

Trolley Problem Cube Comprehensive Rules

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1. General Cube Rules

100. General

100.1. This section contains information about general rules for the cube when drafting, as well as any rules that override normal magic rules.

101. Commanders

101.1. Cards with the text "This card can be your commander" are allowed to be your commander, any other cards, including legendary creatures are not allowed to be your commander.

101.2. A player may not play with more than 1 commander, unless both commanders have partner. (There are no legal "Partner with" pairs in the cube.)

101.3. Players are not required to follow the commander identity of their commander, any cards can be included in a deck with any commander. This overrides rules 903.4. 905.5c & 905.5d from the MTG CR.

101.4. Your commander is considered part of your deck for meeting your minimum deck size. (This usually means your remaining maindeck is 39 cards.)

101.5. Some commanders are spell commanders, these are commanders that are instants or sorceries. They work as normal commanders, so when they go to any zone other than the stack, you may put them into the command zone. (This includes when going to the graveyard after resolving.)

101.6. Players may not add cards to their deck from outside their pool except for basic lands. Prismatic Piper and Faceless One are not available to use.

102. Companions

102.1. The companion rules change is reverted to its original version. This means rule 702.139a is replaced with the following. "Once during the game, you may cast your companion from your sideboard, you must follow normal timing restrictions for that card."

102.2. Conspiracies, Heroes & Vanguard do not start in your deck and therefore do not have to follow your companion's restriction. Commanders do start in your deck and are required to meet your companions restriction.

103. Heroes

- 103.1. Hero is a card type that appears on some cards in the cube.
- 103.2. Hero is a permanent type, and can be targeted by cards that can target any permanent.
- 103.3. At the start of the game you may select up to 1 Hero card from your sidebar and begin the game with it on the battlefield.
- 103.4. Hero cards cannot be in your starting library.
- 103.5. Hero cards do not have a mana cost.

104. Vanguard

- 104.1. Vanguards in this cube use the original templating which calls them "Character" instead, cards with that as their printed type are vanguards.
- 104.2. Players may only use vanguards from their card pool.
- 104.3. At the start of the game, players can choose up to one Vanguard from their sidebar and start with it in the command zone.
- 104.4. Vanguard cards cannot be in your starting library.
- 104.5. For other rules refer to section 902. of the MTG CR.

105. Conspiracies

- 105.1. Players may use any number of conspiracies from their draft pool.
- 105.2. Conspiracies cannot be in your starting library.
- 105.3. For other rules refer to section 315. of the MTG CR,

106. Naming a card

- 106.1. When naming a card, players may name any card in this cube, any traditional magic card, or any other card that exists on gatherer or scryfall.
- 106.2. If a card in the cube shares a name with a normal magic card, they are considered to have both been named.

107. Opening a booster

107.1. When a card instructs you to open a booster pack, take 15 random cards from this cube, when drafting in paper take it from the section of the cube that was not drafted. These 15 become the booster pack.

107.2. When opening a pack in paper, set aside all cards not used, put them back into the undrafted section of the cube after the match ends, or if the undrafted section is empty.

107.3. When playing online, this can lead to duplicate cards, this is fine.

2. Special Cards

200. General

200.1. This section specifies how specific groups of card work.

201. Backsides of double faced cards

201.1. Some cards are the backside of a card that in normal magic is a double faced card.

201.2. These cards are not considered to be double faced in this cube, they are single faced cards who's front side happen to be the same as the back side of a normal card.

201.3. The mana cost of these cards is always equal to the mana cost of the cards front side in normal magic. Except if they are lands, lands do not have mana costs.

201.4. These cards have a normal back side and can be turned face down.

201.5. If an effect would transform these cards, nothing happens.

201.6. Some of these cards are the backside of two cards melded together, these are not treated different from normal cards, their mana cost is equal to the sum of their two components in normal magic.

202. Pre-flipped flip cards

202.1. Some cards are the flipped version of a card that is a flip card in normal magic.

202.2. The text box for the other side of these cards have been removed, they are not considered to be flip cards.

202.3. If a card instructs you to flip them, nothing happens.

203. Emblems

203.1. There are emblem cards in the cube, they have a mana cost and can be added to your deck.

203.2. While not in the command zone, Emblem is a card type. Emblems are not permanents.

203.3. Emblems can be cast as spells, at any time you could cast a sorcery.

203.4. When an emblem resolves, it is put into the command zone. It cannot leave the command zone for the rest of the game.

203.5. When an emblem is in the command zone it follows the rules for emblems laid out in section 114 of the MTG CR, except it remains a card instead of being a marker.

203.6. If an emblem would enter the battlefield, instead it remains in the zone it was in.

203.7. If a face-down emblem would be turned face up, instead reveal it to all player, after which it remains face down.

204. Host-augment pairs

204.1. Some cards are a host and augment card combined into one card, these cards are considered a single card at all times.

204.2. These cards do not have the augment keyword nor the host type.

204.3. The text and stats of these card are determined the same way as normal host-augment pairs.

205. Cards from other games

205.1. Any words that have a different meaning in magic and the game the card is from use the meaning of the word in magic.

205.2. All cards have their full card text for magic listed in Individual card rulings.

205.3. Cards from other card games with power and toughness are creatures, even if not explicitly stated.

206. Playtest Cards

206.1. Some playtest cards use letters instead of mana symbols, for these: W is white, U is blue, B is black, R is red, G is green.

206.2. Some playtest cards have CARDNAME in their rules text, this refers to the card itself, as if it said "this card".

206.3. The printed cost on playtest cards is always correct. (This rule exists because very old playtest cards used a different system for denoting mana costs. This has already been accounted for and fixed for cards in this cube.)

207. Sharpie Errata'd Cards

207.1. Some cards in the cube have some of their text removed with a marker, treat them as if that text doesn't exist. Interpret the resulting card as if it was a normal cards. If that would create any ambiguity it will be cleared up in Individual card rulings.

208. Pre-solved Case Cards

208.1. All Case cards in this cube have a picture of Alquist Proft (the Greatest Detective in the Multiverse) over their solve condition, this means it has both abilities at all times. (Proft has already solved them off screen.)

209. Read Ahead Sagas

209.1. Most Saga cards in this have the Read Ahead keyword where their reminder text would normally be. (Look out for this when drafting.)

210. For Mirrodin! Equipment

209.1. Most Equipment cards in this cube have the For Mirrodin! keyword. (Look out for this when drafting.)

3. Alchemy Cards

300. General

300.1. This section specifies how mechanics from alchemy work.

300.2. When alchemy cards rely on hidden information, just do not cheat. Cards for which this applies have a section in Individual card rulings that explains a procedure to deal with the case of distrust between players.

301. Seek and random cards

301.1. When seeking for a card with a given characteristic, reveal cards from the top of your library until you reveal a card that meets the characteristic. Then put the remaining cards on the bottom of your library in a random order.

301.2. When looking for a random card with a given characteristic, use the same rules as seek.

301.3. If the card with seek does not specify what to do with the card you found, put it into your hand.

302. Perpetually

303.1. Perpetually means an effect will stay on a card until the end of the game, no matter if changes zones or otherwise becomes a new object. Note the change on a piece of paper for that specific card.

303.2. For example Plunderers Prize says "Perpetually increase this cards cost by {1}" you are allowed to simply note somewhere how much extra cards named Plunderers Prize cost.

303. Conjure

304.1. If you are instructed to conjure a card create a representation of that card and play with it, it ceases to exist at the end of the game.

304.2. The conjured cards are treated exactly as normal cards, except for ceasing to exist at the end of the game. (So they are not tokens.)

Individual card rulings

General

1. This section is used give rulings about individual cards.

----- Goblin

1. The sticker does not come from any sticker sheet, you can add a sticker an unlimited amount of times. Which means you always add six red mana.
2. While in play this card is usually named some variant of "Delusionary Goblin" which cannot be named by cards that ask to name a card.
3. Players are not expected to physically put a sticker on the card, as the name of the card will not matter.

All // Nought

1. Nought will never flip back into All during a game for any reason.

Animus of Predation

1. The last ability only functions while Animus of Predation is on the battlefield.
2. Cast triggers or alternate casting costs will not function.
3. Enters the battlefield effects will function.
4. You can remove Grist, the Hunger Tide from your pool with this card, Animus will then have loyalty abilities you can activate.

Archmage of Dreams

1. Archmage entering the battlefield tapped does not trigger its own ability.
2. Archmages second trigger is considered a "leaves-the-battlefield ability" for the purposes of rules, meaning to looks back in time, this means that if Archmage dies you dodraw a card. And if it and other cards die at once you draw that many cards. (See rule 603.10. of MTG CR for clarification.)
3. Cards can be destroyed by cards that say "destroy" or by the state-based actions of a creature being dealt damage higher than it's toughness, or being dealt damage by a creature with death touch. No other state based actions destroy permanents.

4. The state-based actions above only happen if the creatures toughness is above 0.
5. See rule 701.7b of the MTG CR for additional clarification.

Assimilation Aegis

1. For Mirrodin! is a trigger, so if you stack it to resolve after the ability that exiles a creature, the 2/2 Rebel will become a copy of the exiled creature.

Booster Tutor

1. You own the card until the end of the game.
2. If a conspiracy or vanguard would enter your hand, instead it doesn't.
3. Heroes do not have a mana cost.
4. See rule 107. Opening a booster

Buried Ogre

1. Perform this action before drawing your opening hand.
2. Buried Ogre counts towards your minimum deck size. So you only have to play 39 other cards.

Cabaretti Revels

1. See rule 301. Seek and random cards

Captain Eberhart

1. The cost change only applies while the card is in a players hand or on the stack. If a card moves to any other zone the cost change is lost.
2. When playing casually or at regular REL, simply do not cheat when playing with this cards. When this proves insufficient, use the rules below.
3. It is both players responsibility to keep cards they drew this turn separate. Maintaining clearly separate groups of cards.
4. For the player controlling Captain Eberhart, if cards are not separated properly, for any group of cards containing at least one card not drawn this turn, consider all cards in that group to have not been drawn this turn.

5. For opponents of the player controlling Captain Eberhart, if cards are not separated properly, for any group of cards containing at least one card drawn this turn, consider all cards in that group to have been drawn this turn.

Champion of Wits

1. This card is not a token

Chrome Hill

1. Hideaway allows you to put the cards back in any order.
2. If a targeted creature dies, the ability fizzles and no cards will be put into your hand.
3. If you've already returned the exiled card to your hand, activating the last ability will still have its other two effects.

Clocknapper

1. To steal a phase means that during that player's next turn, as the chosen phase begins, you treat it as if it were your turn. Here's what happens if you steal each phase:
2. Beginning phase: You untap permanents you control and your opponent doesn't. Abilities that trigger at the beginning of your upkeep happen and ones that trigger at the beginning of their upkeep don't. You draw a card as it's now your draw step, so your opponent doesn't.
3. Precombat main phase: You can cast all types of spells while your opponent can only cast instants and spells with flash.
4. Combat phase: Just like combat on your turn, you can attack your opponents with your creatures. The opponent you stole the phase from can't attack with their creatures, but they can block.
5. Postcombat main phase: Same as precombat main phase.
6. Ending phase: Most abilities that trigger during the end step don't care whose turn it is, but a few do. Effects that last "until end of turn" or "this turn" will expire as normal, as they also don't care whose turn it is.
7. If you steal a phase, you are the active player during that phase.

Contraband Livestock

1. This card will in practice always have the following effect: "Exile target creature, its controller creates a 0/1 white Goat token."
2. To roll a 20, you roll a (theoretical) die, the result of said die roll is 20, this counts as rolling a die and can be modified by effects that change the result of die rolls.
3. This is considered a natural 20.

Contract from Below

1. All games of this cube are not played for ante. Never ante the top card of your library at the start of a game.
2. Cards anted move to the ante zone. See rule 407 from the MTG CR.
3. At the end of the game, the winner of the game gains ownership of all cards in the ante zone, those cards get added to their draft pool. If the game is a draw both players retain ownership of any cards they anted.
4. You are entitled to sideboard in cards obtained via ante during future games in a match.
5. You are entitled to alter your maindeck between rounds of play to include any newly obtained cards.
6. If a card that did not start the game in either players draft pool gets anted, neither player gains ownership of the card at the end of the game.

Crusty the Crustacean

1. Crusty loses the power and toughness boost when leaving the battlefield or otherwise becoming a new object.
2. If the creature is not destroyed, Crusty still gains the stats.
3. This card in normal magic is

Crusty the Crustacean 2B

Legendary Creature - Beast

When Crusty enters, destroy a creature.

Crusty gain $+X/+Y$, where X is the creature's power and Y is its toughness.

(This effect lasts indefinitely.)

Dank Ritual

1. You lose unused {T} as steps and phases end, at the same time you lose unspent mana.
2. Spending {T} allows you to activate the tap ability of a creature that's already tapped.
3. Spending {T} rather than tapping the permanent doesn't let you activate abilities of creatures that have "summoning sickness."
4. You can't spend {T} to have a creature attack without tapping. You also can't use it to pay the cost of an ability that taps a creature without using the {T} symbol. For example, you can't activate an ability that says "Tap an untapped creature you control: [Do something]" with T}.

// Do

1. You can't cast this card from anywhere other than your graveyard. When you do, exile it.

Drannith Magistrate

1. Your opponents' commanders cannot be cast from the command zone while Drannith Magistrate is in play.
2. Your opponents' companions cannot be cast from outside the game while Drannith Magistrate is in play.

Estra, Friend to All

1. For specific rulings on Booster Tutor see the individual rulings for Booster Tutor
2. Below are the five cards that can be cast using Estra.

Enlightened Tutor

W

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

Mystical Tutor U

Instant

Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

Booster Tutor B

Instant

Open a booster pack of this cube, reveal the cards, and put one of them into your hand. *(Remove that card from your deck before beginning a new game.)*

Imperial Recruiter 2R

Creature - Human Advisor

When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

1/1

Worldly Tutor G

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.damn yeah just making s

Foresight

1. Scry refers to the magic keyword Scry.
2. This card in normal magic is

Foresight

G

Enchantment

At the beginning of your upkeep, scry 3.

freaky pizza

1. (BECAUSE IT IS FREAKY) is not part of the mana cost.
2. This card is red.
3. This cards type line is "Legendary Artifact Creature — Pizza"

Frenzy Pack

1. If the targeted creature is indestructible upon resolution of a Consume trigger, you are not allowed to choose to destroy it. So Frenzy Pack will never get a +1/+1 counter.
2. If the targeted creature is not in play upon resolution of a Consume trigger, it will fizzle. So Frenzy Pack will never get a +1/+1 counter.
3. "When Frenzy Pack consumes a creature" is tied to the same condition as the +1/+1 counter, but if the +1/+1 itself is prevented from being placed upon Frenzy Pack, the second ability can still trigger.

Frogkin Kidnapper

1. Paying {3} to get a ransomed card back is a special action. The card's owner may pay that cost any time they have priority, and players can't take actions in between the time the player announces their intent to pay and the time the card returns to the zone from which it came.

Gifts Given

1. Your opponent still owns the cards, they are just in your hand.
2. If you cast them you will control the spell they will become.
3. If the cards would move to a zone other than your hand, the stack or the battlefield, they return to the owner. (So if you Brainstorm away a card, put it on top of your opponents library instead of yours.)

Gleemox

1. "This card is banned" does not have any rules meaning.

Harnessed Core

1. This cards templating is odd, its effect is that whenever an ability triggers any effect that trigger would have is replaced with the controller of the source of the ability drawing a card.
2. If another replacement effect modifies the amount of times an ability triggers, each instance of the trigger will be replaced with drawing a card individually.

Intellectual Checkmate

1. Your opponent still owns the cards, they are just in your hand.
2. If you cast them you will control the spell they will become.
3. If the cards would move to a zone other than your hand, the stack or the battlefield, they return to the owner. (So if you Brainstorm away a card, put it on top of your opponents library instead of yours.)

Jack-in-the-Mox

1. This is a mana ability and can be activated during the casting of a spell. However, activating it cannot be reversed, so if you attempt to cast a spell and activate Jack-in-the-Mox, then fail to pay for the spell in full, whatever mana Jack-in-the-Mox made will stay in your mana pool and Jack-in-the-Mox will remain tapped.

Jarsyl, Dark Age Scion

1. Starting intensity 1 means that at the start of the game, Jarsyl's intensity is equal to one.
2. "Jarsyl intensifies by 1." means that for the rest of the game Jarsyl's intensity increases by one.
3. Cards that are copies of Jarsyl track their intensity separately, but their intensity resets whenever they leave the battlefield or otherwise become a new object.

Jeska, Thrice Reborn

1. Partner works. If both Jeska and Tevesh Szat are in your deck, both can be your commanders.

Juggernaut Peddler

1. See rule 303. Conjure
2. Juggernaut is the following card

Juggernaut 4

Artifact Creature - Juggernaut

This creature attacks each combat if able.
This creature can't be blocked by Walls.

5/3

Junkyard Scrapper

1. See rule 301. Seek and random cards

Karn

1. Artifacts with mana value 0 you control are turned into creatures by this ability and then put into a graveyard as a state-based action. Notably you won't receive a window of priority in which to activate even mana abilities of artifacts such as black lotus.
2. Equipments are turned into creatures by this ability, which makes them unable to be attached to anything.
3. Equipments with For Mirrodin! will still create a 2/2 Rebel but will not attach to the rebel.

Kewne Radial

1. "Protection from deals" only cares about the words "deal" and "deals", similar words like "dealt" do not count.

Knight of the Kitchen Sink

1. Tokens and conjured cards are always considered black-bordered.
2. The following cards do **NOT** have a black border

- Silver-bordered cards: Booster Tutor; Clocknapper; Do-It-Yourself Seraph; Gifts Given; Half-Orc, Half-Iguana; Half-Squirrel, Half-Pony; Jack-in-the-Mox; Knight of the Kitchen Sink; Magical Hacker; Mox Lotus; Rules Lawyer; Subcontract; The Grand Calcutron; Urxa's Contact Lenses
- Borderless cards: Megatron/Blightsteel Collosus; Every Shock-land; Every Triome
- Mystery Booster Playtest cards: Buried Ogre; Frogkin Kidnapper; Jund 'Em Out; Madlands; Mirrored Lotus; Mox Poison; Noxious Bayou; Rift; Rule with an Even Hand; Seek Bolas's Counsel; Wisedrafter's Will; Wrath of Leknif
- Gamma Playtest cards: Counterspell; Darkpact; Earth Lore; Gauntlet of Might; Starburst
- Spectral Chaos cards: Faded Mox; Mana Beetle; Scroll of Papyrus
- Duplicate Sealed cards: Counterboom; Flare Mage; Peacefulness
- Cards from Hearthstone: Crusty the Crustacean; Peasant; Radiant Elemental; Scion of the Deep; Shadow of Demise; Stormcaller Bru'kan; Swiftscale Trickster
- Cards from Slay the Spire: Foresight; Strike
- Cards from Love Letter: Prince
- Cards from Storybook Brawl: Merlin's Hat
- Strixhaven Mystical Archive cards: Faithless Looting

Every card not listed here is black-bordered.

3. Border color is a copiable characteristic.

4. Somewhat notably, The End of the Undeclared Legend; Pot of Greed; & Upstart Goblin are black-bordered.

Live in the Now

1. The cards put into your hand are not 'drawn', so effects like Hullbreacher will not replace them.

Madlands

1. Playing Madlands for its madness cost is not considered to be your land drop for the turn.
2. You are allowed to play Madlands for its madness cost when you could normally not play a land, like during your opponents turn.

Magical Hacker

1. The + and - symbols in planeswalker loyalty abilities can be changed using this card's ability.

Martyr's Cry

1. This card's full text is:

Martyr's Cry	WW
Sorcery	
Exile all creatures. For each white creature exiled this way, its controller draws a card.	

Mental Step

1. Contrary to many similar effects, this card does NOT allow you to choose new targets for the copy. Any targets the copy has will be the same as those of the original, even if the original targets are no longer legal.

Merlin's Hat

1. This card's full text is:

Merlin's Hat	3
Artifact	
Spells you cast cost {2} less to cast.	

Myntasha, Honored One

1. You own any card you cast via booster cascade until the end of the game.
2. You cannot cascade into conspiracies or vanguard, skip them like you would skip lands.

3. Heroes have mana value 0.
4. See rule 107. Opening a booster

Nissa, Ascended Animist

1. This card does not have Completed, when paying life for the phyrexian mana it still enters with 7 loyalty counters.

Nut Shot

1. There is a typo in this cards text box, Nut Shot itself deals the damage.

Opening Ceremony

1. You own any cards played until the end of the game.
2. Conspiracy and vanguard cards cannot be cast.
3. Heroes do not have a mana cost, and cannot be cast unless you do not have to pay their mana cost.
4. See rule 107. Opening a booster

Pact of Negation

1. Pact of Negation still places a trigger onto the stack at the beginning of your next upkeep. This trigger has no effect as it resolves. It does not in any way prevent you from losing the game for other reasons.

Peasant

1. This card's full text is:

Peasant R

Creature

At the beginning of your upkeep,
draw a card.

2/1

2. This card has no creature types.

Plunderer's Prize

1. See rule 301. Seek and random cards
2. Perpetually means the cost increase is permanent for that game, use an external tracker to track the cost increase of Plunderer's Prize this game. (Like you do for commander tax.)
3. If another card is cast as a copy of Plunderer's Prize, it cannot effect it's own cost. This will also not effect the cost of the original Plunderer's Prize.

Pot of Greed

1. This card's full text is:

Pot of Greed	0
Sorcery	
Draw two cards.	

2. This card is colorless

Prince

1. The choice of player does not target, and is made as the spell resolves. No player receives priority between the choice of player and the chosen player discarding their hand.

2. This card's full text is:

Prince	5
Sorcery	
Choose a player. The chosen player discards their hand, then draws a card.	

3. This card is colorless.

Radiant Elemental

1. This card's full text is:

Radiant Elemental 1W
 Creature - Elemental
 Spells you cast cost 1 less to cast.

2/3

2. This ability effects all spells, not just instants and sorceries. (This rule is here for hearthstone players.)

Rift

1. You may put Rift into your hand before shuffling the other cards in your deck to become your library. If you do, you draw six cards instead of seven while drawing your opening hand and while taking mulligans. Your maximum hand size is still seven. (If no vanguards modify this number.)
2. If you take a mulligan, you don't shuffle Rift into your library. You draw six cards instead of seven, then the mulligan procedure continues as normal.
3. If you choose to use Rift's ability, reveal it before drawing the rest of your hand.

Rukh Egg

1. The token is created whenever Rukh Egg goes to the graveyard from anywhere.
2. This card's full text is:

Rukh Egg 3R

Creature - Egg

When Rukh Egg is put into a graveyard from anywhere, at the beginning of the next end step, create a 4/4 red Bird creature token with flying.

0/3

3. If the Rukh egg goes into its owners graveyard from a zone where a different player controlled it, that player gets the token.

Saiba Syphoner

1. You do not have to reveal your hand to your opponent to cast this card for its reduced cost.
2. When playing casually or at regular REL, simply don't cheat when determining Saiba Syphoner's cost.

3. On request by your opponent, reveal your hand to a bystander to verify no instants or sorceries are present.

Scion of the Deep

1. Paying life for the third spell each turn is not optional, you cannot choose to pay mana instead.
2. This card's full text is:

Scion of the Deep B

Legendary Creature

When casting the third spell you cast each turn, pay life equal to its mana value rather than pay its mana cost.

1/3

3. If you cast a spell for another cost "rather than pay its mana cost," you can't choose to cast it for any alternative costs. You can, however, pay additional costs.
4. This card has no creature types.

Seek Bolas's Counsel

1. You are not playing planechase, so if you planeswalk to Pools of Becoming that plane will stay active for the rest of the game, and having chaos ensue is impossible.

Shadow of Demise

1. If an effect allows you to cast Shadow of Demise from a zone other than your hand, you can cast it from there as a copy of your last spell.
2. If a card restricts what kind of spells can be cast, only the card Shadow of Demise is being cast as is considered. (So you can cast it from your graveyard as a Black Lotus when Lurrus of the Dream Den is in play, and you can cast it as The One Ring while Brisela, Voice of Nightmares is in play, but not as Black Lotus.)
3. Shadow is a card as a copy of the last card cast, not as a copy of the spell. So you may choose new modes, new targets or pay alternate costs, if applicable.

4. When not on the stack or battlefield, Shadow of Demise is a colorless sorcery with no mana cost.

5. This cards full text is:

Shadow of Demise NO MANA COST

Sorcery

You may cast this card as a copy of the last spell you've cast this game.

Shadowmoor Draw Spell

1. Mana abilities are activated before paying costs, so if you control Llanowar Elves, you may tap it for green, then untap it using untap convoke, but you cannot tap it for mana to pay for Shadowmoor Draw Spell again after that.

2. You are not allowed to overpay for untap convoke, you can untap at most 4 creatures if Shadowmoor Draw Spell's cost is not increased.

3. If this card gains convoke, you are allowed to tap and untap the same creature multiple times.

Sigardian Evangel

1. See rule 303. Conjure

Slaughter Pact

1. Slaughter Pact still places a trigger onto the stack at the beginning of your next upkeep. This trigger has no effect as it resolves. It does not in any way prevent you from losing the game for other reasons.

Soulflayer

1. Soulflayer's second ability only functions while on the battlefield, so any cast triggers it gains from delving will not trigger. However enter the battlefield effects will trigger.

2. If Soulflayer would have multiple characteristic defining abilities, choose which one applies when delving cards. (Characteristic defining abilities are abilities like "this creature's power and toughness are equal to the number of cards in your hand.")

Stormcaller Bru'kan

1. Contrary to many similar effects, this card does NOT allow you to choose new targets for the copy.

2. This card's full text is:

Stormcaller Bru'kan 4R

Legendary Creature

When Bru'kan enters, You get an emblem with "Whenever you cast a spell, copy it."

7/7

3. This card has no creature types.

Strike

1. Strike targets, and can choose any target.

2. Strike deals the damage.

3. This card's full text is:

Strike R

Sorcery

Strike deals 6 damage to any target.

Subcontract

1. You are allowed (and probably should) choose yourself as the "A person"

Swiftscale Trickster

1. This card's full text is:

Swiftscale Trickster 3B

Creature - Snake

When this creature enters, the next spell you cast this turn can be cast without paying its mana cost.

2/2

2. 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.

Tevesh Szat, Doom of Fools

1. Partner works. If both Jeska and Tevesh Szat are in your deck, both can be your commanders.

The End of the Undefeated Legend

1. This card's full text is:

The End of the Undefeated Legend RB

Sorcery

Discard your hand. Destroy all creatures.

Each player's life total becomes 10.

At the beginning of the next end step, draw three cards.

The Grand Calculation

1. Your program is still your hand. If you discard a card, it goes from your program to your graveyard.
2. "Players can only play the first card of their program." only effects cards in the program, you can still cast cards from anywhere else as normal.
3. If the ability to turn each players hand into a program does not resolve, all other abilities of The Grand Calculation will do nothing. Although the last ability will still put a trigger on the stack, that trigger will just have no effect.

Trapped of Command

1. Red spells and Wizard spells cast from exile using cascade will themselves be granted cascade and trigger their own separate instance of the cascade ability when they are cast.

Ulgrotha Charm

1. You are not casting copies of the named spells, the modes simply have the same text as those cards.

2. This card's full text is:

Ulgrotha Charm 2U

Instant

Choose one -

- Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.
- Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.
- Target player discards two cards, then draws as many cards as they discarded this way.

Upstart Goblin

1. Yes, they really gain 1000 life. Donate responsibly.
2. This card's full text is:

Upstart Goblin 0

Sorcery

Draw a card, then target opponent gains 1000 life.

3. This card is colorless.

Vengevine

1. There is a typo on this card, it should say "if it's a creature spell"

Worldknit

1. Commanders start in the command zone and therefore do **NOT** disable worldknit. A second commander will have to be in your starting deck to keep Worldknit enabled. (As long as they don't have partner.)
2. Your vanguard starts in the command zone and therefore do **NOT** disable Worldknit. However if you drafted two vanguard you cannot play both and the second will remain in your sideboard which disables Worldknit.
3. Heroes start on the battlefield and therefore disable Worldknit, if there is a hero in your pool, you cannot enable Worldknit.
4. Companions start in your sideboard and therefore disable Worldknit, any companions will have to be in your starting deck to enable Worldknit.
5. Conspiracies start in the command zone and therefore do **NOT** disable Worldknit.
6. Buried Ogre starts the game in your graveyard. Electing to use its ability as the game begins will disable Worldknit.
7. Rift starts the game in your hand. Electing to use its ability as the game begins will disable Worldknit.
8. Cards revealed with Volatile Chimera begin the game in exile, which will disable Worldknit.
9. Any cards removed from the draft using Animus of Predation are not in your draft pool and can therefore not disable Worldknit.
10. Any cards you have won from ante will have to be in your library before the next game otherwise Worldknit will be disabled.
11. For quick reference

Works with Worldknit	Doesn't work with Worldknit
Commanders	Heroes
Vanguards	Companions
Conspiracies	Rift
	Volatile Chimera
	Buried Ogre