Ixalan™ Release Notes

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 As future sets are released, updates to the Magic™ rules may cause some of this information to become outdated.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

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

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

GENERAL NOTES

Release Information

The Ixalan set contains 279 cards (20 basic land, 101 common, 80 uncommon, 63 rare, and 15 mythic rare) that appear in booster packs, plus 10 cards available only in Ixalan Planeswalker Decks™.

Prerelease events: September 23–24, 2017

Draft Weekend: September 29–October 1, 2017
Game Day Weekend: November 11–12, 2017

The Ixalan set becomes legal for sanctioned Constructed play on its official release date: Friday, September 29, 2017. At that time, the following card sets will be permitted in the Standard format: Kaladesh™, Aether Revolt™, Amonkhet™, Hour of Devastation™, and Ixalan. Cards from Welcome Decks (and other ancillary products) with the W17 set identification code are also permitted in the Standard format.

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

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

Ixalan Story Spotlight Cards

There are many important moments in the Ixalan story, but the five most crucial—called "story spotlights"—are shown on cards. You can read more about these events in the official Magic fiction at mtgstory.com.

Story spotlight 1: Ixalan's Binding
Story spotlight 2: Vraska's Contempt
Story spotlight 3: River's Rebuke
Story spotlight 4: Thaumatic Compass
Story spotlight 5: Perilous Voyage

The story spotlight cards in this set feature a Planeswalker symbol icon in their text boxes. The icon has no effect on game play. The printed cards also include the mtgstory.com URL and a number indicating the sequence of the cards in the story.

Major Theme: "Tribal" Bonuses

At the heart of the Ixalan set are four rival factions, each with its own featured creature type: the Vampires of the Legion of Dusk, the Pirates of the Brazen Coalition, the Dinosaur riders of the Sun Empire, and the Merfolk of the River Heralds. Many cards in the Ixalan set reward you for playing many creatures of a certain creature type, and others reward you for playing lots of creatures that share any type that you choose. Pick your allies wisely!

Otepec Huntmaster
{1}{R}
Creature — Human Shaman
1/2
Dinosaur spells you cast cost {1} less to cast.
{T}: Target Dinosaur gains haste until end of turn.

March of the Drowned
{B}
Sorcery
Choose one —
• Return target creature card from your graveyard to your hand.
• Return two target Pirate cards from your graveyard to your hand.

Vanquisher's Banner
{5}
Artifact
As Vanquisher's Banner enters the battlefield, choose a creature type.
Creatures you control of the chosen type get +1/+1.
Whenever you cast a creature spell of the chosen type, draw a card.

* If an effect refers to a "[subtype] spell" or "[subtype] card," it refers only to a spell or card that has that subtype. For example, March of the Drowned is a card that benefits Pirates and features Pirates in its illustration, but it isn't a Pirate card.
* To choose a creature type, you must choose an existing creature type, such as Vampire or Knight. You can't choose multiple creature types, such as "Vampire Knight." Card types such as artifact can't be chosen, nor can subtypes that aren't creature types, such as Jace, Vehicle, or Treasure.

New Keyword Action: Explore

Explore is a new keyword action that appears on thirteen creature cards in the Ixalan set. There are also two cards in the set with abilities that trigger "Whenever a creature you control explores." This mechanic isn't associated with a specific faction, and creatures with explore are found in all five colors.

Tishana's Wayfinder
{2}{G}
Creature — Merfolk Scout
2/2
When Tishana's Wayfinder enters the battlefield, it 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.)

The official rules for explore are as follows:
701.38. Explore
701.38a Certain abilities instruct a permanent to explore. To do so, that permanent's controller reveals the top card of his or her library. If a land card is revealed this way, that player puts that card into his or her hand. Otherwise, that player puts a +1/+1 counter on the exploring permanent and may put the revealed card into his or her graveyard.
701.38b A permanent "explores" after the process described in rule 701.38a is complete, even if some or all of those actions were impossible.
701.38c If a permanent changes zones before an effect causes it to explore, its last known information is used to determine which object explored and who controlled it.

* 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 you control explores" trigger if appropriate.

Returning Mechanic: Double-Faced Cards

The theme of exploration continues in the return of double-faced cards. Rather than depict a creature changing forms, these ten double-faced cards represent the tools and tales of discovery. Instead of the typical card face and Magic card back, double-faced cards have two faces: a front face and a back face. The front face has a compass symbol in its upper left corner. The back face has a land symbol in its upper left corner and features a new "map" frame. Other than distinguishing one face from the other, these symbols and frames have no effect on gameplay.

Treasure Map
{2}
Artifact
{1}, {T}: Scry 1. Put a landmark counter on Treasure Map. Then if there are three or more landmark counters on it, remove those counters, transform Treasure Map, and create three colorless Treasure artifact tokens with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
/////
Treasure Cove
Land

(Transforms from Treasure Map.)
{T}: Add {C} to your mana pool.
{T}, Sacrifice a Treasure: Draw a card.

The rules for double-faced cards haven't changed since their previous appearance in the Shadows over Innistrad™ block.

* Each face of a double-faced card has its own set of characteristics: name, types, subtypes, abilities, and so on. While a double-faced card is on the battlefield, consider only the characteristics of the face that's currently up. The other set of characteristics is ignored.
* While a double-faced card isn't on the battlefield, consider only the characteristics of its front face. For example, the above card has only the characteristics of Treasure Map in the graveyard, even if it was Treasure Cove on the battlefield before it was put into the graveyard. Notably, this means that Treasure Map is a nonland card.
* The converted mana cost of a double-faced card is the converted mana cost of its front face, even while it's on the battlefield with its back face up. For example, Treasure Cove has a converted mana cost of 2, even though it's a land with no mana cost. (This rule was introduced with the release of the Shadows over Innistrad™ set.)
* The back face of each double-faced card in the Ixalan set is colorless regardless of the color of its front face.
* A double-faced card enters the battlefield with its front face up by default, unless a spell or ability instructs you to put it onto the battlefield transformed, in which case it enters with its back face up. The back face of a double-faced card can't be played.

Game Supplement: Checklist Card

It's important that the cards in your deck be

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

* You must have the actual double-faced card the checklist card is representing with you. The double-faced card should be kept apart from the rest of the deck and your sideboard.
* A checklist card can't be included in a deck except when it's being used to represent a double-faced card.
* You must clearly mark exactly one box on the checklist card to indicate which double-faced card it represents.
* During the game, a checklist card is considered to be the double-faced card it represents.
* If a checklist card enters a public zone (the battlefield, the graveyard, the stack, or exile unless it's exiled face down), use the actual double-faced card and set the checklist card aside. If the double-faced card is put into a hidden zone (your hand or library), use the checklist card again.
* If a double-faced card is exiled face down or put onto the battlefield face down, keep its identity hidden by using the face-down checklist card or opaque card sleeves (or both).

New Ability Word: Enrage

The only thing better than a Dinosaur is an angry Dinosaur. Enrage is an ability word found on some Dinosaur creatures. It indicates an ability that triggers whenever damage is dealt to that creature. An

ability word appears in italics and has no rules meaning.

Sun-Crowned Hunters
{4}{R}{R}
Creature — Dinosaur
5/4
Enrage — Whenever Sun-Crowned Hunters is dealt damage, it deals 3 damage to target opponent.

* If multiple sources deal damage to a creature with an enrage ability at the same time, most likely because multiple creatures blocked that creature, the enrage ability triggers only once.
* If lethal damage is dealt to a creature with an enrage ability, that ability triggers. The creature with that enrage ability leaves the battlefield before that ability resolves, so it won't be affected by the resolving ability.

Returning Ability Word: Raid

Raid is a returning ability word found on some Pirates and Pirate-themed cards in the Ixalan set. Each raid ability checks to see if you've attacked with a creature during that turn. This ability word previously appeared in the Khans of Tarkir™ set. An ability word appears in italics and has no rules meaning.

Storm Fleet Arsonist
{4}{R}
Creature — Orc Pirate
4/4
Raid — When Storm Fleet Arsonist enters the battlefield, if you attacked with a creature this turn, target opponent sacrifices a permanent.

* Raid abilities care only that you attacked with a creature. It doesn't matter how many creatures you attacked with, or which opponent or planeswalker controlled by an opponent those creatures attacked.
* Raid abilities evaluate the entire turn to see if you attacked with a creature. That creature doesn't have to still be on the battlefield. Similarly, the player or planeswalker it attacked

doesn't have to still be in the game or on the battlefield, respectively.
* Some raid abilities trigger at the beginning of your end step. These abilities trigger if you attacked with a creature that turn, even if the card with that raid ability wasn't on the battlefield when you attacked.

Returning Mechanic: Vehicles

The Ixalan set brings back the artifact subtype Vehicle to let you sail the seas in style.

Sleek Schooner
{3}
Artifact — Vehicle
4/3
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

The rules for Vehicles haven't changed since their previous appearance in the Kaladesh block.

* Each Vehicle is printed with a power and toughness, but it's not a creature. If it becomes a creature (most likely through its crew ability), it will have that power and toughness.
* If an effect causes a Vehicle to become an artifact creature with a specified power and toughness, that effect overwrites the Vehicle's printed power and toughness.
* Vehicle is an artifact type, not a creature type. A Vehicle that's crewed won't normally have any creature type.
* Once a player announces that he or she is activating a crew ability, no player may take other actions until the ability has been paid for. Notably, players can't try to stop the ability by changing a creature's power or by removing or tapping a creature.
* Any untapped creature you control can be tapped to pay a crew cost, even one that just came under your control.

* You may tap more creatures than necessary to activate a crew ability.
* Creatures that crew a Vehicle aren't attached to it or related in any other way. Effects that affect the Vehicle, such as by destroying it or giving it a +1/+1 counter, don't affect the creatures that crewed it.
* Once a Vehicle becomes a creature, it behaves exactly like any other artifact creature. It can't attack unless you've controlled it continuously since your turn began, it can block if it's untapped, it can be tapped to pay a Vehicle's crew cost, and so on.
* You may activate a crew ability of a Vehicle even if it's already an artifact creature. Doing so has no effect on the Vehicle. It doesn't change its power and toughness.
* For a Vehicle to be able to attack, it must be a creature as the declare attackers step begins, so the latest you can activate its crew ability to attack with it is during the beginning of combat step. For a Vehicle to be able to block, it must be a creature as the declare blockers step begins, so the latest you can activate its crew ability to block with it is during the declare attackers step. In either case, players may take actions after the crew ability resolves but before the Vehicle has been declared as an attacking or blocking creature.
* When a Vehicle becomes a creature, that doesn't count as having a creature enter the battlefield. The permanent was already on the battlefield; it only changed its types. Abilities that trigger whenever a creature enters the battlefield won't trigger.
* If a permanent becomes a copy of a Vehicle, the copy won't be a creature, even if the Vehicle it's copying has become an artifact creature.

New Artifact Subtype: Treasure

Treasure is a new artifact subtype that appears exclusively on tokens. It's

associated with the Pirate faction. There are four versions of the printed Treasure token, each with art of a chest that contains valuables from one of the four factions.

Pirate's Prize
{3}{U}
Sorcery
Draw two cards. Create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* Some spells that create Treasure tokens require targets. You can't cast a spell without choosing legal targets. If all of those targets become illegal, the spell is countered and you won't get its Treasure tokens.

Rules Change: Planeswalkers Use the "Legend Rule"

Previously, planeswalkers and legendary permanents were subject to similar but slightly different rules. The official rules under rule 704, "State-Based Actions," were as follows:

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

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

With the release of the Ixalan set, the "planeswalker uniqueness rule" is being removed from the rules, and all previously printed planeswalker cards are receiving errata to add the legendary supertype. All Ixalan planeswalker cards are printed with the legendary supertype.

Jace, Cunning Castaway (in Ixalan booster packs)
{1}{U}{U}
Legendary Planeswalker — Jace
3
+1: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card.
−2: Create a 2/2 blue Illusion creature token with "When this creature becomes the target of a spell, sacrifice it."
−5: Create two tokens that are copies of Jace, Cunning Castaway, except they're not legendary.

Jace, Ingenious Mind-Mage (in an Ixalan Planeswalker Deck)
{4}{U}{U}
Legendary Planeswalker — Jace
5
+1: Draw a card.
+1: Untap all creatures you control.
−9: Gain control of up to three target creatures.

* If you control two or more legendary permanents with the same English name, choose one and put each other one into its owner's graveyard. This is called the "legend rule."
* Jace, Ingenious Mind-Mage and Jace, Cunning Castaway have different names, so you can control both at the same time.

Cycle: "Check Lands"

The Ixalan set features a cycle of allied-color dual lands to help you make sure you always have the mana that you need. These cards were first printed in the Magic 2010 core set.

Rootbound Crag
Land
Rootbound Crag enters the battlefield tapped unless you control a Mountain or a Forest.
{T}: Add {R} or {G} to your mana pool.

* The enters-the-battlefield abilities of these dual lands check for lands you control with either of the two listed

land types, not either of the two listed names. The lands they check for don't have to be basic lands. For example, if you control Scattered Groves (a nonbasic land with the land types Forest and Plains), Rootbound Crag enters the battlefield untapped.
* These dual lands don't have any land types themselves. For example, Rootbound Crag isn't a Forest. A second Rootbound Crag won't enter untapped if you control only Rootbound Crag.
* As these lands are entering the battlefield, they check for lands that are already on the battlefield. They won't see lands that are entering the battlefield at the same time.

CARD-SPECIFIC NOTES

Admiral Beckett Brass
{1}{U}{B}{R}
Legendary Creature — Human Pirate
3/3
Other Pirates you control get +1/+1.
At the beginning of your end step, gain control of target nonland permanent controlled by a player who was dealt combat damage by three or more Pirates this turn.

* Admiral Beckett Brass's triggered ability checks what happened earlier in the turn. It doesn't care whether Admiral Beckett Brass was on the battlefield when those Pirates dealt combat damage, whether those creatures are still on the battlefield, or whether they're still Pirates.
* If one Pirate deals combat damage multiple times, most likely because it has double strike, it counts as only one of the three Pirates for Admiral Beckett Brass's triggered ability.
* If more than one player was dealt combat damage by three Pirates, you target only one permanent. It may be controlled by either of those players.
* The control-change effect of Admiral Beckett Brass's triggered ability lasts indefinitely. It doesn't wear off during the cleanup step or

when you lose control of Admiral Beckett Brass.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well, and any effects that give the player control of permanents immediately end.
* In a Two-Headed Giant game, an unblocked attacking creature deals its combat damage to one of the two players it's attacking. The attacking team chooses which player that is for each creature as combat damage is assigned. Combat damage dealt by Pirates your teammate controls will count when checking for Admiral Beckett Brass's ability.

Angrath's Marauders
{5}{R}{R}
Creature — Human Pirate
4/4
If a source you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

* If a creature with trample you control would deal combat damage to a blocking creature while you control Angrath's Marauders, you must assign its unmodified damage. For example, a 3/3 creature with trample blocked by a 2/2 creature can have at most 1 damage assigned to the defending player. It will then deal 4 damage to the blocking creature and 2 damage to the defending player.
* If an effect such as that of Chandra's Pyrohelix asks you to divide damage among targets, you must divide the unmodified damage before doubling it.
* If you control a second Angrath's Marauders, damage dealt by sources you control will be multiplied by 4. If you control a third, it will be multiplied by 8, and so on.

Arcane Adaptation
{2}{U}
Enchantment
As Arcane Adaptation enters the battlefield, choose a creature type.
Creatures you control are the chosen type in addition to

their other types. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

* Replacement effects that modify creatures of a certain type as they enter the battlefield will apply after you apply Arcane Adaptation's effect. This is a change from previous rules. If you control Arcane Adaptation and the Aether Revolt card Metallic Mimic, with the same creature type chosen for both, then any creature you control will enter the battlefield with an additional +1/+1 counter on it.

Arguel's Blood Fast
{1}{B}
Legendary Enchantment
{1}{B}, Pay 2 life: Draw a card.
At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast.
/////
Temple of Aclazotz
Legendary Land
(Transforms from Arguel's Blood Fast.)
{T}: Add {B} to your mana pool.
{T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.

* If your life total is 6 or greater as your upkeep begins, the second ability of Arguel's Blood Fast won't trigger. You can't take any actions during your turn before your upkeep begins.
* If your life total is 6 or greater as the second ability of Arguel's Blood Fast tries to resolve, it won't do anything.
* Once you've announced the last ability of Temple of Aclazotz, it's too late for anyone to interrupt you by trying to remove the creature you sacrifice.
* For the last ability of Temple of Aclazotz, use the creature's toughness as it last existed on the battlefield to determine how much life you gain.

Ashes of the Abhorrent
{1}{W}
Enchantment
Players can't cast spells from graveyards or activate abilities of cards in graveyards.
Whenever a creature dies, you gain 1 life.

* Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keyword abilities (such as embalm from the Amonkhet set) are activated abilities and will have colons in their reminder text. Triggered abilities (starting with "when," "whenever," or "at") are unaffected by Ashes of the Abhorrent.
* Ashes of the Abhorrent doesn't stop players from playing land cards from the graveyard if an effect allows them to do so.
* If a creature dies at the same time that Ashes of the Abhorrent is destroyed, you'll gain 1 life.

Atzocan Archer
{2}{G}
Creature — Human Archer
1/4
Reach
When Atzocan Archer enters the battlefield, you may have it fight another target creature. (Each deals damage equal to its power to the other.)

* You must choose another target creature (if able) as Atzocan Archer's triggered ability is put on the stack. You choose as that ability resolves whether those creatures fight.
* If Atzocan Archer isn't on the battlefield as its triggered ability resolves, or if the target of that ability is illegal, no creature will deal or be dealt damage.
* Atzocan Archer's ability can target another creature you control (such as a Dinosaur with an enrage ability).

Axis of Mortality
{4}{W}{W}
Enchantment
At the beginning of your upkeep, you may have two

target players exchange life totals.

* If one of the targeted players is an illegal target when the triggered ability of Axis of Mortality tries to resolve, the exchange won't happen. Neither player's life total will change.
* When the life totals are exchanged, each player gains or loses the amount of life necessary to equal the other player's previous life total. For example, if player A has 5 life and player B has 3 life before the exchange, player A will lose 2 life and player B will gain 2 life. Replacement effects may modify these gains and losses, and triggered abilities may trigger on them.
* If a player can't gain life, that player can't exchange life totals with a player with a higher life total. If a player can't lose life, that player can't exchange life totals with a player with a lower life total. In either of these cases, neither player's life total will change.
* In a Two-Headed Giant game, each player is considered to have the same life total as his or her team. If the two targeted players are on different teams, those players gain or lose the appropriate amount of life so that the teams end up exchanging life totals. If the two targeted players are teammates, they can't exchange life totals.

Belligerent Brontodon
{5}{G}{W}
Creature — Dinosaur
4/6
Each creature you control assigns combat damage equal to its toughness rather than its power.

* Belligerent Brontodon's ability doesn't actually change any creature's power. It changes only the amount of combat damage it assigns. All other rules and effects that check power or toughness use the real values. For example, Hunt the Weak won't cause a creature to fight with its toughness.

Bellowing Aegisaur
{5}{W}
Creature — Dinosaur
3/5
Enrage — Whenever Bellowing Aegisaur is dealt damage, put a +1/+1 counter on each other creature you control.

* If another creature you control is dealt lethal damage at the same time that Bellowing Aegisaur is dealt damage, the other creature won't be saved by the +1/+1 counter that would have been put on it.

Bishop of Rebirth
{3}{W}{W}
Creature — Vampire Cleric
3/4
Vigilance
Whenever Bishop of Rebirth attacks, you may return target creature card with converted mana cost 3 or less from your graveyard to the battlefield.

* If the mana cost of a card in your graveyard includes X, X is considered to be 0.
* All attackers are chosen at once. You can't attack with Bishop of Rebirth, return a creature card to the battlefield, and then attack with that creature.
* If the creature returned to the battlefield has any abilities that trigger when creatures attack, those abilities won't trigger.

Bishop of the Bloodstained
{3}{B}{B}
Creature — Vampire Cleric
3/3
When Bishop of the Bloodstained enters the battlefield, target opponent loses 1 life for each Vampire you control.

* The number of Vampires you control is counted only as Bishop of the Bloodstained's ability resolves. If Bishop of the Bloodstained is still on the battlefield, it'll count itself.

Blinding Fog
{2}{G}
Instant
Prevent all damage that would be dealt to creatures this turn. Creatures you

control gain hexproof until end of turn. (They can't be the targets of spells or abilities your opponents control.)

* Blinding Fog prevents all damage that would be dealt to creatures, not just combat damage.
* Damage that would be dealt to creatures that enter the battlefield later in the turn will also be prevented. However, creatures that come under your control later in the turn won't gain hexproof.

Bloodcrazed Paladin
{1}{B}
Creature — Vampire Knight
1/1
Flash
Bloodcrazed Paladin enters the battlefield with a +1/+1 counter on it for each creature that died this turn.

* Bloodcrazed Paladin's last ability counts all creatures that were put into any graveyard from the battlefield this turn, including token creatures and noncreature cards that were creatures as they left the battlefield. It doesn't check whether any of them are still in graveyards.
* Bloodcrazed Paladin's last ability won't count creatures that were put directly into a zone other than the graveyard, perhaps because of a replacement effect (for example, a creature that was exiled instead or a commander that moved to the command zone in the Commander variant).

Bonded Horncrest
{3}{R}
Creature — Dinosaur
5/5
Bonded Horncrest can't attack or block alone.

* If you control more than one Bonded Horncrest, they can attack or block together, even if no other creatures attack or block.
* Although Bonded Horncrest can't attack alone, other attacking creatures don't have to attack the same player or planeswalker. For example, Bonded Horncrest could attack an opponent and

another creature could attack a planeswalker that opponent controls. Similarly, other blocking creatures don't have to block the same creature that Bonded Horncrest blocks.
* Once Bonded Horncrest has attacked or blocked, it will remain in combat even if you no longer control another attacking or blocking creature.
* If an effect says that Bonded Horncrest attacks or blocks if able and you control another creature able to attack or block, you must attack or block with Bonded Horncrest and that creature.
* In a Two-Headed Giant game, Bonded Horncrest can attack or block with a creature controlled by your teammate, even if no other creatures you control are attacking or blocking.

Boneyard Parley
{5}{B}{B}
Sorcery
Exile up to five target creature cards from graveyards. An opponent separates those cards into two piles. Put all cards from the pile of your choice onto the battlefield under your control and the rest into their owners' graveyards.

* The creature cards may come from different graveyards.
* You (not your opponent) choose which pile to put onto the battlefield and which to return to graveyards.
* A pile can have no cards in it. In this case, you'll choose whether to put all the exiled cards onto the battlefield or into graveyards.
* In multiplayer games, you choose an opponent to separate the cards when the ability resolves. This doesn't target that opponent. Because the cards are revealed, all players may see the cards and offer opinions.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any creatures you control from Boneyard Parley's effect are exiled.

Bright Reprisal
{4}{W}
Instant
Destroy target attacking creature.
Draw a card.

* If the target creature is an illegal target by the time Bright Reprisal resolves, the entire spell is countered. You won't draw a card. If, on the other hand, the target is a legal target but isn't destroyed (most likely because it has indestructible), you'll draw a card.

Burning Sun's Avatar
{3}{R}{R}{R}
Creature — Dinosaur Avatar
6/6
When Burning Sun's Avatar enters the battlefield, it deals 3 damage to target opponent and 3 damage to up to one target creature.

* The ability of Burning Sun's Avatar can target any creature, not just one controlled by the target opponent.
* If the ability of Burning Sun's Avatar has two targets and one becomes illegal, the other will still be dealt damage.

Captain Lannery Storm
{2}{R}
Legendary Creature — Human Pirate
2/2
Haste
Whenever Captain Lannery Storm attacks, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool." Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn.

* You can activate the mana ability of a Treasure even if you have nothing to spend that mana on.
* Captain Lannery Storm's last ability triggers whenever you sacrifice a Treasure for any reason, not just to activate a Treasure's mana ability.
* If you sacrifice Treasures to cast Captain Lannery Storm,

its last ability won't trigger for those Treasures.

Captivating Crew
{3}{R}
Creature — Human Pirate
4/3
{3}{R}: Gain control of target creature an opponent controls until end of turn. Untap that creature. It gains haste until end of turn. Activate this ability only any time you could cast a sorcery.

* You can target and gain control of an untapped creature this way.

Castaway's Despair
(Planeswalker Deck only)
{3}{U}
Enchantment — Aura
Enchant creature
When Castaway's Despair enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.

* Castaway's Despair can target a creature that's already tapped.

Conqueror's Galleon
{4}
Artifact — Vehicle
2/10
When Conqueror's Galleon attacks, exile it at end of combat, then return it to the battlefield transformed under your control.
Crew 4 (Tap any number of creatures you control with total power 4 or more: This Vehicle becomes an artifact creature until end of turn.)
/////
Conqueror's Foothold
Land
(Transforms from Conqueror's Galleon.)
{T}: Add {C} to your mana pool.
{2}, {T}: Draw a card, then discard a card.
{4}, {T}: Draw a card.
{6}, {T}: Return target card from your graveyard to your hand.

* Conqueror's Galleon won't be exiled if it doesn't survive combat.
* Unlike the other double-faced cards in the Ixalan set, Conqueror's Galleon is

exiled and then returned to battlefield transformed. It will be considered a new object entering the battlefield. Notably, it will return to the battlefield untapped.

Contract Killing
{3}{B}{B}
Sorcery
Destroy target creature. Create two colorless Treasure artifact tokens with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* If the target creature is an illegal target by the time Contract Killing resolves, the entire spell is countered. You won't get Treasures. If, on the other hand, the target is a legal target but isn't destroyed (most likely because it has indestructible), you'll get Treasures.

Costly Plunder
{1}{B}
Instant
As an additional cost to cast Costly Plunder, sacrifice an artifact or creature.
Draw two cards.

* You can't sacrifice a Treasure to pay mana towards Costly Plunder's cost and also to pay its additional cost.

Daring Saboteur
{1}{U}
Creature — Human Pirate
2/1
{2}{U}: Daring Saboteur can't be blocked this turn. Whenever Daring Saboteur deals combat damage to a player, you may draw a card. If you do, discard a card.

* Activating the first ability of Daring Saboteur after it has become blocked won't cause it to become unblocked.

Dark Nourishment
{4}{B}
Instant
Dark Nourishment deals 3 damage to target creature or player. You gain 3 life.

* If the target creature or player is an illegal target by the time Dark Nourishment

resolves, the entire spell is countered. You won't gain life.

Deadeye Plunderers
{3}{U}{B}
Creature — Human Pirate
3/3
Deadeye Plunderers gets +1/+1 for each artifact you control.
{2}{U}{B}: Create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* Because damage remains marked on a creature until it's removed as the turn ends, the damage Deadeye Plunderers takes during combat may become lethal if artifacts you control leave the battlefield later in the turn.

Deadeye Tracker
{B}
Creature — Human Pirate
1/1
{1}{B}, {T}: Exile two target cards from an opponent's graveyard. Deadeye Tracker 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.)

* You can't activate Deadeye Tracker's ability without targeting two cards in a single opponent's graveyard.
* If one target card is an illegal target by the time Deadeye Tracker's ability resolves, the remaining legal target is exiled and Deadeye Tracker explores.
* If each target card is an illegal target by the time Deadeye Tracker's ability resolves, the entire ability is countered. Deadeye Tracker won't explore.

Deathgorge Scavenger
{2}{G}
Creature — Dinosaur
3/2
Whenever Deathgorge Scavenger enters the battlefield or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2

life. If a noncreature card is exiled this way, Deathgorge Scavenger gets +1/+1 until end of turn.

* There's no way to get both bonuses at once while Deathgorge Scavenger's ability is resolving. If an artifact creature card is exiled this way, it's a creature card and not a noncreature card.

Deathless Ancient
{4}{B}{B}
Creature — Vampire Knight
4/4
Flying
Tap three untapped Vampires you control: Return Deathless Ancient from your graveyard to your hand.

* Deathless Ancient's last ability can be activated only while it's in your graveyard.
* Once you announce that you're activating Deathless Ancient's last ability, no player may take other actions until the ability's been paid for. Notably, players can't try to stop the ability by tapping or removing Vampires you control.
* To activate the last ability, you may tap any untapped Vampires you control, including ones you haven't controlled continuously since the beginning of your most recent turn. (Note that tapping the creature doesn't use {T} [the tap symbol].)

Deeproot Champion
{1}{G}
Creature — Merfolk Shaman
1/1
Whenever you cast a noncreature spell, put a +1/+1 counter on Deeproot Champion.

* Deeproot Champion's ability resolves before the spell that caused it to trigger.

Deeproot Warrior
{1}{G}
Creature — Merfolk Warrior
2/2
Whenever Deeproot Warrior becomes blocked, it gets +1/+1 until end of turn.

* Deeproot Warrior's ability triggers only once if multiple creatures block it.

Deeproot Waters
{2}{U}
Enchantment
Whenever you cast a Merfolk spell, create a 1/1 blue Merfolk creature token with hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

* The ability of Deeproot Waters resolves before the spell that caused it to trigger.

Desperate Castaways
{1}{B}
Creature — Human Pirate
2/3
Desperate Castaways can't attack unless you control an artifact.

* Once Desperate Castaways has attacked, it will remain in combat even if you no longer control an artifact.

Dinosaur Stampede
{2}{R}
Instant
Attacking creatures get +2/+0 until end of turn. Dinosaurs you control gain trample until end of turn.

* In a Two-Headed Giant game, attacking creatures your teammate controls get +2/+0, but only Dinosaurs you control gain trample.

Dire Fleet Captain
{B}{R}
Creature — Orc Pirate
2/2
Whenever Dire Fleet Captain attacks, it gets +1/+1 until end of turn for each other attacking Pirate.

* Count the number of other attacking Pirates as the ability resolves to determine the size of the bonus.
* Once the ability resolves, the bonus won't change later in the turn, even if the number of other attacking Pirates does.
* In a Two-Headed Giant game, attacking Pirates controlled by your teammate will count for Dire Fleet Captain's ability.

Dire Fleet Ravager
{3}{B}{B}

Creature — Orc Pirate
Wizard
4/4
Menace, deathtouch
When Dire Fleet Ravager enters the battlefield, each player loses a third of his or her life, rounded up.

* For example, if you have 13 life, you'll lose 5 life.
* If a player has 1 life, that player loses 1 life. If each player has 0 life after that, the game's a draw.
* In a Two-Headed Giant game, each player loses a third of the team's life total rounded up. For example, if a team has 13 life, each player on that team loses 5 life and the team loses 10 life total.

Dowsing Dagger
{2}
Artifact — Equipment
When Dowsing Dagger enters the battlefield, target opponent creates two 0/2 green Plant creature tokens with defender.
Equipped creature gets +2/+1.
Whenever equipped creature deals combat damage to a player, you may transform Dowsing Dagger.
Equip {2}
/////
Lost Vale
Land
(Transforms from Dowsing Dagger.)
{T}: Add three mana of any one color to your mana pool.

* Attacking with an equipped creature doesn't cause Equipment attached to it to become tapped. Dowsing Dagger will normally be untapped when it transforms into Lost Vale.

Dreamcaller Siren
{2}{U}{U}
Creature — Siren Pirate
3/3
Flash
Flying
Dreamcaller Siren can block only creatures with flying.
When Dreamcaller Siren enters the battlefield, if you control another Pirate, tap up to two target nonland permanents.

* Dreamcaller Siren's last ability won't trigger if you don't control another Pirate as it enters the battlefield. If you lose control of each other Pirate before that ability resolves, it won't do anything.

Drover of the Mighty
{1}{G}
Creature — Human Druid
1/1
Drover of the Mighty gets +2/+2 as long as you control a Dinosaur.
{T}: Add one mana of any color to your mana pool.

* Because damage remains marked on a creature until it's removed as the turn ends, the damage Drover of the Mighty takes during combat may become lethal if you no longer control a Dinosaur later in the turn.

Dual Shot
{R}
Instant
Dual Shot deals 1 damage to each of up to two target creatures.

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

Emergent Growth
{3}{G}
Sorcery
Target creature gets +5/+5 until end of turn and must be blocked this turn if able.

* If the target creature attacks, the defending player must assign at least one blocker to it during the declare blockers step if that player controls any creatures that could block it. Other creatures may also block it, block other creatures, or not block at all.

Entrancing Melody
{X}{U}{U}
Sorcery
Gain control of target creature with converted mana cost X.

* If a permanent has {X} in its mana cost, X is considered to be 0.
* The control-change effect of Entrancing Melody lasts

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indefinitely. It doesn't wear off during the cleanup step.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well, and any effects that give the player control of permanents immediately end.

Fathom Fleet Captain
{1}{B}
Creature — Human Pirate
2/1
Menace
Whenever Fathom Fleet Captain attacks, if you control another nontoken Pirate, you may pay {2}. If you do, create a 2/2 black Pirate creature token with menace.

* While resolving Fathom Fleet Captain's triggered ability, you can't pay {2} multiple times to create more than one Pirate token.
* If you don't control another nontoken Pirate at the moment Fathom Fleet Captain attacks, its triggered ability won't trigger. If you don't control another nontoken Pirate as that ability resolves, you can't pay {2}.

Fire Shrine Keeper
{R}
Creature — Elemental
1/1
Menace
{7}{R}, {T}, Sacrifice Fire Shrine Keeper: It deals 3 damage to each of up to two target creatures.

* You can't target the same creature twice to have Fire Shrine Keeper deal 6 damage to it.

Fleet Swallower
{5}{U}{U}
Creature — Fish
6/6
Whenever Fleet Swallower attacks, target player puts the top half of his or her library, rounded up, into his or her graveyard.

* Fleet Swallower's triggered ability can target any player, not just the player it's attacking.
* If two Fleet Swallowers attack, each trigger determines the top half of that player's library

separately. For example, if the target player has fifteen cards in his or her library, that player puts the top eight cards into the graveyard, then puts the top four cards into the graveyard.

Gishath, Sun's Avatar
{5}{R}{G}{W}
Legendary Creature — Dinosaur Avatar
7/6
Trample, vigilance, haste
Whenever Gishath, Sun's Avatar deals combat damage to a player, reveal that many cards from the top of your library. Put any number of Dinosaur creature cards from among them onto the battlefield and the rest on the bottom of your library in a random order.

* If you have fewer cards in your library than the amount of damage Gishath deals, you reveal the cards you have. Because you're not drawing cards, you don't lose the game.

Grasping Current
(Planeswalker Deck only)
{4}{U}
Sorcery
Return up to two target creatures to their owner's hand.
Search your library and/or graveyard for a card named Jace, Ingenious Mind-Mage, reveal it, and put it into your hand. If you searched your library this way, shuffle it.

* You may cast Grasping Current without choosing any target creatures. You'll just search for Jace, Ingenious Mind-Mage. However, if you choose any targets and all of those targets become illegal before Grasping Current resolves, the spell will be countered and you won't search.

Grim Captain's Call
{2}{B}
Sorcery
Return a Pirate card from your graveyard to your hand, then do the same for Vampire, Dinosaur, and Merfolk.

* Grim Captain's Call doesn't target the cards to return. You choose them while it's resolving. No players may take actions between the time you make each choice and the time you return each card to your hand.
* If a card in your graveyard has more than one of these types (such as a Dinosaur that's a Vampire Dinosaur due to Arcane Adaptation's effect), you may choose to return it for one of its types and return another card of the other type.
* If you don't have a card in your graveyard of one of the listed creature types, you just continue to the next listed type.

Growing Rites of Itlimoc
{2}{G}
Legendary Enchantment
When Growing Rites of Itlimoc enters the battlefield, look at the top four cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
At the beginning of your end step, if you control four or more creatures, transform Growing Rites of Itlimoc.
/////
Itlimoc, Cradle of the Sun
Legendary Land
(Transforms from Growing Rites of Itlimoc.)
{T}: Add {G} to your mana pool.
{T}: Add {G} to your mana pool for each creature you control.

* The last ability of Growing Rites of Itlimoc doesn't trigger if you don't control four or more creatures as your end step begins. If you don't control four or more creatures as it resolves, it does nothing.
* If you control a creature that will be removed from the battlefield "at the beginning of the next end step," you can resolve the ability of Growing Rites of Itlimoc before that creature leaves the battlefield.
* If you gain control of a creature "until end of turn," or if a noncreature permanent

you control becomes a creature "until end of turn," it'll be a creature under your control through the entire end step.

Heartless Pillage
{2}{B}
Sorcery
Target opponent discards two cards.
Raid — If you attacked with a creature this turn, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
* If you've attacked with a creature this turn, you'll get a Treasure even if the target opponent discards one or zero cards.

Herald of Secret Streams
{3}{U}
Creature — Merfolk Warrior
2/3
Creatures you control with +1/+1 counters on them can't be blocked.

* Once a creature you control has become blocked, putting a +1/+1 counter on it won't cause it to become unblocked.

Hijack
{1}{R}{R}
Sorcery
Gain control of target artifact or creature until end of turn. Untap it. It gains haste until end of turn.

* You can target and gain control of an untapped artifact or creature this way. You can also untap an artifact or creature you already control and give it haste.

Hostage Taker
{2}{U}{B}
Creature — Human Pirate
2/3
When Hostage Taker enters the battlefield, exile another target creature or artifact until Hostage Taker leaves the battlefield. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any type to cast that spell.

* Hostage Taker has received errata to prevent it from

targeting itself. The correct Oracle wording appears above.

* If Hostage Taker 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.
* If a token is exiled this way, it will cease to exist and won't return to the battlefield. You can't cast it.
* Once you begin to cast the exiled card, it's considered a new object. You'll control that spell and the permanent that spell becomes even if Hostage Taker leaves the battlefield.
* If it's still in exile, the exiled card returns to the battlefield immediately after Hostage Taker leaves the battlefield. Nothing happens between the two events, including state-based actions.
* In a multiplayer game, if Hostage Taker's owner leaves the game while the card is still exiled and another player owns that card, the exiled card will return to the battlefield under its owner's control. Because the one-shot effect that returns the card isn't an ability that goes on the stack, it won't cease to exist along with the leaving player's spells and abilities on the stack.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any spell or permanent cards you control from Hostage Taker's ability are exiled.

Huatli, Dinosaur Knight
(Planeswalker Deck only)
{4}{R}{W}
Legendary Planeswalker — Huatli
4
+2: Put two +1/+1 counters on up to one target Dinosaur you control.
−3: Target Dinosaur you control deals damage equal to

its power to target creature you don't control.
−7: Dinosaurs you control get +4/+4 until end of turn.

* If either creature is an illegal target as Huatli's second ability resolves, the creature you control won't deal damage.
* Huatli's last ability affects only Dinosaurs you control at the time it resolves. Dinosaurs you begin to control later in the turn or creatures that become Dinosaurs later in the turn won't get +4/+4.

Huatli, Warrior Poet
{3}{R}{W}
Legendary Planeswalker — Huatli
3
+2: You gain life equal to the greatest power among creatures you control.
0: Create a 3/3 green Dinosaur creature token with trample.
−X: Huatli, Warrior Poet deals X damage divided as you choose among any number of target creatures. Creatures dealt damage this way can't block this turn.

* The greatest power among creatures you control is determined as Huatli's first ability resolves. If that number is negative, you won't gain or lose any life.
* You can activate Huatli's first ability even if you control no creatures. You simply won't gain any life.
* You divide the damage among the target creatures as you activate Huatli's last ability. Each target must be assigned at least 1 damage. If X is 0, you can't choose any targets.
* If some (but not all) of the targets become illegal, the original division of damage still applies, but no damage is dealt to illegal targets. If all targets become illegal, the ability will be countered.

Huatli's Spurring
(Planeswalker Deck only)
{R}
Instant
Target creature gets +2/+0 until end of turn. If you control a Huatli

planeswalker, that creature gets +4/+0 until end of turn instead.

* Whether you control a Huatli planeswalker is checked only as Huatli's Spurring resolves. The creature's power won't change later in the turn if Huatli leaves or comes under your control.

Imperial Lancer
{W}
Creature — Human Knight
1/1
Imperial Lancer has double strike as long as you control a Dinosaur.

* If you no longer control a Dinosaur after the first-strike combat damage step, Imperial Lancer won't have double strike, and so it won't deal regular combat damage.

Ixalan's Binding
{3}{W}
Enchantment
When Ixalan's Binding enters the battlefield, exile target nonland permanent an opponent controls until Ixalan's Binding leaves the battlefield.
Your opponents can't cast spells with the same name as the exiled card.

* If Ixalan's Binding 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.
* If a token is exiled this way, it will cease to exist and won't return to the battlefield.
* The exiled card returns to the battlefield immediately after Ixalan's Binding leaves the battlefield. Nothing happens between the two events, including state-based actions.
* If the exiled card has a different name in exile than it did on the battlefield, Ixalan's Binding stops

players from casting spells with the name of that card as it exists in exile.
* If the exiled card is a land card that's become a nonland permanent, Ixalan's Binding won't stop players from playing lands with that name.
* If there is no exiled card (perhaps because the exiled permanent was a token or was a commander that moved to the command zone in the Commander variant), Ixalan's Binding won't stop players from casting spells.
* In a multiplayer game, if Ixalan's Binding's owner leaves the game and another player owns the exiled card, the exiled card will return to the battlefield under its owner's control. Because the one-shot effect that returns the card isn't an ability that goes on the stack, it won't cease to exist along with the leaving player's spells and abilities on the stack.

Jace, Cunning Castaway
{1}{U}{U}
Legendary Planeswalker — Jace
3
+1: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card.
−2: Create a 2/2 blue Illusion creature token with "When this creature becomes the target of a spell, sacrifice it."
−5: Create two tokens that are copies of Jace, Cunning Castaway, except they're not legendary.

* The delayed triggered ability created by Jace's first ability can trigger more than once in a turn if creatures you control deal combat damage at different times in a turn (most likely because one or more has first strike) or if creatures you control deal combat damage to more than one player at once.
* If a token created by Jace's second ability becomes the target of a spell, its ability triggers and goes on the stack on top of that spell. The ability will resolve first (causing the token to be sacrificed). Unless the spell has another target, it will then

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be countered when it tries to resolve for having no legal targets.
* The tokens from Jace's last ability copy exactly what is printed on Jace and nothing else. They don't copy how many counters are on him or Auras attached to him, or any non-copy effects that have changed his color or types, and so on. They'll each enter the battlefield with three loyalty counters. You can activate one loyalty ability of each of the tokens this turn.
* The tokens created by Jace's last ability don't have the legendary supertype. If another object becomes a copy of the token, that copy also won't be legendary.
* You can control one legendary Jace, Cunning Castaway in addition to any number of nonlegendary copies of Jace, Cunning Castaway. See also "Rules Change: Planeswalkers Use the 'Legend Rule'" in the General Notes section of this document.

Jace, Ingenious Mind-Mage
(Planeswalker Deck only)
{4}{U}{U}
Legendary Planeswalker — Jace
5
+1: Draw a card.
+1: Untap all creatures you control.
−9: Gain control of up to three target creatures.

* The control-change effect of Jace's last ability lasts indefinitely. It doesn't wear off during the cleanup step or when you lose control of Jace.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well, and any effects that give the player control of permanents immediately end.

Jade Guardian
{3}{G}
Creature — Merfolk Shaman
2/2
Hexproof (This creature can't be the target of spells or abilities your opponents control.)
When Jade Guardian enters the battlefield, put a +1/+1

counter on target Merfolk you control.

* Jade Guardian can be the target of its own ability.

Kinjalli's Caller
{W}
Creature — Human Cleric
0/3
Dinosaur spells you cast cost {1} less to cast.

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

Kinjalli's Sunwing
{2}{W}
Creature — Dinosaur
2/3
Flying
Creatures your opponents control enter the battlefield tapped.

* If a creature an opponent controls enters the battlefield at the same time that Kinjalli's Sunwing enters the battlefield under your control, Kinjalli's Sunwing's effect doesn't apply to your opponent's creature.

Kitesail Freebooter
{1}{B}
Creature — Human Pirate
1/2
Flying
When Kitesail Freebooter enters the battlefield, target opponent reveals his or her hand. You choose a noncreature, nonland card from it. Exile that card until Kitesail Freebooter leaves the battlefield.

* If Kitesail Freebooter leaves the battlefield before its enters-the-battlefield ability resolves, the opponent will reveal his or her hand, but no card will be exiled.
* The exiled card returns to its owner's hand immediately after Kitesail Freebooter leaves the battlefield. Nothing happens between the two events, including state-based actions.

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

Kopala, Warden of Waves
{1}{U}{U}
Legendary Creature — Merfolk Wizard
2/2
Spells your opponents cast that target a Merfolk you control cost {2} more to cast. Abilities your opponents activate that target a Merfolk you control cost {2} more to activate.

* To determine the total cost of an opponent's spell that targets a Merfolk you control, start with the mana cost or alternative cost that player is paying, add any cost increases, then apply any cost reductions. The converted mana cost of the spell remains unchanged, no matter what the total cost to cast it was.
* Activated abilities contain a colon. They're generally written "[Cost]: [Effect]."
* Kopala's abilities won't affect triggered abilities (starting with "when," "whenever," or "at") that target a Merfolk you control.
* Spells and abilities that target more than one Merfolk you control cost only {2} more to cast or activate.

Kumena's Speaker
{G}
Creature — Merfolk Shaman
1/1
Kumena's Speaker gets +1/+1 as long as you control another Merfolk or an Island.

* Kumena's Speaker gets only +1/+1 from its ability, no matter how many Merfolk and Islands you control.
* Most nonbasic lands that produce blue mana aren't Islands. For example, Glacial Fortress isn't an Island. Some nonbasic lands (such as Irrigated Farmland from the Amonkhet set) do have basic

land types printed on the type line and may be Islands.
* Because damage remains marked on a creature until it's removed as the turn ends, the damage Kumena's Speaker takes during combat may become lethal if you no longer control a Merfolk or Island later in the turn.

Legion's Landing
{W}
Legendary Enchantment
When Legion's Landing enters the battlefield, create a 1/1 white Vampire creature token with lifelink.
When you attack with three or more creatures, transform Legion's Landing.
/////
Adanto, the First Fort
Legendary Land
(Transforms from Legion's Landing.)
{T}: Add {W} to your mana pool.
{2}{W}, {T}: Create a 1/1 white Vampire creature token with lifelink.

* Once you've attacked with three or more creatures, Legion's Landing will transform even if some of those creatures leave the battlefield or are removed from combat.
* The last ability of Legion's Landing only counts creatures that you declare as attacking creatures. Creatures that enter the battlefield attacking won't count.

Lightning-Rig Crew
{2}{R}
Creature — Goblin Pirate
0/5
{T}: Lightning-Rig Crew deals 1 damage to each opponent.
Whenever you cast a Pirate spell, untap Lightning-Rig Crew.

* Lightning-Rig Crew's second ability resolves before the spell that caused it to trigger. The ability will resolve even if that spell is countered.
* In a Two-Headed Giant game, Lightning-Rig Crew's activated ability causes the opposing team to lose 2 life.

Lookout's Dispersal
{2}{U}
Instant
Lookout's Dispersal costs
{1} less to cast if you control
a Pirate.
Counter target spell unless its
controller pays {4}.

* Once you announce that
you're casting Lookout's
Dispersal, no player may take
other actions until the spell's
been paid for. Notably,
players can't try to raise the
spell's cost by removing your
Pirates.

Lurking Chupacabra
{3}{B}
Creature — Beast Horror
2/3
Whenever a creature you
control explores, target
creature an opponent controls
gets -2/-2 until end of turn.

* You don't choose a target
for Lurking Chupacabra's
ability until after your
creature has finished
exploring.
* If a resolving spell or
ability instructs a specific
creature to explore but that
creature has left the
battlefield, the creature still
explores. Effects that trigger
when a creature you control
explores, such as that of
Lurking Chupacabra, trigger
if appropriate.

Makeshift Munitions
{1}{R}
Enchantment
{1}, Sacrifice an artifact or
creature: Makeshift
Munitions deals 1 damage to
target creature or player.

* You can't sacrifice the
same Treasure to pay both
{1} and "sacrifice an artifact
or creature."

Mark of the Vampire
{3}{B}
Enchantment — Aura
Enchant creature
Enchanted creature gets
+2/+2 and has lifelink.

* Multiple instances of
lifelink on the same creature
are redundant.

Mavren Fein, Dusk Apostle
{2}{W}

Legendary Creature —
Vampire Cleric
2/2
Whenever one or more
nontoken Vampires you
control attack, create a 1/1
white Vampire creature token
with lifelink.

* Once you attack with one
or more nontoken Vampires,
Mavren Fein's ability will
create a Vampire token even
if some or all of those
Vampires leave the
battlefield or are removed
from combat.

New Horizons
{2}{G}
Enchantment — Aura
Enchant land
When New Horizons enters
the battlefield, put a +1/+1
counter on target creature you
control.
Enchanted land has "{T}:
Add two mana of any one
color to your mana pool."

* You can cast New Horizons
even if you control no
creatures.
* If the land this Aura would
enchant is an illegal target by
the time New Horizons
resolves, the entire spell is
countered. It won't enter the
battlefield, so its ability
won't trigger.

Otepec Huntmaster
{1}{R}
Creature — Human Shaman
1/2
Dinosaur spells you cast cost
{1} less to cast.
{T}: Target Dinosaur gains
haste until end of turn.

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

Perilous Voyage
{1}{U}
Instant
Return target nonland
permanent you don't control
to its owner's hand. If its
converted mana cost was 2 or
less, scry 2.

* If the target permanent is an
illegal target by the time
Perilous Voyage resolves, the
entire spell is countered. You
won't scry.
* Use the permanent's
converted mana cost as it
existed on the battlefield to
determine whether you scry.
* If a permanent has {X} in
its mana cost, X is considered
to be 0.

Pious Interdiction
{3}{W}
Enchantment — Aura
Enchant creature
When Pious Interdiction
enters the battlefield, you
gain 2 life.
Enchanted creature can't
attack or block.

* If the creature this Aura
would enchant is an illegal
target by the time Pious
Interdiction resolves, the
entire spell is countered. It
won't enter the battlefield, so
its ability won't trigger.

Pirate's Cutlass
{3}
Artifact — Equipment
When Pirate's Cutlass enters
the battlefield, attach it to
target Pirate you control.
Equipped creature gets
+2/+1.
Equip {2} ({2}: Attach to
target creature you control.
Equip only as a sorcery.)

* You can cast Pirate's
Cutlass even if you control
no Pirates.

Pounce
{1}{G}
Instant
Target creature you control
fights target creature you
don't control. (Each deals
damage equal to its power to
the other.)

* If either or both targets are
illegal when Pounce tries to
resolve, no creature will deal
or be dealt damage.

Priest of the Wakening Sun
{W}
Creature — Human Cleric
1/1
At the beginning of your
upkeep, you may reveal a
Dinosaur card from your

hand. If you do, you gain 2
life.
{3}{W}{W}, Sacrifice Priest
of the Wakening Sun: Search
your library for a Dinosaur
card, reveal it, put it into your
hand, then shuffle your
library.

* You don't choose whether
to reveal a Dinosaur card
from your hand until the
triggered ability of Priest of
the Wakening Sun resolves.
You may respond to the
triggered ability by taking an
action to get a Dinosaur card
into your hand, such as
activating its second ability.
* While resolving Priest of
the Wakening Sun's triggered
ability, you can't reveal
multiple Dinosaur cards to
gain more life.
* You can reveal the same
Dinosaur card for multiple
Priests of the Wakening Sun
or for the same one over
multiple turns.

Primal Amulet
{4}
Artifact
Instant and sorcery spells you
cast cost {1} less to cast.
Whenever you cast an instant
or sorcery spell, put a charge
counter on Primal Amulet.
Then if there are four or more
charge counters on it, you
may remove those counters
and transform it.
/////
Primal Wellspring
Land
(Transforms from Primal
Amulet.)
{T}: Add one mana of any
color to your mana pool.
When that mana is spent to
cast an instant or sorcery
spell, copy that spell and you
may choose new targets for
the copy.

* 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 converted
mana cost of the spell
remains unchanged, no
matter what the total cost to
cast it was.
* Effects that reduce the
generic mana cost of a spell
can't reduce that spell's
colored mana requirements.

* Primal Amulet's last ability triggers once you've completed casting a spell. Notably, you can't use Primal Wellspring to pay for the spell that gives Primal Amulet its fourth counter.
* If a fourth charge counter is put on Primal Amulet by something other than the resolution of its ability (as modified by any applicable replacement effects), you won't be able to remove those counters and transform it yet. You'll have to wait until you cast an instant or sorcery spell again.
* The mana produced by Primal Wellspring can be spent on anything, not just an instant or sorcery spell.
* Any instant or sorcery spell you spend the mana on will be copied, not just one that requires targets.
* The delayed triggered ability from Primal Wellspring's mana ability will trigger even if Primal Wellspring leaves the battlefield before that mana is spent.
* If more than one mana produced by a Primal Wellspring is spent to cast a single instant or sorcery spell, the delayed triggered ability associated with each mana spent will trigger. That many copies will be created. It doesn't matter if this mana was produced by one Primal Wellspring or by multiple Primal Wellsprings.
* Primal Wellspring's delayed triggered ability can copy the spell even if that spell is countered before the ability resolves.
* If a copy is created, you control the copy. That copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger. The copy will then resolve like a normal spell, after players get a chance to cast spells and activate abilities.
* The copy will have the same targets as the spell it's copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. If, for one of the targets, you can't choose a new legal target, then it

remains unchanged (even if the current target is illegal).
* If the copied spell is modal (that is, it says "Choose one —" or the like), the copy will have the same mode. You can't choose a different one.
* If the copied spell has an X whose value was determined as it was cast, the copy has the same value of X.
* You can't choose to pay any additional costs for the copy. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy too. For example, if you sacrifice a 3/3 creature to cast Fling, and you copy it, the copy of Fling will also deal 3 damage to its target.

Rallying Roar
{2}{W}
Instant
Creatures you control get +1/+1 until end of turn. Untap them.

* Rallying Roar affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't get +1/+1.
* Untapped creatures you control get +1/+1 even though Rallying Roar doesn't untap them.

Rampaging Ferocidon
{2}{R}
Creature — Dinosaur
3/3
Menace
Players can't gain life. Whenever another creature enters the battlefield, Rampaging Ferocidon deals 1 damage to that creature's controller.

* Spells and abilities that cause players to gain life still resolve while Rampaging Ferocidon is on the battlefield. No player will gain life, but any other effects of that spell or ability will happen.
* If an effect says to set a player's life total to a number that's higher than the player's current life total while Rampaging Ferocidon is on the battlefield, the player's life total doesn't change.

* Rampaging Ferocidon's last ability triggers whenever any player has a creature enter the battlefield, including you.
* If another creature enters the battlefield at the same time as Rampaging Ferocidon, its last ability triggers.

Ravenous Daggertooth
{2}{G}
Creature — Dinosaur
3/2
Enrage — Whenever Ravenous Daggertooth is dealt damage, you gain 2 life.

* If your life total is brought to 0 or less at the same time that Ravenous Daggertooth is dealt damage, you lose the game before its enrage ability resolves.

Revel in Riches
{4}{B}
Enchantment
Whenever a creature an opponent controls dies, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool." At the beginning of your upkeep, if you control ten or more Treasures, you win the game.

* If you don't control ten Treasures as your upkeep begins, the second ability of Revel in Riches won't trigger. You can't take any actions during your turn before your upkeep begins.
* If you don't control ten Treasures as the second ability of Revel in Riches resolves, you won't win the game.
* If an opponent's creature dies at the same time that Revel in Riches is destroyed, you'll get a Treasure.
* If the second ability of Revel in Riches causes you to win the game, please refrain from throwing your Treasure tokens into the air as this may distract or injure other players.

Rile
{R}
Sorcery
Rile deals 1 damage to target creature you control. That

creature gains trample until end of turn.
Draw a card.

* If Rile targets a creature with 1 toughness, that creature won't be destroyed until after you've drawn a card. Its abilities may affect that draw or trigger on that draw if appropriate.
* If the damage that would be dealt by Rile is prevented, the creature still gains trample until end of turn.
* If the target creature is an illegal target by the time Rile resolves, the entire spell is countered. You won't draw a card.

River Heralds' Boon
{1}{G}
Instant
Put a +1/+1 counter on target creature and a +1/+1 counter on up to one target Merfolk.

* You can choose one Merfolk creature as both targets for River Heralds' Boon. You can also choose two different Merfolk creatures.

Rowdy Crew
{2}{R}{R}
Creature — Human Pirate
3/3
Trample
When Rowdy Crew enters the battlefield, draw three cards, then discard two cards at random. If two cards that share a card type are discarded this way, put two +1/+1 counters on Rowdy Crew.

* Once Rowdy Crew's triggered ability begins to resolve, no player may take other actions until it's done. Notably, you can't discard or cast any of the cards you draw to try to rig the results of the random discard.
* The card types that can appear on the discarded cards are artifact, creature, enchantment, instant, land, planeswalker, sorcery, and tribal (a card type that appears on some older cards). Legendary is a supertype, not a card type.
* The discarded cards just need to share one card type. For example, Rowdy Crew

will get two +1/+1 counters if you discard an artifact creature and an enchantment creature.
* Rowdy Crew doesn't get more than two +1/+1 counters if the discarded cards happen to share more than one card type.

Ruin Raider
{2}{B}
Creature — Orc Pirate
3/2
Raid — At the beginning of your end step, if you attacked with a creature this turn, reveal the top card of your library and put that card into your hand. You lose life equal to the card's converted mana cost.

* If the mana cost of the revealed card includes {X}, X is considered to be 0.
* If the revealed card doesn't have a mana cost (because it's a land card, for example), its converted mana cost is 0.
* The converted mana cost of a split card, such as cards with aftermath from the Amonkhet block, is based on the combined mana cost of its two halves.

Ruthless Knave
{2}{B}
Creature — Orc Pirate
3/2
{2}{B}, Sacrifice a creature: Create two colorless Treasure artifact tokens with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
Sacrifice three Treasures: Draw a card.

* You can sacrifice Ruthless Knave to pay the cost for its first ability.
* The Treasures you sacrifice to activate Ruthless Knave's last ability can't also be sacrificed for mana.

Sanctum Seeker
{2}{B}{B}
Creature — Vampire Knight
3/4
Whenever a Vampire you control attacks, each opponent loses 1 life and you gain 1 life.

* In a Two-Headed Giant game, Sanctum Seeker's

ability causes the opposing team to lose 2 life and you to gain 1 life.

Sanguine Sacrament
{X}{W}{W}
Instant
You gain twice X life. Put Sanguine Sacrament on the bottom of its owner's library.

* Sanguine Sacrament causes you to gain an amount of life equal to twice the number chosen for X as a single life-gain event. An ability that triggers "Whenever you gain life" will trigger only once.

Savage Stomp
{2}{G}
Sorcery
Savage Stomp costs {2} less to cast if it targets a Dinosaur you control.
Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)

* You can't cast Savage Stomp unless you choose both a creature you control and a creature you don't control as targets.
* If either target is an illegal target as Savage Stomp resolves, neither creature will deal or be dealt damage.
* If the creature you control is an illegal target as Savage Stomp tries to resolve, you won't put a +1/+1 counter on it. If that creature is a legal target but the other creature isn't, you'll still put the counter on the creature you control.

Search for Azcanta
{1}{U}
Legendary Enchantment
At the beginning of your upkeep, look at the top card of your library. You may put it into your graveyard. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta.
/////
Azcanta, the Sunken Ruin
Legendary Land
(Transforms from Search for Azcanta.)
{T}: Add {U} to your mana pool.

{2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

* If a seventh card is put into your graveyard by something other than resolving Search for Azcanta's triggered ability, you won't transform it yet. You'll have to wait until your next upkeep.
* If you have seven or more cards in your graveyard, you may transform Search for Azcanta while resolving its triggered ability even if you choose not to put the top card of your library into your graveyard.
* If you don't put the top card of your library into your graveyard while resolving Search for Azcanta's triggered ability, you'll leave it on top of your library (and probably draw it during your draw step).

Settle the Wreckage
{2}{W}{W}
Instant
Exile all attacking creatures target player controls. That player may search his or her library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle his or her library.

* Settle the Wreckage targets only the player. Creatures with hexproof that player controls will be exiled as this spell resolves.
* That player can find fewer basic land cards than the number of exiled creatures, whether because he or she wants to or because he or she doesn't have that many basic land cards left.
* The number of lands that player may find is the number of attacking creatures that were exiled, even if some of those creatures were tokens, weren't creature cards, or didn't end up in exile (most likely because one was that player's commander in the Commander variant).

Shadowed Caravel
{2}
Artifact — Vehicle
2/2
Whenever a creature you control explores, put a +1/+1 counter on Shadowed Caravel.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

* Noncreature permanents such as Shadowed Caravel can have +1/+1 counters put on them. Those counters remain on it while it's not a creature, and will apply if it becomes a creature.
* If a resolving spell or ability instructs a specific creature to explore but that creature has left the battlefield, the creature still explores. Effects that trigger when a creature you control explores, such as that of Shadowed Caravel, trigger if appropriate.

Shapers' Sanctuary
{G}
Enchantment
Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

* The triggered ability of Shapers' Sanctuary resolves before the spell or ability that caused it to trigger.
* Players can cast spells and activate abilities after the triggered ability of Shapers' Sanctuary resolves but before the spell or ability that caused it to trigger does. Notably, the card you draw may be able to counter that spell or ability.

Siren Stormtamer
{U}
Creature — Siren Pirate Wizard
1/1
Flying
{U}, Sacrifice Siren Stormtamer: Counter target spell or ability that targets you or a creature you control.

* Siren Stormtamer's activated ability can target a spell or ability that has

multiple targets, as long as at least one of those targets is you or a creature you control.

Siren's Ruse
{1}{U}
Instant
Exile target creature you control, then return that card to the battlefield under its owner's control. If a Pirate was exiled this way, draw a card.

* Once the exiled creature returns, it's considered a new object with no relation to the object that it was. 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.
* The returned creature won't be the target of any spells or abilities that targeted it before. Any spells that don't target it, such as Star of Extinction, will still affect it.
* If a token is exiled this way, it will cease to exist and won't return to the battlefield.
* You'll draw a card if the creature was a Pirate as it was exiled, even if it doesn't return to the battlefield (most likely because it's a token) or if it returns to the battlefield but isn't a Pirate anymore (most likely because it's copying something else).

Skulduggery
{B}
Instant
Until end of turn, target creature you control gets +1/+1 and target creature an opponent controls gets -1/-1.

* You can't cast Skulduggery unless you choose both a creature you control and a creature you don't control as targets.
* If either target becomes illegal after you cast Skulduggery but before it resolves, the other is still affected as appropriate.

Slice in Twain
{2}{G}{G}
Instant

Destroy target artifact or enchantment.
Draw a card.

* If the target artifact or enchantment is an illegal target by the time Slice in Twain resolves, the entire spell is countered. You won't draw a card. If, on the other hand, the target is a legal target but isn't destroyed (most likely because it has indestructible), you'll draw a card.

Sorcerous Spyglass
{2}
Artifact
As Sorcerous Spyglass enters the battlefield, look at an opponent's hand, then choose any card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

* You can choose any card name, even if that card doesn't normally have an activated ability. You're not limited to the names of cards you saw in the opponent's hand.
* You can't choose the name of a token unless that token has the same name as a card.
* Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keyword abilities (such as equip and crew) are activated abilities and will have colons in their reminder text. Triggered abilities (starting with "when," "whenever," or "at") are unaffected by the last ability of Sorcerous Spyglass.
* An activated mana ability is one that produces mana as it resolves, not one that costs mana to activate.
* Sorcerous Spyglass affects cards regardless of what zone they're in. This includes cards in hand, cards in the graveyard, and exiled cards.

Spell Swindle
{3}{U}{U}
Instant
Counter target spell. Create X colorless Treasure artifact tokens, where X is that spell's converted mana cost. They have "{T}, Sacrifice

this artifact: Add one mana of any color to your mana pool."

* For spells with {X} in their mana costs, use the value chosen for X to determine the spell's converted mana cost.
* You may target a spell that can't be countered. When Spell Swindle resolves, the target spell will be unaffected, but you'll still get Treasures.

Steadfast Armasaur
{3}{W}
Creature — Dinosaur
2/3
Vigilance
{1}{W}, {T}: Steadfast Armasaur deals damage equal to its toughness to target creature blocking or blocked by it.

* Tapping an attacking or blocking creature doesn't remove it from combat. If the target of Steadfast Armasaur's ability survives the damage, Steadfast Armasaur will deal combat damage to and be dealt combat damage by that creature as normal.
* If Steadfast Armasaur is no longer on the battlefield as its ability resolves, use its toughness as it last existed on the battlefield to determine how damage is dealt.

Storm Sculptor
{3}{U}
Creature — Merfolk Wizard
3/2
Storm Sculptor can't be blocked.
When Storm Sculptor enters the battlefield, return a creature you control to its owner's hand.

* Storm Sculptor's last ability doesn't target the creature you'll return to hand. You choose one as the ability resolves. No player may take actions between the time you choose a creature to return and the time you do so.
* Storm Sculptor's last ability isn't optional. If Storm Sculptor is the only creature you control when the ability resolves, you'll have to return it to its owner's hand.

Sun-Crowned Hunters
{4}{R}{R}
Creature — Dinosaur
5/4
Enrage — Whenever Sun-Crowned Hunters is dealt damage, it deals 3 damage to target opponent.

* If your life total is brought to 0 or less at the same time that Sun-Crowned Hunters is dealt damage, you lose the game before its enrage ability resolves.

Sunbird's Invocation
{5}{R}
Enchantment
Whenever you cast a spell from your hand, reveal the top X cards of your library, where X is that spell's converted mana cost. You may cast a card revealed this way with converted mana cost X or less without paying its mana cost. Put the rest on the bottom of your library in a random order.

* Casting Sunbird's Invocation won't cause its own ability to trigger.
* The ability of Sunbird's Invocation resolves before the spell that caused it to trigger. It will resolve even if that spell is countered. If you cast a spell as part of the resolution of the ability, that spell resolves before the spell that caused the ability to trigger.
* For spells with {X} in their mana costs, use the value chosen for X to determine the spell's converted mana cost.
* If the spell's converted mana cost is 0, you do nothing as the ability of Sunbird's Invocation resolves.
* If a revealed card in your library 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 one of the revealed cards, you do so as part of the resolution of the triggered ability. You can't wait to cast it later in the turn. Timing permissions based on the card's type are ignored, but other restrictions (such as "Cast [this card] only during combat") are not.

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* If you cast a card "without paying its mana cost," you can't pay any alternative costs. You can, however, pay additional costs. If the card has any mandatory additional costs, such as that of Costly Plunder, those must be paid to cast the card.
* The converted mana cost of a split card, such as cards with aftermath from the Amonkhet block, is based on the combined mana cost of its two halves.

Sword-Point Diplomacy
{2}{B}
Sorcery
Reveal the top three cards of your library. For each of those cards, put that card into your hand unless any opponent pays 3 life. Then exile the rest.

* You reveal all three cards before opponents choose whether to pay life for any of them.
* In a multiplayer game, each opponent in turn order chooses whether to pay life for one card before proceeding to the next card. You choose the order to perform this process for the cards, but opponents may discuss them before making any choices. Opponents will then know choices made by earlier opponents when making their choices.

Tempest Caller
{2}{U}{U}
Creature — Merfolk Wizard
2/3
When Tempest Caller enters the battlefield, tap all creatures target opponent controls.

* Tempest Caller's ability targets only the player. Creatures with hexproof that player controls will be tapped as that ability resolves.

Thaumatic Compass
{2}
Artifact
{3}, {T}: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.
At the beginning of your end step, if you control seven or

more lands, transform Thaumatic Compass.
/////
Spires of Orazca
Land
(Transforms from Thaumatic Compass.)
{T}: Add {C} to your mana pool.
{T}: Untap target attacking creature an opponent controls and remove it from combat.

* Removing a creature from combat doesn't change the fact that it attacked, even though it's no longer an attacking creature. Notably, raid abilities will still be satisfied if every attacking creature is removed from combat.

Tilonalli's Knight
{1}{R}
Creature — Human Knight
2/2
Whenever Tilonalli's Knight attacks, if you control a Dinosaur, Tilonalli's Knight gets +1/+1 until end of turn.

* If you don't control a Dinosaur as Tilonalli's Knight attacks, its ability won't trigger at all. If you don't control a Dinosaur as the ability of Tilonalli's Knight resolves, that ability has no effect.
* Once the ability of Tilonalli's Knight resolves while you control one or more Dinosaurs, Tilonalli's Knight gets +1/+1 for the rest of the turn even if you no longer control a Dinosaur later in the turn.

Tilonalli's Skinshifter
{2}{R}
Creature — Human Shaman
0/1
Haste
Whenever Tilonalli's Skinshifter attacks, it becomes a copy of another target nonlegendary attacking creature until end of turn.

* If the target of the ability of Tilonalli's Skinshifter becomes an illegal target, Tilonalli's Skinshifter won't become a copy of anything. It will remain a 0/1 attacking creature.
* Tilonalli's Skinshifter copies the printed values of

the target creature, plus any copy effects that have been applied to it. It won't copy counters on that creature or effects that have changed its power, toughness, types, color, or so on.
* Notably, Tilonalli's Skinshifter won't copy effects that make a noncreature permanent become a creature. If this causes Tilonalli's Skinshifter to stop being a creature, it's removed from combat.
* If Tilonalli's Skinshifter copies a creature that's copying something else, it will become whatever the target is copying.
* If an effect from a resolving spell or ability, such as that of Rallying Roar, begins to apply to Tilonalli's Skinshifter before it becomes a copy of another creature, that effect will continue to apply.
* Because attackers have already been declared, any abilities Tilonalli's Skinshifter copies that trigger when it or other creatures attack won't trigger.
* Once the ability of Tilonalli's Skinshifter resolves, its new characteristics don't change if the characteristics of the copied creature change or if the copied creature leaves the battlefield.
* Tilonalli's Skinshifter remains a copy of the creature through the end step. Damage is removed from it at the same time that it stops being a copy.

Tishana, Voice of Thunder
{5}{G}{U}
Legendary Creature — Merfolk Shaman
/
Tishana, Voice of Thunder's power and toughness are each equal to the number of cards in your hand.
You have no maximum hand size.
When Tishana enters the battlefield, draw a card for each creature you control.

* The number of creatures you control is counted only as Tishana's last ability resolves. If Tishana is still on

the battlefield, it'll count itself.
* If Tishana enters the battlefield while you have no cards in hand, it will be put into your graveyard for having 0 toughness before its triggered ability resolves.
* Because damage remains marked on a creature until it's removed as the turn ends, the damage Tishana takes during combat may become lethal if cards leave your hand later in the turn, such as by casting them in your postcombat main phase.

Tocatli Honor Guard
{1}{W}
Creature — Human Soldier
1/3
Creatures entering the battlefield don't cause abilities to trigger.

* Triggered abilities use the word "when," "whenever," or "at." They're usually written as "[Trigger condition], [effect]."
* Replacement effects, such as a permanent entering the battlefield tapped or with counters on it, are unaffected. Abilities that apply "as [this creature] enters the battlefield" are replacement effects.
* Tocatli Honor Guard's ability stops a creature's own enters-the-battlefield triggered abilities as well as other triggered abilities that would trigger when a creature enters the battlefield. This includes abilities that would trigger when Tocatli Honor Guard itself enters the battlefield.
* The trigger event doesn't have to specify "creatures" entering the battlefield. For example, Contraband Kingpin has an ability that says "Whenever an artifact enters the battlefield under your control, scry 1." If an artifact creature enters the battlefield under your control, that ability won't trigger. If a noncreature artifact enters the battlefield under your control, the ability will trigger.
* Look at the permanent as it exists on the battlefield, taking into account continuous effects, to determine whether any

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triggered abilities will trigger. For example, if you control March of the Machines, which says, in part, "Each noncreature artifact is an artifact creature," each artifact will be a creature at the time it enters the battlefield and will not cause triggered abilities to trigger.

* If Tocatli Honor Guard and another creature enter the battlefield at the same time, neither creature entering the battlefield will cause triggered abilities to trigger.

Treasure Map
{2}
Artifact
{1}, {T}: Scry 1. Put a landmark counter on Treasure Map. Then if there are three or more landmark counters on it, remove those counters, transform Treasure Map, and create three colorless Treasure artifact tokens with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
/////
Treasure Cove
Land
(Transforms from Treasure Map.)
{T}: Add {C} to your mana pool.
{T}, Sacrifice a Treasure: Draw a card.

* If a third landmark counter is put on Treasure Map by something other than the resolution of its first ability (as modified by any applicable replacement effects), you won't remove those counters, transform Treasure Map, or get Treasures yet. You'll have to wait until you activate its first ability again.
* If Treasure Map leaves the battlefield before its ability resolves, you can't put a landmark counter on it. However, if it somehow already had three landmark counters on it before it left the battlefield, you'll get three Treasures.

Trove of Temptation
{3}{R}
Enchantment
Each opponent must attack you or a planeswalker you

control with at least one creature each combat if able. At the beginning of your end step, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* Each opponent only has to attack you or a planeswalker you control with one creature total, not one creature for you and one for each planeswalker you control. Other creatures are free to attack other players or other planeswalkers, or to not attack at all.
* If a creature isn't able to attack you or a planeswalker you control for any reason (such as being tapped as its controller's declare attackers step begins or being affected by "summoning sickness"), that creature doesn't have to attack. If no creatures a player controls are able to attack you or a planeswalker you control, Trove of Temptation's requirement has no effect during that combat. If there's a cost associated with having a creature attack, its controller isn't forced to pay that cost, so it doesn't have to attack in that case either.
* In a Two-Headed Giant game, each of your two opponents must attack your team or a planeswalker you control with at least one creature if able. Attacking a planeswalker your teammate controls doesn't satisfy Trove of Temptation's requirement. Combat damage from creatures attacking your team may be assigned to your teammate.

Vampire's Zeal
{W}
Instant
Target creature gets +2/+2 until end of turn. If it's a Vampire, it gains first strike until end of turn.

* If the creature is a Vampire, it gets +2/+2 and gains first strike. If the creature becomes a Vampire later in the turn, it won't gain first strike.

Vance's Blasting Cannons
{3}{R}
Legendary Enchantment
At the beginning of your upkeep, exile the top card of your library. If it's a nonland card, you may cast that card this turn.
Whenever you cast your third spell in a turn, you may transform Vance's Blasting Cannons.
/////
Spitfire Bastion
Legendary Land
(Transforms from Vance's Blasting Cannons.)
{T}: Add {R} to your mana pool.
{2}{R}, {T}: Spitfire Bastion deals 3 damage to target creature or player.

* The card exiled by the first ability of Vance's Blasting Cannons is exiled face up.
* Casting the exiled card follows the normal rules for casting that card. You must pay its costs, and you must follow all applicable timing rules. For example, if you exile a creature card this way, you must wait until your main phase to cast it.
* If you don't cast the exiled card, it remains in exile.
* The second ability of Vance's Blasting Cannons resolves before the spell that caused it to trigger. The ability will resolve even if that spell is countered.
* The second ability of Vance's Blasting Cannons counts all the spells you've cast, including Vance's Blasting Cannons itself if you cast it this turn. The ability won't trigger unless Vance's Blasting Cannons is on the battlefield as you cast your third spell of the turn.

Vanquisher's Banner
{5}
Artifact
As Vanquisher's Banner enters the battlefield, choose a creature type.
Creatures you control of the chosen type get +1/+1.
Whenever you cast a creature spell of the chosen type, draw a card.

* The choice of creature type is made as Vanquisher's Banner enters the battlefield.

Players can't respond to this choice. The bonus starts applying immediately.
* The last ability of Vanquisher's Banner resolves before the spell that caused it to trigger. The ability will resolve even if the creature spell is countered.

Verdant Rebirth
{1}{G}
Instant
Until end of turn, target creature gains "When this creature dies, return it to its owner's hand."
Draw a card.

* If the target creature is an illegal target by the time Verdant Rebirth resolves, the entire spell is countered. You won't draw a card.

Verdant Sun's Avatar
{5}{G}{G}
Creature — Dinosaur Avatar
5/5
Whenever Verdant Sun's Avatar or another creature enters the battlefield under your control, you gain life equal to that creature's toughness.

* The entering creature's toughness is determined as the ability of Verdant Sun's Avatar resolves. If that creature has left the battlefield, use its toughness as it last existed on the battlefield. If the creature's toughness was less than 0, your life total won't change.

Vineshaper Mystic
{2}{G}
Creature — Merfolk Shaman
1/3
When Vineshaper Mystic enters the battlefield, put a +1/+1 counter on each of up to two target Merfolk you control.

* You can't target the same Merfolk twice to have it receive two +1/+1 counters.
* Vineshaper Mystic can be the target of its own ability.

Vona, Butcher of Magan
{3}{W}{B}
Legendary Creature — Vampire Knight
4/4
Vigilance, lifelink

{T}, Pay 7 life: Destroy target nonland permanent. Activate this ability only during your turn.

* Vona's last ability can be activated during any step or phase of your turn, including the combat phase. It's possible to attack with Vona and then activate its ability before blockers are declared. Doing so won't remove Vona from combat.

Vraska, Relic Seeker
{4}{B}{G}
Legendary Planeswalker — Vraska
6
+2: Create a 2/2 black Pirate creature token with menace.
−3: Destroy target artifact, creature, or enchantment. Create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
−10: Target player's life total becomes 1.

* If the target artifact, creature, or enchantment is an illegal target by the time Vraska's second ability resolves, the entire ability is countered. You won't get a Treasure. If, on the other hand, the target is a legal target but isn't destroyed (most likely because it has indestructible), you will get a Treasure.
* For a player's life total to become 1, what actually happens is that the player loses the appropriate amount of life (or in some rare cases, gains the appropriate amount of life). For example, if the targeted player's life total is 4 when this ability resolves, that player loses 3 life. Other cards that interact with life loss will interact with this effect accordingly.

Vraska's Contempt
{2}{B}{B}
Instant
Exile target creature or planeswalker. You gain 2 life.

* If the target creature or planeswalker is an illegal target by the time Vraska's Contempt resolves, the entire

spell is countered. You won't gain life.

Wakening Sun's Avatar
{5}{W}{W}{W}
Creature — Dinosaur Avatar
7/7
When Wakening Sun's Avatar enters the battlefield, if you cast it from your hand, destroy all non-Dinosaur creatures.

* If you put Wakening Sun's Avatar onto the battlefield from your hand without casting it, its ability won't trigger.
* If you cast a creature spell that enters the battlefield as a copy of Wakening Sun's Avatar, such as Clone, the enters-the-battlefield ability will trigger.

Waker of the Wilds
{2}{G}{G}
Creature — Merfolk Shaman
3/3
{X}{G}{G}: Put X +1/+1 counters on target land you control. That land becomes a 0/0 Elemental creature with haste. It's still a land.

* The land-animation effect lasts indefinitely. It doesn't wear off during the cleanup step or when you lose control of Waker of the Wilds.
* If the ability targets a land that's already a creature, that land creature's base power and toughness will become 0/0, overwriting its previous base power and toughness. Other effects that modify its power and/or toughness (including any +1/+1 counters that were on it) will continue to apply.

Watertrap Weaver
{2}{U}
Creature — Merfolk Wizard
2/2
When Watertrap Weaver enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

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

Wildgrowth Walker
{1}{G}
Creature — Elemental
1/3
Whenever a creature you control explores, put a +1/+1 counter on Wildgrowth Walker and you gain 3 life.

* If a creature leaves the battlefield before an effect instructs it to explore, it still explores. Effects that trigger when a creature you control explores, such as that of Wildgrowth Walker, trigger if appropriate.
* If Wildgrowth Walker leaves the battlefield while its triggered ability is on the stack, you won't put a +1/+1 counter on anything but you will gain 3 life.