Guilds of Ravnica Release Notes
Wizards of the Coast
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Compiled by Eli Shiffrin, with contributions from Laurie Cheers, Carsten Haese, Nathan Long, and Thijs van Ommen.

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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 As future sets are released, updates to the Magic rules may cause some of this information to become outdated.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 Support.Wizards.com.

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 Guilds of Ravnica set contains 259 cards (111 commons, 80 uncommons, 53 rares, and 15 mythic rares) that appear in booster packs, plus 12 cards available in Guilds of Ravnica Planeswalker Decks, 1 unique promotional card (available as part of the Guilds of Ravnica in-store Buy-a-Box promotion), and 5 basic land cards available in Planeswalker Decks, the Bundle, and some supplemental products.

Magic Open House:
September 22–23, 2018
Prerelease Weekend:
September 29–30, 2018
Draft Weekend: October 6–7, 2018

The Guilds of Ravnica set becomes legal for sanctioned Constructed play on its official release date: Friday, October 5, 2018. At that time, the following card sets will be permitted in the Standard format: Ixalan, Rivals of Ixalan, Dominaria, Core Set 2019, and Guilds of Ravnica.

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

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

Returning Theme: Guilds and Guildmarks

Five guilds step into the spotlight in this latest return to the world of Ravnica: the House Dimir, the Izzet League, the Golgari Swarm, the Boros Legion, and the Selesnya Conclave.

Each guild has its own symbol that appears on cards associated with that guild. These guildmarks have no effect on gameplay or deck construction.

Dimir Keyword Action: Surveil

To House Dimir, information is everything. The new surveil keyword action allows Dimir agents to craft a plan and stay several steps ahead of their opponents. Look at the top cards of your library—if you like what you see, set up the perfect draw. If not, send them to the graveyard and get closer to what you need.

Dimir Informant
2U
Creature — Human Rogue
1/4
When Dimir Informant enters the battlefield, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

The official rules for surveil are as follows:
701.41. Surveil
701.41a To "surveil N" means to look at the top N cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.
701.41b If an effect allows you to look at additional cards while you surveil, those cards are included among the cards you may put into your graveyard and on top of your library in any order.

* Some spells that instruct you to surveil require targets. You can't cast a spell without choosing legal targets. If all of those targets become illegal, the spell doesn't resolve and you won't surveil.
* When you surveil, you may put all the cards you look at back on top of your library, you may put all of those cards into your graveyard, or you may put some of those cards on top and the rest of them into your graveyard.
* You perform the actions stated on a card in sequence. For some spells and abilities, you'll surveil last. For others, you'll surveil and then perform other actions.
* An ability that triggers "whenever you surveil" triggers after you're done surveilling, even if you have fewer cards in your library than the number of cards you're instructed to surveil. It even triggers if you have no cards in your library.

Izzet Keyword Ability: Jump-Start

Experiments, explosions, and excitement: the Izzet love to invent their way to victory. Their latest breakthrough is jump-start. Discard an unwanted card from your hand to recast a spell with jump-start from your graveyard. If at first a spell succeeds, cast it again. Brilliant!

Direct Current
1RR
Sorcery
Direct Current deals 2 damage to any target.
Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

The official rules for jump-start are as follows:
702.132. Jump-Start
702.132a Jump-start appears on some instants and sorceries. It represents two static abilities: one that functions while the card is in a player's graveyard and another that functions while the card is on the stack. "Jump-start" means "You may cast this card from your graveyard by discarding a card as an additional cost to cast it" and "If this spell was cast using its jump-start ability, exile this card instead of putting it anywhere else any time it would leave the stack." Casting a spell using its jump-start ability follows the rules for paying additional costs in rules 601.2b and 601.2f–h.

* You must still follow any timing restrictions and permissions, including those based on the card's type. For instance, you can cast a sorcery using jump-start only when you could normally cast a sorcery.
* A spell cast using jump-start will always be exiled afterward, whether it resolves, it's countered, or it leaves the stack in some other way.
* If an effect allows you to pay an alternative cost rather than a spell's mana cost, you may pay that alternative cost when you jump-start a spell. You'll still discard a card as an additional cost to cast it.
* If a card with jump-start is put into your graveyard during your turn, you'll be able to cast it right away if it's legal to do so, before an opponent can take any actions.

Golgari Ability Word: Undergrowth

Death and rot are no strangers to the Golgari. Everything can be repurposed, reused, and recycled. Cards with undergrowth abilities get stronger for each creature card in your graveyard. The longer the battle rages on, the more dead there are to fuel the potent Golgari endgame.

Rhizome Lurcher
2BG
Creature — Fungus Zombie
2/2
Undergrowth — Rhizome Lurcher enters the battlefield with a number of +1/+1 counters on it equal to the number of creature cards in your graveyard.
Undergrowth is an ability word. Ability words appear in italics and have no rules meaning.

* Creature cards with other types, such as artifact creature cards, count for undergrowth abilities.
* Because tokens aren't cards, they never count for undergrowth abilities.

Boros Keyword Ability: Mentor

As Ravnica gets more and more dangerous, the militaristic Boros train hard to eliminate weak links in their forces. When a creature with mentor attacks, it boosts a smaller ally. The result is a coordinated wave of angels, knights, and soldiers elevating each other into an unstoppable assault.

Barging Sergeant
4R
Creature — Minotaur Soldier
4/2
Haste
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

The official rules for mentor are as follows:
702.133. Mentor
702.133a Mentor is a triggered ability. "Mentor"
means "Whenever this creature attacks, put a +1/+1 counter on target attacking creature with power less than this creature's power."
702.133b If a creature has multiple instances of mentor, each triggers separately.

* Mentor compares the power of the creature with mentor with that of the target creature at two different times: once as the triggered ability is put onto the stack, and once as the triggered ability resolves. If you wish to raise a creature's power so its mentor ability can target a bigger creature, the last chance you have to do so is during the beginning of combat step.
* If the target creature's power is no longer less than the attacking creature's power as the ability resolves, mentor doesn't add a +1/+1 counter. For example, if two 3/3 creatures with mentor attack and both mentor triggers target the same 2/2 creature, the first to resolve puts a +1/+1 counter on it and the second does nothing.
* If the creature with mentor leaves the battlefield with mentor on the stack, use its power as that creature last existed on the battlefield to determine whether the target creature has less power.

Selesnya Keyword Ability: Convoke

To the Selesnya, every soul matters. Rely on the power of community with convoke, a returning ability familiar to those who've chosen the ways of nature. Harness your population of smaller creatures to help cast gigantic elementals, colossal wurms, and more.

Siege Wurm
5GG
Creature — Wurm
5/5
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)
Trample

The official rules for convoke are as follows:
702.50. Convoke
702.50a Convoke is a static ability that functions while the spell with convoke is on the stack. "Convoke" means "For each colored mana in this spell's total cost, you may tap an untapped creature of that color you control rather than pay that mana. For each generic mana in this spell's total cost, you may tap an untapped creature you control rather than pay that mana."
702.50b The convoke ability isn't an additional or alternative cost and applies only after the total cost of the spell with convoke is determined.
702.50c A creature tapped to pay for mana in a spell's total cost this way is said to have "convoked" that spell.
702.50d Multiple instances of convoke on the same spell are redundant.

* You can tap an untapped creature you haven't controlled continuously since the beginning of your most recent turn to convoke a spell.
* Convoke doesn't change a spell's mana cost or converted mana cost.
* When calculating a spell's total cost, include any alternative costs, additional costs, or anything else that increases or reduces the cost to cast the spell. Convoke applies after the total cost is calculated.
* Because convoke isn't an alternative cost, it can be used in conjunction with alternative costs.
* Tapping a multicolored creature using convoke will pay for 1 or one mana of your choice of any of that creature's colors.
* When using convoke to cast a spell with X in its mana cost, first choose the value for X. That choice, plus any cost increases or decreases, will determine the spell's total cost. Then you can tap creatures you control to help pay that cost. For example, if you cast Worldsoul Colossus (a spell with convoke and mana cost

XGW) and choose X to be 3, the total cost is 3GW. If you tap two green creatures and two white creatures, you'll have to pay 1.
* If a creature you control has a mana ability with T in the cost, activating that ability while casting a spell with convoke will result in the creature being tapped before you pay the spell's costs. You won't be able to tap it again for convoke. Similarly, if you sacrifice a creature to activate a mana ability while casting a spell with convoke, that creature won't be on the battlefield when you pay the spell's costs, so you won't be able to tap it for convoke.

Returning Mechanic: Hybrid Mana

Hybrid mana symbols represent a cost that can be paid with either of two colors. For example, (u/b) can be paid with either U or B. It's both a blue and a black mana symbol.

Whisper Agent
1(u/b)(u/b)
Creature — Human Rogue
3/2
Flash
When Whisper Agent enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

* As you cast a spell or activate an activated ability with hybrid mana symbols in its cost, you choose which color of mana you will spend for each hybrid mana symbol. You do this at the same time you would choose modes or choose a value for an X in a mana cost. For example, you choose whether you'll cast Whisper Agent by paying 1UU, 1UB, or 1BB.
* Each two-color hybrid symbol adds 1 to a card's converted mana cost. For example, the converted mana cost of Whisper Agent is 3.
* A card with hybrid mana symbols in its mana cost is each color that appears in its mana cost, regardless of what mana was spent to cast it. For example, Whisper Agent is

blue and black, even if you cast it with only blue mana.
* Similarly, a card's color identity (used in the Commander variant) always includes both of the colors that appear in a hybrid mana symbol on that card. Whisper Agent can't be included in a commander deck whose commander has a color identity of only blue, even though Whisper Agent could be cast with only blue mana.

Returning Mechanic: Split Cards

Split cards return in the Guilds of Ravnica set, this time offering you more options than ever before! One half of the split card has a hybrid mana cost, and the other has a mana cost that requires two colors of mana.

Response
(r/w)(r/w)
Instant
Response deals 5 damage to target attacking or blocking creature.
//
Resurgence
3RW
Sorcery
Creatures you control gain first strike and vigilance until end of turn. After this main phase, there is an additional combat phase followed by an additional main phase.

* To cast a split card, you choose one half to cast. There's no way to cast both halves of the split cards featured in this set.
* All split cards have two card faces on a single card, and you put a split card onto the stack as only the half you're casting. The characteristics of the half of the card you didn't cast are ignored while the spell is on the stack. For example, if an effect prevents you from casting spells with converted mana cost 4 or greater, you can still cast Response.
* Each split card is a single card. For example, if you discard a split card, you've discarded one card, not two. If an effect counts the number of instant and sorcery cards in your graveyard,

Response // Resurgence counts once, not twice.
* Each split card has two names. If an effect instructs you to choose a card name, you may choose one of those names, but not both.
* While not on the stack, the characteristics of a split card are the combination of its two halves. For example, Response // Resurgence is both an instant card and a sorcery card and its converted mana cost is 7. This means that if an effect allows you to cast a card with converted mana cost 5 or less from your hand, you can't cast Response or Resurgence.
* If you copy a spell that's half of a split card, the copy copies that same half. For example, if you copy Response, the copy is also Response, not Resurgence.

Returning Cycle: Ravnica Dual Lands

There are five nonbasic lands in the Guilds of Ravnica set that each have two basic land types.

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

* Unlike most dual lands, this land has two basic land types. It's not basic, so cards such as District Guide can't find it, but it does have the appropriate land types for effects such as that of Drowned Catacomb (from the Ixalan set).
* If an effect puts this land onto the battlefield tapped, you may pay 2 life, but it still enters tapped.

CARD-SPECIFIC NOTES

Affectionate Indrik
5G
Creature — Beast
4/4
When Affectionate Indrik enters the battlefield, you may have it fight target creature you don't control. (Each deals damage equal to its power to the other.)

* You choose the target of the triggered ability as it goes on the stack, but you choose whether the creatures fight as that ability resolves.
* If the target creature is an illegal target when Affectionate Indrik's ability tries to resolve, the ability doesn't resolve. If Affectionate Indrik is no longer on the battlefield, the target creature won't deal or be dealt damage.

Arclight Phoenix
3R
Creature — Phoenix
3/2
Flying, haste
At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return Arclight Phoenix from your graveyard to the battlefield.
* Because the beginning of combat step is before attackers are declared, you can attack with Arclight Phoenix during the same combat it returns to the battlefield.

Artful Takedown
2UB
Instant
Choose one or both —
• Tap target creature.
• Target creature gets -2/-4 until end of turn.
* Artful Takedown's two modes may each target the same creature, or they may target two different creatures.

Assassin's Trophy
BG
Instant
Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.
* If the target permanent is an illegal target by the time Assassin's Trophy tries to resolve, the spell doesn't resolve. No player searches their library.
* If the target permanent is a legal target but isn't destroyed, most likely because it has indestructible, its controller may search their library.
* If the permanent's controller doesn't search their

library, they don't shuffle their library.

Attendant of Vraska
(Planeswalker Deck only)
1BG
Creature — Zombie Soldier
3/3
When Attendant of Vraska dies, if you control a Vraska planeswalker, you gain life equal to Attendant of Vraska's power.
* The amount of life gained is equal to Attendant of Vraska's power as it last existed on the battlefield.
* If Attendant of Vraska's power was negative, you don't lose or gain life.
* If you don't control a Vraska planeswalker as Attendant of Vraska's triggered ability resolves, possibly because Vraska left the battlefield at the same time as Attendant of Vraska, you won't gain life.

Aurelia, Exemplar of Justice
2RW
Legendary Creature — Angel
2/5
Flying
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.
* Aurelia's last ability resolves before attackers are chosen.
* The target creature gains trample and vigilance if it's both red and white. It gets +2/+0 only once, even if it's both red and white, and even if it's neither red nor white.
* Once Aurelia's last ability has resolved, the creature keeps whatever bonuses it got from that ability even if its colors change.

Beacon Bolt
1UR
Sorcery
Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)
* Beacon Bolt is still on the stack while you count your instant and sorcery cards in your graveyard and in exile. It doesn't count itself.
* If any exiled cards you own are face down, they have no characteristics. If they're normally instants or sorceries, they won't be counted.

Beamsplitter Mage
UR
Creature — Vedalken Wizard
2/2
Whenever you cast an instant or sorcery spell that targets only Beamsplitter Mage, if you control one or more other creatures that spell could target, choose one of those creatures. Copy that spell. The copy targets the chosen creature.
* The ability triggers whenever you cast an instant or sorcery spell that targets only Beamsplitter Mage and no other object or player, and only if you control another creature that spell could target. If you cast an instant or sorcery spell that has multiple targets and Beamsplitter Mage is chosen as the target in each instance, Beamsplitter Mage's ability will trigger.
* If you don't control another creature the spell could target as Beamsplitter Mage's triggered ability resolves, you don't copy that spell.
* If Beamsplitter Mage leaves the battlefield or becomes an illegal target for the spell that caused its ability to trigger, that spell is still copied.
* If you copy a spell, you control the copy. It will resolve before the original spell does.
* The copy is created on the stack, so it's not cast. Abilities that trigger when a player casts a spell (like Beamsplitter Mage's ability itself) won't trigger.
* 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 cannot be chosen.
* If the spell that's copied has an X whose value was determined as it was cast (like Selective Snare does), the copy has the same value of X.
* 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.
* In some rare cases, the original spell can target another creature but the copy can't (most likely because an effect modified the characteristics of the original spell on the stack and won't modify the copy). If the copy can't target the chosen creature, the copy isn't created.

Beast Whisperer
2GG
Creature — Elf Druid
2/3
Whenever you cast a creature spell, draw a card.
* Beast Whisperer's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Blood Operative
1BB
Creature — Vampire Assassin
3/1
Lifelink
When Blood Operative enters the battlefield, you may exile target card from a graveyard. Whenever you surveil, if Blood Operative is in your graveyard, you may pay 3 life. If you do, return Blood Operative to your hand.
* If you surveil and put Blood Operative into your graveyard as you do so, its ability triggers once you've finished surveilling.
* No player may take actions between the time you choose to pay 3 life and the time you return Blood Operative to your hand.

Bounty of Might
4GG

Instant
Target creature gets +3/+3 until end of turn.
Target creature gets +3/+3 until end of turn.
Target creature gets +3/+3 until end of turn.
* You may choose the same creature as a target multiple times since Bounty of Might says "target creature" multiple times. You may give three different creatures +3/+3 each, one creature +6/+6 and another creature +3/+3, or a single creature +9/+9.

Camaraderie
4GW
Sorcery
You gain X life and draw X cards, where X is the number of creatures you control. Creatures you control get +1/+1 until end of turn.
* The second part of Camaraderie's effect affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't get +1/+1.

Centaur Peacemaker
1GW
Creature — Centaur Cleric
3/3
When Centaur Peacemaker enters the battlefield, each player gains 4 life.
* In a Two-Headed Giant game, Centaur Peacemaker's ability causes each team to gain 8 life.

Chamber Sentry
X
Artifact Creature — Construct
0/0
Chamber Sentry enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.
X, T, Remove X +1/+1 counters from Chamber Sentry: It deals X damage to any target.
WUBRG: Return Chamber Sentry from your graveyard to your hand.
* You can choose any value for X as you cast Chamber Sentry. The value chosen for X doesn't directly affect the number of +1/+1 counters Chamber Sentry enters the battlefield with, but it does let you pay more mana and thus

spend more colors of mana to cast it.
* If an effect allows you to spend mana as though it were mana of any color to cast Chamber Sentry, you consider only the actual mana spent to determine how many counters it receives.
* Colorless mana won't give Chamber Sentry another +1/+1 counter. Colorless is not a color.
* If Chamber Sentry enters the battlefield without being cast, it receives no +1/+1 counters.
* If another creature enters the battlefield as a copy of Chamber Sentry, consider what mana was spent to cast that creature to determine how many +1/+1 counters it enters with.
* The value of X chosen when you activate Chamber Sentry's first activated ability doesn't have to be the same value of X that you chose when you cast it.

Chance for Glory
1RW
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.
* If you somehow skip the extra turn Chance for Glory gives you or skip that turn's end step, the delayed triggered ability never triggers.
* Chance for Glory's first effect affects only creatures you control at the time it resolves. Creatures you begin to control later in the game won't gain indestructible.
* Creatures you control gain indestructible indefinitely. If you find a way to not lose the game during your next turn, they'll continue to be indestructible for as long as they remain on the battlefield.

Charnel Troll
1BG
Creature — Troll
4/4
Trample
At the beginning of your upkeep, exile a creature card from your graveyard. If you do, put a +1/+1 counter on

Charnel Troll. Otherwise, sacrifice it.
BG, Discard a creature card: Put a +1/+1 counter on Charnel Troll.
* You can't choose not to exile a creature card from your graveyard if you have one to exile.
* You can activate Charnel Troll's last ability during your upkeep before its triggered ability resolves.
* Because your upkeep step is after your untap step, your lands will be untapped to help you activate Charnel Troll's last ability during your upkeep. However, because your upkeep step is before your draw step, you won't have drawn a card for the turn yet.

Chromatic Lantern
3
Artifact
Lands you control have "T: Add one mana of any color."
T: Add one mana of any color.
* Lands you control won't lose any other abilities they had. They also won't gain or lose any land types.

Conclave Tribunal
3W
Enchantment
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)
When Conclave Tribunal enters the battlefield, exile target nonland permanent an opponent controls until Conclave Tribunal leaves the battlefield.
* If Conclave Tribunal leaves the battlefield before its triggered ability resolves, the target permanent won't be exiled.
* Auras attached to the exiled permanent will be put into their owners' graveyards. Any Equipment will become unattached and remain on the battlefield. Any counters on the exiled permanent will cease to exist. When the card returns to the battlefield, it will be a new object with no connection to the card that was exiled.

* If a token is exiled this way, it will cease to exist and won't return to the battlefield.

Connive
2(u/b)(u/b)
Sorcery
Gain control of target creature with power 2 or less.
//
Concoct
3UB
Sorcery
Surveil 3, then return a creature card from your graveyard to the battlefield.
* Connive's effect lasts indefinitely. It doesn't wear off during the cleanup step, and it doesn't expire if the creature's power becomes greater after Connive has resolved.
* The creature card you return with Concoct may be one that you just surveilled into your graveyard.
* No player may take actions between the time you surveil and the time you return a creature card to the battlefield.

Cosmotronic Wave
3R
Sorcery
Cosmotronic Wave deals 1 damage to each creature your opponents control. Creatures your opponents control can't block this turn.
* Because Cosmotronic Wave doesn't change the characteristics of any permanents, the set of creatures affected by its second effect is constantly updated. Creatures that come under an opponent's control later in the turn can't block.

Crackling Drake
UURR
Creature — Drake
*/4
Flying
Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.
When Crackling Drake enters the battlefield, draw a card.
* If any exiled cards you own are face down, they have no characteristics. If they're normally instants or sorceries, they won't be counted.

* The ability that defines Crackling Drake's power works in all zones.

Creeping Chill
3B
Sorcery
Creeping Chill deals 3 damage to each opponent and you gain 3 life.
When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.
* In a Two-Headed Giant game, Creeping Chill causes the opposing team to lose 6 life and you gain 3 life.

Crush Contraband
3W
Instant
Choose one or both —
• Exile target artifact.
• Exile target enchantment.
* If you've chosen both modes and one of Crush Contraband's targets becomes an illegal target, the other is still exiled.

Dawn of Hope
1W
Enchantment
Whenever you gain life, you may pay 2. If you do, draw a card.
3W: Create a 1/1 white Soldier creature token with lifelink.
* Dawn of Hope's first ability triggers just once for each life-gaining event, whether it's 1 life from Vicious Rumors or 3 life from Creeping Chill.
* You can't pay 2 multiple times to draw more than one card each time you resolve Dawn of Hope's triggered ability.
* Each creature with lifelink dealing combat damage causes a separate life-gaining event. For example, if two creatures you control with lifelink deal combat damage at the same time, Dawn of Hope's ability will trigger twice. However, if a single creature you control with lifelink deals combat damage to multiple creatures, players, and/or planeswalkers at the same time (perhaps because it has trample or was blocked by more than one creature),

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

Deadly Visit
3BB
Sorcery
Destroy target creature. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* You'll surveil before resolving any abilities that trigger on the target creature dying.
* Deadly Visit can target a creature that's indestructible. It won't be destroyed, but you'll surveil.

Deafening Clarion
1RW
Sorcery
Choose one or both —
• Deafening Clarion deals 3 damage to each creature.
• Creatures you control gain lifelink until end of turn.
* Deafening Clarion's second mode affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't gain lifelink.
* A creature you control that's dealt lethal damage by Deafening Clarion's first mode will still be on the battlefield to gain lifelink from the spell's second mode before that creature dies.

Demotion
W
Enchantment — Aura
Enchant creature
Enchanted creature can't block, and its activated abilities can't be activated.
* Activated abilities contain a colon. They're generally written "[Cost]: [Effect]." Some keyword abilities are activated abilities and will have colons in their reminder

text. Triggered abilities (starting with "when," "whenever," or "at") are unaffected by Demotion.

Devious Cover-Up
2UU
Instant
Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may shuffle up to four target cards from your graveyard into your library.
* Devious Cover-Up can't target itself at all. You can't try to counter it with itself and shuffle cards in, and you can't use its effect to shuffle itself into your library.
* You may target zero cards in your graveyard and still shuffle your library.
* A spell that can't be countered is a legal target for Devious Cover-Up. The spell won't be countered when Devious Cover-Up resolves, but you'll still shuffle cards into your library.

Dimir Spybug
UB
Creature — Insect
1/1
Flying
Menace (This creature can't be blocked except by two or more creatures.)
Whenever you surveil, put a +1/+1 counter on Dimir Spybug.
* You put only one +1/+1 counter on Dimir Spybug each time you surveil, no matter how many cards you looked at when you surveilled.

Discovery
1(u/b)
Sorcery
Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
//
Dispersal
3UB
Instant
Each opponent returns a nonland permanent they control with the highest converted mana cost among permanents they control to its

owner's hand, then discards a card.
* If an opponent controls only lands as Dispersal resolves, that player won't return any permanent to their hand. They'll still discard a card.
* If a permanent has X in its mana cost, X is considered to be 0.
* As Dispersal resolves, first the next opponent in turn order (or, if it's an opponent's turn, that opponent) chooses a nonland permanent they control with the highest mana cost among those permanents, then each other opponent in turn order does the same, knowing the choices made before them. Then all the chosen permanents are returned at the same time. Next, each opponent in the same order chooses a card in hand without revealing it, then the chosen cards are discarded at the same time.

Disdainful Stroke
1U
Instant
Counter target spell with converted mana cost 4 or greater.
* If a spell has X in its mana cost, include the value chosen for that X when determining the converted mana cost of that spell.

Disinformation Campaign
1UB
Enchantment
When Disinformation Campaign enters the battlefield, you draw a card and each opponent discards a card.
Whenever you surveil, return Disinformation Campaign to its owner's hand.
* Disinformation Campaign's last ability triggers only if it's on the battlefield. It won't return from your graveyard.

Divine Visitation
3WW
Enchantment
If one or more creature tokens would be created under your control, that many 4/4 white Angel creature tokens with flying and vigilance are created instead.

* The token's characteristics are entirely replaced by a 4/4 white Angel creature token with flying and vigilance. It doesn't have any abilities the token would have been created with. Anything else specified in the effect creating the token (such as tapped, attacking, "That token gains haste," or "Exile that token at end of combat") still applies.
* If you create a noncreature token that will be a creature as it enters the battlefield, perhaps because of an effect such as that of March of the Machines, Divine Visitation's effect doesn't apply to that token's creation. (This is because Divine Visitation's effect modifies how the tokens are created, and March of the Machines's effect doesn't apply until you consider how the tokens are entering the battlefield.)
* If an effect changes under whose control a token would be created, that effect applies before Divine Visitation's effect applies.

Dream Eater
4UU
Creature — Nightmare Sphinx
4/3
Flash
Flying
When Dream Eater enters the battlefield, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand. (To surveil 4, look at the top four cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Dream Eater's triggered ability goes on the stack without a target. While that ability is resolving, after you've surveilled, the reflexive triggered ability triggers and you pick a target nonland permanent to be returned to its owner's hand. This is different from effects that say "If you do . . ." in that you choose the target after having surveilled.
* Dream Eater's reflexive triggered ability triggers even if you have fewer than four

cards in your library to surveil.

Drowned Secrets
1U
Enchantment
Whenever you cast a blue spell, target player puts the top two cards of their library into their graveyard.
* Drowned Secrets has to be on the battlefield for its ability to trigger. Casting it won't trigger its own ability.
* Drowned Secrets's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Electrostatic Field
1R
Creature — Wall
0/4
Defender
Whenever you cast an instant or sorcery spell, Electrostatic Field deals 1 damage to each opponent.
* Electrostatic Field's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.
* In a Two-Headed Giant game, Electrostatic Field's triggered ability causes the opposing team to lose 2 life.

Emmara, Soul of the Accord
GW
Legendary Creature — Elf Cleric
2/2
Whenever Emmara, Soul of the Accord becomes tapped, create a 1/1 white Soldier creature token with lifelink.
* Emmara's ability is a triggered ability, not an activated ability. It doesn't allow you to tap Emmara whenever you want; rather, you need some other way of tapping it, such as by attacking.
* For the ability to trigger, Emmara has to actually change from untapped to tapped. If an effect attempts to tap Emmara, but it was already tapped at the time, this ability won't trigger.

Enhanced Surveillance
1U
Enchantment

You may look at an additional two cards each time you surveil.
Exile Enhanced Surveillance: Shuffle your graveyard into your library.
* The additional cards you look at due to Enhanced Surveillance's ability are part of what you surveil. You may put those cards into your graveyard or back on top in any order along with the others.
* If you control a second Enhanced Surveillance, their effects both apply and you may look at an additional four cards. If you control a third, may look at an additional six cards, and so on.
* Enhanced Surveillance's last ability can be activated only while it's on the battlefield.

Erratic Cyclops
3R
Creature — Cyclops Shaman
0/8
Trample
Whenever you cast an instant or sorcery spell, Erratic Cyclops gets +X/+0 until end of turn, where X is that spell's converted mana cost.
* If a spell has X in its mana cost, include the value chosen for that X when determining the converted mana cost of that spell.
* Erratic Cyclops's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Etrata, the Silencer
2UB
Legendary Creature — Vampire Assassin
3/5
Etrata, the Silencer can't be blocked.
Whenever Etrata deals combat damage to a player, exile target creature that player controls and put a hit counter on that card. That player loses the game if they own three or more exiled cards with hit counters on them. Etrata's owner shuffles Etrata into their library.
* If the player controls no creatures, Etrata's ability doesn't resolve. Etrata remains on the battlefield and

its owner doesn't shuffle their library. The same is true if the target creature is an illegal target when Etrata's ability tries to resolve.
* If Etrata leaves the battlefield while its triggered ability is on the stack, it remains in its new zone and Etrata's owner shuffles their library.
* If Etrata's ability exiles a token creature, it won't count to determine whether three cards are exiled with hit counters.
* Etrata's owner shuffles it into their library as the triggered ability resolves, regardless of how many cards are in exile or whether the player loses the game.
* In a Commander game, if Etrata is your commander, you may put it into the command zone as its ability resolves. You'll still shuffle your library.

Expansion
(u/r)(u/r)
Instant
Copy target instant or sorcery spell with converted mana cost 4 or less. You may choose new targets for the copy.
//
Explosion
XUURR
Instant
Explosion deals X damage to any target. Target player draws X cards.
* Expansion can copy any instant or sorcery spell with an appropriate converted mana cost, not just one with targets.
* If a spell has X in its mana cost, include the value chosen for that X when determining the converted mana cost of that spell.
* 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 Banefire does), the copy will have the same value of X.
* If the spell has damage divided as it was cast, the division can't be changed (although the targets receiving that damage still can). The same is true of spells that distribute counters.
* 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.
* If you copy a spell, you control the copy. It will resolve before the original spell does.
* If one of Explosion's two targets becomes illegal, the other is affected as appropriate.

Experimental Frenzy
3R
Enchantment
You may look at the top card of your library any time.
You may play the top card of your library.
You can't play cards from your hand.
3R: Destroy Experimental Frenzy.
* Experimental Frenzy 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 can play a land card on top of your library only if you have available land plays remaining.
* You'll still pay all costs for a spell you cast from your library, including additional costs. You may also pay alternative costs.
* You can't cast spells or play lands from your hand, but you may take other actions with those cards (such as discarding them to activate their cycling or bloodrush abilities).

Find
(b/g)(b/g)
Sorcery
Return up to two target creature cards from your graveyard to your hand.
//
Finality
4BG
Sorcery
You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn.
* Finality doesn't target the creature to receive +1/+1 counters. You can cast it even if you control no creatures.
* Finality affects only creatures on the battlefield at the time it resolves. Creatures that enter the battlefield later in the turn won't get -4/-4.

Fire Urchin
1R
Creature — Elemental
1/3
Trample
Whenever you cast an instant or sorcery spell, Fire Urchin gets +1/+0 until end of turn.
* Fire Urchin's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Firemind's Research
UR
Enchantment

Whenever you cast an instant or sorcery spell, put a charge counter on Firemind's Research.
1U, Remove two charge counters from Firemind's Research: Draw a card.
1R, Remove five charge counters from Firemind's Research: It deals 5 damage to any target.
* The triggered ability of Firemind's Research resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Flower
(g/w)
Sorcery
Search your library for a basic Forest or Plains card, reveal it, put it into your hand, then shuffle your library.
//
Flourish
4GW
Sorcery
Creatures you control get +2/+2 until end of turn.
* Flourish affects only creatures you control at the time it resolves. Creatures that come under your control later in the turn won't get +2/+2.

Gird for Battle
W
Sorcery
Put a +1/+1 counter on each of up to two target creatures.
* You can't target the same creature twice to give it two +1/+1 counters.

Glaive of the Guildpact
2
Artifact — Equipment
Equipped creature gets +1/+0 for each Gate you control and has vigilance and menace. (A creature with menace can't be blocked except by two or more creatures.)
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
* The equipped creature has vigilance and menace even if you control no Gates.

Glowspore Shaman
BG
Creature — Elf Shaman
3/1
When Glowspore Shaman enters the battlefield, put the

top three cards of your library into your graveyard. You may put a land card from your graveyard on top of your library.
* The land card you put on top of your library may be one that you just put into your graveyard.

Goblin Electromancer
UR
Creature — Goblin Wizard
2/2
Instant and sorcery spells you cast cost 1 less to cast.
* To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions. The converted mana cost of the spell remains unchanged, no matter what the total cost to cast it was.
* Goblin Electromancer's effect reduces only generic mana in the spell's total cost.

Golgari Raiders
3G
Creature — Elf Warrior
0/0
Haste
Undergrowth — Golgari Raiders enters the battlefield with a +1/+1 counter on it for each creature card in your graveyard.
* If you return Golgari Raiders from your graveyard to the battlefield, its undergrowth ability counts itself.

Gravitic Punch
3R
Sorcery
Target creature you control deals damage equal to its power to target player.
Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)
* If the target creature or the target player is an illegal target as Gravitic Punch tries to resolve, the creature won't deal damage.

Gruesome Menagerie
3BB
Sorcery
Choose a creature card with converted mana cost 1 in your graveyard, then do the

same for creature cards with converted mana costs 2 and 3. Return those cards to the battlefield.
* Gruesome Menagerie doesn't target the cards to return. You choose them while it's resolving. No players may take actions between the time you make each choice and the time you return them to the battlefield.
* If a card in your graveyard has X in its mana cost, X is considered to be 0.
* If you don't have a creature card in your graveyard with one converted mana cost, you just continue on to the next.
* All of the returned cards enter the battlefield at the same time.

Haazda Marshal
W
Creature — Human Soldier
1/1
Whenever Haazda Marshal and at least two other creatures attack, create a 1/1 white Soldier creature token with lifelink.
* Once Haazda Marshal's ability has triggered, it doesn't matter how many creatures are still attacking when that ability resolves.

Hatchery Spider
5GG
Creature — Spider
5/7
Reach
Undergrowth — When you cast this spell, reveal the top X cards of your library, where X is the number of creature cards in your graveyard. You may put a green permanent card with converted mana cost X or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
* Hatchery Spider's ability triggers as you cast it, and that ability resolves before the spell itself. It resolves even if that spell is countered.
* If a card in your library has X in its mana cost, X is considered to be 0.
* A land card that produces green mana, even a Forest, normally has no color.

Hellkite Whelp
4R

Creature — Dragon
3/3
Flying
Whenever Hellkite Whelp attacks, it deals 1 damage to target creature defending player controls.
* If a creature attacks a planeswalker, that planeswalker's controller is the defending player.
* In a Two-Headed Giant game, Hellkite Whelp's triggered ability can target only a creature controlled by the player it's attacking. It can't target a creature controlled by that player's teammate.

House Guildmage
UB
Creature — Human Wizard
2/2
1U, T: Target creature doesn't untap during its controller's next untap step.
2B, T: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* House Guildmage's first ability doesn't tap the creature. It can target any creature, tapped or untapped. If that creature is already untapped at the beginning of its controller's next untap step, the effect won't do anything.

Hypothesizzle
3UR
Instant
Draw two cards. Then you may discard a nonland card. When you do, Hypothesizzle deals 4 damage to target creature.
* Hypothesizzle goes on the stack without a target. While that spell is resolving, you may discard a card. When you do, the reflexive triggered ability triggers and you pick a target creature to be dealt damage. This is different from effects that say "If you do . . ." in that you choose the target after having drawn two cards.

Integrity
(r/w)
Instant
Target creature gets +2/+2 until end of turn.

//
Intervention
2RW
Instant
Intervention deals 3 damage to any target and you gain 3 life.
* If the chosen target is an illegal target by the time Intervention tries to resolve, the spell doesn't resolve. You don't gain 3 life.

Invert
(u/r)
Instant
Switch the power and toughness of each of up to two target creatures.
//
Invent
4UR
Instant
Search your library for an instant card and/or a sorcery card, reveal them, put them into your hand, then shuffle your library.
* If you chose two targets, Invert switches the power and toughness of one creature and it switches the power and toughness of another creature. It doesn't switch one creature's power with another creature's power.
* Effects that switch a creature's power and toughness apply after all other effects, regardless of when those effects began to apply. For instance, if you cast Invert targeting a 1/2 creature then give it +2/+0 later in the turn, it's a 2/3 creature, not a 4/1 creature.
* While resolving Invent, you could put no cards, an instant card, a sorcery card, or an instant card and a sorcery card into your hand.

Ionize
1UR
Instant
Counter target spell. Ionize deals 2 damage to that spell's controller.
* A spell that can't be countered is a legal target for Ionize. The spell won't be countered when Ionize resolves, but Ionize still deals 2 damage to that spell's controller.

Ironshell Beetle
1G
Creature — Insect

1/1
When Ironshell Beetle enters the battlefield, put a +1/+1 counter on target creature.
* You may choose Ironshell Beetle as the target of its own ability.

Izoni, Thousand-Eyed
2BBGG
Legendary Creature — Elf Shaman
2/3
Undergrowth — When Izoni, Thousand-Eyed enters the battlefield, create a 1/1 black and green Insect creature token for each creature card in your graveyard.
BG, Sacrifice another creature: You gain 1 life and draw a card.
* You can activate Izoni's last ability while its undergrowth ability is on the stack. This will increase the number of Insect tokens you'll create.

Join Shields
3GW
Instant
Untap all creatures you control. They gain hexproof and indestructible until end of turn. (They can't be the targets of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy them.)
* Untapped creatures you control can't be untapped again, but those creatures still gain hexproof and indestructible.

Kraul Harpooner
1G
Creature — Insect Warrior
3/2
Reach
Undergrowth — When Kraul Harpooner enters the battlefield, choose up to one target creature with flying you don't control. Kraul Harpooner gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have Kraul Harpooner fight that creature.
* The value of X is determined only as the undergrowth ability resolves. If the number of creature cards in your graveyard changes later in the turn, Kraul Harpooner is unaffected.

* You choose the target of the triggered ability (or that it has no target) as it goes on the stack, but you choose whether the creatures fight as that ability resolves.
* If you choose a target and the target creature is an illegal target when Kraul Harpooner's ability tries to resolve, the ability doesn't resolve and Kraul Harpooner doesn't get +X/+0. If the target creature is legal but Kraul Harpooner is no longer on the battlefield, the target creature won't deal or be dealt damage.
* If you don't choose a target creature, Kraul Harpooner simply gets +X/+0 until end of turn.

Lava Coil
1R
Sorcery
Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.
* Lava Coil's replacement effect will exile the target creature if it would die this turn for any reason, not just due to lethal damage. It applies to the target creature even if Lava Coil deals no damage to it (due to a prevention effect).

Lazav, the Multifarious
UB
Legendary Creature — Shapeshifter
1/3
When Lazav, the Multifarious enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
X: Lazav, the Multifarious becomes a copy of target creature card in your graveyard with converted mana cost X, except its name is Lazav, the Multifarious, it's legendary in addition to its other types, and it has this ability.
* Lazav copies exactly what was printed on the original card and nothing else, except the characteristics it specifically modifies. It doesn't copy any information about the object the card was before it was put into your graveyard.

* Any effects that applied to Lazav before it becomes a copy of another card will continue to apply once it's become a copy. The same is true of any counters that are on Lazav.
* If a card in your graveyard has X in its mana cost, X is considered to be 0.
* Because Lazav isn't entering the battlefield when it becomes a copy of a card, any "When this enters the battlefield" or "This enters the battlefield with" abilities of the copied card won't apply.
* If the copied card has an ability that can be activated only once each turn, copying that card a second time will allow you to activate the new instance of that ability.

League Guildmage
UR
Creature — Human Wizard
2/2
3U, T: Draw a card.
XR, T: Copy target instant or sorcery spell you control with converted mana cost X. You may choose new targets for the copy.
* If a spell has X in its mana cost, include the value chosen for that X when determining the converted mana cost of that spell.
* League Guildmage's second ability can copy any instant or sorcery spell you control, 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.
* If you copy a spell, you control the copy. It will resolve before the original spell does.
* 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 Banefire does), the copy will have the same value of X.
* If the spell has damage divided as it was cast, the division can't be changed (although the targets receiving that damage still can). The same is true of spells that distribute counters.
* 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.

Ledev Champion
1GW
Creature — Elf Knight
2/2
Whenever Ledev Champion attacks, you may tap any number of untapped creatures you control. Ledev Champion gets +1/+1 until end of turn for each creature tapped this way.
3GW: Create a 1/1 white Soldier creature token with lifelink.
* For Ledev Champion's first ability, the creatures to tap are chosen as the ability resolves. No player may take actions between the time you choose the creatures to tap and the time Ledev Champion's power and toughness are boosted.
* Attacking creatures with vigilance may be tapped for Ledev Champion's first ability. If Ledev Champion itself has vigilance, it can be tapped this way, too. These creatures aren't removed from combat.
* Creatures that have come under your control this turn can be tapped for Ledev Champion's first ability.
* You can tap creatures this way only as Ledev Champion's triggered ability is resolving. You can't tap more creatures later in combat to give it +1/+1 again.

Legion Guildmage
RW
Creature — Human Wizard
2/2
5R, T: Legion Guildmage deals 3 damage to each opponent.
2W, T: Tap another target creature.
* In a Two-Headed Giant game, Legion Guildmage's first ability causes the opposing team to lose 6 life.

Legion Warboss
2R
Creature — Goblin Soldier
2/2
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.
* If the token can't attack for any reason (such as becoming tapped), 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.

Light of the Legion
4WW
Creature — Angel
5/5
Flying
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
When Light of the Legion dies, put a +1/+1 counter on each white creature you control.
* If another white creature you control is dealt lethal damage at the same time as Light of the Legion, they're destroyed at the same time. That creature won't receive a counter from Light of the Legion's ability in time to save it.

Mausoleum Secrets
1B
Instant
Undergrowth — Search your library for a black card with converted mana cost less than or equal to the number of creature cards in your graveyard, reveal it, put it

into your hand, then shuffle your library.
* A land card that produces black mana, even a Swamp, normally has no color.
* If a card in your library has X in its mana cost, X is considered to be 0.

Mephitic Vapors
2B
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Creatures that are going to die after getting -1/-1 will still be on the battlefield while you surveil. They won't be put into their owners' graveyards until after Mephitic Vapors is entirely finished resolving. If any of their abilities trigger on surveilling, those abilities will trigger but won't resolve until after the creatures have left the battlefield.
* Mephitic Vapors affects only creatures on the battlefield at the time it resolves. Creatures that enter the battlefield later in the turn won't get -1/-1.

Midnight Reaper
2B
Creature — Zombie Knight
3/2
Whenever a nontoken creature you control dies, Midnight Reaper deals 1 damage to you and you draw a card.
* Midnight Reaper's ability triggers when it dies if it's not a token.
* If Midnight Reaper dies at the same time as one or more other nontoken creatures you control, Midnight Reaper's ability triggers for each of them.

Might of the Masses
G
Instant
Target creature gets +1/+1 until end of turn for each creature you control.
* The bonus is determined as Might of the Masses resolves. It won't change if the number

of creatures you control changes later in the turn.
* If you target a creature you control with Might of the Masses, remember to count that creature when determining the amount of the bonus.

Mission Briefing
UU
Instant
Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast that card this turn. If that card would be put into your graveyard this turn, exile it instead. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* The instant or sorcery card you choose may be one that you just surveilled into your graveyard.
* Mission Briefing doesn't change when you can cast the chosen card. For example, if you choose a sorcery card, you can cast it only during your main phase when the stack is empty.
* Mission Briefing is still on the stack while you choose an instant or sorcery card in your graveyard. Your Mission Briefing can't be to give yourself that same Mission Briefing.
* If you cast a spell this way and that card is exiled, it's considered a new object in the zone it's put into. It won't be exiled if it's put into your graveyard later in the turn.

Mnemonic Betrayal
1UB
Sorcery
Exile all cards from all opponents' graveyards. You may cast those cards this turn, and you may spend mana as though it were mana of any type to cast those spells. At the beginning of the next end step, if any of those cards remain exiled, return them to their owners' graveyards.
Exile Mnemonic Betrayal.
* You can't play land cards exiled this way.
* Mnemonic Betrayal doesn't change when you can cast the exiled cards. For example, if

you exile a sorcery card, you can cast it only during your main phase when the stack is empty.
* If you cast a spell this way and that card is exiled, it's considered a new object. Mnemonic Betrayal no longer allows you to cast it. It remains in exile when Mnemonic Betrayal's delayed triggered ability resolves.
* Only the cards that remain in exile are returned to their owners' graveyards. For example, a permanent spell cast this way will remain on the battlefield.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any spells or permanents you control from Mnemonic Betrayal's effect are exiled. If you leave the game before Mnemonic Betrayal's delayed triggered ability resolves, the cards remain exiled.

Molderhulk
7BG
Creature — Fungus Zombie
6/6
Undergrowth — This spell costs 1 less to cast for each creature card in your graveyard.
When Molderhulk enters the battlefield, return target land card from your graveyard to the battlefield.
* If an effect allows you to cast Molderhulk from your graveyard, its undergrowth ability doesn't count itself. It's already on the stack when you determine the total cost to cast it.
* To determine the total cost of a spell, start with the mana cost or alternative cost you're paying, add any cost increases, then apply any cost reductions (such as Molderhulk's undergrowth ability). The converted mana cost of the spell remains unchanged, no matter what the total cost to cast it was.

Moodmark Painter
2BB
Creature — Human Shaman
2/3
Undergrowth — When Moodmark Painter enters the battlefield, target creature

gains menace and gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard. (It can't be blocked except by two or more creatures.)
* The value of X is determined only as the undergrowth ability resolves. If the number of creature cards in your graveyard changes later in the turn, the target creature is unaffected.
* If there are no creature cards in your graveyard, the target creature just gains menace until end of turn.

Murmuring Mystic
3U
Creature — Human Wizard
1/5
Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.
* Murmuring Mystic's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Necrotic Wound
B
Instant
Undergrowth — Target creature gets -X/-X until end of turn, where X is the number of creature cards in your graveyard. If that creature would die this turn, exile it instead.
* The value of X is determined only as the undergrowth ability resolves. If the number of creature cards in your graveyard changes later in the turn, the target creature is unaffected.
* Necrotic Wound's replacement effect will exile the target creature if it would die this turn for any reason, not just immediately after Necrotic Wound resolves.
* If you have no creature cards in your graveyard, the target creature gets -0/-0, and it will still be exiled if it would die this turn.

Niv-Mizzet, Parun
UUURRR
Legendary Creature — Dragon Wizard
5/5
This spell can't be countered.
Flying

Whenever you draw a card, Niv-Mizzet, Parun deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card.
* If an effect instructs you to draw multiple cards, Niv-Mizzet's first triggered ability triggers that many times. You choose targets for those abilities after you've drawn all of the cards.
* If a spell or ability causes you to put cards into your hand without specifically using the word "draw," Niv-Mizzet's first triggered ability won't trigger.
* Niv-Mizzet's second triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered. This causes its first triggered ability to trigger, and that also resolves before the spell.
* Players can cast spells and activate abilities after Niv-Mizzet's second triggered ability resolves but before the spell that caused it to trigger does. Notably, the card you draw may be able to counter that spell.

Nullhide Ferox
2GG
Creature — Beast
6/6
Hexproof
You can't cast noncreature spells.
2: Nullhide Ferox loses all abilities until end of turn. Any player may activate this ability.
If a spell or ability an opponent controls causes you to discard Nullhide Ferox, put it onto the battlefield instead of putting it into your graveyard.
* Nullhide Ferox's activated ability can be activated only while it's on the battlefield. Players can't, for example, activate it to try to stop its replacement effect from putting it onto the battlefield.
* Once Nullhide Ferox's activated ability has resolved, it can gain new abilities. It won't lose those abilities.
* Once Nullhide Ferox has lost its activated ability that makes it lose its abilities, that ability can't be activated again until the turn's over.

Ochran Assassin
1BG
Creature — Elf Assassin
1/1
Deathtouch
All creatures able to block Ochran Assassin do so.
* Remember that a source with deathtouch must deal damage to a creature for that creature to be destroyed. If five creatures block Ochran Assassin while its power is still 1, only one of them (of Ochran Assassin's controller's choice) will be the one dealt damage and destroyed. You'll have to raise Ochran Assassin's power to destroy more than one creature.
* If a creature the defending player controls can't block Ochran Assassin for any reason (such as being tapped), then it doesn't block Ochran Assassin. If there's a cost associated with having a creature block Ochran Assassin, the defending player isn't forced to pay that cost, so it doesn't have to block in that case either.

Omnispell Adept
4U
Creature — Human Wizard
3/4
2U, T: You may cast an instant or sorcery card from your hand without paying its mana cost.
* You may cast a sorcery this way even if it's not your turn.
* If you cast a spell "without paying its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs, such as kicker costs. If the card has any mandatory additional costs, such as that of Severed Strands, those must be paid to cast the card.
* If a spell has X in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.

Ornery Goblin
1R
Creature — Goblin Warrior
2/1
Whenever Ornery Goblin blocks or becomes blocked by a creature, Ornery Goblin deals 1 damage to that creature.

* The triggered ability triggers once for each creature blocking or blocked by Ornery Goblin. The ability resolves and deals damage to that creature before combat damage is dealt. If that damage destroys all creatures blocking Ornery Goblin, Ornery Goblin doesn't become unblocked.

Passwall Adept
1U
Creature — Human Wizard
1/3
2U: Target creature can't be blocked this turn.
* Activating Passwall Adept's ability after a creature has become blocked won't cause that creature to become unblocked.

Pelt Collector
G
Creature — Elf Warrior
1/1
Whenever another creature you control enters the battlefield or dies, if that creature's power is greater than Pelt Collector's, put a +1/+1 counter on Pelt Collector.
As long as Pelt Collector has three or more +1/+1 counters on it, it has trample.
* To determine if Pelt Collector's first ability triggers when a creature enters the battlefield, use the creature's power after applying any static abilities (such as that of Trostani Discordant) that modify its power.
* To determine if Pelt Collector's first ability triggers when a creature dies, use its power as it last existed on the battlefield.
* If a creature with power less than or equal to Pelt Collector's power enters the battlefield or dies, Pelt Collector's first ability doesn't trigger at all. You can't try to raise that creature's power or lower Pelt Collector's to get a counter.
* As Pelt Collector's first ability resolves, if the entering creature's power is no longer greater than Pelt Collector's power, or if Pelt Collector's power has been raised to greater than or equal to the power of the creature

that died, Pelt Collector doesn't get a +1/+1 counter. Notably, this means that if Pelt Collector is still a 1/1 creature and two 2/2 creatures die, it only gets one +1/+1 counter as the first triggered ability resolves, and it will be too big to get a counter as the second triggered ability resolves.
* If the entering creature leaves the battlefield while Pelt Collector's triggered ability is on the stack, use its power as it last existed on the battlefield to determine whether Pelt Collector gets a +1/+1 counter.
* If Pelt Collector's power becomes less than 0, a creature with 0 power (or with power less than 0 but still greater than Pelt Collector's power) entering the battlefield or dying will cause its first ability to trigger.
* If Pelt Collector is dealt lethal damage at the same time as a larger creature you control, they're destroyed at the same time. Pelt Collector won't get an additional +1/+1 from its ability in time to save it.

Plaguecrafter
2B
Creature — Human Shaman
3/2
When Plaguecrafter enters the battlefield, each player sacrifices a creature or planeswalker. Each player who can't discards a card.
* As Plaguecrafter's ability resolves, first the player whose turn it is chooses a creature or planeswalker they control, then each other player in turn order does the same, knowing the choices made before them. Then all the chosen permanents are sacrificed at the same time. Next, each player in the same order who couldn't sacrifice a permanent chooses a card in hand without revealing it, then the chosen cards are discarded at the same time.
* Each player chooses a permanent to sacrifice from among the creatures and planeswalkers they control. You don't choose which type of permanent any other player has to sacrifice.

* Plaguecrafter can be the creature its controller sacrifices for its own ability. Don't be like Plaguecrafter; always wear personal protective equipment when performing dangerous work.

Portcullis Vine
G
Creature — Plant Wall
0/3
Defender
2, T, Sacrifice a creature with defender: Draw a card.
* You can sacrifice Portcullis Vine to pay the cost for its own ability.
* If you sacrifice a blocking creature, the attacking creature it blocked doesn't become unblocked. Unless it has trample or has other creatures blocking it, that attacking creature won't deal combat damage.

Prey Upon
G
Sorcery
Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
* If either or both targets are illegal when Prey Upon tries to resolve, no creature will deal or be dealt damage.

Price of Fame
3B
Instant
This spell costs 2 less to cast if it targets a legendary creature.
Destroy target creature. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
* Price of Fame's converted mana cost is 4, even if it costs 2 less to cast.
* You'll surveil before resolving any abilities that trigger on the target creature dying.
* Price of Fame can target a creature that's indestructible. It won't be destroyed, but you'll surveil.

Quasiduplicate
1UU
Sorcery

Create a token that's a copy of target creature you control. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)
* The token copies exactly what is printed on the 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/or Equipment attached to it, or any non-copy effects that changed its power, toughness, types, color, and so on.
* If the copied creature has X in its mana cost, X is 0.
* If the copied creature is copying something else, the token enters the battlefield as whatever that creature is copying.
* If the copied creature is itself a token, the token created by Quasiduplicate copies the original characteristics of that token as stated by the effect that created it.
* 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 copied creature will also work.

Ral, Caller of Storms
(Planeswalker Deck only)
4UR
Legendary Planeswalker — Ral
4
+1: Draw a card.
-2: Ral, Caller of Storms deals 3 damage divided as you choose among one, two, or three targets.
-7: Draw seven cards. Ral, Caller of Storms deals 7 damage to each creature your opponents control.
* If some of the targets become illegal for Ral's second ability, the original division of damage still applies, and the damage that would have been dealt to illegal targets isn't dealt at all.

Ral, Izzet Viceroy
3UR
Legendary Planeswalker —
Ral
5
+1: Look at the top two cards
of your library. Put one of
them into your hand and the
other into your graveyard.
-3: Ral, Izzet Viceroy deals
damage to target creature
equal to the total number of
instant and sorcery cards you
own in exile and in your
graveyard.
-8: You get an emblem with
"Whenever you cast an
instant or sorcery spell, this
emblem deals 4 damage to
any target and you draw two
cards."
* If you have only one card
in your library, Ral's first
ability puts it into your hand.
Nothing is put into your
graveyard.
* If any exiled cards you own
are face down, they have no
characteristics. If they're
normally instants or
sorceries, they won't be
counted for Ral's second
ability.
* The emblem created by
Ral's last ability is colorless.
The damage it deals is from a
colorless source.
* The triggered ability of
Ral's emblem resolves before
the spell that caused it to
trigger. It resolves even if
that spell is countered.
* If the target permanent or
player becomes an illegal
target for the triggered ability
of Ral's emblem, the ability
doesn't resolve. You don't
draw two cards.

Ral's Dispersal (Planeswalker
Deck only)
3UU
Instant
Return target creature to its
owner's hand. You may
search your library and/or
graveyard for a card named
Ral, Caller of Storms, reveal
it, and put it into your hand.
If you search your library this
way, shuffle it.
* If the target creature
becomes an illegal target for
Ral's Dispersal, the spell
doesn't resolve. You don't
search for Ral, Caller of
Storms.

Ral's Staticaster
(Planeswalker Deck only)
2UR
Creature — Viashino Wizard
3/3
Trample (This creature can
deal excess combat damage
to the player or planeswalker
it's attacking.)
Whenever Ral's Staticaster
attacks, if you control a Ral
planeswalker, Ral's
Staticaster gets +1/+0 for
each card in your hand until
end of turn.
* The number of cards in
your hand is checked only as
the triggered ability of Ral's
Staticaster resolves. If that
number changes later in the
turn, its power is unaffected.
* Whether you control a Ral
planeswalker is checked as
the ability triggers and as it
resolves. After it has resolved
while you controlled a Ral
planeswalker, Ral's
Staticaster keeps the bonus
for the rest of the turn even if
you lose your planeswalker.

Rampaging Monument
4
Artifact Creature — Cleric
0/0
Trample
Rampaging Monument enters
the battlefield with three
+1/+1 counters on it.
Whenever you cast a
multicolored spell, put a
+1/+1 counter on Rampaging
Monument.
* Rampaging Monument's
triggered ability resolves
before the spell that caused it
to trigger. It resolves even if
that spell is countered.

Response
(r/w)(r/w)
Instant
Response deals 5 damage to
target attacking or blocking
creature.
//
Resurgence
3RW
Sorcery
Creatures you control gain
first strike and vigilance until
end of turn. After this main
phase, there is an additional
combat phase followed by an
additional main phase.
* Resurgence affects only
creatures you control at the
time it resolves. Creatures
that come under your control

later in the turn won't gain
first strike and vigilance.
* If you cast Resurgence
when it's not a main phase
(perhaps with Omnispell
Adept's ability), creatures
you control gain first strike
and vigilance, but there's no
additional combat phase or
main phase. If you cast it
during an opponent's main
phase, there are additional
combat and main phases, but
that player attacks during that
combat phase, not you.

Rhizome Lurcher
2BG
Creature — Fungus Zombie
2/2
Undergrowth — Rhizome
Lurcher enters the battlefield
with a number of +1/+1
counters on it equal to the
number of creature cards in
your graveyard.
* If you return Rhizome
Lurcher from your graveyard
to the battlefield, its
undergrowth ability counts
itself.

Risk Factor
2R
Instant
Target opponent may have
Risk Factor deal 4 damage to
them. If that player doesn't,
you draw three cards.
Jump-start (You may cast this
card from your graveyard by
discarding a card in addition
to paying its other costs.
Then exile this card.)
* If the target player is an
illegal target by the time Risk
Factor tries to resolve, the
spell doesn't resolve. You
don't draw three cards.

Ritual of Soot
2BB
Sorcery
Destroy all creatures with
converted mana cost 3 or
less.
* Tokens that aren't a copy of
something else don't have a
mana cost. Anything without
a mana cost normally has a
converted mana cost of 0.
* If a permanent has X in its
mana cost, X is considered to
be 0.

Runaway Steam-Kin
1R
Creature — Elemental
1/1

Whenever you cast a red
spell, if Runaway Steam-Kin
has fewer than three +1/+1
counters on it, put a +1/+1
counter on Runaway Steam-
Kin.
Remove three +1/+1 counters
from Runaway Steam-Kin:
Add RRR.
* Runaway Steam-Kin has to
be on the battlefield for its
ability to trigger. Casting it
won't trigger its own ability.
* Runaway Steam-Kin's
triggered ability resolves
before the spell that caused it
to trigger. It resolves even if
that spell is countered.
* If Runaway Steam-Kin has
three or more +1/+1 counters
on it after you're done paying
for a red spell, its ability
doesn't trigger at all. If it has
three or more +1/+1 counters
on it as its triggered ability
resolves, it doesn't get a
+1/+1 counter.

Selective Snare
XU
Sorcery
Return X target creatures of
the creature type of your
choice to their owner's hand.
* To choose a creature type,
you must choose an existing
creature type, such as
Vampire or Knight. You can't
choose multiple creature
types, such as "Vampire
Knight," but choosing
"Vampire" is enough to allow
you to target a Vampire
Knight. Card types such as
artifact can't be chosen; nor
can supertypes such as
legendary; nor can subtypes
that aren't creature types,
such as Jace, Vehicle, or
Treasure.

Severed Strands
1B
Sorcery
As an additional cost to cast
this spell, sacrifice a creature.
You gain life equal to the
sacrificed creature's
toughness. Destroy target
creature an opponent
controls.
* You must sacrifice exactly
one creature to cast this spell;
you can't cast it without
sacrificing a creature, and
you can't sacrifice additional
creatures.
* The amount of life gained
is equal to the sacrificed

creature's toughness as it last existed on the battlefield.
* If the target creature is an illegal target by the time Severed Strands tries to resolve, the spell doesn't resolve. You don't gain life.
* If the target creature is a legal target but can't be destroyed, most likely because it has indestructible, you still gain life.

Sinister Sabotage
1UU
Instant
Counter target spell. Surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)
* A spell that can't be countered is a legal target for Sinister Sabotage. The spell won't be countered when Sinister Sabotage resolves, but you'll still surveil 1.

Smelt-Ward Minotaur
2R
Creature — Minotaur Warrior
2/3
Whenever you cast an instant or sorcery spell, target creature an opponent controls can't block this turn.
* Resolving Smelt-Ward Minotaur's triggered ability after a creature has blocked won't remove the blocking creature from combat or cause the creature it blocked to become unblocked.
* Smelt-Ward Minotaur's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Sonic Assault
1UR
Instant
Tap target creature. Sonic Assault deals 2 damage to that creature's controller. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)
* Sonic Assault can target a tapped creature. The creature can't be tapped again, but Sonic Assault still deals 2 damage to that creature's controller.
* If the target creature becomes an illegal target for

Sonic Assault, the spell doesn't resolve. No player is dealt damage.

Spinal Centipede
2B
Creature — Insect
3/2
When Spinal Centipede dies, put a +1/+1 counter on target creature you control.
* If another creature you control is dealt lethal damage at the same time as Spinal Centipede, they're destroyed at the same time. That creature can't receive a counter from Spinal Centipede's ability in time to save it.

Swathcutter Giant
4RW
Creature — Giant Soldier
5/5
Vigilance
Whenever Swathcutter Giant attacks, it deals 1 damage to each creature defending player controls.
* If a creature attacks a planeswalker, that planeswalker's controller is the defending player.
* In a Two-Headed Giant game, Swathcutter Giant deals 1 damage to each creature controlled by the player it's attacking. The other player's creatures are unaffected.

Swiftblade Vindicator
RW
Creature — Human Soldier
1/1
Double strike, vigilance, trample
* If an attacking creature with double strike and trample destroys all of its blocking creatures with first-strike combat damage, all of its normal combat damage is assigned to the player or planeswalker that creature's attacking.

Tajic, Legion's Edge
1RW
Legendary Creature — Human Soldier
3/2
Haste
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

Prevent all noncombat damage that would be dealt to other creatures you control.
RW: Tajic, Legion's Edge gains first strike until end of turn.
* If Tajic and other creatures you control would be dealt lethal noncombat damage at the same time, the damage that would be dealt to your other creatures is prevented.

Take Heart
W
Instant
Target creature gets +2/+2 until end of turn. You gain 1 life for each attacking creature you control.
* You can cast Take Heart even if you control no attacking creatures, perhaps because it's not even your turn. The target creature gets +2/+2 even though you don't gain life.
* If the target creature becomes an illegal target for Take Heart, the spell doesn't resolve. You don't gain life.

Thief of Sanity
1UB
Creature — Specter
2/2
Flying
Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may look at and cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any type to cast that spell.
* Thief of Sanity's effect doesn't change when you can cast the exiled card. For example, if you exile a sorcery card, you can cast it only during your main phase when the stack is empty.
* An effect that instructs you to "cast" a card doesn't allow you to play lands.
* You can still cast the exiled card if Thief of Sanity leaves the battlefield or leaves your control. If another player gains control of Thief of Sanity, that player can't cast the exiled card.

* Casting an exiled card causes it to leave exile. You can't cast it multiple times.
* In a multiplayer game, if a player leaves the game, all cards that player owns leave as well. If you leave the game, any spells or permanents you control from Thief of Sanity's effect are exiled, and any of the face-down exiled cards remain face down indefinitely. No player may look at them.

Thought Erasure
UB
Sorcery
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
* You surveil 1 even if the opponent doesn't discard a card, perhaps because they had no cards in hand at all.

Thoughtbound Phantasm
U
Creature — Spirit
2/2
Defender
Whenever you surveil, put a +1/+1 counter on Thoughtbound Phantasm. As long as Thoughtbound Phantasm has three or more +1/+1 counters on it, it can attack as though it didn't have defender.
* You put only one +1/+1 counter on Thoughtbound Phantasm each time you surveil, no matter how many cards you looked at when you surveilled.
* Once Thoughtbound Phantasm has attacked, removing +1/+1 counters from it won't remove it from combat.

Thousand-Year Storm
4UR
Enchantment
Whenever you cast an instant or sorcery spell, copy it for each other instant and sorcery spell you've cast before it this turn. You may choose new targets for the copies.
* Spells you've cast that were countered were still cast, and so will add copies when Thousand-Year Storm's

ability resolves for later spells in the turn.
* If an effect instructs you to cast multiple spells, they're cast one at a time in any order.
* Thousand-Year Storm's ability will copy any instant or sorcery spell, not just one with targets.
* Copies are created even if the spell that caused Thousand-Year Storm's ability to trigger has been countered by the time that ability resolves. The copies resolve before the original spell.
* The copies will have the same targets as the spell they're copying unless you choose new ones. You may change any number of the targets, including all of them or none of them. The new targets must be legal.
* If the spell that's copied is modal (that is, it says "Choose one —" or the like), the copies will have the same mode or modes. You can't choose different ones.
* If the spell that's copied has an X whose value was determined as it was cast, the copies will have the same value of X.
* If the spell has damage divided as it was cast, the division can't be changed (although the targets receiving that damage still can). The same is true of spells that distribute counters.
* You can't choose to pay any additional costs for the copies. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copy too.
* The copies that Thousand-Year Storm's ability creates are created on the stack, so they're not "cast." Abilities that trigger when a player casts a spell (such as that of Thousand-Year Storm itself) won't trigger.

Trostani Discordant
3GW
Legendary Creature — Dryad
1/4
Other creatures you control get +1/+1.
When Trostani Discordant enters the battlefield, create two 1/1 white Soldier creature tokens with lifelink. At the beginning of your end step, each player gains control of all creatures they own.
* The owner of a token is the player who created it.
* Because damage remains marked on a creature until it's removed as the turn ends, nonlethal damage dealt to other creatures you control may become lethal if Trostani leaves the battlefield during that turn.
* If a creature has an ability that triggers at the beginning of each end step and Trostani's ability causes you to gain control of it, the ability of that creature is still controlled by the creature's former controller. If the creature has an ability that triggers at the beginning of your end step, that ability doesn't trigger when you gain control of it.

Truefire Captain
RRWW
Creature — Human Knight
4/3
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Whenever Truefire Captain is dealt damage, it deals that much damage to target player.
* Truefire Captain's last ability will trigger even if it is dealt lethal damage. For example, if it's dealt damage by a 7/7 creature it's blocking, its ability will trigger and Truefire Captain will deal 7 damage to the target player.
* If your life total is brought to 0 or less at the same time that Truefire Captain is dealt damage, you lose the game before its triggered ability goes on the stack.

Undercity Necrolisk
3B
Creature — Zombie Lizard
3/3
1, Sacrifice another creature: Put a +1/+1 counter on Undercity Necrolisk. It gains menace until end of turn. Activate this ability only any time you could cast a sorcery.

(It can't be blocked except by two or more creatures.)
* Multiple instances of menace on the same creature are redundant.

Undercity Uprising
2BG
Sorcery
Creatures you control gain deathtouch until end of turn. Then target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
* Remember that a source with deathtouch has to deal damage, but not necessarily combat damage, to destroy another creature. As long as the fighting creature you control has power greater than 0 (and the damage isn't prevented), the fighting creature you don't control will be destroyed.
* If one of the two target creatures is an illegal target by the time Undercity Uprising tries to resolve, no creature deals or is dealt damage. Creatures you control still gain deathtouch.
* If both target creatures are illegal targets by the time Undercity Uprising tries to resolve, the spell doesn't resolve. No creatures deal damage or gain deathtouch.
* The first part of Undercity Uprising's effect affects only creatures you control at the time it resolves. Creatures you begin to control later in the turn won't gain deathtouch.

Underrealm Lich
3BG
Creature — Zombie Elf Shaman
4/3
If you would draw a card, instead look at the top three cards of your library, then put one into your hand and the rest into your graveyard.
Pay 4 life: Underrealm Lich gains indestructible until end of turn. Tap it.
* If an effect instructs you to draw multiple cards, each draw is performed—and replaced by Underrealm Lich's ability—one at a time. This means that if you're drawing two cards, you'll look at the top three cards of

your library, put one into your hand, put the other two into your graveyard, and then repeat the process with the next three cards in your library.
* Underrealm Lich's first ability applies even if you have fewer than three cards in your library. If you have no cards in your library, you can't lose the game for trying to draw a card from an empty library.
* You can activate Underrealm Lich's last ability even if it's already tapped. It can't be tapped again, but it still gains indestructible.

Urban Utopia
1G
Enchantment — Aura
Enchant land
When Urban Utopia enters the battlefield, draw a card. Enchanted land has "T: Add one mana of any color."
* The enchanted land won't lose any other abilities it had. It also won't gain or lose any land types.

Venerated Loxodon
4W
Creature — Elephant Cleric
4/4
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)
When Venerated Loxodon enters the battlefield, put a +1/+1 counter on each creature that convoked it.
* You can't tap more creatures to convoke Venerated Loxodon than it takes to pay for its total cost. This means that normally no more than five creatures can convoke it.

Vicious Rumors
B
Sorcery
Vicious Rumors deals 1 damage to each opponent. Each opponent discards a card, then puts the top card of their library into their graveyard. You gain 1 life.
* As Vicious Rumors resolves, it deals 1 damage to each opponent, then 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 does the same. Then the chosen cards are discarded at the same time. Next, each opponent puts the top card of their library into their graveyard at the same time. Finally, you gain 1 life.
* In a Two-Headed Giant game, Vicious Rumors causes the opposing team to lose 2 life, each of those players discards a card and puts the top card of their library into their graveyard, and you gain 1 life.

Vigorspore Wurm
5G
Creature — Wurm
6/4
Undergrowth — When Vigorspore Wurm enters the battlefield, target creature gains vigilance and gets +X/+X until end of turn, where X is the number of creature cards in your graveyard.
Vigorspore Wurm can't be blocked by more than one creature.
* The value of X is determined only as the undergrowth ability resolves. If the number of creature cards in your graveyard changes later in the turn, the target creature is unaffected.
* If there are no creature cards in your graveyard, the target creature just gains vigilance until end of turn.
* If Vigorspore Wurm gains menace, it can't be blocked at all.

Vivid Revival
4G
Sorcery
Return up to three target multicolored cards from your graveyard to your hand. Exile Vivid Revival.
* If some, but not all, targets for Vivid Revival become illegal, the remaining targets are returned to your hand and Vivid Revival is exiled. If all of its targets become illegal, Vivid Revival doesn't resolve and it's put into your graveyard.

Vraska, Golgari Queen
2BG
Legendary Planeswalker — Vraska

4
+2: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.
-3: Destroy target nonland permanent with converted mana cost 3 or less.
-9: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game."
* You choose whether to sacrifice a permanent (and which one to sacrifice) while Vraska's first ability is resolving. No player may take actions between the time you choose which permanent to sacrifice and the time you do so.
* Tokens that aren't a copy of something else don't have a mana cost. Anything without a mana cost normally has a converted mana cost of 0.
* If a permanent has X in its mana cost, X is considered to be 0.

Vraska's Stoneglare
(Planeswalker Deck only)
4BG
Sorcery
Destroy target creature. You gain life equal to its toughness. You may search your library and/or graveyard for a card named Vraska, Regal Gorgon, reveal it, and put it into your hand. If you search your library this way, shuffle it.
* The amount of life gained is equal to the destroyed creature's toughness as it last existed on the battlefield. If it wasn't destroyed (most likely because it has indestructible), you gain life equal to its toughness as it currently exists on the battlefield.
* If the target creature becomes an illegal target for Vraska's Stoneglare, the spell doesn't resolve. You don't gain life or search for Vraska, Regal Gorgon.

Wee Dragonauts
1UR
Creature — Faerie Wizard
1/3
Flying
Whenever you cast an instant or sorcery spell, Wee Dragonauts gets +2/+0 until end of turn.

* Wee Dragonauts's triggered ability resolves before the spell that caused it to trigger. It resolves even if that spell is countered.

Whispering Snitch
1B
Creature — Vampire Rogue
1/3
Whenever you surveil for the first time each turn, Whispering Snitch deals 1 damage to each opponent and you gain 1 life.
* If you surveil before Whispering Snitch enters the battlefield, surveilling again during that turn won't cause its ability to trigger.
* In a Two-Headed Giant game, Whispering Snitch's ability causes the opposing team to lose 2 life and you gain 1 life.

Wojek Bodyguard
2R
Creature — Human Soldier
3/3
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Wojek Bodyguard can't attack or block alone.
* If you control more than one Wojek Bodyguard, they can attack or block together, even if no other creatures attack or block.
* Although Wojek Bodyguard can't attack alone, other attacking creatures don't have to attack the same player or planeswalker. For example, Wojek Bodyguard could attack an opponent and another creature could attack a planeswalker that opponent controls. Similarly, other blocking creatures don't have to block the same creature that Wojek Bodyguard blocks.
* Once Wojek Bodyguard has attacked or blocked, it will remain in combat even if you no longer control another attacking or blocking creature.
* If an effect says that Wojek Bodyguard attacks or blocks if able and you control another creature able to attack or block, you must attack or block with Wojek Bodyguard and another creature.

* In a Two-Headed Giant game, Wojek Bodyguard can attack or block with a creature controlled by your teammate, even if no other creatures you control are attacking or blocking.

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