

Dominaria Release Notes

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The Release Notes include info about the release of a new set, as well as clarifications and rulings involving that set's cards.

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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 As future sets are released, updates to the Magic rules may cause some of this information to become outdated.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 Dominaria set contains 269 cards (20 basic land, 101 common, 80 uncommon, 53 rare, and 15 mythic rare) that appear in booster packs, plus 10 cards available only in

Dominaria Planeswalker Decks and 1 unique promotional card (available as part of the Dominaria in-store Buy-a-Box promotion).

Magic Open House: April 14–15, 2018
Prerelease Weekend: April 21–22, 2018
Draft Weekend: April 28–29, 2018
Magic League: Begins April 30, 2018
Standard Showdown: Begins May 6, 2018
Store Championship: June 30–July 1, 2018

The Dominaria set becomes legal for sanctioned Constructed play on its official release date: Friday, April 27, 2018. At that time, the following card sets will be permitted in the Standard format: Kaladesh, Aether Revolt, Amonkhet, Hour of Devastation, Ixalan, Rivals of Ixalan, and Dominaria. 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.

Dominaria Story Spotlight Cards

There are many important moments in the Dominaria 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: Broken Bond
Story Spotlight 2: Final Parting
Story Spotlight 3: Settle the Score
Story Spotlight 4: In Bolas's Clutches

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

New Mechanic: Saga Cards

The Dominaria set introduces a new kind of enchantment: Sagas. Each Saga tells the story of a key event from the past as it unfolds during each of your turns.

History of Benalia
1WW
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Create a 2/2 white Knight creature token with vigilance.
III — Knights you control get +2/+1 until end of turn.

- As a Saga enters the battlefield, its controller puts a lore counter on it. As your precombat main phase begins (immediately after your draw step), you put another lore counter on each Saga you control. Putting a lore counter on a Saga in either of these ways doesn't use the stack.
- Each symbol on the left of a Saga's text box represents a chapter ability. A chapter ability is a triggered ability that triggers when a lore counter that is put on the Saga causes the number of lore counters on the Saga to become equal to or greater than the ability's chapter number. Chapter abilities are put onto the stack and may be responded to.
- A chapter ability doesn't trigger if a lore counter is put on a Saga that already had a number of lore counters greater than or equal to that chapter's number. For example, the third lore counter put on a Saga causes the III chapter ability to trigger, but I and II won't trigger again.
- Once a chapter ability has triggered, the ability on the stack won't be affected if the

Saga gains or loses counters, or if it leaves the battlefield.

- If multiple chapter abilities trigger at the same time, their controller puts them on the stack in any order. If any of them require targets, those targets are chosen as you put the abilities on the stack, before any of those abilities resolve.
- If counters are removed from a Saga, the appropriate chapter abilities will trigger again when the Saga receives lore counters. Removing lore counters won't cause a previous chapter ability to trigger.
- Once the number of lore counters on a Saga is greater than or equal to the greatest number among its chapter abilities—in the Dominaria set, this is always three—the Saga's controller sacrifices it as soon as its chapter ability has left the stack, most likely by resolving or being countered. This state-based action doesn't use the stack.

Major Theme: Legendary Permanents

Legendary characters new and old have risen to prominence across the plane. In every Dominaria booster pack, you'll find at least one legendary creature. Beyond just creatures, the set also features a significant number of other legendary cards.

Jodah, Archmage Eternal
1URW
Legendary Creature — Human Wizard
4/3
Flying
You may pay WUBRG rather than pay the mana cost for spells that you cast.

Mox Amber
0
Legendary Artifact
T: Add one mana of any color among legendary creatures and planeswalkers you control.

- Starting in the Dominaria set, legendary cards other than planeswalkers use a modified card frame with additional flourishes on the title bar. This change is

cosmetic and has no rules meaning, but it should help you identify legendary cards at a glance during games.

- If a player controls two or more legendary permanents with the same name, that player chooses one and puts the rest into their owner's graveyard. This is referred to as the "legend rule."

- The "legend rule" cares about legendary permanents with the exact same English name. For example, you may control Teferi, Timebender and Teferi, Hero of Dominaria.

- The "legend rule" doesn't use the stack. Once you control two legendary permanents that share a name, you can't take any actions before the "legend rule" applies. If any abilities triggered from the new legendary permanent entering the battlefield, those abilities will be put onto the stack after applying the "legend rule."

- Other than the "legend rule," the legendary supertype on permanent cards carries no inherent restrictions. You may control any number of legendary permanents that don't share a name, and your deck may contain any number of legendary cards (but no more than four of any with the same name).

New Mechanic: Legendary Sorceries

Dominaria debuts legendary sorcery cards that capture extraordinary moments from our characters' pasts. These powerful spells can be unleashed only with the assistance of a legendary creature or planeswalker on your side of the battlefield.

Urza's Ruinous Blast
4W

Legendary Sorcery
(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Exile all nonland permanents that aren't legendary.

- You can't cast a legendary sorcery unless you control a

legendary creature or a legendary planeswalker. Once you begin to cast a legendary sorcery, losing control of your legendary creatures and planeswalkers won't affect that spell.

- Other than the casting restriction, the legendary supertype on a sorcery carries no additional rules. You may cast any number of legendary sorceries in a turn, and your deck may contain any number of legendary cards (but no more than four of any with the same name).

New Term: Historic

If you look at this set's Saga cards, legendary cards, and artifact cards, you'll see a broad swath of Dominaria's extensive and mysterious history. Some cards celebrate the plane's storied past by rewarding you for playing these historic cards. Historic is a game term that refers to a card that has the legendary supertype, the artifact card type, or the Saga enchantment type.

Jhoira, Weatherlight Captain
2UR

Legendary Creature —
Human Artificer
3/3

Whenever you cast a historic spell, draw a card. (Artifacts, legendaries, and Sagas are historic.)

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

- Some abilities trigger "whenever you cast a historic spell." Such an ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

- An ability that triggers "whenever you cast a historic spell" doesn't trigger if a historic card is put onto the battlefield without being cast.
- Lands are never cast, so abilities that trigger

"whenever you cast a historic spell" won't trigger if you play a legendary land. They also won't trigger if a card on the battlefield transforms into a legendary land, as the Ixalan and Rivals of Ixalan double-faced cards do.

Returning Keyword: Kicker

Kicker is a returning keyword that lets you pay a little more to give your spells some "oomph."

Baloth Gorger

2GG

Creature — Beast

4/4

Kicker 4 (You may pay an additional 4 as you cast this spell.)

If Baloth Gorger was kicked, it enters the battlefield with three +1/+1 counters on it.

The rules for kicker haven't changed since its previous appearance.

- You can't pay a kicker cost more than once.
- If you put a permanent with a kicker ability onto the battlefield without casting it, you can't kick it.
- If you copy a kicked instant or sorcery spell, the copy is also kicked. If a card or token enters the battlefield as a copy of a permanent, the new permanent isn't kicked, even if the original was.

- To determine a spell's total cost, start with the mana cost (or an alternative cost if another card's effect allows you to pay one instead), add any cost increases (such as kicker), then apply any cost reductions. The spell's converted mana cost remains unchanged, no matter what the total cost to cast it was.

Rules Change: Damage Can't Be Redirected to Planeswalkers

Previously, you could redirect noncombat damage that a source you control would deal to an opponent, having that source instead deal that damage to one of their planeswalkers. With the release of the Dominaria set,

this rule is being removed from the game. A large number of cards that dealt a certain amount of damage to "target player" are receiving errata using the following guidelines:

- Abilities that read "target creature or player" have been changed to "any target."
- Abilities that read "target player" have been changed to "target player or planeswalker." However, if the amount of damage is calculated by using information about that player or objects they control, the ability remains unchanged and can now damage only the player.
- Abilities that read "target opponent" have been changed to "target opponent or planeswalker" with the same exception listed above. These spells and abilities can target a planeswalker you control.
- Abilities that deal damage but don't call for a target haven't received errata, with one exception (Vial Smasher the Fierce).

In addition to these changes, a small number of other cards that modify damage are affected. Notably, effects that prevent damage that would be dealt to a target have received errata under the above guidelines.

Wizard's Lightning

2R

Instant

This spell costs 2 less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.

Jaya's Immolating Inferno

XRR

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)

Jaya's Immolating Inferno deals X damage to each of up to three targets.

- If a spell or ability calls for a target without any further description, that target may be a creature, player, or planeswalker. This may appear as simply "any target"

or "another target," or a count such as "up to three targets." Cards and permanents that aren't creatures or planeswalkers can't be targeted this way.

- Over 700 cards received errata to support this change. To view a card's current rules text, including any errata issued to it, go to <http://Gatherer.Wizards.com>.

Cards printed in the Dominaria set that deal damage to creatures and/or players but not to planeswalkers (such as the Planeswalker Deck card Chandra, Bold Pyromancer and the promotional card Firesong and Sunspeaker) require targets as written even though similar cards have received errata.

Chandra, Bold Pyromancer
4RR
Legendary Planeswalker — Chandra
+1: Add RR. Chandra, Bold Pyromancer deals 2 damage to target player.
-3: Chandra, Bold Pyromancer deals 3 damage to target creature or planeswalker.
-7: Chandra, Bold Pyromancer deals 10 damage to target player and each creature and planeswalker they control.

Firesong and Sunspeaker
4RW
Legendary Creature — Minotaur Cleric
4/6
Red instant and sorcery spells you control have lifelink. Whenever a white instant or sorcery spell causes you to gain life, Firesong and Sunspeaker deals 3 damage to target creature or player.

New Terms: Various Nonfunctional Changes

Also starting with the Dominaria set, several minor changes have been made to Magic's general terminology. These changes are stylistic and convey no change in functionality.

The phrase "mana pool" has been removed from card text.

The concept continues to exist in the game rules. If a player is instructed to add an amount of mana, that player adds that mana to their mana pool.

Llanowar Elves
G
Creature — Elf Druid
1/1
T: Add G.

Magic has adopted "they" as the preferred third-person-singular pronoun for a player, replacing "he or she."

Homarid Explorer
3U
Creature — Homarid Scout
3/3
When Homarid Explorer enters the battlefield, target player puts the top four cards of their library into their graveyard.

Abilities that modify how a spell behaves on the stack, such as additional costs, refer to themselves as "this spell" rather than by using their card name.

Wizard's Retort
1UU
Instant
This spell costs 1 less to cast if you control a Wizard.
Counter target spell.

Last but not least, a bar now appears between rules text and flavor text on cards with both to make each more distinct.

Cycle: "Check Lands"

The Dominaria set features a cycle of enemy-color dual lands to help you make sure you always have the mana that you need. These cards were first printed in the Innistrad set, and their allied counterparts were recently printed in the Ixalan set.

Isolated Chapel
Land
Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.
T: Add W or B.

- 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), Isolated Chapel enters the battlefield untapped.

- These dual lands don't have any land types themselves. For example, Isolated Chapel isn't a Plains. A second Isolated Chapel won't enter untapped if you control only Isolated Chapel.
- 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

Academy Journeymage
4U
Creature — Human Wizard
3/2
This spell costs 1 less to cast if you control a Wizard.
When Academy Journeymage enters the battlefield, return target creature an opponent controls to its owner's hand.

- If you control more than one Wizard, Academy Journeymage's cost is reduced by only 1.
- Once you announce that you're casting Academy Journeymage, 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 Wizards.

Adeliz, the Cinder Wind
1UR
Legendary Creature — Human Wizard
2/2
Flying, haste
Whenever you cast an instant or sorcery spell, Wizards you control get +1/+1 until end of turn.

- Adeliz's last ability affects only Wizards you control at the time it resolves, including Adeliz itself. Creatures you begin to control later in the

turn or that become Wizards later in the turn won't get +1/+1.
• Adeliz's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Ancient Animus
1G
Instant
Put a +1/+1 counter on target creature you control if it's legendary. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

- You can't cast Ancient Animus unless you choose both a creature you control and a creature you don't control as targets.
- The creature you control doesn't have to be legendary. It simply won't receive a +1/+1 counter before it fights if it isn't legendary.
- If either target is an illegal target as Ancient Animus tries to resolve, neither creature will deal or be dealt damage.
- If the creature you control is an illegal target as Ancient Animus tries to resolve, you won't put a +1/+1 counter on it. If that creature is a legal target but the creature you don't control isn't, you'll still put the counter on the creature you control if it's legendary.

The Antiquities War
3U
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Look at the top five cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.

- The final chapter ability of The Antiquities War affects only artifacts you control at the time it resolves. Artifacts you begin to control later in

the turn won't become 5/5 creatures.

- The final chapter ability of The Antiquities War overwrites an artifact creature's normal base power and toughness and all previous effects that set an artifact 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.

- Effects that modify an artifact 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.

- If The Antiquities War somehow becomes an artifact enchantment prior to resolving its final chapter ability, it will become a 5/5 Saga artifact enchantment creature, and will then be sacrificed after that ability resolves.

- An Equipment that becomes an artifact creature becomes unattached if it's attached to a creature. Its equip ability can be activated, but it won't become attached to the target creature.

Arvad the Cursed
3WB

Legendary Creature —
Vampire Knight
3/3

Deathtouch, lifelink
Other legendary creatures
you control get +2/+2.

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

Aryel, Knight of Windgrace
2WB

Legendary Creature —
Human Knight
4/4
Vigilance

2W, T: Create a 2/2 white
Knight creature token with
vigilance.

B, T, Tap X untapped
Knights you control: Destroy
target creature with power X
or less.

- Tapping Aryel to activate either of its abilities while it's attacking doesn't remove it from combat.

- You can tap any untapped Knights you control, including ones you haven't controlled continuously since the beginning of your most recent turn, to pay the cost of Aryel's last ability. However, you must have controlled Aryel continuously since the beginning of your most recent turn in order to use either of its activated abilities.

- Once you announce that you're activating Aryel's last ability, no player may take other actions until the ability's been paid for. Notably, players can't try to make the value of X invalid by removing or tapping your Knights.

- If the target creature's power is greater than X as Aryel's last ability tries to resolve, the ability doesn't resolve. You can't tap extra Knights once the ability has been activated.

Baird, Steward of Argive
2WW

Legendary Creature —
Human Soldier
2/4

Vigilance
Creatures can't attack you or
a planeswalker you control
unless their controller pays 1
for each of those creatures.

- If you control Baird, your opponents can choose not to pay to attack with a creature that attacks "if able." If there's no other player or planeswalker to attack, that creature simply doesn't attack.

- In a Two-Headed Giant game, creatures can attack your teammate and planeswalkers your teammate controls without requiring a mana payment. This is a change from previous rules.

Befuddle
2U

Instant
Target creature gets -4/-0
until end of turn.
Draw a card.

- If the target creature is an illegal target by the time Befuddle tries to resolve, the spell doesn't resolve. You won't draw a card.

Benalish Marshal
WWW

Creature — Human Knight
3/3
Other creatures you control
get +1/+1.

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

Blackblade Reforged
2

Legendary Artifact —
Equipment
Equipped creature gets +1/+1
for each land you control.
Equip legendary creature 3
Equip 7

- "Equip [quality] creature" is a variant of the equip keyword. "Equip [quality] creature [cost]" means "[Cost]: Attach this Equipment to target [quality] creature you control. Activate this ability only any time you could cast a sorcery."

- Whether the target creature is legendary is checked only as Blackblade Reforged's first equip ability is activated and as that ability resolves. If the creature somehow becomes nonlegendary later, Blackblade Reforged remains attached to it.

Blink of an Eye
1U

Instant
Kicker 1U (You may pay an
additional 1U as you cast this
spell.)
Return target nonland
permanent to its owner's
hand. If this spell was kicked,
draw a card.

- If the target creature is an illegal target by the time Blink of an Eye tries to resolve, the spell doesn't resolve. You won't draw a card if it was kicked.

Bloodstone Goblin
1R

Creature — Goblin Warrior
2/2
Whenever you cast a spell, if
that spell was kicked,
Bloodstone Goblin gets
+1/+1 and gains menace until
end of turn. (It can't be
blocked except by two or
more creatures.)

- Bloodstone Goblin's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Broken Bond
1G

Sorcery
Destroy target artifact or
enchantment. You may put a
land card from your hand
onto the battlefield.

- You can't cast Broken Bond unless you choose an artifact or enchantment as a target.
- Broken Bond's effect doesn't count as playing a land. It can put a land card onto the battlefield even if you've already played your land for the turn.
- If the target artifact or enchantment is an illegal target by the time Broken Bond tries to resolve, the spell doesn't resolve. You won't put a land card onto the battlefield.

Chainer's Torment
3B

Enchantment — Saga
(As this Saga enters and after
your draw step, add a lore
counter. Sacrifice after III.)
I, II — Chainer's Torment
deals 2 damage to each
opponent and you gain 2 life.
III — Create an X/X black
Nightmare Horror creature
token, where X is half your
life total, rounded up. It deals
X damage to you.

- If another effect causes the Nightmare Horror token's power or toughness to be a number other than X

immediately after it enters the battlefield, the amount of damage it deals to you is still X, not its modified power or toughness.

- If an effect such as that of Anointed Procession causes the final chapter ability of Chainer's Torment to create two Nightmare Horror tokens, each will deal X damage to you.
- In a Two-Headed Giant game, the first chapter abilities of Chainer's Torment each cause the opposing team to lose 4 life and you to gain 2 life.

Chandra, Bold Pyromancer
(Planeswalker Deck only)
4RR

Legendary Planeswalker —
Chandra
5

+1: Add RR. Chandra, Bold Pyromancer deals 2 damage to target player.

-3: Chandra, Bold Pyromancer deals 3 damage to target creature or planeswalker.

-7: Chandra, Bold Pyromancer deals 10 damage to target player and each creature and planeswalker they control.

- Chandra's first ability can't target a planeswalker.
- Chandra's last ability targets only the player. Creatures and planeswalkers that player controls with hexproof will be dealt damage.

Charge

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

- Charge affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't get +1/+1.

Corrosive Ooze
1G
Creature — Ooze
2/2

Whenever Corrosive Ooze blocks or becomes blocked by an equipped creature, destroy all Equipment attached to that creature at end of combat.

- The set of Equipment to be destroyed is determined only as Corrosive Ooze's delayed triggered ability resolves at the end of combat. The Equipment will be destroyed even if Corrosive Ooze leaves the battlefield before that time.

- If the creature Corrosive Ooze blocks or is blocking leaves the battlefield, the Equipment that was attached to that creature immediately before it left the battlefield will be destroyed as Corrosive Ooze's delayed triggered ability resolves at the end of combat.

Curator's Ward
2U
Enchantment — Aura
Enchant permanent
Enchanted permanent has hexproof.

When enchanted permanent leaves the battlefield, if it was historic, draw two cards. (Artifacts, legendaries, and Sagas are historic.)

- If Curator's Ward is attached to a historic permanent you don't control, you draw two cards when that permanent leaves the battlefield, not that permanent's controller.
- If you give hexproof to an opponent's permanent, such as by enchanting it with Curator's Ward, that player can still target that permanent, but you can't.

Damping Sphere
2
Artifact
If a land is tapped for two or more mana, it produces C instead of any other type and amount.
Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

- If multiple replacement effects would modify what mana an ability you control produces, choose one to apply. After that, determine if any others are applicable. A replacement effect can't apply to the same event more than once this way.
- Damping Sphere's second ability counts spells that were

cast during a turn even if Damping Sphere wasn't on the battlefield as they were cast. For example, if Damping Sphere itself is the third spell you cast in a turn, the next spell you cast costs 3 more to cast.

- To determine a spell's total cost, start with the mana cost (or an alternative cost), add any cost increases, then apply any cost reductions. The spell's converted mana cost remains unchanged, no matter what the total cost to cast it was.

Darigaaz Reincarnated
4BRG
Legendary Creature —
Dragon
7/7

Flying, trample, haste
If Darigaaz Reincarnated would die, instead exile it with three egg counters on it. At the beginning of your upkeep, if Darigaaz is exiled with an egg counter on it, remove an egg counter from it. Then if Darigaaz has no egg counters on it, return it to the battlefield.

- If another effect says to exile Darigaaz if it would die, you may apply Darigaaz's own effect first, giving it three egg counters.
- If Darigaaz is exiled without any egg counters on it, its last ability won't trigger and won't return it to the battlefield.

Dark Bargain
3B
Instant
Look at the top three cards of your library. Put two of them into your hand and the other into your graveyard. Dark Bargain deals 2 damage to you.

- If you have fewer than three cards in your library, you put them all into your hand and none into your graveyard.

Dauntless Bodyguard
W
Creature — Human Knight
2/1
As Dauntless Bodyguard enters the battlefield, choose another creature you control.

Sacrifice Dauntless Bodyguard: The chosen creature gains indestructible until end of turn.

- Dauntless Bodyguard's first ability isn't a triggered ability and doesn't use the stack. Players can't respond to your choice of which creature it's protecting.
- If Dauntless Bodyguard enters the battlefield at the same time as another creature, that creature can't be chosen for its ability.
- If the chosen creature leaves the battlefield, you can't choose a new creature for Dauntless Bodyguard to protect. If you activate its last ability in this case, no creature gains indestructible.

Deep Freeze
2U
Enchantment — Aura
Enchant creature
Enchanted creature has base power and toughness 0/4, has defender, loses all other abilities, and is a blue Wall in addition to its other colors and types.

- Deep Freeze 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.
- 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.
- If the enchanted creature has an ability that grants abilities to other objects, Deep Freeze's effect will stop it from doing so. If the enchanted creature gains an ability after Deep Freeze resolves, it will keep that ability.

Demonic Vigor
B
Enchantment — Aura
Enchant creature

Enchanted creature gets +1/+1.

When enchanted creature dies, return that card to its owner's hand.

- Demonic Vigor can enchant a token, but its last ability won't return the token to your hand.

Demonlord Belzenlok
4BB

Legendary Creature — Elder Demon
6/6

Flying, trample

When Demonlord Belzenlok enters the battlefield, exile cards from the top of your library until you exile a nonland card, then put that card into your hand. If the card's converted mana cost is 4 or greater, repeat this process. Demonlord Belzenlok deals 1 damage to you for each card put into your hand this way.

- Once the triggered ability resolves, the ability will continue until you either exile a nonland card with converted mana cost 3 or less or fail to exile any nonland cards while performing the process. You can't choose to stop receiving the blessings of Demonlord Belzenlok any sooner.
- Land cards exiled this way remain exiled.
- Demonlord Belzenlok's ability causes it to deal an amount of damage to you all at once; it doesn't deal 1 damage multiple times.
- If the mana cost of the nonland card includes X, X is considered to be 0.
- If the nonland card doesn't have a mana cost, its converted mana cost is 0.
- The converted mana cost of a split card, such as a card with aftermath from the Amonkhet block, is equal to the combined mana cost of its two halves.

Drudge Sentinel

2B

Creature — Skeleton Warrior
2/1

3: Tap Drudge Sentinel. It gains indestructible until end of turn. (Damage and effects

that say "destroy" don't destroy it.)

- You can activate Drudge Sentinel's ability even if it's already tapped. It will still gain indestructible.

Dub

2W

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2, has first strike, and is a Knight in addition to its other types.

- Dub can enchant a creature that's already a Knight. It will get +2/+2 and have first strike, but it won't benefit from becoming a Knight.

Evra, Halcyon Witness

4WW

Legendary Creature —

Avatar

4/4

Lifelink

4: Exchange your life total with Evra, Halcyon Witness's power.

- If Evra isn't on the battlefield when its activated ability resolves, the exchange can't happen and the ability will have no effect. However, if Evra is on the battlefield but has power 0 or less, the exchange happens and you'll lose the game.
- When its activated ability resolves, Evra's power will become your former life total and you will gain or lose an amount of life such that your life total equals Evra's former power. Other effects that interact with life gain or life loss will interact with this effect accordingly.
- Any power-modifying effects, counters, Auras, or Equipment will apply after Evra's power is set to your former life total. For example, say Evra is enchanted with Dub (which makes it 6/6) and your life total is 7. After the exchange, Evra would be a 9/6 creature (its power became 7, which was then modified by Dub) and your life total would be 6.

The Eldest Reborn

4B

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Each opponent sacrifices a creature or planeswalker.

II — Each opponent discards a card.

III — Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

- When the first chapter ability of The Eldest Reborn resolves, the next opponent in turn order (or, if it's an opponent's turn, that opponent) chooses a creature or planeswalker they control, then each other opponent in turn order (if any) does the same. All chosen permanents are then sacrificed at the same time. Players will know the choices made by earlier players when making their choices.
- When the second chapter ability of The Eldest Reborn resolves, the next opponent in turn order (or, if it's an opponent's turn, that opponent) chooses a card in hand without revealing it, then each other opponent in turn order (if any) does the same. All chosen cards are then discarded at the same time.
- In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, the permanent you control from The Eldest Reborn's final chapter ability is exiled.

Fall of the Thran

5W

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Destroy all lands.

II, III — Each player returns two land cards from their graveyard to the battlefield.

- If a player somehow has only one land card in their graveyard when either of Fall of the Thran's last two chapter abilities resolves, that player returns that one card to the battlefield.

Fight with Fire

2R

Sorcery

Kicker 5R (You may pay an additional 5R as you cast this spell.)

Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

- If Fight with Fire is kicked, it can target creatures, players, and planeswalkers.
- You choose how many targets Fight with Fire has and how the damage is divided as you put the spell onto the stack. Each target must receive at least 1 damage if Fight with Fire is kicked.
- If some of the targets are illegal targets as Fight with Fire tries to resolve, the original division of damage still applies and the damage that would have been dealt to the illegal targets is lost.

Firefist Adept

4R

Creature — Human Wizard
3/3

When Firefist Adept enters the battlefield, it deals X damage to target creature an opponent controls, where X is the number of Wizards you control.

- The number of Wizards you control is counted only as Firefist Adept's ability resolves. If Firefist Adept is still on the battlefield, it will count itself.

Firesong and Sunspeaker

(Buy-a-Box Promotional Card)

4RW

Legendary Creature — Minotaur Cleric

4/6

Red instant and sorcery spells you control have lifelink.

Whenever a white instant or sorcery spell causes you to gain life, Firesong and Sunspeaker deals 3 damage to target creature or player.

- If a source you control with lifelink deals damage to you, you gain and lose that much

life simultaneously. Your life total doesn't change.

- The last ability of Firesong and Sunspeaker can't target a planeswalker.
- A spell causes you to gain life if its cost or effect instructs you to gain life or if an instruction in its cost or effect is modified by a replacement effect and the modified event includes you gaining life. If a spell's cost or effect instructs a source with lifelink you control to deal damage, that spell causes that life gain as well.
- If a white instant or sorcery spell you don't control causes you to gain life, Firesong and Sunspeaker's last ability triggers.
- If you gain an amount of life "for each" of something, that life is gained as one event and Firesong and Sunspeaker's last ability triggers only once.
- Firesong and Sunspeaker's last ability doesn't trigger if a white instant or sorcery card that isn't a spell causes you to gain life, such as the triggered ability of Renewed Faith when it's cycled.
- If a red and white spell you control deals damage to multiple things using the word "deals" only once, Firesong and Sunspeaker's last ability triggers only once. Similarly, if a red and white spell's effect causes it to deal damage to one thing and then deal more damage with a second instance of the word "deals," Firesong and Sunspeaker's last ability triggers twice, and so on.
- If a red and white spell you control deals damage and also instructs you to gain life, Firesong and Sunspeaker's last ability triggers twice.

The First Eruption

2R

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — The First Eruption deals 1 damage to each creature without flying.

II — Add RR.

III — Sacrifice a Mountain.

If you do, The First Eruption deals 3 damage to each creature.

- While resolving The First Eruption's final chapter ability, you must sacrifice one Mountain if able. You can't sacrifice multiple Mountains to deal more damage.

The Flame of Keld

1R

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Discard your hand.

II — Draw two cards.

III — If a red source you control would deal damage to a permanent or player this turn, it deals that much damage plus 2 to that permanent or player instead.

- If multiple replacement effects would modify how damage would be dealt, the player being dealt damage (or the controller of the permanent being dealt damage) chooses the order in which to apply those effects.
- If damage dealt by a source you control is being divided or assigned among multiple permanents an opponent controls or among an opponent and one or more permanents they control simultaneously, divide the original amount before adding 2. For example, if you attack with a 5/5 red creature with trample and your opponent blocks with a 2/2 creature, you can assign 2 damage to the blocker and 3 damage to the defending player. These amounts are then modified to 4 and 5, respectively.

Forebear's Blade

3

Artifact — Equipment

Equipped creature gets +3/+0 and has vigilance and trample.

Whenever equipped creature dies, attach Forebear's Blade to target creature you control. Equip 3

- If there's no target for the triggered ability of Forebear's Blade, or if the ability's target becomes illegal, Forebear's Blade remains on the battlefield unattached.

Fungal Infection

B

Instant

Target creature gets -1/-1 until end of turn. Create a 1/1 green Saproling creature token.

- If the target creature is an illegal target by the time Fungal Infection tries to resolve, the spell doesn't resolve. You won't create a Saproling token.
- The target creature will be on the battlefield when you create the Saproling token, even if it's about to die for having 0 toughness or lethal damage. Its abilities may affect the token's creation or trigger when the token enters the battlefield. Abilities that trigger this way will resolve after the target creature has died.

Gaea's Blessing

1G

Sorcery

Target player shuffles up to three target cards from their graveyard into their library. Draw a card.

When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

- If Gaea's Blessing has no legal target cards in a graveyard, either because its targets became illegal or because you didn't choose any, the target player shuffles their library.
- If an effect puts multiple cards from your library into your graveyard at once, put all of those cards there before Gaea's Blessing shuffles your graveyard into your library.

Gaea's Protector

3G

Creature — Elemental Warrior

4/2

Gaea's Protector must be blocked if able.

- Only one creature is required to block Gaea's Protector. Other creatures may also block it, and are free to block other creatures or not block at all.

• The defending player, not you, chooses which creature blocks Gaea's Protector.

- If each creature the defending player controls can't block for any reason (such as being tapped), then Gaea's Protector isn't blocked. If there's a cost associated with blocking Gaea's Protector, the defending player isn't forced to pay that cost, so it doesn't have to be blocked in that case either.

Garna, the Bloodflame

3BR

Legendary Creature —

Human Warrior

3/3

Flash

When Garna, the Bloodflame enters the battlefield, return to your hand all creature cards in your graveyard that were put there from anywhere this turn. Other creatures you control have haste.

- Which creature cards to return to your hand is determined as Garna's triggered ability resolves. If Garna somehow finds its way into your graveyard before that, perhaps due to the "legend rule," it will be returned to your hand.

Ghitu Journeymage

2R

Creature — Human Wizard

3/2

When Ghitu Journeymage enters the battlefield, if you control another Wizard, Ghitu Journeymage deals 2 damage to each opponent.

- Ghitu Journeymage's ability doesn't trigger if you don't control another Wizard immediately after it enters the battlefield. If it does trigger but you don't control another Wizard as it resolves, it does nothing.
- Ghitu Journeymage's triggered ability doesn't deal more damage if you control more than one other Wizard.
- In a Two-Headed Giant game, Ghitu Journeymage's ability causes the opposing team to lose 4 life.

Ghitu Lavarunner

R
Creature — Human Wizard
1/2
As long as there are two or more instant and/or sorcery cards in your graveyard, Ghitu Lavarunner gets +1/+0 and has haste.

- If Ghitu Lavarunner loses haste after being declared as an attacker on the turn it comes under your control, 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.

Gift of Growth
1G
Instant
Kicker 2 (You may pay an additional 2 as you cast this spell.)
Untap target creature. It gets +2/+2 until end of turn. If this spell was kicked, that creature gets +4/+4 until end of turn instead.

- If Gift of Growth was kicked, the target creature is untapped before getting +4/+4.

Goblin Barrage
3R
Sorcery
Kicker—Sacrifice an artifact or Goblin. (You may sacrifice an artifact or Goblin in addition to any other costs as you cast this spell.)
Goblin Barrage deals 4 damage to target creature. If this spell was kicked, it also deals 4 damage to target player or planeswalker.

- You can't cast Goblin Barrage unless you choose a creature as a target, even if it's kicked. However, you can target a Goblin or artifact creature you control and then sacrifice it to pay the kicker cost. The target player or planeswalker will be dealt 4 damage.

Goblin Chainwhirler
RRR
Creature — Goblin Warrior
3/3
First strike
When Goblin Chainwhirler enters the battlefield, it deals

1 damage to each opponent and each creature and planeswalker they control.

- If the damage Goblin Chainwhirler would deal to a player is prevented, it still deals 1 damage to that player's creatures and planeswalkers.
- In a Two-Headed Giant game, the Goblin Chainwhirler's last ability causes the opposing team to lose 2 life.

Goblin Warchief
1RR
Creature — Goblin Warrior
2/2
Goblin spells you cast cost 1 less to cast.
Goblins you control have haste.

- Goblin Warchief's effect reduces only generic mana in the cost of Goblin spells you cast. For example, it doesn't reduce the cost of Skirk Prospector below R.

Grand Warlord Radha
2RG
Legendary Creature — Elf Warrior
3/4
Haste
Whenever one or more creatures you control attack, add that much mana in any combination of R and/or G. Until end of turn, you don't lose this mana as steps and phases end.

- The amount of mana you'll add is the number of creatures you attack with. Creatures that are put onto the battlefield attacking before Radha's triggered ability resolves don't count, and creatures that attacked but left combat before the triggered ability resolves do count.
- After Radha's triggered ability resolves, you can cast spells and activate abilities before blockers are declared.

Grunn, the Lonely King
4GG
Legendary Creature — Ape Warrior
5/5
Kicker 3 (You may pay an additional 3 as you cast this spell.)

If Grunn, the Lonely King was kicked, it enters the battlefield with five +1/+1 counters on it.
Whenever Grunn attacks alone, double its power and toughness until end of turn.

- If an effect instructs you to "double" a creature's power, that creature gets +X/+0, where X is its power. The same is true for its toughness.
- If a creature's power is less than 0 when it's doubled, instead that creature gets -X/-0, where X is how much less than 0 its power is. For example, if an effect has given Grunn -7/-0 so that it's a -2/5 creature, doubling its power and toughness gives it -2/+5, and it's a -4/10 until end of turn.
- A creature attacks alone if it's the only creature declared as an attacker during the declare attackers step (including creatures controlled by your teammates, if applicable). For example, Grunn's last ability won't trigger if you attack with multiple creatures and all but one of them are removed from combat.

Hallar, the Firefletcher
1RG
Legendary Creature — Elf Archer
3/3
Trample
Whenever you cast a spell, if that spell was kicked, put a +1/+1 counter on Hallar, the Firefletcher, then Hallar deals damage equal to the number of +1/+1 counters on it to each opponent.

- Hallar's last ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.
- If Hallar leaves the battlefield after its last ability has triggered but before it resolves, you don't put a +1/+1 counter on anything as the ability resolves, but you do use the number of +1/+1 counters that were on Hallar before it left the battlefield to determine how much damage it deals to each opponent.
- In a Two-Headed Giant game, Hallar's last ability causes the opposing team to

lose 2 life for each +1/+1 counter on it.

Haphazard Bombardment
5R
Enchantment
When Haphazard Bombardment enters the battlefield, choose four nonenchantment permanents you don't control and put an aim counter on each of them. At the beginning of your end step, if two or more permanents you don't control have an aim counter on them, destroy one of those permanents at random.

- The nonenchantment permanents that receive aim counters aren't targeted. Permanents with hexproof can be given an aim counter this way.
- Aim counters are interchangeable. Your Haphazard Bombardment can destroy any permanent you don't control with an aim counter on it no matter how that counter got there—for example, those aim counters may have come from a second Haphazard Bombardment that you or another opponent cast.
- Players can't take actions between the time the permanent is randomly selected and the time it's destroyed. Notably, if a land is randomly selected, it can't be tapped for mana before being destroyed.
- If one or more of the permanents with aim counters on them have indestructible, select the permanent destroyed at random from among the permanents with aim counters that don't have indestructible.

Healing Grace
W
Instant
Prevent the next 3 damage that would be dealt to any target this turn by a source of your choice. You gain 3 life.

- Healing Grace only targets the creature, planeswalker, or player that will receive the damage prevention "shield." The source isn't targeted.

- You choose only one source, even if that source won't deal 3 damage.
- You gain 3 life as Healing Grace resolves, even if there's no damage to prevent.

Helm of the Host
4

Legendary Artifact — Equipment

At the beginning of combat on your turn, create a token that's a copy of equipped creature, except the token isn't legendary if equipped creature is legendary. That token gains haste.
Equip 5

- The token copies exactly what was printed on the original creature and nothing else (unless that creature is copying something else or is a token; see below). It doesn't copy whether that creature is tapped or untapped, whether it has any counters on it or Auras and Equipment attached to it, or any non-copy effects that have changed its power, toughness, types, color, and so on.
- The token isn't legendary, and this exception is copiable. If something else copies the token later, that copy also won't be legendary. If you control two or more permanents with the same name but only one is legendary, the "legend rule" doesn't apply.
- The token gains haste indefinitely, and this effect isn't copiable. If something else copies the token later, that copy won't have haste.
- If the copied creature has X in its mana cost, X is considered to be 0.
- If the copied creature is a token, the token that's created copies the original characteristics of that token as stated by the effect that created that token.
- If the copied creature is copying something else (for example, if the copied creature is a Clone), then the token enters the battlefield as whatever that creature copied.
- Any enters-the-battlefield abilities of the copied creature will trigger when the

token 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 the equipped creature leaves the battlefield before the triggered ability of Helm of the Host resolves, or if there is no equipped creature, no token is created. However, if Helm of the Host leaves the battlefield while its triggered ability is on the stack, a token will be created of the creature it last equipped. If that creature has also left the battlefield, its last known information is used to determine what the token looks like.

History of Benalia
1WW

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I, II — Create a 2/2 white Knight creature token with vigilance.

III — Knights you control get +2/+1 until end of turn.

- The final chapter ability of History of Benalia affects only Knights you control at the time it resolves. Creatures you begin to control later in the turn or that become Knights later in the turn won't get +2/+1.

Howling Golem
3

Artifact Creature — Golem
2/3

Whenever Howling Golem attacks or blocks, each player draws a card.

- After Howling Golem's triggered ability resolves, players can cast spells and activate abilities before blockers are declared if it's attacking, or before damage is dealt if it's blocking.

Icy Manipulator
4

Artifact

1, T: Tap target artifact, creature, or land.

- Once a player announces that they're casting a spell or activating an ability, no

player may take other actions until the spell or ability has been paid for. Notably, other players can't try to tap that player's permanents to stop them from paying T or to stop them from producing enough mana.

In Bolas's Clutches
4UU

Legendary Enchantment — Aura
Enchant permanent
You control enchanted permanent.
Enchanted permanent is legendary.

- Gaining control of a permanent doesn't cause you to gain control of any Auras or Equipment attached to it. They'll remain attached, but an Aura's effect that affects "you" still affects its controller rather than you, the controller of an Equipment can move it during their next main phase, and so on.
- If you control two In Bolas's Clutches attached to two permanents with the same name, the "legend rule" applies to the enchanted permanents and to In Bolas's Clutches at once. You can choose to keep the In Bolas's Clutches that enchants the permanent you wish to keep.
- If you control two or more permanents with the same name but only one is legendary, the "legend rule" doesn't apply.

Invoke the Divine
2W

Instant
Destroy target artifact or enchantment. You gain 4 life.

- If the target artifact or enchantment is an illegal target by the time Invoke the Divine tries to resolve, the spell doesn't resolve. You won't gain any life.

Jaya Ballard
2RRR
Legendary Planeswalker — Jaya
5

- +1: Add RRR. Spend this mana only to cast instant or sorcery spells.
- +1: Discard up to three cards, then draw that many cards.

-8: You get an emblem with "You may cast instant and sorcery cards from your graveyard. If a card cast this way would be put into your graveyard, exile it instead."

- Mana produced by Jaya's first ability can be spent among any number of instant and/or sorcery spells.
- You choose how many cards to discard while Jaya's second ability is resolving. You can choose to discard zero cards this way (and then draw zero cards) if you wish.
- Jaya's emblem doesn't grant you permission to do anything with instant and sorcery cards in your graveyard except cast them. For example, you can't cycle instant or sorcery cards with cycling from your graveyard.

Jaya's Immolating Inferno
XRR

Legendary Sorcery
(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)
Jaya's Immolating Inferno deals X damage to each of up to three targets.

- You can't target the same target more than once to have Jaya's Immolating Inferno deal more damage to it.

Jhoira's Familiar
4
Artifact Creature — Bird
2/2

Flying
Historic spells you cast cost 1 less to cast. (Artifacts, legendaries, and Sagas are historic.)

- The last ability of Jhoira's Familiar doesn't reduce its own cost while you're casting it.

Jodah, Archmage Eternal
1URW

Legendary Creature — Human Wizard
4/3
Flying
You may pay WUBRG rather than pay the mana cost for spells that you cast.

- Jodah's ability is an alternative cost to cast a spell.

You can't combine this with other alternative costs, such as flashback. You can pay additional costs, such as kicker, in addition to this alternative cost.

- If you apply Jodah's alternative cost to a spell with X in its mana cost, X is 0.
- If you cast a spell for which mana may be spent as though it were mana of any color, you may cast it for Jodah's alternative cost and still spend mana as though it were mana of any color.

Juggernaut

4

Artifact Creature — Juggernaut

5/3

Juggernaut attacks each combat if able.

Juggernaut can't be blocked by Walls.

- If Juggernaut can't attack for any reason (such as being tapped or having come under that player's control that turn), then it doesn't attack. If there's a cost associated with having it attack, its controller isn't forced to pay that cost, so it doesn't have to attack in that case either.

Kamahl's Druidic Vow
XGG

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)

Look at the top X cards of your library. You may put any number of land and/or legendary permanent cards with converted mana cost X or less from among them onto the battlefield. Put the rest into your graveyard.

- For cards in your library with X in their mana costs, X is considered to be 0.
- All of the permanents put onto the battlefield this way enter at the same time. If any have triggered abilities that trigger on something else entering the battlefield, they'll see each other.

Karn, Scion of Urza

4

Legendary Planeswalker — Karn

5

+1: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

-1: Put a card you own with a silver counter on it from exile into your hand.

-2: Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

- A token created by Karn's last ability will count itself, so it'll be at least 1/1.
- Karn is colorless but not an artifact. The Construct tokens created by Karn's last ability don't count Karn.

Karn's Temporal Sundering
4UU

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)

Target player takes an extra turn after this one. Return up to one target nonland permanent to its owner's hand. Exile Karn's Temporal Sundering.

- If the target player or target nonland permanent is an illegal target as Karn's Temporal Sundering resolves, the other target is affected as normal and Karn's Temporal Sundering is exiled. If both targets are illegal, Karn's Temporal Sundering doesn't resolve and isn't exiled.

Kazarov, Sengir Pureblood
5BB

Legendary Creature — Vampire

4/4

Flying

Whenever a creature an opponent controls is dealt damage, put a +1/+1 counter on Kazarov, Sengir Pureblood.

3R: Kazarov deals 2 damage to target creature.

- If Kazarov is dealt damage at the same time that a creature an opponent controls is dealt damage, Kazarov

must survive the damage to get a +1/+1 counter.

• Kazarov's triggered ability triggers once for each creature dealt damage at one time.

• If a creature is dealt an amount of damage "for each" of something, that damage is dealt as one event and Kazarov's triggered ability triggers only once.

Keldon Overseer

2R

Creature — Human Warrior
3/1

Kicker 3R (You may pay an additional 3R as you cast this spell.)

Haste

When Keldon Overseer enters the battlefield, if it was kicked, gain control of target creature until end of turn.

Untap that creature. It gains haste until end of turn.

- You can target and gain control of an untapped creature with Keldon Overseer's ability. You can also untap a creature you already control and give it haste.

Keldon Warcaller

1R

Creature — Human Warrior
2/2

Whenever Keldon Warcaller attacks, put a lore counter on target Saga you control.

- The target Saga's appropriate chapter ability triggers and resolves before blockers are declared.

Knight of Grace

1W

Creature — Human Knight
2/2

First strike

Hexproof from black (This creature can't be the target of black spells or abilities your opponents control.)

Knight of Grace gets +1/+0 as long as any player controls a black permanent.

- "Hexproof from [quality]" is a variant of the hexproof ability. "Hexproof from black" means "This permanent can't be the target of black spells your opponents control or abilities

of black sources your opponents control."

- If an effect says that a creature loses hexproof or can be targeted as though it didn't have hexproof, this applies to hexproof from black as well.
- Knight of Grace only gets +1/+0 if any player controls a black permanent, no matter how many black permanents players control.

Knight of Malice

1B

Creature — Human Knight
2/2

First strike

Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.)

Knight of Malice gets +1/+0 as long as any player controls a white permanent.

- "Hexproof from [quality]" is a variant of the hexproof ability. "Hexproof from white" means "This permanent can't be the target of white spells your opponents control or abilities of white sources your opponents control."
- If an effect says that a creature loses hexproof or can be targeted as though it didn't have hexproof, this applies to hexproof from white as well.
- Knight of Malice only gets +1/+0 if any player controls a white permanent, no matter how many white permanents players control.

Kwende, Pride of Femeref
3W

Legendary Creature — Human Knight

2/2

Double strike

Creatures you control with first strike have double strike.

- A creature with first strike and double strike deals combat damage the same as a creature with double strike. It doesn't deal damage three times or before other creatures with first strike.
- If a creature you control gains first strike after Kwende has entered the battlefield, that creature also gains double strike.

- If a creature loses double strike after first strike damage is dealt, it won't deal normal combat damage.

Lich's Mastery
3BBB

Legendary Enchantment
Hexproof

You can't lose the game. Whenever you gain life, draw that many cards.

Whenever you lose life, for each 1 life you lost, exile a permanent you control or a card from your hand or graveyard.

When Lich's Mastery leaves the battlefield, you lose the game.

- While you can't lose the game, your opponents can still win the game if an effect says so.
- While you control Lich's Mastery, your life total still changes. Lich's Mastery's effects don't replace the life gain or life loss.
- You don't have to exile all the cards from one place. For example, if a source deals 5 damage to you, you may exile one permanent, two cards from hand, and two cards from your graveyard.
- If you run out of other permanents, cards in hand, and cards in graveyard, you'll have to exile Lich's Mastery itself and lose the game.
- If you're dealt more damage than you have cards to exile, you'll just exile everything you can.

Llanowar Scout

1G
Creature — Elf Scout
1/3

T: You may put a land card from your hand onto the battlefield.

- Llanowar Scout's effect doesn't count as playing a land. It can put a land card onto the battlefield even if you've already played as many lands as able this turn or if it's not your turn.

Lyra Dawnbringer
3WW

Legendary Creature — Angel
5/5

Flying, first strike, lifelink

Other Angels you control get +1/+1 and have lifelink.

- Multiple instances of lifelink on the same creature are redundant.
- Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to an Angel you control may become lethal if Lyra leaves the battlefield during that turn.

Marwyn, the Nurturer
2G

Legendary Creature — Elf
Druid
1/1

Whenever another Elf enters the battlefield under your control, put a +1/+1 counter on Marwyn, the Nurturer.

T: Add an amount of G equal to Marwyn's power.

- Marwyn's activated ability is a mana ability. It doesn't use the stack and can't be responded to.

Merfolk Trickster

UU
Creature — Merfolk Wizard
2/2
Flash

When Merfolk Trickster enters the battlefield, tap target creature an opponent controls. It loses all abilities until end of turn.

- Once you announce that you're casting a spell or activating an ability, no player may take other actions until the spell or ability has been paid for. Notably, players can't try to remove a permanent's activated abilities to stop them from happening. Once activated, the ability on the stack will resolve even if the creature loses the ability.
- If the target creature has an ability that triggers when it becomes tapped, that ability triggers before it loses all abilities.
- If the target creature has power and toughness written as */* with an ability that defines its power and toughness, it's 0/0 when it loses all abilities. If its power and toughness are written as */*+1, it's 0/1, and so on.

The Mirari Conjecture
4U

Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Return target instant card from your graveyard to your hand.

II — Return target sorcery card from your graveyard to your hand.

III — Until end of turn, whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy.

- The Mirari Conjecture's final chapter ability copies any instant or sorcery spell you cast, not just those with targets.
- The copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger.
- The copy will have the same targets as the spell it's copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. If, for one of the targets, you can't choose a new legal target, then it remains unchanged (even if the current target is illegal).
- If the spell that's copied is modal (that is, it says "Choose one —" or the like), the copy will have the same mode. A different mode can't be chosen.
- If the spell that's copied has an X whose value was determined as it was cast (like Jaya's Immolating Inferno does), the copy will have the same value of X.
- If the spell has damage divided as it was cast (like Fight with Fire does when kicked), the division can't be changed (although the targets receiving that damage still can).
- The controller of a copy can't choose to pay any alternative or additional costs for the copy. However, effects based on any alternative or additional costs that were paid for the original spell are copied as though those same costs were paid for the copy.

Mishra's Self-Replicator
5

Artifact Creature —
Assembly-Worker
2/2

Whenever you cast a historic spell, you may pay 1. If you do, create a token that's a copy of Mishra's Self-Replicator. (Artifacts, legendaries, and Sagas are historic.)

- The token will have Mishra's Self-Replicator's ability. It will also be able to create copies of itself.
 - While resolving the triggered ability of Mishra's Self-Replicator, you can't pay 1 multiple times to create more than one token. However, if you control more than one Mishra's Self-Replicator, you can pay 1 for each of their abilities.
 - The token won't copy counters or damage marked on Mishra's Self-Replicator, nor will it copy other effects that have changed Mishra's Self-Replicator's power, toughness, types, color, and so on. Normally, this means the token will simply be a Mishra's Self-Replicator, but if any copy effects have affected that Mishra's Self-Replicator, they're taken into account.
 - If Mishra's Self-Replicator leaves the battlefield before its triggered ability resolves, the token will still enter the battlefield as a copy of Mishra's Self-Replicator, using Mishra's Self-Replicator's copiable values from when it was last on the battlefield.
- Mox Amber
0
- Legendary Artifact
T: Add one mana of any color among legendary creatures and planeswalkers you control.
- Mox Amber's ability adds one mana of the color of your choice from among the colors of legendary creatures and planeswalkers you control. It doesn't add one mana of each of those colors.
 - If you control no legendary creatures or planeswalkers,

you can activate Mox Amber's ability, but you won't add any mana.

- If your legendary creatures and planeswalkers are all colorless, you can activate Mox Amber's ability, but you won't add any mana. Colorless is not a color.

Muldrotha, the Gravetide
3BGU

Legendary Creature —
Elemental Avatar
6/6

During each of your turns, you may play up to one permanent card of each permanent type from your graveyard. (If a card has multiple permanent types, choose one as you play it.)

- For example, you may cast an artifact creature card as your artifact card and cast another artifact creature card as your creature card.
- You must follow the normal timing permissions and restrictions of the cards you play from your graveyard. For example, you can't use Muldrotha to play an additional land, or to cast a planeswalker during your end step.
- You must pay the costs to cast a nonland card this way. If it has an alternative cost, you may cast it for that cost instead.
- Once you begin to cast a card, losing control of Muldrotha won't affect the spell.
- If you play a card from your graveyard and then have a new Muldrotha come under your control in the same turn, you may play another card of that type from your graveyard that turn.
- If a permanent card is put into your graveyard during your main phase and the stack is empty, you have a chance to cast it before any player may attempt to remove that card from your graveyard.
- If multiple effects allow you to play a card from your graveyard, such as those of Gisa and Geralf and Karador, Ghost Chieftain, you must announce which permission you're using as you begin to play the card.

Multani, Yavimaya's Avatar
4GG

Legendary Creature —
Elemental Avatar
0/0

Reach, trample
Multani, Yavimaya's Avatar gets +1/+1 for each land you control and each land card in your graveyard.
1G, Return two lands you control to their owner's hand: Return Multani from your graveyard to your hand.

- Multani's ability that modifies its power and toughness applies only while it's on the battlefield. In all other zones, it's a 0/0 creature card.
- To activate Multani's last ability, you must return lands you control from the battlefield to their owner's hand. Land cards in your graveyard can't be returned this way.

Naban, Dean of Iteration
1U

Legendary Creature —
Human Wizard
2/1

If a Wizard entering the battlefield under your control causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

- Naban affects a Wizard's own enters-the-battlefield triggered abilities as well as other triggered abilities that trigger when that Wizard enters the battlefield. Such triggered abilities start with "when" or "whenever."
- Replacement effects are unaffected by Naban's first ability. For example, a Wizard that enters the battlefield with one +1/+1 counter on it won't receive an additional +1/+1 counter.
- Abilities that apply "as [this creature] enters the battlefield," such as choosing a card name with Meddling Mage, are unaffected.
- Naban's effect doesn't copy the triggered ability; it just causes the ability to trigger twice. Any choices made as you put the ability onto the stack, such as modes and targets, are made separately

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

- The trigger event doesn't have to specifically refer to "Wizards." For example, an ability that triggers "whenever a creature enters the battlefield under your control" would trigger twice if the entering creature is a Wizard.
- Look at each permanent as it exists on the battlefield, taking into account continuous effects, to determine whether any triggered abilities will trigger multiple times. For example, if you control Arcane Adaptation with Wizard as the chosen creature type, a Runeclaw Bear entering the battlefield will cause any abilities it triggers to trigger an additional time.
- If you somehow control two Nabans, a Wizard entering the battlefield causes abilities to trigger three times, not four. A third Naban causes abilities to trigger four times, a fourth causes abilities to trigger five times, and so on.
- If a Wizard entering the battlefield at the same time as Naban (including Naban itself) causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
- If a triggered ability is linked to a second ability, additional instances of that triggered ability are also linked to that second ability. If the second ability refers to "the exiled card," it refers to all cards exiled by instances of the triggered ability.
- In some cases involving linked abilities, an ability requires information about "the exiled card." When this happens, the ability gets multiple answers. If these answers are being used to determine the value of a variable, the sum is used. For example, if Elite Arcanist's enters-the-battlefield ability triggers twice, two cards are exiled. The value of X in the activation cost of Elite Arcanist's other ability is the sum of the two cards' converted mana costs. As the

ability resolves, you create copies of both cards and can cast none, one, or both of the copies in any order.

Naru Meha, Master Wizard
2UU

Legendary Creature —
Human Wizard
3/3

Flash
When Naru Meha, Master Wizard enters the battlefield, copy target instant or sorcery spell you control. You may choose new targets for the copy.
Other Wizards you control get +1/+1.

- Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to a Wizard you control may become lethal if Naru leaves the battlefield during that turn.
- Naru's triggered ability can copy any instant or sorcery spell, not just one with targets.
- The copy is created on the stack, so it's not "cast." Abilities that trigger when a player casts a spell won't trigger.
- The copy will have the same targets as the spell it's copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. If, for one of the targets, you can't choose a new legal target, then it remains unchanged (even if the current target is illegal).
- If the spell that's copied is modal (that is, it says "Choose one —" or the like), the copy will have the same mode. A different mode can't be chosen.
- If the spell that's copied has an X whose value was determined as it was cast (like Jaya's Immolating Inferno does), the copy will have the same value of X.
- If the spell has damage divided as it was cast (like Fight with Fire does when kicked), the division can't be changed (although the targets receiving that damage still can).
- The controller of a copy can't choose to pay any

alternative or additional costs for the copy. However, effects based on any alternative or additional costs that were paid for the original spell are copied as though those same costs were paid for the copy.

Navigator's Compass

1

Artifact

When Navigator's Compass enters the battlefield, you gain 3 life.

T: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.

- Gaining a basic land type causes the target land to gain the corresponding mana ability. Because the new basic land type is "in addition to" its other types, it keeps the abilities it had previously.

Oath of Teferi

3WU

Legendary Enchantment

When Oath of Teferi enters the battlefield, exile another target permanent you control. Return it to the battlefield under its owner's control at the beginning of the next end step.

You may activate the loyalty abilities of planeswalkers you control twice each turn rather than only once.

- If a token is exiled this way, it ceases to exist and won't return to the battlefield.
- The exiled card will return to the battlefield at the beginning of the next end step even if Oath of Teferi is no longer on the battlefield at that time.

- If the exiled card is an Aura, that card's owner chooses what it will enchant as it returns to the battlefield. An Aura put onto the battlefield this way doesn't target anything (so it could be attached to an opponent's permanent with hexproof, for example), but the Aura's enchant ability restricts what it can be attached to. If the Aura can't legally be attached to anything, it remains exiled.
- For Oath of Teferi's second ability, you may activate the

same ability of a planeswalker twice, or you may activate two different abilities of that planeswalker.

- If you somehow control more than one Oath of Teferi, you won't be able to activate abilities of planeswalkers you control more than twice in one turn.

On Serra's Wings

3W

Legendary Enchantment — Aura

Enchant creature
Enchanted creature is legendary, gets +1/+1, and has flying, vigilance, and lifelink.

- Multiple instances of flying, vigilance, and/or lifelink on the same creature are redundant.
- If you control two On Serra's Wings attached to two creatures you control with the same name, the "legend rule" applies to the enchanted creatures and to On Serra's Wings at once. You can choose to keep the On Serra's Wings that enchants the creature you wish to keep.
- If you control two permanents with the same name but only one is legendary, the "legend rule" doesn't apply.

Phyrexian Scriptures

2BB

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Put a +1/+1 counter on up to one target creature. That creature becomes an artifact in addition to its other types.

II — Destroy all nonartifact creatures.

III — Exile all cards from all opponents' graveyards.

- The effect of Phyrexian Scriptures's first chapter ability lasts indefinitely. It doesn't expire when Phyrexian Scriptures leaves the battlefield.

Powerstone Shard

3

Artifact

T: Add C for each artifact you control named Powerstone Shard.

- Powerstone Shard's activated ability is a mana ability. It doesn't use the stack and can't be responded to.

Precognition Field

3U

Enchantment

You may look at the top card of your library. (You may do this at any time.)

You may cast the top card of your library if it's an instant or sorcery card.

3: Exile the top card of your library.

- Precognition Field lets you look at the top card of your library whenever you want (with one restriction—see below), even if you don't have priority. This action doesn't use the stack. Knowing what that card is becomes part of the information you have access to, just like you can look at the cards in your hand.
- If the top card of your library changes while you're casting a spell or activating an ability, you can't look at the new top card until you finish casting that spell or activating that ability. This means that if you cast the top card of your library, you can't look at the next one until you're done paying for that spell.

- You must follow the normal timing permissions and restrictions of the cards you play from your library.

- You'll still pay all costs for that spell, including additional costs. You may also pay alternative costs such as that granted by Jodah, Archmage Eternal.

- The top card of your library isn't in your hand, so you can't cycle it, discard it, or activate any of its activated abilities.

- The card you'll exile from the top of your library is determined as Precognition Field's last ability resolves. This might not be the card that was on top of your library when you activated that ability.

Primevals' Glorious Rebirth
5WB

Legendary Sorcery

(You may cast a legendary sorcery only if you control a legendary creature or planeswalker.)

Return all legendary permanent cards from your graveyard to the battlefield.

- You must return all legendary permanent cards to the battlefield, even if the "legend rule" will put some right back into your graveyard. If any abilities triggered from the legendary permanents entering the battlefield, those abilities will be put onto the stack after applying the "legend rule."
- All of the permanents put onto the battlefield this way enter at the same time. If any have triggered abilities that trigger on something else entering the battlefield, they'll see each other.

Radiating Lightning

3R

Instant

Radiating Lightning deals 3 damage to target player and 1 damage to each creature that player controls.

- Radiating Lightning targets only the player. Creatures that player controls with hexproof will be dealt damage.

Rampaging Cyclops

3R

Creature — Cyclops

4/4

Rampaging Cyclops gets -2/-0 as long as two or more creatures are blocking it.

- If all but one of Rampaging Cyclops's blockers are removed from combat, Rampaging Cyclops's effect immediately stops reducing its power.

Rat Colony

1B

Creature — Rat

2/1

Rat Colony gets +1/+0 for each other Rat you control. A deck can have any number of cards named Rat Colony.

• Rat Colony's last ability lets you ignore only the "four-of" rule. It doesn't let you ignore format legality.

Rona, Disciple of Gix
1UB

Legendary Creature —
Human Artificer
2/2

When Rona, Disciple of Gix enters the battlefield, you may exile target historic card from your graveyard. (Artifacts, legendaries, and Sagas are historic.) You may cast nonland cards exiled with Rona.
4, T: Exile the top card of your library.

- If Rona leaves the battlefield, the exiled cards will remain exiled indefinitely. If Rona enters the battlefield again, it won't be associated with the cards the "other" Rona exiled. The new Rona will exile a new set of cards with its first and last abilities. Only those cards can be cast using the new Rona's middle ability.
- The cards exiled from your library are exiled face up.
- After Rona's last ability resolves, you have priority if it's your turn. You can cast the exiled card before any player can take other actions if it's legal to do so.
- You must follow the normal timing permissions and restrictions of the cards you cast from exile.
- You'll still pay all costs for that spell, including additional costs. You may also pay alternative costs such as that granted by Jodah, Archmage Eternal.
- The exiled cards aren't in your hand, so you can't cycle them, discard them, or activate any of their activated abilities.
- Once you begin to cast a card, losing control of Rona won't affect the spell.
- The card you'll exile from the top of your library is determined as Rona's last ability resolves. This might not be the card that was on top of your library when you activated that ability.

Seal Away
1W

Enchantment
Flash

When Seal Away enters the battlefield, exile target tapped creature an opponent controls until Seal Away leaves the battlefield.

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

Sentinel of the Pearl Trident
4U
Creature — Merfolk Soldier
3/3

Flash
When Sentinel of the Pearl Trident enters the battlefield, you may exile target historic permanent you control. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. (Artifacts, legendaries, and Sagas are historic.)

- If a token is exiled this way, it ceases to exist and won't return to the battlefield.
- The exiled card will return to the battlefield at the beginning of the next end step even if Sentinel of the Pearl Trident is no longer on the battlefield at that time.
- If the exiled card is an Aura, that card's owner chooses what it will enchant as it comes back onto the battlefield. An Aura put onto the battlefield this way doesn't target anything (so it could be attached to an opponent's permanent with hexproof, for example), but the Aura's enchant ability restricts what it can be attached to. If the Aura can't legally be attached to anything, it remains exiled.

• If Sentinel of the Pearl Trident enters the battlefield during a turn's end step, the exiled card won't be returned to the battlefield until the beginning of the following turn's end step.

Settle the Score
2BB
Sorcery
Exile target creature. Put two loyalty counters on a planeswalker you control.

- If the target creature is an illegal target by the time Settle the Score tries to resolve, the spell doesn't resolve. You won't put loyalty counters on a planeswalker.
- Both loyalty counters must be put onto the same planeswalker.
- You don't choose which planeswalker receives loyalty counters until Settle the Score resolves. If you don't control a planeswalker, you'll simply exile the target creature and not put loyalty counters on anything.

Shanna, Sisay's Legacy
GW

Legendary Creature —
Human Warrior
0/0
Shanna, Sisay's Legacy can't be the target of abilities your opponents control. Shanna gets +1/+1 for each creature you control.

- Spells your opponents control can target Shanna.
- Shanna's ability that modifies its power and toughness applies only while it's on the battlefield. In all other zones, it's a 0/0 creature card.
- As long as it's on the battlefield, Shanna's last ability will count itself, so it'll be at least 1/1.
- Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to Shanna may become lethal if other creatures you control leave the battlefield during that turn.

Shield of the Realm
2
Artifact — Equipment

If a source would deal damage to equipped creature, prevent 2 of that damage.
Equip 1

- If multiple sources would deal damage to the equipped creature at once (for example, several blocking creatures), 2 damage from each of those sources is prevented.
- If a creature is equipped with two Shields of the Realm, 4 damage will be prevented. Three Shields of the Realm will prevent 6 damage, and so on.
- If multiple replacement effects would modify how damage would be dealt, the controller of the permanent being dealt damage chooses the order in which to apply those effects.

Siege-Gang Commander
3RR
Creature — Goblin
2/2
When Siege-Gang Commander enters the battlefield, create three 1/1 red Goblin creature tokens.
1R, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to any target.

- You can sacrifice any Goblin you control to activate Siege-Gang Commander's activated ability, not just the ones its triggered ability puts onto the battlefield. You can even sacrifice Siege-Gang Commander itself.

Skizzik
3R
Creature — Elemental
5/3
Kicker R (You may pay an additional R as you cast this spell.)
Trample, haste
At the beginning of the end step, if Skizzik wasn't kicked, sacrifice it.

- Skizzik's ability checks at each end step whether it was kicked while it was being cast. You don't have to pay its kicker cost each turn (and can't do so, even if you really want to kick it again).

Slimefoot, the Stowaway
1BG

Legendary Creature — Fungus
2/3
Whenever a Saproling you control dies, Slimefoot, the Stowaway deals 1 damage to each opponent and you gain 1 life.
4: Create a 1/1 green Saproling creature token.

- If a Saproling you control dies at the same time as Slimefoot does, Slimefoot will deal damage and you'll gain life.
- In a Two-Headed Giant game, Slimefoot's first ability causes the opposing team to lose 2 life and you to gain 1 life.

Song of Freyalise
1G
Enchantment — Saga
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Until your next turn, creatures you control gain "T: Add one mana of any color."
III — Put a +1/+1 counter on each creature you control. Those creatures gain vigilance, trample, and indestructible until end of turn.

- Each of Song of Freyalise's chapter abilities affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't gain abilities or get a +1/+1 counter.

Sorcerer's Wand
1
Artifact — Equipment
Equipped creature has "T: This creature deals 1 damage to target player or planeswalker. If this creature is a Wizard, it deals 2 damage to that player or planeswalker instead."
Equip 3

- Whether the equipped creature is a Wizard is checked only as the ability resolves. If that creature has left the battlefield, use its last known information to determine if it was a Wizard.
- The equipped creature, not Sorcerer's Wand, is the source of the damage-dealing

ability and of the damage dealt.

Sparring Construct
1
Artifact Creature — Construct
1/1
When Sparring Construct dies, put a +1/+1 counter on target creature you control.

- If another creature is dealt lethal damage at the same time as Sparring Construct, Sparring Construct's ability can't put a +1/+1 counter on the other creature in time to save it.

Sporecrown Thallid
1G
Creature — Fungus
2/2
Each other creature you control that's a Fungus or Saproling gets +1/+1.

• Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to a Fungus or Saproling creature you control may become lethal if Sporecrown Thallid leaves the battlefield during that turn.
• If a creature is somehow both a Fungus and a Saproling, Sporecrown Thallid's ability gives it only +1/+1.

Squee, the Immortal
1RR
Legendary Creature — Goblin
2/1
You may cast Squee, the Immortal from your graveyard or from exile.

• Squee's ability doesn't prevent you from casting Squee from any other zone.
• You must follow the normal timing permissions and restrictions and pay its cost to cast Squee from your graveyard or from exile.

Steel Leaf Champion
GGG
Creature — Elf Knight
5/4
Steel Leaf Champion 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.

Sylvan Awakening
2G
Sorcery
Until your next turn, all lands you control become 2/2 Elemental creatures with reach, indestructible, and haste. They're still lands.

- Sylvan Awakening doesn't untap any of the lands that become creatures.
- Sylvan Awakening affects only lands you control at the time it resolves. Lands you begin to control before your next turn won't become creatures.
- The lands affected by Sylvan Awakening stop being creatures as your next untap step begins, before you untap your permanents. If this causes any state-based actions to become applicable, or if any abilities trigger, those are handled during your upkeep.

Teferi, Hero of Dominaria
3WU
Legendary Planeswalker — Teferi
4
+1: Draw a card. At the beginning of the next end step, untap two lands.
-3: Put target nonland permanent into its owner's library third from the top.
-8: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

- You don't decide which two lands to untap until the next end step.
- You choose the target for the triggered ability of Teferi's emblem after you've seen the card you drew.

Tempest Djinn
UUU
Creature — Djinn
0/4
Flying
Tempest Djinn gets +1/+0 for each basic Island you control.

- Tempest Djinn's ability that modifies its power applies only while it's on the battlefield. In all other zones, it's a 0/4 creature card.

Temporal Machinations
(Planeswalker Deck only)
2U
Sorcery
Return target creature to its owner's hand. If you control an artifact, draw a card.

- Whether you control an artifact is checked only after returning the target creature to its owner's hand. If the target creature is the only artifact you control, you won't draw a card.
- If the target creature is an illegal target by the time Temporal Machinations tries to resolve, the spell doesn't resolve. You won't draw a card.

Territorial Allosaurus
2GG
Creature — Dinosaur
5/5
Kicker 2G (You may pay an additional 2G as you cast this spell.)
When Territorial Allosaurus enters the battlefield, if it was kicked, it fights another target creature.

- If Territorial Allosaurus 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.
- Territorial Allosaurus's ability can target another creature you control (such as a Dinosaur with an engage ability). If you kicked it but your opponent controls no creatures that are legal targets, the ability must target another one of your creatures. Plan carefully before kicking Dinosaurs.

Teshar, Ancestor's Apostle
3W
Legendary Creature — Bird Cleric
2/2
Flying
Whenever you cast a historic spell, return target creature card with converted mana cost 3 or less from your graveyard to the battlefield.

(Artifacts, legends, and Sagas are historic.)

- If the mana cost of a card in your graveyard includes X, X is considered to be 0.

Tetsuko Umezawa, Fugitive
1U

Legendary Creature —
Human Rogue

1/3

Creatures you control with power or toughness 1 or less can't be blocked.

- Once a creature you control has been blocked, changing its power to 1 or less won't cause it to become unblocked. Changing its toughness to 1 won't cause it to become unblocked, and changing its toughness to less than 1 will cause it to die.

Thallid Soothsayer

3B

Creature — Fungus

2/3

2, Sacrifice a creature: Draw a card.

- You can sacrifice Thallid Soothsayer to pay the cost for its own ability.

Thorn Elemental

5GG

Creature — Elemental

7/7

You may have Thorn Elemental assign its combat damage as though it weren't blocked.

- When assigning combat damage, you choose whether you want to assign all damage to blocking creatures, or if you want to assign all of it to the player or planeswalker Thorn Elemental is attacking. You can't split the damage assignment between them.

Tiana, Ship's Caretaker

3RW

Legendary Creature — Angel
Artificer

3/3

Flying, first strike
Whenever an Aura or Equipment you control is put into a graveyard from the battlefield, you may return that card to its owner's hand

at the beginning of the next end step.

- Tiana's last ability triggers and creates a delayed triggered ability that will let you return the Aura or Equipment during the next end step. It will do so even if Tiana leaves the battlefield before the next end step.
- If an Aura you control is put into a graveyard immediately after Tiana leaves the battlefield, most likely because Tiana left the battlefield but the Aura was put into the graveyard as a state-based action after it found itself not attached to anything, Tiana's last ability won't trigger.
- If an Aura or Equipment you control is put into a graveyard at the same time as Tiana is, most likely because an effect destroyed all nonland permanents, you'll be able to return it to its owner's hand at the beginning of the next end step.
- If an Aura or Equipment is put into your graveyard during an end step, you'll be able to return it during the next end step, not the current one.
- If an Aura or Equipment leaves the graveyard after triggering Tiana's last ability, it won't be returned to its owner's hand as the delayed triggered ability resolves.

Time of Ice

3U

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I, II — Tap target creature an opponent controls. It doesn't untap during its controller's untap step for as long as you control Time of Ice.

III — Return all tapped creatures to their owners' hands.

- The effects of Time of Ice's first two chapter abilities expire if you lose control of it, even if you immediately regain control of it or cast another Time of Ice.
- The effect of Time of Ice's final chapter ability returns creatures that are tapped for

any reason, not just those tapped by Time of Ice.

Torgaar, Famine Incarnate

6BB

Legendary Creature —

Avatar

7/6

As an additional cost to cast this spell, you may sacrifice any number of creatures. This spell costs 2 less to cast for each creature sacrificed this way.

When Torgaar, Famine Incarnate enters the battlefield, up to one target player's life total becomes half their starting life total, rounded down.

- Torgaar's first ability can't reduce its cost below BB. You can sacrifice any number of creatures, even if they won't reduce Torgaar's cost any further.
- For your life total to become half your starting life total (normally 10, half of 20), you gain or lose the appropriate amount of life. For example, if your life total is 4 when Torgaar's ability resolves targeting you, it will cause you to gain 6 life; alternatively, if your life total is 25 when it resolves, it will cause you to lose 15 life. Other cards that interact with life gain or life loss will interact with this effect accordingly.
- In a Two-Headed Giant game, Torgaar's ability causes the team's life total to become half the team's starting life total (normally 15, half of 30), but only the target player actually gains or loses life.

Triumph of Gerrard

1W

Enchantment — Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I, II — Put a +1/+1 counter on target creature you control with the greatest power.

III — Target creature you control with the greatest power gains flying, first strike, and lifelink until end of turn.

- Triumph of Gerrard's chapter abilities each target

any creature you control with the greatest power among creatures you control. If the power of another creature you control becomes greater before that ability resolves, the target is illegal.

Urgoros, the Empty One

4BB

Legendary Creature —

Specter

4/3

Flying

Whenever Urgoros, the Empty One deals combat damage to a player, that player discards a card at random. If the player can't, you draw a card.

- If that player has one card in hand, it's discarded at random (even though that's not very random). You won't draw a card.

Urza's Tome

2

Artifact

3, T: Draw a card. Then discard a card unless you exile a historic card from your graveyard. (Artifacts, legends, and Sagas are historic.)

- You don't choose whether to discard or exile a card from your graveyard until after you see the card you draw.
- You can choose to discard a card even if there's a historic card in your graveyard you could exile.

Valduk, Keeper of the Flame

2R

Legendary Creature —

Human Shaman

3/2

At the beginning of combat on your turn, for each Aura and Equipment attached to Valduk, Keeper of the Flame, create a 3/1 red Elemental creature token with trample and haste. Exile those tokens at the beginning of the next end step.

- Valduk counts all Auras and Equipment attached to it, not only Auras and Equipment you control.
- If Valduk leaves the battlefield after its ability has triggered but before it

resolves, use the number of Auras and Equipment that were last attached to it before it left the battlefield to determine how many tokens to create.

- If Valduk leaves the battlefield after its ability has resolved, the tokens are still exiled at the beginning of the next end step.

Verdant Force
5GGG
Creature — Elemental
7/7

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

- Verdant Force's ability triggers at the beginning of each upkeep, not just each of your upkeeps.
- In a Two-Headed Giant game, Verdant Force's ability triggers only once during a team's upkeep.

Verix Bladewing
2RR
Legendary Creature — Dragon
4/4

Kicker 3 (You may pay an additional 3 as you cast this spell.)

Flying
When Verix Bladewing enters the battlefield, if it was kicked, create Karox Bladewing, a legendary 4/4 red Dragon creature token with flying.

- Verix Bladewing features a new template for creating legendary tokens. It's functionally identical to the text "create a legendary 4/4 red Dragon creature token with flying named Karox Bladewing."

Voltaic Servant
2
Artifact Creature — Construct
1/3

At the beginning of your end step, untap target artifact.

- Voltaic Servant's ability can target an artifact creature, including itself.

Warcry Phoenix
3R
Creature — Phoenix

2/2
Flying, haste
Whenever you attack with three or more creatures, you may pay 2R. If you do, return Warcry Phoenix from your graveyard to the battlefield tapped and attacking.

- As Warcry Phoenix returns to the battlefield because of its triggered ability, you choose which opponent or opposing planeswalker it's attacking. It doesn't have to attack the same opponent or opposing planeswalker as your other attacking creatures.
- If Warcry Phoenix enters the battlefield attacking, it wasn't declared as an attacking creature that turn. Abilities that trigger when a creature attacks won't trigger.

Warlord's Fury
R
Sorcery
Creatures you control gain first strike until end of turn.
Draw a card.

- You can cast Warlord's Fury even if you control no creatures. You'll still draw a card.

Whisper, Blood Liturgist
3B
Legendary Creature — Human Cleric
2/2
T, Sacrifice two creatures: Return target creature card from your graveyard to the battlefield.

- Whisper can be one of the creatures sacrificed to activate its ability.
- Neither sacrificed creature can be the target of Whisper's ability.

Wizard's Lightning
2R
Instant
This spell costs 2 less to cast if you control a Wizard.
Wizard's Lightning deals 3 damage to any target.

- Once you announce that you're casting Wizard's Lightning, 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 Wizards.

Wizard's Retort
1UU
Instant
This spell costs 1 less to cast if you control a Wizard.
Counter target spell.

- Once you announce that you're casting Wizard's Retort, 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 Wizards.

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