrant
{2}
Legendary Artifact — Spacecraft
5/5
Flash
When *U.S.S. Defiant* enters, it and up to one target creature you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*
Station
8+ | Flying

- You don't have to choose a target for *U.S.S. Defiant*'s enters ability, but if you do, and that target is illegal as that ability tries to resolve, the ability won't resolve and none of its effects will happen. Nothing will phase out.
- Phased-out permanents are treated as though they don't exist. They can't be the target of spells or abilities, their static abilities have no effect on the game, their triggered abilities can't trigger, they can't attack or block, and so on.
- As a permanent is phased out, Auras and Equipment attached to it also phase out at the same time. Those Auras and Equipment will phase in at the same time that permanent does, and they'll phase in still attached to that permanent.
- Permanents phase back in during their controller's untap step, immediately before that player untaps their permanents. Creatures that phase in this way are able to attack and pay a cost of {T} during that turn. If a permanent had counters on it when it phased out, it will have those counters when it phases back in.
- An attacking or blocking creature that phases out is removed from combat.
- Phasing out doesn't cause permanents to leave or re-enter the battlefield, so no "leaves the battlefield" or "enters" abilities will trigger.
- Any continuous effects with a "for as long as" duration ignore phased-out objects. If ignoring those objects causes the effect's conditions to no longer be met, the duration will expire.
- Choices made for permanents as they entered the battlefield are remembered when they phase in.

U.S.S. Enterprise-C, Time-Tossed
{5}
Legendary Artifact — Spacecraft
6/6
When *U.S.S. Enterprise*-C enters or dies, you may discard your hand. If you do, draw a card for each card discarded this way.
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 3+.)*
3+ | Flying

- You may choose to discard your hand even if your hand contains zero cards.

U.S.S. Prometheus, Prototype
{5}
Legendary Artifact — Spacecraft
6/6
Station *(Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 4+.)*
4+ | Flying
8+ | *Multivector Assault Mode* — Whenever *U.S.S. Prometheus* deals combat damage to an opponent, it deals that much damage to each other opponent.

- The damage dealt by *U.S.S. Prometheus* as a result of its last ability is not combat damage and thus doesn't cause the ability to trigger again.

Unification
{3}{W}{U}
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — The owner of up to one target creature draws two cards, then shuffles that creature into their library.
II — You may put a Spacecraft card from your hand or graveyard onto the battlefield.
III — You and target opponent each draw two cards.

- If you don't choose a target for the first chapter ability, that ability will have no effect. No one will draw any cards.

Voq, Torchbearer
{3}{B}
Legendary Creature — Klingon Spy
4/3
Menace
ChoH'a' — You may have Voq enter as a copy of a creature card in a graveyard, except he's a Klingon Spy in addition to his other types and has menace.

- If the copied card has {X} in its mana cost, X is 0.
- Treat Voq as though he were the chosen card entering the battlefield, except he's also a Klingon Spy and has menace. Any "As [this creature] enters," "[This creature] enters with," and "When [this creature] enters" abilities of the chosen card will work.

Võx, Child of the Collective
{4}{U}
Legendary Artifact Creature — Borg
3/3
When Võx enters and at the beginning of your first main phase, the next artifact creature spell and the next Spacecraft spell you cast this turn have undaunted. *(They cost {1} less to cast for each opponent.)*

- To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The mana value of the spell is determined only by its mana cost, no matter what the total cost to cast the spell was.

Worf, Defiant Commander
{2}{R}{W}{B}
Legendary Creature — Klingon Warrior Officer
3/4
When Worf enters, create a 2/1 red Klingon Warrior creature token with haste.
Battlefront — Whenever you attack, exile the top X cards of your library, where X is the number of opponents you attacked this turn. Until the end of your next turn, you may play those cards.

- You pay all costs and follow all timing rules for cards played this way. For example, if an exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

STAR TREK WELCOME DECK NEW CARD-SPECIFIC NOTES:

Benjamin Sisko, Besieged
{4}{G}{G}
Legendary Creature — Human Officer
5/5
Play with the top card of your library revealed.
You may play lands and cast creature spells from the top of your library.

- If the top card of your library changes while you're casting a spell, playing a land, or activating an ability, you don't reveal the new top card until you finish doing so. This means that if you cast the top card of your library, you can't look at the next one until you're done paying for that spell.
- You must pay all costs and follow the normal timing restrictions of the creature spells you cast from your library. The same is true for lands you play from the top of your library. Benjamin Sisko's ability doesn't allow you to play more than one land during each of your turns or play a land when you normally couldn't.

Kirk, Enterprising Captain
{3}{R}
Legendary Creature — Human Officer
4/3
Menace *(This creature can't be blocked except by two or more creatures.)*
Whenever Kirk attacks while creatures you control have total power 8 or greater, exile the top card of your library. You may play that card this turn.

- If creatures you controlled had total power 8 or greater at the time you finished declaring attackers, it doesn't matter what the total power of creatures you control is when Kirk's ability resolves. You'll still exile the top card of your library and have permission to play it this turn.
- You pay all costs and follow all timing rules for cards played this way. For example, if the exiled card is a land card, you may play it only during your main phase while the stack is empty and only if you have an available land play remaining.

STAR TREK SCENE BOXES CARD-SPECIFIC NOTES:

Jean-Luc, *Mon Capitaine*
{2}{U}{R}{W}
Legendary Creature — Human Officer
5/3
Flying
Federation — Faeries you control enter with an additional +1/+1 counter on them for each creature type among non-Borg creatures you already control.

- If a Faerie you control enters at the same time as other non-Borg creatures you control, those non-Borg creatures are not considered when counting how many creature types you control among non-Borg creatures you control.
- If Jean-Luc will be a Faerie on the battlefield (Q, you scamp), his last ability won't apply to himself.

Q, Your Illustrious Host
{W}{U}{B}{R}{G}
Legendary Creature — Q
5/5
Tap three untapped Faeries you control: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost.

- If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, those must be paid to cast the spell.
- If a spell you cast has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- If you choose to not cast the card, it remains in exile, along with any land cards you exiled due to Q's ability.

- You can tap any untapped Faeries you control to activate Q's last ability, including ones you haven't controlled continuously since the beginning of your most recent turn. If Q is somehow himself a Faerie, you could even tap Q this way.

Scotty, Chief Engineer
{3}{U}
Legendary Creature — Human Artificer
3/4
Tap an untapped artifact you control: Target creature can't be blocked this turn.

- You can tap any untapped artifact you control to activate Scotty's ability, including one you haven't controlled continuously since the beginning of your most recent turn. If Scotty is somehow himself an artifact, you could even tap Scotty this way. Miracle worker, indeed.

Spock, Voice of Reason
{2}{U}
Legendary Creature — Vulcan Human Scientist
3/2
{2}, {T}: Draw a card for each nontoken permanent you control that entered this turn.

- Spock's ability considers only nontoken permanents you control as his ability resolves. If a nontoken permanent you controlled entered earlier in the turn but leaves the battlefield before that ability resolves, it won't count.

TM & © 2026 CBS Studios Inc. © 2026 Paramount Pictures Corp. STAR TREK and all related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved. Magic: The Gathering, Magic, Eldraine, Ixalan, Thunder Junction, Bloomburrow, Duskmourn, Tarkir, Lorwyn, and Strixhaven are property of Wizards of the Coast LLC in the USA and other countries. ©2026 Wizards. Other trademarks are property of their respective owners.