

04 INSERT: THEROS

Insert

You may use the Theros pack instead of the normal set of edit cards.

Theros is a world of gods and monsters, dominated by the strange starfields of Nyx. This pack adds enchantment synergies

049/049 S

04 Pack: Ability Aurafication

Edit — Modification

Edit a spell or ability that has one target and says, “until end of turn”

Add “Create an Aura token with enchant anything and” to the start. Replace “until end of turn” with “Attached to that target”

001/049 M

04 Pack: Affinity

Edit

Edit a spell

It gains affinity for enchantments (This spell costs 1 less to cast for each enchantment you control.)

002/049 C

04 Pack: Affinity

Edit

Edit a spell

It gains affinity for enchantments (This spell costs 1 less to cast for each enchantment you control.)

003/049 C

04 Pack: Aura

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment and an Aura with enchant creature. Its cost is reduced by 3 or 1

It gains, “Enchanted creature has this card’s abilities”

004/049 C

04 Pack: Aura

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment and an Aura with enchant creature. Its cost is reduced by 3 or 1

It gains, “Enchanted creature has this card’s abilities”

005/049 C

04 Pack: Bestow

Edit

Edit a creature

It becomes an enchantment. It gains bestow, with a cost equal to its mana cost plus 2.

It gains, “Enchanted creature has this card’s abilities, and adds this cards power and toughness to its”

006/049 C

04 Pack: Black Constellation

Edit — Modification

Choose one —

- Give a black permanent “Constellation — When an enchantment enters the battlefield under your control, target creature gets -1/-1 until end of turn”
- Modify one ability to “Constellation — When an enchantment enters the battlefield under your control”

037/049 U

04 Pack: Black Heroic

Edit — Modification

Choose one —

- Give a black creature “When you target this with a spell, each opponent loses 1 life and you gain 1 life”
- Modify one ability to “When you target this with a spell”

039/049 C

04 Pack: Blue Constellation

Edit — Modification

Choose one —

- Give a blue permanent “*Constellation* — When an enchantment enters the battlefield under your control, tap target creature”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

034/049 U

04 Pack: Blue Heroic

Edit — Modification

Choose one —

- Give a blue creature “When you target this with a spell, it gains flying until end of turn. Scry 1”
- Modify one ability to “When you target this with a spell”

036/049 C

04 Pack: Class

Draft Action — Major

At the end of the draft, choose three instants, sorceries, artifacts, or enchantments from magic’s history at random. (*exclude cards with subtypes*) Create an enchantment Class with mana cost equal to the first card.

Those cards become three level abilities (*Nonpermanents are cast when reaching that level*). Each level up costs the same as the card for its level.

009/049 R

04 Pack: Enlarging Aura

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment and an Aura with enchant creature. Its cost is reduced by 2 or

It gains, “Enchanted creature has this card’s abilities, and adds this cards power and toughness to its”

010/049 C

04 Pack: Green Constellation

Edit — Modification

Choose one —

- Give a green permanent “*Constellation* — When an enchantment enters the battlefield under your control, enchantment creatures and enchanted creatures get +1/+1 until end of turn”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

045/049 U

04 Pack: Green Heroic

Edit — Modification

Choose one —

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

046/049 C

04 Pack: Keyword Nyx Lord

Edit

Edit a permanent

Draw a random Keyword Edit from the main set, and choose a keyword from it.

This card gains, “Other enchantment creatures and enchanted creatures gain that keyword”. It gets the cost adjustments from the Keyword card.

014/049 R

04 Pack: Mask

Edit — Ability

Edit a spell

It gains “(When this enters the battlefield,) create a Mask aura enchantment token with enchant permanent and totem armor”

017/049 U

04 Pack: Nyx Lord

Edit

Edit a permanent

It gains, “Other enchantment creatures and enchanted creatures get +1/+1”

018/049 C

04 Pack: Nyx Lord

Edit

Edit a permanent
It gains, "Other enchantment creatures and enchanted creatures get +1/+1"

019/049 C

04 Pack: Opal

Edit

Edit a creature
It is no longer a creature. It becomes an enchantment. It costs 1 less.
It gains, "When an opponent casts a creature spell, this becomes a creature in addition to its other types (permanently)"

020/049 C

04 Pack: Red Constellation

Edit – Modification

Choose one —
• Give a red permanent "Constellation — When an enchantment enters the battlefield under your control, create a tapped treasure token"
• Modify one ability to "Constellation — When an enchantment enters the battlefield under your control"

041/049 U

04 Pack: Red Heroic

Edit – Modification

Choose one —
• Give a red creature "When you target this with a spell, exile the top card of your library. You may play it until the end of your next turn"
• Modify one ability to "When you target this with a spell"

043/049 C

04 Pack: Saga

Draft Action – Major

At the end of the draft, choose three instants or sorceries from magic's history at random. Create an enchantment Saga with mana value equal to the highest among the chosen cards, with its cost containing one pip of each color among the chosen cards.
Those three cards become the three chapter abilities, in a random order.

022/049 R

04 Pack: Touch of Nyx

Draft Action

At the end of the draft, choose up to three non-enchantment permanents in your draft pool. They become enchantments. (This does not count against the limit of 3 edits per card)

026/049 C

04 Pack: Touch of Nyx

Draft Action

At the end of the draft, choose up to three non-enchantment permanents in your draft pool. They become enchantments. (This does not count against the limit of 3 edits per card)

027/049 C

04 Pack: White Constellation

Edit – Modification

Choose one —
• Give a white permanent "Constellation — When an enchantment enters the battlefield under your control, create a 1/1 white Human Soldier creature token"
• Modify one ability to "Constellation — When an enchantment enters the battlefield under your control"

032/049 U

04 Pack: White Heroic

Edit – Modification

Choose one —
• Give a white creature "When you target this with a spell, it gets +2/+2 until end of turn"
• Modify one ability to "When you target this with a spell"

033/049 C

04 Pack: X Enchanted Creatures

Edit — Numbers

Change any number on a card to X
 If X is not yet defined, add “Where X is the number of enchanted permanents you control”

Increase the cost by 1 and then decrease it by the original number.

028/049 C

04 Pack: X Enchantments

Edit — Numbers

Change any number on a card to X
 If X is not yet defined, add “Where X is the number of enchantments you control”

Increase the cost by 3 and then decrease it by the original number.

030/049 C

04 Pack: Enlarging Aura

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment and an Aura with enchant creature. Its cost is reduced by 2 or 2

It gains, “Enchanted creature has this card’s abilities, and adds this cards power and toughness to its”

011/049 C

04 Pack: Totem Armor

Edit — Ability

Edit an Aura

It gains totem armor (*If enchanted permanent would be destroyed, instead remove all damage from it and destroy this Aura.*)

025/049 C

04 Pack: Enchantress

Edit — Ability

Edit a permanent.

It costs * or more

Give it “When you cast an enchantment spell, draw a card”

047/049 R

04 Pack: Nyx Hunter

Edit — Ability

Edit a card that can do damage

It costs 2 more and 1 less

Give it “This deals double damage to enchantment creatures”

040/049 U

04 Pack: Nyx Killer

Edit — Ability

Edit a spell. Give it flash.

Choose one

- It costs 1 more and gains “(When this enters the battlefield), destroy target enchantment creature.”
- It costs 1 more and gains “(When this enters the battlefield), counter target enchantment spell.”

048/049 U

04 Pack: Saga

Draft Action — Major

At the end of the draft, choose three instants or sorceries from magic’s history at random. Create an enchantment Saga with mana value equal to the highest among the chosen cards, with its cost containing one pip of each color among the chosen cards.

Those three cards become the three chapter abilities, in a random order.

024/049 R

04 Pack: Saga

Draft Action — Major

At the end of the draft, choose three instants or sorceries from magic’s history at random. Create an enchantment Saga with mana value equal to the highest among the chosen cards, with its cost containing one pip of each color among the chosen cards.

Those three cards become the three chapter abilities, in a random order.

023/049 R

04 Pack: Legacy

Edit — Ability

Edit a nonenchantment permanent

It gains Legacy (*When this permanent dies, if it isn't an enchantment, return it to the battlefield. Its an enchantment and loses all other types*)

015/049 C

04 Pack: Legacy

Edit — Ability

Edit a nonenchantment permanent

It gains Legacy (*When this permanent dies, if it isn't an enchantment, return it to the battlefield. Its an enchantment and loses all other types*)

016/049 C

04 Pack: Bestow

Edit

Edit a creature

It becomes an enchantment. It gains bestow, with a cost equal to its mana cost plus 2.

It gains, "Enchanted creature has this card's abilities, and adds this cards power and toughness to its"

008/049 C

04 Pack: Bestow

Edit

Edit a creature

It becomes an enchantment. It gains bestow, with a cost equal to its mana cost plus 2.

It gains, "Enchanted creature has this card's abilities, and adds this cards power and toughness to its"

007/049 C

04 Pack: X Enchantments

Edit — Numbers

Change any number on a card to X

If X is not yet defined, add "Where X is the number of enchantments you control"

Increase the cost by 3 and then decrease it by the original number.

029/049 C

04 Pack: Hidden

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment. It costs 2 less.

It gains, "When an opponent casts an instant or sorcery spell, this becomes a creature in addition to its other types (*permanently*)"

013/049 C

04 Pack: Hidden

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment. It costs 2 less.

It gains, "When an opponent casts an instant or sorcery spell, this becomes a creature in addition to its other types (*permanently*)"

012/049 C

04 Pack: Opal

Edit

Edit a creature

It is no longer a creature. It becomes an enchantment. It costs 1 less.

It gains, "When an opponent casts a creature spell, this becomes a creature in addition to its other types (*permanently*)"

021/049 C

04 Pack: Red Constellation

Edit — Modification

Choose one —

- Give a red permanent "Constellation — When an enchantment enters the battlefield under your control, create a tapped treasure token"
- Modify one ability to "Constellation — When an enchantment enters the battlefield under your control"

042/049 U

04 Pack: Green Constellation



Edit — Modification

Choose one —

- Give a green permanent “*Constellation* — When an enchantment enters the battlefield under your control, enchantment creatures and enchanted creatures get +1/+1 until end of turn”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

044/049 U

04 Pack: Blue Constellation



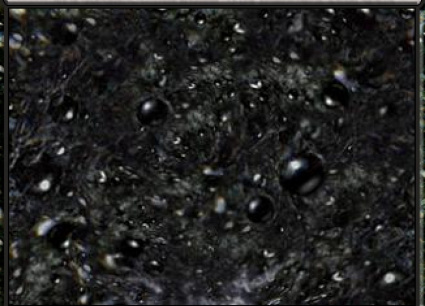
Edit — Modification

Choose one —

- Give a blue permanent “*Constellation* — When an enchantment enters the battlefield under your control, tap target creature”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

055/049 U

04 Pack: Black Constellation



Edit — Modification

Choose one —

- Give a black permanent “*Constellation* — When an enchantment enters the battlefield under your control, target creature gets -1/-1 until end of turn”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

038/049 U

04 Pack: White Constellation



Edit — Modification

Choose one —

- Give a white permanent “*Constellation* — When an enchantment enters the battlefield under your control, create a 1/1 white Human Soldier creature token”
- Modify one ability to “*Constellation* — When an enchantment enters the battlefield under your control”

051/049 U