

Numbers: X Toughness

Edit — Numbers

Change any number on a creature card to X
If X is not yet defined, add “Where X is this creature’s toughness”
Increase the cost by 4 and then decrease it by the original number.

048/100 U

Numbers: X Storm

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of other spells you’ve cast this turn”
Increase the cost by 3 and then decrease it by the original number.

047/100 R

Numbers: X Power

Edit — Numbers

Change any number on a creature card to X
If X is not yet defined, add “Where X is this creature’s power”
Increase the cost by 4 and then decrease it by the original number.

046/100 U

Numbers: X Land Count

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of lands you control”
Increase the cost by 4 and then decrease it by the original number.

045/100 U

Numbers: X Hand Size

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of cards in your hand”
Increase the cost by 4 and then decrease it by the original number.

044/100 U

Numbers: X Creatures

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of creatures you control”
Increase the cost by 4 and then decrease it by the original number.

043/100 U

Numbers: X Cost

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the damage dealt to your opponents this turn”
Increase the cost by 4 and then decrease it by the original number.

042/100 U

Numbers: X Aggression

Edit — Numbers

Change a number on a card to 3
Increase the cost by 3 and then decrease it by the original number.

041/100 U

Numbers: Three

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of other spells you’ve cast this turn”
Increase the cost by 3 and then decrease it by the original number.

040/100 U

Numbers: Seven

Edit — Numbers

Change a number on a card to 7
Increase the cost by 6 and then decrease it by the original number.

039/100 R

Numbers: Nine

Edit — Numbers

Change a number on a card to 9
Increase the cost by 7 and then decrease it by the original number.

038/100 R

Numbers: Four

Edit — Numbers

Change a number on a card to 4
Increase the cost by 4 and then decrease it by the original number.

037/100 U

Numbers: Five

Edit — Numbers

Change a number on a card to 5
Increase the cost by 5 and then decrease it by the original number.

036/100 U

Numbers: Boost

Edit — Numbers

Increase all numbers on a card by 1
(Including power and toughness)
Increase the cost of the card by 2

035/100 C

Numbers: Adjustment

Edit — Numbers

Increase or decrease a number on a card by 1.
If the number was 1, increase the cost of the card by 1

034/100 C

Modify: Tap

Edit — Modification

Choose one —

- Give a blue permanent “☞: Draw a card, then discard a card”
- Give a red permanent “☞: This deals 1 damage to any target”
- Modify one ability to “X, ☞:” where X is half the mana value of the card, rounded up.

100/100 C

Modify: Sneaking

Edit — Modification

Choose one —

- Give a blue or black permanent “When this attacks and isn’t blocked, scry 1 and draw a card”
- Modify one ability to “When this attacks and isn’t blocked”

099/100 C

Modify: Sacrifice

Edit — Modification

Choose one —

- Give a black permanent “Sacrifice another creature, ☞: Target creature gets -3/-3 until end of turn”
- Modify one ability to “Sacrifice another creature, ☞:”

067/100 C

Modify: Martyr

Edit — Modification

Choose one —

- Give a white permanent “Sacrifice this: Target creature gains protection from the color of your choice until end of turn”
- Modify one ability to “Sacrifice this:”

058/100 C

Modify: Killer Instincts

Edit — Modification

Edit a creature. Modify its abilities to “When this deals combat damage to a player, planeswalker, or battle”

Choose one —

- It gains ninjitsu with a cost equal to 2 less than its cost. It becomes a Ninja
- It gains dash with a cost equal to 2 less than its cost. It becomes a Warrior

098/100 U

Modify: Invoke

Edit — Modification

Choose one —

- Give a nonland permanent, “8: Create a token that’s copy of this permanent”
- Modify one ability to “8:” and “When you activate this ability, copy it twice”

033/100 U

Modify: Inspire

Edit — Modification

Choose one —

- Give a green permanent “When this untaps, target creature gets +3/+3 until end of turn”
- Give a blue permanent “When this untaps, tap target creature”
- Modify one ability to “When this untaps”

097/100 C

Modify: Heroic

Edit — Modification

Choose one —

- Give a white or green creature “When you target this with a spell, put a +1/+1 counter on it”
- Modify one ability to “When you target this with a spell”

096/100 C

Modify: Growth

Edit — Modification

Choose one —

- Give a green permanent “When a land enters the battlefield under your control, add ♠”
- Modify one ability to “When a land enters the battlefield under your control”

075/100 C

Modify: Foresight

Edit — Modification

Choose one —

- Give a blue permanent Echo 1 ♠ and “At the beginning of your upkeep, scry 3”
- Modify one ability to “At the beginning of your upkeep”. Give the card Echo 1 ♠, where ♠ is one of the colors of the card.

062/100 C

Modify: Exertion

Edit — Modification

Choose one —

- Give a red permanent “When this attacks, you may exert it. If you do, exile the top card of your library. You may play it until end of turn.”
- Modify one ability to “When this attacks, you may exert it. If you do” Reduce the card’s cost by 1

071/100 C

Modify: Evoke

Edit — Modification

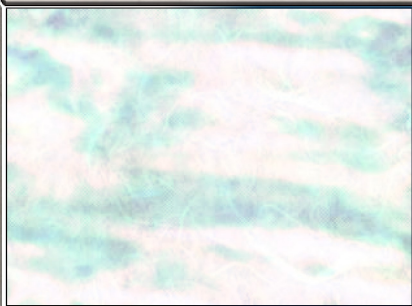
Edit a permanent

Give it evoke with a cost equal to its mana cost reduced by 3 or 1 ♠ (You may cast this spell for its evoke cost. If you do, it’s sacrificed when it enters the battlefield.)

Modify its abilities to “When this enters the battlefield”

032/100 R

Modify: Enternace



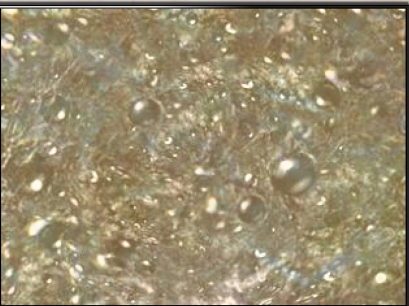
Edit — Modification

Choose one —

- Give a white or blue permanent “When this enters the battlefield, draw a card”
- Modify one ability to “When this enters the battlefield”

095/100 C

Modify: Dirge



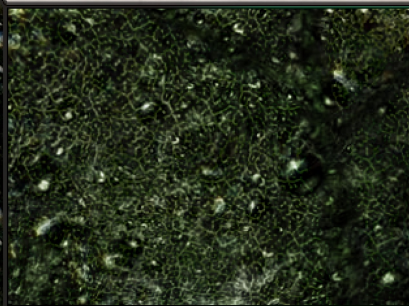
Edit — Modification

Choose one —

- Give a black permanent “Whenever another creature you control dies, each opponent loses 1 life and you gain 1 life”
- Give a white permanent “Whenever another creature you control dies, put a +1/+1 counter on target creature”
- Modify one ability to “Whenever another creature you control dies”

094/100 C

Modify: Deathknell



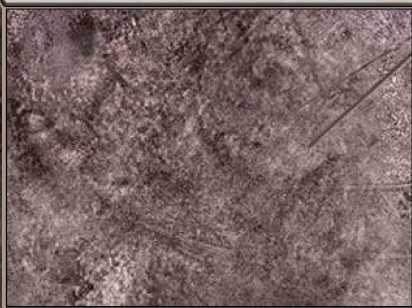
Edit — Modification

Choose one —

- Give a black or green permanent “When this dies, return another target permanent card from your graveyard to your hand”
- Modify one ability to “When this dies”. Reduce the cost of the card by 1

093/100 C

Modify: Clockwork



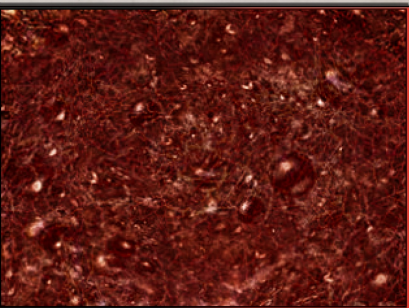
Edit — Modification

Choose one —

- Give a nonland permanent +1 cost and “At the end of your turn, create a token” Choose a Clue, a Treasure, or a 1/1 Thopter creature with flying.
- Modify one ability to “At the end of your turn”. Increase the cost of the card by 1

031/100 R

Modify: Bleed



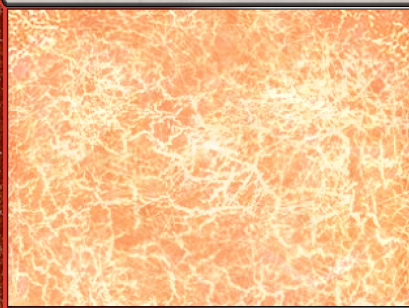
Edit — Modification

Choose one —

- Give a black permanent “Whenever this deals damage to a player, they discard a card”
- Give a red permanent “Whenever this deals damage to a player, create a treasure token”
- Modify one ability to “Whenever this deals damage to a player”

092/100 C

Modify: Battalion



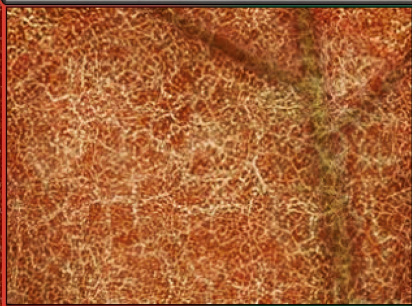
Edit — Modification

Choose one —

- Give a white creature “When this attacks with at least 2 other creatures, put a +1/+1 counter on each creature you control”
- Give a red creature “When this attacks with at least 2 other creatures, creatures you control get +2/+0 until end of turn”
- Modify one ability on a creature to “When this attacks with at least 2 other creatures”. Give the creature +1/+1

091/100 C

Modify: Aggressive



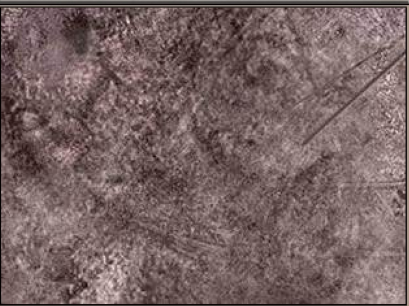
Edit — Modification

Choose one —

- Give a red creature +1/+0 and “When this attacks, it deals 2 damage to any noncreature target”
- Give a green creature +1/+0 and “When this attacks, destroy target artifact or enchantment”
- Modify one ability on a creature to “When this attacks”. Give the creature +1/+0


090/100 C

Major: Titan



Draft Action — Major

At the end of the draft, remove a card with mana value three or less from your draft pool.

Create a 6/6 Giant creature card that costs six mana of that card’s colors (*in the pattern of* 4 )

It has, “When this enters the battlefield or attacks, cast the chosen card”

Each player proposes an evergreen keyword to give it. Players vote, and you break ties.

030/100 M


Major: Spellshaper



Draft Action — Major

At the end of the draft, choose an unedited creature in your draft pool.

Each player chooses any magic card that shares its colors. Each player votes on a card, and you break ties.

The creature gains, “Discard a card, pay the chosen card’s cost, : Cast a copy of the chosen card”

029/100 M


Major: Magus

Draft Action — Major

At the end of the draft, choose an unedited creature in your draft pool.

Each player chooses any magic card with its exact mana cost. Each player votes on a card, and you break ties.

If you chose a permanent, it gains the abilities of that card

Otherwise it gains, “1, , sacrifice this: Cast the chosen spell.”

028/100 M


Major: Hideaway

Draft Action — Major

At the end of the draft, edit a basic land

It gains hideaway

Each player proposes a condition. Each player votes on a card, and you break ties.

It gains, “: You may play the exiled card without paying its mana cost if the condition is met”

027/100 M

Major: Command

Draft Action — Major

At the end of the draft, each player chooses two instants or sorceries with mana value two or less from magic’s history.

Choose four of them at random. Create an instant with mana value four containing one pip of each color among the chosen cards.

It has “Choose two” with the options being the four chosen cards.

026/100 M

Major: Charm

Draft Action — Major

At the end of the draft, each player chooses two instants or sorceries with mana value two or less from magic’s history.

Choose three of them at random. Create an instant with mana value three containing one pip of each color among the chosen cards.

It has “Choose one” with the options being the three chosen cards.

025/100 R

Land: Temple

Edit

Edit a land or edit a basic land and add it to the cube.

It enters play tapped and gains an additional basic land type. It gains “When this enters the battlefield, gain scry 1”

024/100 U

Land: Shock

Edit

Edit a land or edit a basic land and add it to the cube.

It gains an additional basic land type. It gains “When this enters the battlefield, lose 2 life”

023/100 C

Land: Manland

Edit

Edit a land or edit a basic land and add it to the cube.

Remove a creature you’ve drafted from the cube.


The land gains: “Pay that creature’s mana cost plus 1: This land becomes that creature until end of turn”

022/100 R

Land: Horizon

Edit

Edit a land or edit a basic land and add it to the cube.

It gains “1, , Sacrifice this: Draw a card”


021/100 C

Land: Fetch

Edit

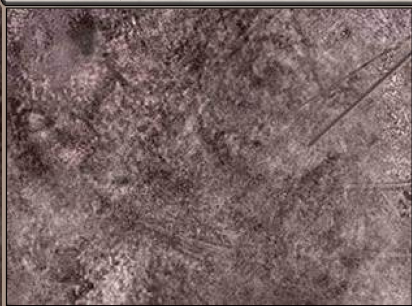
Edit a land or edit a basic land and add it to the cube.

Choose two basic land types.

It gains, “, pay 1 life, sacrifice this: Create a basic land token with one of the chosen basic land types”

020/100 U

Land: Expansion



Edit

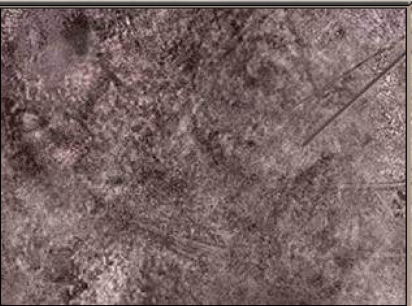


Edit a land or edit a basic land and add it to the cube.

It enters play tapped and gains an additional basic land type. It gains "When this enters the battlefield, gain 2 life"

019/100 C

Land: Castle



Edit



Edit a land or edit a basic land and add it to the cube.

Remove an instant or sorcery card in your draft pile from the cube

The land enters play tapped unless you control a basic land matching the color of the spell. It gains "Pay double the spell's mana cost, : Cast a copy of the spell"

018/100 R

Keyword: White



Edit - Keyword



Edit a creature

It costs 1 less and * more

It gains flying, first strike, or lifelink.

057/100 C

Keyword: Red



Edit - Keyword



Edit a creature

It costs 1 less and 2 more

It gains haste, first strike, or ward — Pay 2 life.

070/100 C

Keyword: Green



Edit - Keyword



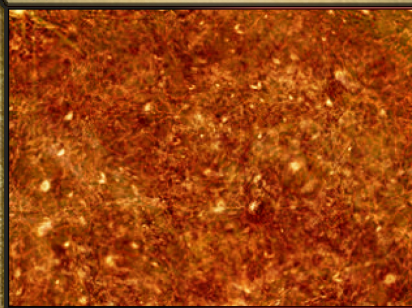
Edit a creature

It costs 1 less and 1 more

It gains reach, trample, or ward 2

074/100 C

Keyword: Dramatic Entrance



Edit - Keyword



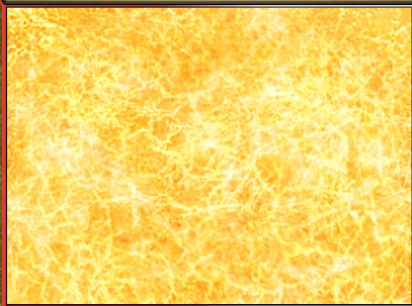
Edit a creature

It 2 more and 2 or 2 less.

It gains haste and menace.

086/100 U

Keyword: Double Strike



Edit - Keyword



Edit a creature

It 2 * more and 2 or 2 less.

It gains double strike.

085/100 U

Keyword: Blue



Edit - Keyword



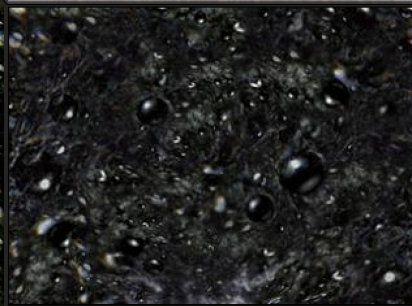
Edit a creature

It costs 1 less and 1 more

It gains flying, prowess, or ward 2 (Whenever this permanent becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)

061/100 C

Keyword: Black



Edit - Keyword



Edit a creature

It costs 1 less and 1 more

It gains menace, lifelink, or deathtouch

066/100 C

Cost: Willpower

Edit

Edit a nonland card

It gains, “You may cast this card by exiling X cards from your hand that share a color with it, instead of paying its mana cost”

X is the card’s mana value divided by 3, rounded up.

017/100 M

Cost: Weakness

Edit

Edit a creature

It costs 1 less to cast and gets -1/-1

016/100 C

Cost: Suspend

Edit

Choose one —

- It gains suspend 1 with a cost equal to 1 less than its mana cost.
- It gains suspend 2 with a cost equal to 2 less than its mana cost.
- It gains suspend 3 with a cost equal to 3 less than its mana cost.
- It gains suspend 4 with a cost equal to one mana of one of that spell’s colors

015/100 R

Cost: Super Bargain

Edit

Edit the last card you draft this round

It costs 2 or one mana of any color less to cast

014/100 U

Cost: Strength

Edit

Edit a creature

It costs 1 more to cast and gets +2/+2

013/100 C

Cost: Return

Edit

If the card is a permanent it gains unearth with a cost 1 less than its mana cost.

If its not, it gains flashback with a cost 1 more than its mana cost.

012/100 R

Cost: Helpers

Edit

Edit a nonland card

Choose one —

- It costs 4 more and gains delve
- It costs 3 more and gains convoke
- It costs 2 more and gains improvise

011/100 U

Cost: Drain Colors

Edit

Edit a card

You can convert any number of colored mana in its cost to generic mana. You can remove colors from a card this way. Increase its cost by 2

010/100 U

Cost: Defender

Edit

Edit a creature

It costs 3 or 1 less to cast and gains defender

009/100 U

Cost: Bounce

Edit

Edit a nonland card

It costs 2 less to cast and gains, "As additional cost to cast this, return a creature you control to its owner's hand"

008/100 U

Cost: Bargain Bin

Edit

Edit one of the last three cards you draft this round

It costs 1 less to cast

007/100 C

Cost: Bargain Bin

Edit

Edit one of the last three cards you draft this round

It costs 1 less to cast

006/100 C

Cost: Bargain Bin

Edit

Edit one of the last three cards you draft this round

It costs 1 less to cast

005/100 C

Cost: Aggressive

Edit

Edit a creature

It costs 1 less to cast and gains "This must attack each turn if able"

004/100 C

Ability: White Wrath

Edit - Ability

Edit a spell

It costs 2*** more.

It gains "(When this enters the battlefield,) destroy all (other) creatures"

056/100 R

Ability: Timebender

Edit - Ability

Edit a creature or artifact

It * more and 2 or less.

It gains "C: Tap or untap another target permanent"

084/100 U

Ability: Smash

Edit - Ability

Edit a spell

It more and 1 less

It gains "(When this enters the battlefield,) destroy target artifact"

069/100 R

Ability: Scavenger

Edit - Ability

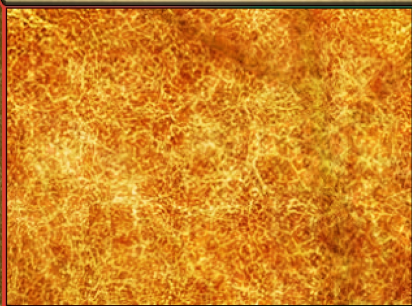
Edit a creature

It more and 2 or less.

It gains "When this enters the battlefield, return target card from your graveyard to your hand"

083/100 U

Ability: Rowdy



Edit — Ability

Edit a creature
It more and 2 or less.
It gains “When this enters the battlefield, it fights target creature”

082/100 U

Ability: Red Wrath

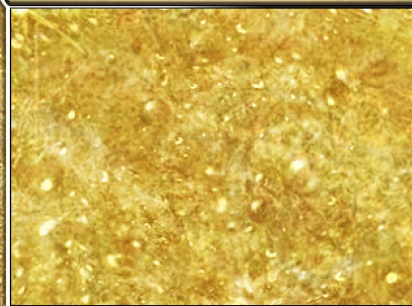


Edit — Ability

Edit a spell
It 1 more
It gains “(When this enters the battlefield,) this deals 2 damage to each other creature”

068/100 R

Ability: Necromancer



Edit — Ability

Edit a permanent
It more and 2 or less.
It gains “When this enters the battlefield, return a nonland permanent with mana value two or less from the graveyard to the battlefield”

081/100 U

Ability: Mass Naturalize



Edit — Ability

Edit a spell
It costs 1 more
It gains “(When this enters the battlefield,) destroy all artifacts and enchantments”

073/100 R

Ability: Mass Freeze



Edit — Ability

Edit a spell
It costs 2 more
It gains “(When this enters the battlefield,) tap each other creature and put a stun counter on them”

060/100 R

Ability: Lab Assistant



Edit — Ability

Edit a creature or artifact
It more and 2 or less.
It gains “: Copy target instant or sorcery spell. You may choose new targets for the copy”

080/100 U

Ability: Indestructible



Edit — Ability

Edit a permanent
It more and 3 or 1 less.
It gains “When this enters the battlefield, other creatures you control gain hexproof and indestructible until end of turn”

079/100 U

Ability: Exile



Edit — Ability

Edit a spell
It costs more. Choose a restriction:
• Tapped
• Creature with power 4 or greater
• Artifact or enchantment
It gains “(When this enters the battlefield,) exile target nonland permanent that meets the restriction”

055/100 R

Ability: Duplicant



Edit — Ability

Edit a permanent
It more and 1 less.
It gains, “When this enters the battlefield, if it is not a token, create a token that is a copy of it”

078/100 U

Ability: Disenchant

Edit — Ability

Edit a spell
It costs \spadesuit more and 1 less
It gains “(When this enters the battlefield,) destroy target enchantment”

072/100 R

Ability: Destroy

Edit — Ability

Edit a spell
It costs 1 \spadesuit more.
It gains “(When this enters the battlefield,) destroy target creature with lesser mana value”

065/100 R

Ability: Dark Curiosity

Edit — Ability

Edit a permanent
It \heartsuit \spadesuit more and 2 or \clubsuit less.
It gains, “(When this deals combat damage to a noncreature target, each opponent discards a card and you draw a card”

077/100 U

Ability: Counter

Edit — Ability

Edit a spell
It costs \heartsuit \heartsuit more and gains flash.
It gains “(When this enters the battlefield,) destroy target creature with lesser mana value”

059/100 R

Ability: Cascade

Edit — Ability

Edit a spell
It costs 3 more.
It gains cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

002/100 R

Ability: Buried Knowledge

Edit — Ability

Edit a spell
It costs 1 \heartsuit or 1 \spadesuit more.
It gains “(When this enters the battlefield,) you may cast an instant or sorcery from your graveyard without paying its costs”

076/100 R

Ability: Buried Armaments

Edit — Ability

Edit a spell
It costs \spadesuit more.
It gains “(When this enters the battlefield,) return target aura or equipment from your graveyard to the battlefield attached to this”

054/100 R

Ability: Buried Allies

Edit — Ability

Edit a spell
It costs 2 \spadesuit more.
It gains “(When this enters the battlefield,) return target creature card from your graveyard to the battlefield”

064/100 R

Ability: Black Wrath

Edit — Ability

Edit a spell
It costs 2 \spadesuit more.
It gains “(When this enters the battlefield,) all other creatures get -3/-3 until end of turn”

063/100 R



03 Pack: Sword of X and Y



Edit — Major



Choose two qualities at random from the back of this card.

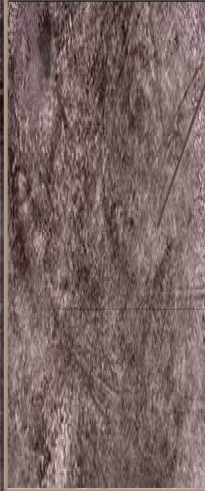
Create an equipment artifact with cost 3, “Equipped creature gets +2/+2 and protection from the chosen qualities” and “Equip 2”.

Choose a nonpermanent spell with mana value 1 that matches the criteria or contains the word in its text box. The equipment has, “When equipped creature deals combat damage to a player, cast the chosen spells”

001a/015 M



Sword Qualities



- Roll 2d12, reroll duplicates.
1. White
 2. Blue
 3. Black
 4. Red
 5. Green
 6. Monocolored
 7. Multicolored
 8. Colorless
(Excluding this equipment)
 9. Creatures
 10. Enchantments
 11. Instants
 12. Sorceries

Reference



001b/015 M



03 Pack: Sword of X and Y



Edit — Major



Choose two qualities at random from the back of this card.

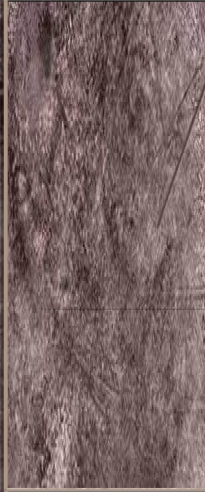
Create an equipment artifact with cost 3, “Equipped creature gets +2/+2 and protection from the chosen qualities” and “Equip 2”.

Choose a nonpermanent spell with mana value 1 that matches the criteria or contains the word in its text box. The equipment has, “When equipped creature deals combat damage to a player, cast the chosen spells”

002a/015 M



Sword Qualities



- Roll 2d12, reroll duplicates.
1. White
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 7. Multicolored
 8. Colorless
(Excluding this equipment)
 9. Creatures
 10. Enchantments
 11. Instants
 12. Sorceries

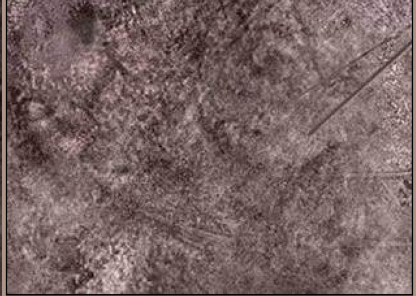
Reference



002b/015 M



Ability: Tokens



Edit — Ability



Choose a token from this list that matches the color of the card. The card costs 1 more and gains, “(When this enters the battlefield) create the chosen token.”

◆ — Two 1/1 colorless Servo artifact creatures

Continues on back face

004a/015 U



Token List



Reference



- * — 2/2 white Knight with vigilance
- 💧 — 1/1 blue Spirit with flying
- ♠ — 2/2 black Vampire with lifelink
- 🔥 — 3/1 red Elemental with haste
- 🌿 — 3/3 green Beast

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Ability: Big Tokens



Edit – Ability



Choose a token from this list that matches the color of the card. The card costs 3 more and gains, “(When this enters the battlefield) create the chosen token.”

◇ — Four 1/1 colorless Servo artifact creatures

Continues on back face

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Token List



Reference



* — 4/4 white Angel with flying and vigilance

♁ — 8/8 blue Kraken

♁ — 5/5 black Demon with flying

♁ — 4/4 red Dragon with flying and “♁: This gets +1/+0 until end of turn”

♁ — 6/6 green Wurm with trample

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