Rivals of 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 As future sets are released, updates to the Magic™ rules may cause some of this information to become outdated.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 Rivals of Ixalan set contains 196 cards (5 basic land, 70 common, 60 uncommon, 48 rare, and 13 mythic rare) that appear in booster packs, plus 9 cards available only in Rivals of Ixalan Planeswalker Decks™.

Magic Open House: January 6–7, 2018
Prerelease events: January 13–14, 2018
Draft Weekend: January 20–21, 2018
Magic League: Begins January 22, 2018
Standard Showdown: Begins January 27, 2018
Store Championship: April 7–8, 2018

The Rivals of Ixalan set becomes legal for sanctioned Constructed play on its official release date:
Friday, January 19, 2018. At that time, the following card sets will be permitted in the Standard format: Kaladesh®, Aether Revolt™, Amonkhet™, Hour of Devastation™, Ixalan™, and Rivals of 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.

Rivals of Ixalan Story Spotlight Cards

There are many important moments in the Rivals of Ixalan story, but some of the 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: Flood of Recollection
Story spotlight 2: Induced Amnesia
Story spotlight 3: Mastermind's Acquisition

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.

New Keyword: Ascend

As the Rivals of Ixalan story opens, all four competing factions from the Ixalan set have reached the fabled Golden City, and now their fight begins in earnest to claim the Immortal Sun! If you can make your way to the Sanctum of the Sun in Orazca's highest temple, you can touch its power and turn the tide of battle in your favor.

Storm Fleet Swashbuckler
{1}{R}
Creature — Human Pirate
2/2
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Storm Fleet Swashbuckler has double strike as long as you have the city's blessing.

Pride of Conquerors
{1}{W}
Instant
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Creatures you control get +1/+1 until end of turn. If you have the city's blessing, those creatures get +2/+2 until end of turn instead.

The official rules for ascend are as follows:
702.130 Ascend
702.130a Ascend on an instant or sorcery spell represents a spell ability. It means "If you control ten or more permanents and you don't have the city's blessing, you get the city's blessing for the rest of the game."
702.130b Ascend on a permanent represents a static ability. It means "Any time you control ten or more permanents and you don't have the city's blessing, you get the city's blessing for the rest of the game."
702.130c Having the city's blessing is a designation that has no rules meaning other than to act as a marker that other rules and effects can identify. Any number of players may have the city's blessing at the same time.
702.130d After a player gets the city's blessing, continuous effects are reapplied before the game checks to see if the game state or preceding events have matched any trigger conditions.

* Once you have the city's blessing, you have it for the rest of the game, even if you lose control of some or all of your permanents. The city's blessing isn't a permanent itself and can't be removed by any effect.
* A permanent is any object on the battlefield, including tokens and lands. Spells and emblems aren't permanents.
* If you cast a spell with ascend, you don't get the city's blessing until it resolves. Players may respond to that spell by trying to change whether you get the city's blessing.
* Ascend on a permanent isn't a triggered ability and doesn't use the stack. Players can respond to a spell that will give you your tenth permanent, but they can't respond to getting the city's blessing once you control that tenth permanent. This means that if your tenth permanent is a land you play, players can't respond before you get the city's blessing.
* If you control ten permanents but don't control a permanent or resolving spell with ascend, you don't get the city's blessing. For example, if you control ten permanents, lose control of one, then cast Golden Demise, you won't have the city's blessing and the spell will affect creatures you control.
* If your tenth permanent enters the battlefield and then a permanent leaves the battlefield immediately afterwards (most likely due to the "Legend Rule" or due to being a creature with 0 toughness), you get the city's blessing before it leaves the battlefield.
* Some cards have triggered abilities with an intervening "if" clause that checks whether you have the city's blessing. These are worded "[Trigger condition], if you have the city's blessing, [effect]." You must already have the city's blessing in order for these abilities to trigger; otherwise they do nothing. In other words, there's no way to have the ability trigger if you don't have the city's blessing, even if you intend to get it in response to the triggered ability.
* Some cards have triggered abilities that check if you have the city's blessing, but don't use an intervening "if" clause. These abilities trigger regardless of whether you have the city's blessing and check whether you do only as they resolve.
* Some cards get power, toughness, and/or abilities once you have the city's blessing. If another card has an ability that triggers when creatures with certain characteristics enter the battlefield (such as Mentor of the Meek or Elemental Bond do), use the entering permanent's characteristics

after you have the city's blessing to determine whether those abilities trigger. This is true even if the entering permanent is your tenth permanent.

Returning Ixalan Themes and Mechanics

The Rivals of Ixalan set features some returning mechanics from the Ixalan set. For more information on "tribal" bonuses, double-faced cards, explore, enrage, and raid, please see the Ixalan Release Notes.

CARD-SPECIFIC NOTES

Aggressive Urge
{1}{G}
Instant
Target creature gets +1/+1 until end of turn.
Draw a card.

* If the target creature is an illegal target by the time Aggressive Urge tries to resolve, the spell is countered. You won't draw a card.

Angrath, Minotaur Pirate
(Planeswalker Deck Only)
{4}{B}{R}
Legendary Planeswalker — Angrath
5
+2: Angrath, Minotaur Pirate deals 1 damage to target opponent and each creature that player controls.
-3: Return target Pirate card from your graveyard to the battlefield.
-11: Destroy all creatures target opponent controls. Angrath, Minotaur Pirate deals damage to that player equal to their total power.

* Angrath's first and last abilities target only the player. Creatures with hexproof that player controls will be affected.
* Angrath's last ability uses the power of those creatures as they last existed on the battlefield to determine their total power. If a creature's power was somehow less than 0, it subtracts from the total power of the other creatures. If the total power

of those creatures is 0 or less, Angrath doesn't deal damage.
* If a creature controlled by the target opponent isn't destroyed as Angrath's last ability resolves (most likely because it has indestructible), its power still contributes to the amount of damage dealt. Use its power as it currently exists on the battlefield to determine the total power of the creatures.
* Any abilities that trigger when creatures die while resolving Angrath's last ability won't be put on the stack until after the player is dealt damage. If the player's life total becomes 0 or less, those triggers won't resolve in time to save that player.
* Any abilities of the destroyed creatures that trigger when the player is dealt damage won't trigger.

Angrath, the Flame-Chained
{3}{B}{R}
Legendary Planeswalker — Angrath
4
+1: Each opponent discards a card and loses 2 life.
-3: Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. Sacrifice it at the beginning of the next end step if it has converted mana cost 3 or less.
-8: Each opponent loses life equal to the number of cards in his or her graveyard.

* Angrath's first ability causes each opponent to lose 2 life even if some or all of those players were unable to discard a card.
* You can target and gain control of an untapped creature with Angrath's second ability. You can also untap a creature you already control and give it haste.
* Whether the target creature has converted mana cost 3 or less is checked only as the delayed triggered ability from Angrath's second ability resolves during the end step.
* In a Two-Headed Giant game, Angrath's first ability causes the opposing team to lose 4 life, and each player on that team discards a card. His last ability causes the opposing team to lose life

equal to the number of cards in both graveyards.

Angrath's Fury
(Planeswalker Deck Only)
{3}{B}{R}
Sorcery
Destroy target creature. Angrath's Fury deals 3 damage to target player. You may search your library and/or graveyard for a card named Angrath, Minotaur Pirate, reveal it, and put it into your hand. If you search your library this way, shuffle it.

* You can't cast Angrath's Fury unless you choose both a target creature and a target player.
* If either target becomes illegal after you cast Angrath's Fury but before it resolves, the other is still affected as appropriate and you'll search for Angrath. However, if both targets become illegal, the spell is countered and you won't search.

Aquatic Incursion
{3}{U}
Enchantment
When Aquatic Incursion enters the battlefield, create two 1/1 blue Merfolk creature tokens with hexproof. (They can't be the targets of spells or abilities your opponents control.)
{3}{U}: Target Merfolk can't be blocked this turn.

* Activating the last ability of Aquatic Incursion after a Merfolk has become blocked won't cause it to become unblocked.

Arterial Flow
{1}{B}{B}
Sorcery
Each opponent discards two cards. If you control a Vampire, each opponent loses 2 life and you gain 2 life.

* Whether you control a Vampire is checked as Arterial Flow resolves.
* Arterial Flow causes each opponent to lose 2 life if you control a Vampire, even if some or all of those players

were unable to discard any cards.
* In a Two-Headed Giant game, Arterial Flow causes the opposing team to lose 4 life, and each player on that team discards two cards. You gain 2 life.

Atzocan Seer
{1}{G}{W}
Creature — Human Druid
2/3
{T}: Add one mana of any color to your mana pool.
Sacrifice Atzocan Seer: Return target Dinosaur card from your graveyard to your hand.

* Atzocan Seer's second ability doesn't include the {T} symbol. You can activate that ability even if it's already been tapped, perhaps because you activated its first ability.

Awakened Amalgam
{4}
Artifact Creature — Golem
/
Awakened Amalgam's power and toughness are each equal to the number of differently named lands you control.

* The ability that defines Awakened Amalgam's power and toughness works in all zones, not just the battlefield.
* To determine the number of differently named lands you control, count each land you control once, but only if its English name isn't exactly the same as another land you've already counted this way. For example, if you control four lands named Plains, two named Island, and one named Drowned Catacomb, Awakened Amalgam is a 3/3 creature.

Azor, the Lawbringer
{2}{W}{W}{U}{U}
Legendary Creature — Sphinx
6/6
Flying
When Azor, the Lawbringer enters the battlefield, each opponent can't cast instant or sorcery spells during that player's next turn.
Whenever Azor attacks, you may pay {X}{W}{W}{U}{U}. If

you do, you gain X life and draw X cards.

* If multiple effects say that an opponent can't cast instant or sorcery spells during that player's next turn, they all apply to the same turn.

Azor's Gateway
{2}
Legendary Artifact
{1}, {T}: Draw a card, then exile a card from your hand. If cards with five or more different converted mana costs are exiled with Azor's Gateway, you gain 5 life, untap Azor's Gateway, and transform it.
/////
Sanctum of the Sun
Legendary Land
(Transforms from Azor's Gateway.)
{T}: Add X mana of any one color to your mana pool, where X is your life total.

* The cards you exile from your hand are exiled face up.
* The converted mana cost of a split card, such as a card with aftermath from the Amonkhet block, is based on the combined mana cost of its two halves. A split card doesn't have two converted mana costs.
* If a card in exile has {X} in its mana cost, X is considered to be 0.
* If an object has no mana cost, its converted mana cost is 0. A converted mana cost of 0 can still help unlock Azor's Gateway.
* The ability of Sanctum of the Sun is a mana ability. It doesn't use the stack and can't be responded to.

Baffling End
{1}{W}
Enchantment
When Baffling End enters the battlefield, exile target creature an opponent controls with converted mana cost 3 or less.
When Baffling End leaves the battlefield, target opponent creates a 3/3 green Dinosaur creature token with trample.

* While Baffling End's two abilities are flavorfully related, they are independent.

If the first ability doesn't resolve (perhaps because the target gained hexproof), the second will still create a Dinosaur token when Baffling End leaves the battlefield.
* In a multiplayer game, the target opponent who creates a Dinosaur token doesn't have to be the same one whose creature was exiled.

Bishop of Binding
{3}{W}
Creature — Vampire Cleric
1/1
When Bishop of Binding enters the battlefield, exile target creature an opponent controls until Bishop of Binding leaves the battlefield. Whenever Bishop of Binding attacks, target Vampire gets +X/+X until end of turn, where X is the power of the exiled card.

* If Bishop of Binding leaves the battlefield before its first triggered ability tries to resolve, the target creature won't be exiled.
* Auras attached to the exiled creature will be put into their owners' graveyards. Any Equipment will become unattached and remain on the battlefield. Any counters on the exiled creature will cease to exist.
* If a token is exiled this way, it will cease to exist and won't return to the battlefield.
* The value of X is determined only as Bishop of Binding's second ability resolves. It won't change if the card leaves exile later in the turn.
* If there is no exiled card as Bishop of Binding's last ability resolves, most likely because Bishop of Binding left the battlefield while that ability was on the stack, X is 0. The same is true if the exiled card doesn't have a power, most likely because it's a noncreature card that had become a creature.
* If a Vehicle is exiled with Bishop of Binding, use its printed power to determine the value of X.

Blood Sun
{2}{R}

Enchantment
When Blood Sun enters the battlefield, draw a card.
All lands lose all abilities except mana abilities.

* A mana ability is an ability that produces mana, not an ability that costs mana.
* Land cards not on the battlefield aren't affected.
* If a land has an ability that triggers "when" it enters the battlefield, it will lose that ability before it triggers.
* If a land has an ability that causes it to enter the battlefield tapped, it will lose that ability before it applies. The same is also true of any other abilities of a land that modify how it enters the battlefield or apply "as" it enters the battlefield, such as the first ability of Unclaimed Territory.
* If a land gains an ability after Blood Sun has entered the battlefield, it keeps that ability.
* If a land has an ability that continuously changes the types of other lands (such as Urborg, Tomb of Yawgmoth does), that ability will apply before Blood Sun removes that land's abilities. If a land has an ability that grants abilities to other objects, Blood Sun will stop it from doing so.

Captain's Hook
{3}
Artifact — Equipment
Equipped creature gets +2/+0, has menace, and is a Pirate in addition to its other creature types.
Whenever Captain's Hook becomes unattached from a permanent, destroy that permanent.
Equip {1}

* Captain's Hook becomes unattached from the creature it's equipping if you equip it to a new creature, if Captain's Hook leaves the battlefield, if the equipped creature ceases to be a creature, or if Captain's Hook ceases to be an Equipment. (It also becomes unattached if the equipped creature leaves the battlefield, but the triggered ability won't do anything in that case.)

Enchantment
Champion of Dusk
{3}{B}{B}
Creature — Vampire Knight
4/4
When Champion of Dusk enters the battlefield, you draw X cards and you lose X life, where X is the number of Vampires you control.

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

Charging Tuskodon
{3}{R}{R}
Creature — Dinosaur
4/4
Trample
If Charging Tuskodon would deal combat damage to a player, it deals double that damage to that player instead.

* If Charging Tuskodon has trample damage to assign to a player, that damage is assigned based on its actual power and is doubled only as it's dealt. For example, if Charging Tuskodon is blocked by a 3/3 creature, the attacking player can assign 1 damage to the defending player and then Charging Tuskodon deals 2 damage to that player.
* The doubled damage Charging Tuskodon deals is still combat damage.

Cherished Hatchling
{1}{G}
Creature — Dinosaur
2/1
When Cherished Hatchling dies, you may cast Dinosaur spells this turn as though they had flash, and whenever you cast a Dinosaur spell this turn, it gains "When this creature enters the battlefield, you may have it fight another target creature."

* During the turn Cherished Hatchling dies, you may cast any number of Dinosaurs as though they had flash.
* You must pay the costs for spells you cast this way. If there's an alternative cost you can pay instead of the mana cost for a Dinosaur spell, you may pay that cost instead.

* For the triggered ability that the entering Dinosaur gains, if the target is illegal when it tries to resolve or if the Dinosaur that entered the battlefield has left the battlefield, no creature will deal or be dealt damage.
* For the triggered ability that the entering Dinosaur gains, you choose a target when the ability goes on the stack, but you don't choose until that ability resolves whether those creatures fight.

Crafty Cutpurse
{3}{U}
Creature — Human Pirate
2/2
Flash
When Crafty Cutpurse enters the battlefield, each token that would be created under an opponent's control this turn is created under your control instead.

* Crafty Cutpurse's replacement effect is applied before any other replacement effects that would also modify how the token enters the battlefield. For example, if an opponent controls Anointed Procession, your Crafty Cutpurse's effect applies before that of Anointed Procession and you won't get twice as many tokens.
* Crafty Cutpurse won't retroactively change the control of tokens that have already entered the battlefield.
* If a token would be created tapped and attacking, but the token's controller isn't an attacking player, that token is created tapped but not attacking. If a token would be created blocking a creature, but the token's controller isn't a defending player, that token is created but isn't blocking.
* If the effect that creates the token also creates a delayed triggered ability, Crafty Cutpurse doesn't change who controls that ability. For example, if your opponent activates the ability of Kiki-Jiki, Mirror Breaker, that opponent controls the delayed triggered ability. When the ability triggers, that player can't sacrifice the

token, so it remains on the battlefield.
* On the other hand, if the effect that creates the token grants a triggered ability to the token, the player who controls the token at the time the ability triggers will be the player who controls that ability. For example, if your opponent activates the second ability of Jace, Cunning Castaway, the token has the ability. If the ability triggers, you'll control it, so you'll have to sacrifice the token.
* If two or more players each have resolved Crafty Cutpurse's triggered ability and a token would be created, the token's would-be controller chooses one of the applicable Crafty Cutpurse effects to apply. Then the new would-be controller of the token repeats this process among the remaining Crafty Cutpurse effects, and so on, until there are no more possible such effects to apply. Each effect can be applied to the token only once this way.
* The above procedure means that if each player in a two-player game has resolved Crafty Cutpurse's triggered ability and one would create a token, it really will enter the battlefield under that player's control. The token would enter the battlefield under player A's control, so player B's effect affects it. Now that token would enter the battlefield under player B's control, so player A's effect affects it. Each replacement effect has now been used, so the token will enter the battlefield under player A's control.

Crashing Tide
{2}{U}
Sorcery
Crashing Tide has flash as long as you control a Merfolk.
Return target creature to its owner's hand.
Draw a card.

* Once you announce that you're casting Crashing Tide, players can't try to remove your Merfolk to make it lose flash until you're done casting it. If it loses flash

after it's been cast, it will still resolve if able.
* If the target creature is an illegal target by the time Crashing Tide tries to resolve, the spell is countered. You won't draw a card.

Curious Obsession
{U}
Enchantment — Aura
Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice Curious Obsession.

* Curious Obsession's last ability is satisfied if any creature has attacked, similar to raid abilities. The creature it enchants doesn't have to have attacked.

Dead Man's Chest
{1}{B}
Enchantment — Aura
Enchant creature an opponent controls
When enchanted creature dies, exile cards equal to its power from the top of its owner's library. You may cast nonland cards from among them for as long as they remain exiled, and you may spend mana as though it were mana of any type to cast those spells.

* If you gain control of the enchanted creature, Dead Man's Chest will be put into your graveyard.
* If Dead Man's Chest and the enchanted creature are both put into graveyards at the same time, the last ability of Dead Man's Chest still triggers.
* To determine how many cards to exile, use the enchanted creature's power as it last existed on the battlefield.
* You are a creature's owner if the card representing it began the game in your deck, or if it's a token that entered the battlefield under your control. If Dead Man's Chest enchants a creature that you own but an opponent

controls, you'll exile cards from your library.
* The effect of Dead Man's Chest doesn't change when you can cast the exiled cards. For example, if you exile a creature card without flash, you can cast it only during your main phase when the stack is empty.
* Casting an exiled card causes it to leave exile. You can't cast it multiple times.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any spells or permanents you control from Dead Man's Chest's ability are exiled.

Deeproot Elite
{1}{G}
Creature — Merfolk Warrior
1/1
Whenever another Merfolk enters the battlefield under your control, put a +1/+1 counter on target Merfolk you control.

* Deeproot Elite's ability can target the Merfolk that caused it to trigger. It can also target Deeproot Elite itself.

Dinosaur Hunter
{1}{B}
Creature — Human Pirate
2/2
Whenever Dinosaur Hunter deals damage to a Dinosaur, destroy that creature.

* If an opponent's Dinosaur has an enrage ability and your Dinosaur Hunter deals damage to it during your turn, that ability resolves before Dinosaur Hunter's ability destroys the Dinosaur. If it's that opponent's turn, the Dinosaur is destroyed first, but its enrage ability still resolves afterwards.

Dire Fleet Daredevil
{1}{R}
Creature — Human Pirate
2/1
First strike
When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were

mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.

* The effect of Dire Fleet Daredevil doesn't change when you can cast the exiled card. For example, if you exile a sorcery card, you can cast it only during your main phase when the stack is empty.
* Casting an exiled card causes it to leave exile. You can't cast it multiple times.

Elenda, the Dusk Rose
{2}{W}{B}
Legendary Creature — Vampire Knight
1/1
Lifelink
Whenever another creature dies, put a +1/+1 counter on Elenda, the Dusk Rose. When Elenda dies, create X 1/1 white Vampire creature tokens with lifelink, where X is Elenda's power.

* If Elenda dies at the same time as another creature, both of its triggered abilities trigger. However, the first one won't do anything since you can't put a +1/+1 counter on Elenda.
* To determine how many Vampire tokens are created, use Elenda's power as it last existed on the battlefield.
* If Elenda would die and it's your commander in the Commander variant, you may put it into the command zone instead. However, if you save Elenda this way, it doesn't die and you won't create any Vampire tokens.

Enter the Unknown
{G}
Sorcery
Target creature you control explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)
You may play an additional land this turn.

* Enter the Unknown's effect allows you to play an additional land during your main phase. Doing so follows

the normal timing rules for playing lands.
* The effects of multiples of Enter the Unknown in the same turn are cumulative. They're also cumulative with other effects that let you play additional lands, such as the one from Wayward Swordtooth.
* If you somehow manage to cast Enter the Unknown when it's not your turn, the target creature explores when it resolves, but you won't be able to play a land that turn.
* If the target creature is an illegal target by the time Enter the Unknown tries to resolve, the spell is countered. It won't explore, and you won't be able to play an additional land.

Etali, Primal Storm
{4}{R}{R}
Legendary Creature — Elder Dinosaur
6/6
Whenever Etali, Primal Storm attacks, exile the top card of each player's library, then you may cast any number of nonland cards exiled this way without paying their mana costs.

* If an exiled card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
* If you cast any of the exiled cards, you do so as part of the resolution of the triggered ability. You can't wait to cast them later in the turn. Timing permissions based on a card's type are ignored, and the spells resolve before blockers are declared.
* If you cast more than one of the exiled cards, you choose the order in which to cast them. A spell you cast this way can be the target of a later spell you cast this way. However, permanent spells cast this way won't resolve until you're done casting spells, so the permanents they become can't be the target of spells cast this way. For example, if you exile Twincast and Lightning Strike, you can cast Lightning Strike and then cast Twincast targeting it; but if you exile a creature card

and an Aura card, you can't cast that Aura targeting that creature.
* 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 Silvergill Adept, those must be paid to cast the card.
* Any cards not cast, including land cards, remain in exile. They can't be cast on later turns, even if Etali attacks again.
* Because all attacking creatures are chosen at once, a creature cast this way can't attack during the same combat as Etali, even if it has haste.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any spells or permanents you control from Etali's ability are exiled.

Everdawn Champion
{1}{W}{W}
Creature — Human Soldier
2/2
Prevent all combat damage that would be dealt to Everdawn Champion.

* Combat damage can be assigned to Everdawn Champion as normal, even though that damage will be prevented. For example, if Everdawn Champion blocks a 4/4 creature with trample, the attacking player may assign 2 of that creature's combat damage to the player or planeswalker it's attacking.

Expel from Orazca
{1}{U}
Instant
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Return target nonland permanent to its owner's hand. If you have the city's blessing, you may put that permanent on top of its owner's library instead.

* If you have the city's blessing and choose not to put the target nonland

permanent on top of its owner's library, it's returned to its owner's hand.

Fathom Fleet Boarder
{2}{B}
Creature — Orc Pirate
3/3
When Fathom Fleet Boarder enters the battlefield, you lose 2 life unless you control another Pirate.

* Fathom Fleet Boarder's ability triggers regardless of whether you control another Pirate. Whether you control another Pirate is checked only as the ability resolves.

Forerunner of the Coalition
{2}{B}
Creature — Human Pirate
2/2
When Forerunner of the Coalition enters the battlefield, you may search your library for a Pirate card, reveal it, then shuffle your library and put that card on top of it.
Whenever another Pirate enters the battlefield under your control, each opponent loses 1 life.

* In a Two-Headed Giant game, the last ability of Forerunner of the Coalition causes the opposing team to lose 2 life.

Form of the Dinosaur
{4}{R}{R}
Enchantment
When Form of the Dinosaur enters the battlefield, your life total becomes 15.
At the beginning of your upkeep, Form of the Dinosaur deals 15 damage to target creature an opponent controls and that creature deals damage equal to its power to you.

* For your life total to become 15, you gain or lose the appropriate amount of life. For example, if your life total is 4 when Form of the Dinosaur's first ability resolves, it will cause you to gain 11 life; alternatively, if your life total is 40 when it resolves, it will cause you to lose 25 life. Other cards that interact with life gain or life

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loss will interact with this effect accordingly.
* Form of the Dinosaur's last ability isn't optional. You have to pick a fight with an opponent's creature if any are legal targets. If that creature leaves the battlefield after it becomes the target of Form of the Dinosaur's ability but before it resolves, you won't be dealt damage.
* In a Two-Headed Giant game, Form of the Dinosaur's first ability causes your team's life total to become 15. Only you gain or lose life this way.

Frilled Deathspitter
{2}{R}
Creature — Dinosaur
3/2
Enrage — Whenever Frilled Deathspitter is dealt damage, it deals 2 damage to target opponent.

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

Ghalta, Primal Hunger
{10}{G}{G}
Legendary Creature — Elder Dinosaur
12/12
Ghalta, Primal Hunger costs {X} less to cast, where X is the total power of creatures you control.
Trample

* To determine Ghalta's total cost, start with the mana cost (or an alternative cost if another card's effect allows you to pay one instead), add any cost increases, then apply any cost reductions. Ghalta's converted mana cost remains unchanged, no matter what the total cost to cast it was.
* The total cost to cast Ghalta is locked in before you pay that cost. For example, if you control three 2/2 creatures, including one you can sacrifice to add {C} to your mana pool, the total cost of Ghalta is {4}{G}{G}. Then you can sacrifice the creature when you activate mana abilities just before paying the cost.

* If a creature's power is somehow less than 0, it subtracts from the total power of your other creatures. If the total power of your creatures is 0 or less, Ghalta's cost remains {10}{G}{G}.
* Ghalta's first ability can't reduce its cost below {G}{G}.

Giltgrove Stalker
{1}{G}
Creature — Merfolk Warrior
2/1
Giltgrove Stalker can't be blocked by creatures with power 2 or less.

* Once a creature with power 3 or greater has blocked this creature, changing the power of the blocking creature won't cause this creature to become unblocked.

Golden Demise
{1}{B}{B}
Sorcery
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn.

* Golden Demise affects only creatures that are on the battlefield at the time it resolves. Creatures that enter the battlefield later in the turn won't get -2/-2. Similarly, if you have the city's blessing, creatures that come under your opponents' control later in the turn won't get -2/-2.

Golden Guardian
{4}
Artifact Creature — Golem
4/4
Defender
{2}: Golden Guardian fights another target creature you control. When Golden Guardian dies this turn, return it to the battlefield transformed under your control.
/////
Gold-Forge Garrison
Land
(Transforms from Golden Guardian.)

{T}: Add two mana of any one color to your mana pool.
{4}, {T}: Create a 4/4 colorless Golem artifact creature token.

* If the target of Golden Guardian's activated ability isn't a legal target as that ability resolves, or if Golden Guardian has left the battlefield, neither creature will deal or be dealt damage.
* Once Golden Guardian's activated ability has resolved, it will return to the battlefield transformed if it dies for any reason in that turn.
* If Golden Guardian leaves the battlefield before its activated ability has resolved, it won't be returned to the battlefield when the ability resolves.

Gruesome Fate
{2}{B}
Sorcery
Each opponent loses 1 life for each creature you control.

* In a Two-Headed Giant game, Gruesome Fate causes the opposing team to lose 2 life for each creature you control.

Hardy Veteran
{1}{G}
Creature — Human Warrior
2/2
As long as it's your turn, Hardy Veteran gets +0/+2.

* Hardy Veteran gets +0/+2 for the entire duration of your turn. If it's dealt damage or gets -X/-X until end of turn, those will wear off before your turn is over.

Hornswoggle
{2}{U}
Instant
Counter target creature spell. You create a colorless Treasure artifact token with "{oT}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* Hornswoggle can target a spell that can't be countered, such as Nezahal, Primal Tide. When Hornswoggle resolves, that spell won't be countered, but you'll still get a Treasure.

Huatli, Radiant Champion

{2}{G}{W}
Legendary Planeswalker — Huatli
3
+1: Put a loyalty counter on Huatli, Radiant Champion for each creature you control.
-1: Target creature gets +X/+X until end of turn, where X is the number of creatures you control.
-8: You get an emblem with "Whenever a creature enters the battlefield under your control, you may draw a card."

* If you activate Huatli's first ability while you control no creatures, she'll get one loyalty counter from the ability's activation cost and no others as it resolves.
* The number of creatures you control is counted only as Huatli's first or second ability resolves. Once her second ability resolves, the bonus won't change, even if the number of creatures you control changes later in the turn.

Hunt the Weak
{3}{G}
Sorcery
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 Hunt the Weak 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 Hunt the Weak resolves, neither creature will deal or be dealt damage.
* If the creature you control is an illegal target as Hunt the Weak 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.

Imperial Ceratops
{4}{W}
Creature — Dinosaur
3/5
Enrage — Whenever Imperial Ceratops is dealt damage, you gain 2 life.

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

Induced Amnesia
{2}{U}
Enchantment
When Induced Amnesia enters the battlefield, target player exiles all cards from his or her hand face down, then draws that many cards. When Induced Amnesia is put into a graveyard from the battlefield, return the exiled cards to their owner's hand.

* No player may look at the exiled cards.
* If Induced Amnesia leaves the battlefield but isn't put into a graveyard, the exiled cards are lost forever. They won't be returned if another Induced Amnesia is put into a graveyard, even if that Induced Amnesia is represented by the same card.
* If Induced Amnesia leaves the battlefield before its first ability resolves, its second ability will trigger (if appropriate) and do nothing. Then its first ability will resolve, and the exiled cards will be exiled indefinitely.

Jadelight Ranger
{1}{G}{G}
Creature — Merfolk Scout
2/1
When Jadelight Ranger enters the battlefield, it explores, then it explores again. (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. Then repeat this process.)

* If you reveal a nonland card the first time Jadelight Ranger explores and leave it on top of your library, you'll reveal the same card the second time it explores. If you don't pretend to be surprised, you'll hurt Jadelight Ranger's feelings.

Journey to Eternity
{1}{B}{G}

Legendary Enchantment — Aura
Enchant creature you control
When enchanted creature dies, return it to the battlefield under your control, then return Journey to Eternity to the battlefield transformed under your control.
/////
Atzal, Cave of Eternity
Legendary Land
(Transforms from Journey to Eternity.)
{T}: Add one mana of any color to your mana pool.
{3}{B}{G}, {T}: Return target creature card from your graveyard to the battlefield.

* If another player gains control of the enchanted creature, Journey to Eternity will be put into your graveyard.
* If Journey to Eternity and the enchanted creature are both put into graveyards at the same time, Journey to Eternity's ability will return both to the battlefield.
* If Journey to Eternity enchants a creature you control but don't own, the creature will return to the battlefield under your control from its owner's graveyard when it dies. 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 Journey to Eternity's effect are exiled.

Kitesail Corsair
{1}{U}
Creature — Human Pirate
2/1
Kitesail Corsair has flying as long as it's attacking.

* Kitesail Corsair has flying immediately after it attacks. This means that combat restrictions on creatures with flying (such as that of Sandwurm Convergence) don't apply, but abilities that trigger on creatures with flying attacking (such as that of Windreader Sphinx) do trigger.

Knight of the Stampede
{3}{G}
Creature — Human Knight
2/4

Dinosaur spells you cast cost {2} 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.

Kumena, Tyrant of Orazca
{1}{G}{U}
Legendary Creature — Merfolk Shaman
2/4
Tap another untapped Merfolk you control: Kumena, Tyrant of Orazca can't be blocked this turn.
Tap three untapped Merfolk you control: Draw a card.
Tap five untapped Merfolk you control: Put a +1/+1 counter on each Merfolk you control.

* To activate Kumena's abilities, you may tap any untapped Merfolk you control, including one 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].) For Kumena's second and third abilities, this includes Kumena itself.
* Activating Kumena's first ability after it has become blocked won't cause it to become unblocked.

Legion Lieutenant
{W}{B}
Creature — Vampire Knight
2/2
Other Vampires you control get +1/+1.

* Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to another Vampire you control may become lethal if Legion Lieutenant leaves the battlefield during that turn.

Mastermind's Acquisition
{2}{B}{B}
Sorcery
Choose one —

• Search your library for a card, put it into your hand, then shuffle your library.
• Choose a card you own from outside the game and put it into your hand.

* In a casual game, a card you choose from outside the game comes from your personal collection. In a tournament event, a card you choose from outside the game must come from your sideboard. You may look at your sideboard at any time.

Mausoleum Harpy
{4}{B}
Creature — Harpy
3/3
Flying
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Whenever another creature you control dies, if you have the city's blessing, put a +1/+1 counter on Mausoleum Harpy.

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

Merfolk Mistbinder
{G}{U}
Creature — Merfolk Shaman
2/2
Other Merfolk you control get +1/+1.

* Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to another Merfolk you control may become lethal if Merfolk Mistbinder leaves the battlefield during that turn.

Moment of Craving
{1}{B}
Instant
Target creature gets -2/-2 until end of turn. You gain 2 life.

* If the target creature is an illegal target by the time Moment of Craving tries to resolve, the spell is

countered. You won't gain 2 life.
* The target creature will still be on the battlefield when you gain life, even if its toughness has been reduced to 0 or less. Any abilities it has that interact with gaining life do so as appropriate. If any abilities trigger on you gaining life, the creature will be put into its owner's graveyard after that ability triggers but before it resolves.

Moment of Triumph
{W}
Instant
Target creature gets +2/+2 until end of turn. You gain 2 life.

* If the target creature is an illegal target by the time Moment of Triumph tries to resolve, the spell is countered. You won't gain 2 life.

Mutiny
{R}
Sorcery
Target creature an opponent controls deals damage equal to its power to another target creature that player controls.

* If either or both targets are illegal when Mutiny resolves, no creature will deal or be dealt damage.

Nezahal, Primal Tide
{5}{U}{U}
Legendary Creature — Elder Dinosaur
7/7
Nezahal, Primal Tide can't be countered.
You have no maximum hand size.
Whenever an opponent casts a noncreature spell, draw a card.
Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step.

* Your maximum hand size is checked only during the cleanup step on your turn. If Nezahal's last ability is activated before your turn's end step, it will return before your next cleanup step and

you'll have no maximum hand size.
* Nezahal's triggered ability resolves before the noncreature spell that caused it to trigger.
* Players can cast spells and activate abilities after Nezahal's triggered ability resolves but before the spell that caused it to trigger does. Notably, the card you draw may be able to counter that spell or may be discarded to activate Nezahal's last ability.
* After Nezahal returns to the battlefield, it will be a new object with no connection to the creature that was exiled. It won't be in combat or have any additional abilities it may have had when it was exiled. Any +1/+1 counters on it or Auras attached to it are removed, and any Equipment will no longer be attached.

Oathsworn Vampire
{1}{B}
Creature — Vampire Knight
2/2
Oathsworn Vampire enters the battlefield tapped.
You may cast Oathsworn Vampire from your graveyard if you gained life this turn.

* Oathsworn Vampire's last ability cares only whether you gained life in the turn, even if Oathsworn Vampire wasn't in your graveyard when that happened. It doesn't care how much you gained, whether you also lost life, or even whether you lost more life than you gained.
* Casting Oathsworn Vampire from your graveyard follows the normal rules for casting that card. You must pay its costs, and you must follow all applicable timing rules.

Paladin of Atonement
{1}{W}
Creature — Vampire Knight
1/1
At the beginning of each upkeep, if you lost life last turn, put a +1/+1 counter on Paladin of Atonement.
When Paladin of Atonement dies, you gain life equal to its toughness.

* Paladin of Atonement's first ability cares only whether you lost life last turn, even if Paladin of Atonement wasn't on the battlefield when that happened. It doesn't care how much you lost, whether you also gained life, or even whether you gained more life than you lost.
* To determine how much life you gain for the last ability, use Paladin of Atonement's toughness as it last existed on the battlefield. If its toughness was less than 0, you won't gain life. (You also won't lose life.).

Path of Discovery
{3}{G}
Enchantment
Whenever a creature enters the battlefield under your control, 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 the creature, then put the card back or put it into your graveyard.)

* Path of Discovery's triggered ability triggers along with any other abilities that say that the creature explores when it enters the battlefield, including abilities that come from the creature itself or from multiples of Path of Discovery. You may take actions between each resolving ability's exploration.

Path of Mettle
{R}{W}
Legendary Enchantment
When Path of Mettle enters the battlefield, it deals 1 damage to each creature that doesn't have first strike, double strike, vigilance, or haste.
Whenever you attack with at least two creatures that have first strike, double strike, vigilance, and/or haste, transform Path of Mettle.
/////
Metzali, Tower of Triumph
Legendary Land
(Transforms from Path of Mettle.)
{T}: Add one mana of any color to your mana pool.

{1}{R}, {T}: Metzali, Tower of Triumph deals 2 damage to each opponent.
{2}{W}, {T}: Choose a creature at random that attacked this turn. Destroy that creature.

* Path of Mettle's first ability deals 1 damage to each creature that doesn't have any of the four listed abilities. It doesn't deal 1 damage to each creature for each ability that creature doesn't have.
* For Path of Mettle's last ability to trigger, any two attacking creatures you control need to each have any one of the four listed abilities. They don't need to share one of those abilities. For example, attacking with Sun Sentinel (a creature with vigilance) and Fanatical Firebrand (a creature with haste) will cause Path of Mettle's ability to trigger, as will attacking with two Sun Sentinels.
* Metzali's last ability can be activated before blockers are chosen.
* Metzali's last ability can be activated after combat damage has been dealt. You'll choose a creature at random that attacked this turn and has survived combat damage.
* A creature with indestructible can be chosen at random. It won't be destroyed.
* A creature with hexproof can be chosen at random. It will be destroyed.
* A creature that was put onto the battlefield attacking didn't attack, so it can't be chosen at random.
* A creature that attacked and was removed from combat (such as by Spires of Orazca) still attacked, so it can be chosen at random.
* Players can't take actions between choosing the creature at random and destroying it.
* In a Two-Headed Giant game, Metzali's second ability causes the opposing team to lose 4 life.

Pitiless Plunderer
{3}{B}
Creature — Human Pirate
1/4

Whenever another creature you control dies, create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."

* If another creature you control dies at the same time as Pitiless Plunderer does, you'll get a Treasure.

Polyraptor
{6}{G}{G}
Creature — Dinosaur
5/5
Enrage — Whenever Polyraptor is dealt damage, create a token that's a copy of Polyraptor.

* The token will have Polyraptor's ability. It will also be able to create copies of itself.
* The token won't copy counters or damage marked on Polyraptor, nor will it copy other effects that have changed Polyraptor's power, toughness, types, color, or so on. Normally, this means the token will simply be a Polyraptor. But if any copy effects have affected that Polyraptor, they're taken into account.
* If Polyraptor leaves the battlefield before its triggered ability resolves, most likely because it was dealt lethal damage, the token will still enter the battlefield as a copy of Polyraptor, using Polyraptor's copiable values from when it was last on the battlefield.

Pride of Conquerors
{1}{W}
Instant
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Creatures you control get +1/+1 until end of turn. If you have the city's blessing, those creatures get +2/+2 until end of turn instead.

* Pride of Conquerors affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't get a bonus.
* How Pride of Conquerors affects your creatures is determined at the time it

resolves. If you don't get the city's blessing until later in the turn, your creatures still only get +1/+1.

Profane Procession
{1}{W}{B}
Legendary Enchantment
{3}{W}{B}: Exile target creature. Then if there are three or more cards exiled with Profane Procession, transform it.
/////
Tomb of the Dusk Rose
Legendary Land
(Transforms from Profane Procession.)
{T}: Add one mana of any color to your mana pool.
{2}{W}{B}, {T}: Put a creature card exiled with this permanent onto the battlefield under your control.

* Profane Procession's ability can exile token creatures. They won't count towards the number of cards exiled with it.
* If Profane Procession or Tomb of the Dusk Rose somehow has exiled cards other than with Profane Procession's ability, those exiled cards aren't linked to Tomb of the Dusk Rose's second ability. They can't be put onto the battlefield with that ability.
* If you have enough mana, you can activate Profane Procession's ability multiple times before any activation resolves. It will be transformed if one activation exiles the third card. Further activations waiting to resolve won't cause Tomb of the Dusk Rose to transform back into Profane Procession, but they will exile creatures that Tomb of the Dusk Rose can bring back.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any permanents you control from Tomb of the Dusk Rose's ability are exiled.

Protean Raider
{1}{U}{R}
Creature — Shapeshifter Pirate
2/2

Raid — If you attacked with a creature this turn, you may have Protean Raider enter the battlefield as a copy of any creature on the battlefield.

* Protean Raider copies exactly what was printed on the original creature (unless that creature is copying something else or is a token; see below). It doesn't copy whether that creature is tapped or untapped, whether it has any counters on it or Auras attached to it, or any non-copy effects that have changed its power, toughness, types, color, or so on.
* If the chosen creature has {X} in its mana cost, X is considered to be 0.
* If the chosen creature is copying something else (for example, if the chosen creature is another Protean Raider), then Protean Raider enters the battlefield as whatever the chosen creature copied.
* If the chosen creature is a token, Protean Raider copies the original characteristics of that token as stated by the effect that created the token. Protean Raider is not a token in this case.
* Any enters-the-battlefield abilities of the copied creature will trigger when Protean Raider enters the battlefield. Any "as [this creature] enters the battlefield" or "[this creature] enters the battlefield with" abilities of the chosen creature will also work.
* If Protean Raider somehow enters the battlefield at the same time as another creature, Protean Raider can't become a copy of that creature. You may choose only a creature that's already on the battlefield.

Radiant Destiny
{2}{W}
Enchantment
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
As Radiant Destiny enters the battlefield, choose a creature type.
Creatures you control of the chosen type get +1/+1. As

long as you have the city's blessing, they also have vigilance.

* Gaining vigilance any time after the moment you choose to attack with a creature won't cause that creature to become untapped, and losing vigilance after that time won't cause it to become tapped.

Raging Regisaur
{2}{R}{G}
Creature — Dinosaur
4/4
Whenever Raging Regisaur attacks, it deals 1 damage to target creature or player.

* Damage dealt by Raging Regisaur's triggered ability isn't combat damage.

Reckless Rage
{R}
Instant
Reckless Rage deals 4 damage to target creature you don't control and 2 damage to target creature you control.

* You can't cast Reckless Rage 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 Reckless Rage resolves, the other will still be dealt damage.

Rekindling Phoenix
{2}{R}{R}
Creature — Phoenix
4/3
Flying
When Rekindling Phoenix dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this creature and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."

* If you don't have a card named Rekindling Phoenix in your graveyard, the Elemental token's ability is immediately removed from the stack after it triggers and you won't sacrifice the token. If that target becomes illegal after the ability has triggered but before it resolves, you

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also won't sacrifice the Elemental token. In either case, it will trigger again during your next upkeep.
* If another card copies Rekindling Phoenix (such as Protean Raider may), the Elemental token's triggered ability will look for a card named Rekindling Phoenix, not one with the other card's name. This is true even if the card copying Rekindling Phoenix keeps its name while it's copying Rekindling Phoenix (such as Lazav, Dimir Mastermind does).

Release to the Wind
{2}{U}
Instant
Exile target nonland permanent. For as long as that card remains exiled, its owner may cast it without paying its mana cost.

* If a token is exiled this way, it can't be cast.
* If an exiled card has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
* Casting the exiled card follows the normal timing rules for casting that card. For example, if the card is a creature card, you can cast that card only during your main phase while the stack is empty.
* 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 Silvergill Adept, those must be paid to cast the card.

Relentless Raptor
{R}{W}
Creature — Dinosaur
3/3
Vigilance
Relentless Raptor attacks or blocks each combat if able.

* If the defending player somehow gains control of Relentless Raptor after it attacks, it must also block if able.

Riverwise Augur
{3}{U}
Creature — Merfolk Wizard
2/2
When Riverwise Augur enters the battlefield, draw three cards, then put two cards from your hand on top of your library in any order.

* You draw three cards and put two cards back all while Riverwise Augur's ability is resolving. Nothing can happen between the two, and no player may choose to take actions.

Seafloor Oracle
{2}{U}{U}
Creature — Merfolk Wizard
2/3
Whenever a Merfolk you control deals combat damage to a player, draw a card.

* If Seafloor Oracle is dealt lethal damage at the same time a Merfolk you control deals combat damage to a player, you'll draw a card.

See Red
{1}{R}
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+1 and has first strike. At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice See Red.

* See Red's last ability is satisfied if any creature has attacked, similar to raid abilities. The creature it enchants doesn't have to have attacked.

Silent Gravestone
{1}
Artifact
Cards in graveyards can't be the targets of spells or abilities.
{4}, {T}: Exile Silent Gravestone and all cards from all graveyards. Draw a card.

* Only spells and abilities that target cards in graveyards will be affected. Spells and abilities that affect cards in graveyards without targeting them (such as Extract from Darkness) can still affect those cards.
* Silent Gravestone isn't exiled until its activated ability resolves.

Silverclad Ferocidons
{5}{R}{R}
Creature — Dinosaur
8/5
Enrage — Whenever Silverclad Ferocidons is dealt damage, each opponent sacrifices a permanent.

* If creatures an opponent controls are dealt lethal damage at the same time that Silverclad Ferocidons is dealt damage, those creatures will be destroyed before that player chooses a permanent to sacrifice.
* When Silverclad Ferocidons's triggered ability resolves, first the player whose turn it is (if that player is an opponent) chooses which permanent he or she will sacrifice, then each other opponent in turn order does the same, then all chosen permanents are sacrificed at the same time. Players will know choices made by earlier players when making their choices.

Slaughter the Strong
{1}{W}{W}
Sorcery
Each player chooses any number of creatures he or she controls with total power 4 or less, then sacrifices all other creatures he or she controls.

* Slaughter the Strong has each player choose any number of creatures and then checks that the total power of creatures each player chose this way is 4 or less. For example, you could save two 2/2 creatures, or a 1/1 and a 3/3 creature, but not all four of those creatures.
* If a creature's power is somehow less than 0, it subtracts from the total power of the other creatures its controller chooses. This can cause creatures with power 5 or greater to survive.
* Starting with the player whose turn it is, each player in turn order chooses the appropriate number of creatures. Then the remaining creatures are sacrificed simultaneously. Players will know choices made by earlier players when making their choices.

Slippery Scoundrel
{2}{U}
Creature — Human Pirate
2/2
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
As long as you have the city's blessing, Slippery Scoundrel has hexproof and can't be blocked.

* Once Slippery Scoundrel has become blocked, getting the city's blessing won't cause it to become unblocked.

Sphinx's Decree
{1}{W}
Sorcery
Each opponent can't cast instant or sorcery spells during that player's next turn.

* If multiple effects say that an opponent can't cast instant or sorcery spells during that player's next turn, they all apply to the same turn.

Squire's Devotion
{2}{W}
Enchantment — Aura
Enchant creature
Enchanted creature gets +1/+1 and has lifelink. When Squire's Devotion enters the battlefield, create a 1/1 white Vampire creature token with lifelink.

* You need a creature for Squire's Devotion to target as you cast it. There's no way to have it enter the battlefield attached to the Vampire token it'll create.
* If the creature this Aura would enchant is an illegal target by the time Squire's Devotion tries to resolve, the Aura spell is countered. It won't enter the battlefield, so its ability won't trigger.

Stampeding Horncrest
{4}{R}
Creature — Dinosaur
4/4
Stampeding Horncrest has haste as long as you control another Dinosaur.

* If it's the turn Stampeding Horncrest comes under your control, and it loses haste

after being declared as an attacker, it will continue to attack. It won't be removed from combat. On the other hand, if it loses haste before your declare attackers step, it won't be able to attack.

Storm Fleet Swashbuckler
{1}{R}
Creature — Human Pirate
2/2
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Storm Fleet Swashbuckler has double strike as long as you have the city's blessing.

* If Storm Fleet Swashbuckler gains double strike after it has dealt regular combat damage, it won't go back and deal first-strike combat damage. On the other hand, if it gains first strike somehow and then it gains double strike after dealing first-strike combat damage, it will also deal regular combat damage.

Storm the Vault
{2}{U}{R}
Legendary Enchantment
Whenever one or more creatures you control deal combat damage to a player, 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 end step, if you control five or more artifacts, transform Storm the Vault.
/////
Vault of Catlacan
Legendary Land
(Transforms from Storm the Vault.)
{T}: Add one mana of any color to your mana pool.
{T}: Add {U} to your mana pool for each artifact you control.

* Storm the Vault'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.

* The last ability of Storm the Vault doesn't trigger if you don't control five or more artifacts as your end step begins. If it does trigger but you don't control five or more artifacts as it resolves, it does nothing.
* In a Two-Headed Giant game, if you control more than one attacking creature, you may have your creatures deal damage to different opponents so that Storm the Vault's first ability triggers twice.

Strider Harness
{3}
Artifact — Equipment
Equipped creature gets +1/+1 and has haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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

Sun-Crested Pterodon
{4}{W}
Creature — Dinosaur
2/5
Flying
Sun-Crested Pterodon has vigilance as long as you control another Dinosaur.

* Gaining vigilance any time after the moment you choose to attack with Sun-Crested Pterodon won't cause it to become untapped, and losing vigilance after that time won't cause it to become tapped.

Temple Altisaur
{4}{W}
Creature — Dinosaur
3/4
If a source would deal damage to another Dinosaur you control, prevent all but 1 of that damage.

* Combat damage can be assigned to other Dinosaurs you control as normal, but most of that damage will be prevented. For example, if a 3/3 Dinosaur you control

blocks a 5/5 creature with trample, the attacking player may assign 2 of that creature's combat damage to the player or planeswalker it's attacking and Temple Altisaur will prevent 2 of the 3 damage assigned to the defending Dinosaur.
* If multiple sources would deal damage to another Dinosaur you control, all but 1 damage from each of those sources is prevented.
* The effects of two Temple Altisaurs won't reduce the damage from one source below 1 damage.
* If multiple replacement and/or prevention effects could apply to a Dinosaur you control, you choose the order in which to apply those effects. For example, if another effect will prevent 1 damage that would be dealt to a Dinosaur, you may apply Temple Altisaur's effect to prevent all but 1 of that damage and then apply the other effect to prevent that 1 damage.

Tendershoot Dryad
{4}{G}
Creature — Dryad
2/2
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of each upkeep, create a 1/1 green Saproling creature token. Saprolings you control get +2/+2 as long as you have the city's blessing.

* Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to a Saproling you control may become lethal if Tendershoot Dryad leaves the battlefield during that turn.

Tetzimoc, Primal Death
{4}{B}{B}
Legendary Creature — Elder Dinosaur
6/6
Deathtouch
{B}, Reveal Tetzimoc, Primal Death from your hand: Put a prey counter on target creature. Activate this ability only during your turn.

When Tetzimoc enters the battlefield, destroy each creature your opponents control with a prey counter on it.

* You can activate Tetzimoc's activated ability more than once during your turn.
* Tetzimoc's triggered ability doesn't care how a prey counter got onto a creature an opponent controls or whose Tetzimoc put that counter on the creature. Tetzimoc is happy to eat all the opponent's prey it can see.

The Immortal Sun
{6}
Legendary Artifact
Players can't activate planeswalkers' loyalty abilities.
At the beginning of your draw step, draw an additional card.
Spells you cast cost {1} less to cast.
Creatures you control get +1/+1.

* 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.

Tilonalli's Summoner
{1}{R}
Creature — Human Shaman
1/1
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Whenever Tilonalli's Summoner attacks, you may pay {X}{R}. If you do, create X 1/1 red Elemental creature tokens that are tapped and attacking. At the beginning of the next end step, exile those tokens unless you have the city's blessing.

* As each Elemental token enters the battlefield, you choose which opponent or opposing planeswalker it's attacking. It doesn't have to attack the same player or

planeswalker that Tilonalli's Summoner is attacking.
* Whether you have the city's blessing is checked only as the delayed triggered ability resolves during the end step. The tokens you create can help you ascend.

Trapjaw Tyrant
{3}{W}{W}
Creature — Dinosaur
5/5
Enrage — Whenever Trapjaw Tyrant is dealt damage, exile target creature an opponent controls until Trapjaw Tyrant leaves the battlefield.

* If Trapjaw Tyrant leaves the battlefield before its triggered ability resolves (most likely because it was dealt lethal damage), the target creature won't be exiled.
* Auras attached to the exiled creature will be put into their owners' graveyards. Any Equipment will become unattached and remain on the battlefield. Any counters on the exiled creature will cease to exist.
* If a token is exiled this way, it will cease to exist and won't return to the battlefield.

Twilight Prophet
{2}{B}{B}
Creature — Vampire Cleric
2/4
Flying
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
At the beginning of your upkeep, if you have the city's blessing, reveal the top card of your library and put it into your hand. Each opponent loses X life and you gain X life, where X is that 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.
* In a Two-Headed Giant game, Twilight Prophet's last ability causes the opposing team to lose twice X life and you gain X life.

Vona's Hunger
{2}{B}
Instant
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Each opponent sacrifices a creature. If you have the city's blessing, instead each opponent sacrifices half the creatures he or she controls, rounded up.

* When Vona's Hunger resolves, first the player whose turn it is (if that player is an opponent) chooses which creature or creatures he or she will sacrifice, then each other opponent in turn order does the same, then all chosen creatures are sacrificed at the same time. Players will know choices made by earlier players when making their choices.

Vraska, Scheming Gorgon
(Planeswalker Deck Only)
{4}{B}{B}
Legendary Planeswalker — Vraska
5
+2: Creatures you control get +1/+0 until end of turn.
-3: Destroy target creature.
-10: Until end of turn, creatures you control gain deathtouch and "Whenever this creature deals damage to an opponent, that player loses the game."

* Vraska's first and last abilities affect only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't get +1/+0 or gain abilities.
* The triggered ability Vraska grants to creatures with her third ability triggers on any damage those creatures deal, including noncombat damage. If multiple players are dealt damage simultaneously by affected creatures, you choose the order in which

those triggers resolve. If all your opponents have lost the game, you'll win the game before any more of the triggers resolve.

Warkite Marauder
{1}{U}
Creature — Human Pirate
2/1
Flying
Whenever Warkite Marauder attacks, target creature defending player controls loses all abilities and has base power and toughness 0/1 until end of turn.

* Warkite Marauder's ability overwrites all previous effects that set the creature's base power and toughness to specific values. Any power- or toughness-setting effects that start to apply after the ability resolves will overwrite this effect.
* If the affected creature gains an ability after Warkite Marauder's ability resolves, it will keep that ability. If the affected creature has an ability that grants abilities to other objects, Warkite Marauder's effect will stop it from doing so.
* Effects that modify a creature's power and/or toughness, such as the effect of Titanic Growth, will apply to the creature no matter when they started to take effect. The same is true for any counters that change its power and/or toughness and effects that switch its power and toughness.

Wayward Swordtooth
{2}{G}
Creature — Dinosaur
5/5
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
You may play an additional land on each of your turns. Wayward Swordtooth can't attack or block unless you have the city's blessing.

* Wayward Swordtooth's middle ability is cumulative if you control more than one. It's also cumulative with other effects that let you play additional lands, such as the one from Enter the Unknown.

Zacama, Primal Calamity
{6}{R}{G}{W}
Legendary Creature — Elder Dinosaur
9/9
Vigilance, reach, trample
When Zacama, Primal Calamity enters the battlefield, if you cast it, untap all lands you control.
{2}{R}: Zacama deals 3 damage to target creature.
{2}{G}: Destroy target artifact or enchantment.
{2}{W}: You gain 3 life.

* Zacama's triggered ability triggers if you cast it from any zone. It doesn't trigger if you put Zacama onto the battlefield without casting it.
* Zacama's damage-dealing ability can be activated during combat, perhaps targeting a creature blocking it. If all creatures blocking Zacama are destroyed, its combat damage is assigned to the player or planeswalker it's attacking because of trample. If the blocking creatures are dealt nonlethal damage, that damage is considered when assigning trample damage.

Zetalpa, Primal Dawn
{6}{W}{W}
Legendary Creature — Elder Dinosaur
4/8
Flying, double strike, vigilance, trample, indestructible

* If an attacking creature with double strike and trample destroys all of its blocking creatures with first-strike combat damage, all of its normal combat damage is assigned to the player or planeswalker that creature's attacking.