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1.0	First revision.	2016-12-09
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2.0	Treachery Re-release rules revision.	2018-05-08
2.0.1	Hotfix: renamed "nut and bolt" counter into a simple "nut."	2018-05-16
2.0.2	Hotfix: clarification for rule 907.5 (starting life total).	2018-08-09
2.0.3	Updated for The Ferryman, replacing The Mercenary.	2018-08-20
2.0.4	Added several new card notes.	2018-09-20
2.0.5	Renamed rule 702.TrUnv-1 into 702.187.	2018-09-24
3.0	Treachery 2021 revision: added rule 907.9 and removed rule 907.8a, updated card notes.	2021-04-28
4.0	Renamed rule 115 into 116, and rule 314 into 372. Removed rule 314.8 as it is already in 702.187d. Removed rule 705bis "Rolling a die" as it is now covered by the official CR (rule 706). Revamped rule chapter 907 about the Treachery game. Added rule 907.3d, Backstab Rumble Option. Added card notes for The Great Martyr and The Metamorph	2024-10-01

These rules are effective as of October 1st, 2024.

INTRODUCTION

This document is the ultimate authority for **Magic: The Gathering® "Treachery"** variant. It consists of an add-on to the official **Magic: The Gathering Comprehensive Rules** document¹ (thereafter referred as "Official CR") with a series of numbered rules followed by a glossary. Many of the numbered rules are divided into subrules, and each separate rule and subrule of the game has its own number. (Note that subrules skip the letters "l" and "o" due to potential confusion with the numbers "1" and "0"; subrule 704.5k is followed by 704.5m, then 704.5n, then 704.5p, for example.)

This document also contains an addendum including specific card notes to help players better understand the abilities of their identity cards.

This document is NOT meant to be read beginning to end; instead it's meant to be consulted when specific rules questions come into play. Changes may have been made to this document since its publication. You can download the most recent version from the Treachery rules website at mtgTreachery.net/Rules. If you have questions, you can get the answers from us at our [Discord](https://discord.gg/tBUDTyx) <https://discord.gg/tBUDTyx>.

¹ The Official CR may be found at [Magic.Wizards.com/Rules](https://magic.wizards.com/Rules) and at [Yawgatog.com/resources/magic-rules](https://yawgatog.com/resources/magic-rules).

TABLE OF CONTENTS

TREACHERY COMP-RULES.....	3	SPECIFIC CARD NOTES	10
109. Objects.....	3	LEADERS.....	10
116. Special Actions.....	3	GUARDIANS.....	14
205. Type Line	3	ASSASSINS.....	20
207. Text Box.....	3	TRAITORS	25
372. Identities.....	3		
702. Keyword Abilities (Unveil & Undercover)	5		
907. Treachery.....	6		

TREACHERY COMP-RULES

1. GAME CONCEPTS**109. Objects**

109.2tr. If an ability of an identity card includes the text "this identity," it means the identity card in the command zone on which that ability is printed.

109.4tr. In a Treachery game, each identity card is, by default, controlled by its owner. See rules 372.5.

116. Special Actions

116.2. There's an extra special action:

116.2tr. In a Treachery game, turning a face-down identity card in the command zone face up is a special action. A player can take this action any time they have priority. See rule 907.4b.

2. PARTS OF A CARD**205. Type Line**

205.3. Subtypes

205.3tr. Identities have their own unique set of subtypes; the subtypes are called *identity types* (or *roles*). The identity types are Leader, Guardian, Assassin, and Traitor.

207. Text Box

207.2. Ability words

207.2tr. In a Treachery game, there is an additional ability word: undercover. See rule 702.187f.

3. CARD TYPES**372. Identities**

372.1. Identity is a card type seen only on nontraditional **Magic** cards. Only the Treachery casual variant uses identity cards. See rule 907, "Treachery."

372.2. Identity cards remain in the command zone throughout the game. They're not permanents. They can't be cast or included in a deck. If an identity card would leave the command zone, it remains in the command zone. Identity cards that aren't in the game could be brought into the game by some effects.

372.3. Identity subtypes are always a single word and are listed after a long dash: "Identity — Leader." Each word after the dash is a separate subtype. Identities may have multiple subtypes. Identity subtypes are also called identity types or roles. See rule 205.3tr for the complete list of identity types.

372.3a. The Leader subtype comes with an inherent static ability that sets its controller as the starting player. If multiple players would be the starting player, one of those players is chosen at random.

372.4. An identity card may have any number of static, activated and triggered abilities. As long as an identity card is face up in the command zone, its static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

372.4a. Abilities of identity cards may affect the start-of-game procedure.

372.4b. Face-down identity cards have no characteristics.

372.5. The owner of an identity card is the player who started the game with it in the command zone. The controller of an identity card is its owner.

372.6. If an ability of an identity card includes the text "this identity," it means the identity card in the command zone that's the source of that ability.

372.7. If an ability of an identity card includes the text "[identity subtype] player," it means a player controlling a face-up identity card with that type.

372.8. At any time, you may look at a face-down identity card you control. You can't look at face-down identity cards controlled by other players unless an ability allows you to do so.

372.9. As a face-down identity card is turned face up, its copiable values revert to its normal copiable values. Any effects that have been applied to the face-down identity card still apply to the face-up card.

372.10. If a face-down identity card becomes a copy of another identity card, its copiable values become the copiable values of that identity card, as modified by its face-down status. Its characteristics therefore remain the same: the characteristics listed by the ability or rules that allowed it to be turned face down. However, if it is turned face up, its copiable values become the values it copied from the other identity card. See official rule 707.3, "Copying Objects."

372.11. If a face-down identity card would have an "As [this identity] is unveiled . . ." ability after it's turned face up, that ability is applied while that identity card is being turned face up, not afterward.

7. ADDITIONAL RULES

702. Keyword Abilities (Unveil & Undercover)

702.187. Unveil

French: "Dévoilement."

702.187a. Unveil is a static ability that represents two replacement effects. The first functions as an identity card with unveil is put into the command zone. The second effect applies when its controller leaves the game. "Unveil [cost]" means "As you put this identity card into the command zone, turn it face down" and "As you lose the game, turn this identity card face up." See official rule 708, "Face-Down Spells and Permanents."

702.187b. Identity cards can't normally start the game face down. An unveil ability allows you to do so.

702.187c. Any time you have priority, you may turn a face-down identity card you control with an unveil ability in the command zone face up. This is a special action; it doesn't use the stack (see rule 116.2tr). To do this, show all players what the identity card's unveil cost would be if it were face up, pay that cost, then turn the identity card face up. (If the identity card wouldn't have an unveil cost if it were face up, it can't be turned face up this way.)

702.187d. Most identity cards with unveil have abilities that trigger when they're *unveiled*. "When [this card] is unveiled" means "When [this card] is turned face up as part of an unveil special action."

702.187e. If an identity card's unveil cost includes X, other abilities of that identity may also refer to X. The value of X in those abilities is equal to the value of X chosen as the unveil special action was taken.

702.187f. Some identity cards, usually with the Guardian subtype, have a special unveil restriction indicated over their unveil ability. They're preceded by the ability word "*Undercover*" in italics at the beginning of that restriction. Players can't turn that card face up using the procedure described in rule 702.187c above for as long as the restriction hasn't been met.

702.187g. If a player leaves the game, all face-down identity cards controlled by that player must be revealed to all players. At the end of each game, all face-down identity cards must be revealed to all players.

9. CASUAL VARIANTS**907. Treachery**

907.1. In the Treachery variant, a group of players play **Magic** with identity cards. The Treachery variant was created and popularized by fans; an independent rules committee maintains additional resources at mtgTreachery.net. The Treachery variant uses all the normal rules for a **Magic** game or any other game variant, with the following additions.

907.2. A Treachery game is always a multiplayer game, played with four or more players (best played with five or six) spread in three or more hidden teams. The default setup for a Treachery game is the Free-for-All multiplayer variant with the attack multiple players option and without the limited range of influence option. See official rule 806, "Free-for-All Variant."

907.2a. The teams are defined by the identity cards dealt to the players before the game starts. See rule 907.5.

907.2b. The deploy creatures options isn't normally used in the Treachery variant.

907.2c. The Treachery variant is best paired with the Commander/EDH variant. In this case, the Commander decks are chosen before preparing the Treachery variant.

907.3. In addition to the normal game materials, an identity deck must be prepared.

907.3a. An identity deck must consist of exactly one identity card per player. All identity cards remain in the command zone throughout the game.

907.3b. An identity deck must contain no more and no less than one identity card with the Leader subtype, at least one identity card with the Traitor subtype, and a number of identity cards with the Assassin subtype equal to half the number of players, rounded down. The remaining identity cards must be of the Guardian or Traitor subtype. The default setup for an identity deck for a five-player game is 1 Leader, 1 Guardian, 2 Assassins and 1 Traitor.

907.3c. Other recommended setups are:

4 players: 1 Leader, 1 Traitor, 2 Assassins.

5 players: 1 Leader, 1 Traitor, 2 Assassins, 1 Guardian.

6 players: 1 Leader, 1 Traitor, 3 Assassins, 1 Guardian.

7 players: 1 Leader, 1 Traitor, 3 Assassins, 2 Guardians.

8 players: 1 Leader, 2 Traitors, 3 Assassins, 2 Guardians.

907.3d. Backstab Rumble Option

As an alternative option, an identity deck could contain one identity card with the Leader subtype, and all the remaining identity cards are of the Traitor subtype.

For a greater element of surprise, don't inform the players that this option has been chosen.

907.4. Before the game is started, the identity deck is shuffled, and each player is randomly dealt face-down an identity card from the identity deck. Once all identity cards have been dealt, each player looks at it and puts it into the command zone, face up or face down depending on the card's text.

907.4a. Identity cards with the Leader subtype are put into the command zone face up.

907.4b. Identity cards with an unveil ability are put into the command zone face down. Any time a player has priority, they may turn a face-down identity card they control face up by performing an unveil special action. See rule 702.187, "Unveil."

907.4c. The subtypes of face-down identity cards are kept secret. Players should not reveal their role.

907.5. The teams consist of the following.

907.5a. The players controlling a Leader or Guardian identity card are members of the same team. They are designated the leader team.

907.5b. The players controlling an Assassin identity card form a second opposing team. They are designated the assassins team.

907.5c. The players controlling a Traitor identity card are each member of their own team and fight for themselves. They have no teammates.

Note: This role is very difficult because you will have to eliminate each of your opponents before they reach their respective win conditions. But keep in mind that your role is granted with a more powerful unveil triggered ability.

907.5d. A player with a face-down identity card is considered opponent to other players and has no teammates until their identity card is face up.

907.6. Each player's starting life total is 20 unless an ability or another game variant modifies the starting life total. Each player's starting hand size is seven cards unless an ability or another game variant modifies the starting hand size.

Note: If you play a game of Treachery with the Commander/EDH variant, each player's starting life total is 40 and each player's starting hand size is seven cards. If you play with the Vanguard variant, each player's starting totals are modified according to their vanguard card.

907.7. Rather than a randomly determined player, the Leader player is the starting player. If multiple players would be the starting player, one of those players is chosen at random.

907.8. The Treachery variant includes the following specifications for winning and losing the game. All other rules for ending the game also apply (see official rule 104, "Ending the game"), with the exceptions outlined in rule 907.11.

907.8a. The assassins team wins the game if all players controlling a Leader identity have lost the game and at least one player controlling an Assassin identity is still in the game.

907.8b. The leader team loses the game if all players controlling a Leader identity have lost the game.

907.9. The owner of an identity card is the player who started the game with it in the command zone. The controller of an identity card is its owner.

907.10. Any abilities of a face-up identity card in the command zone function from that zone. The card's static abilities affect the game, its triggered abilities may trigger, and its activated abilities may be activated.

907.11. When a player leaves the game, all objects owned by that player leave the game (see official rule 800.4a) except for the following. These are not state-based actions. They happen as soon as the player leaves the game.

907.11a. Abilities on the stack with an identity source and owned by a player who left the game remain on the stack. Allow the leaving player to resolve these abilities if possible.

907.11b. An identity card owned by a player who left the game and controlled by another player still in the game remains in the game. That controller becomes the new owner of that identity card.

907.12. When a player leaves the game, the game remembers the last team they were a member of based on the last known identity card they controlled before they leave the game.

907.13. If a player leaves the game, all face-down identity cards controlled by that player must be revealed to all players. At the end of the game, all face-down identity cards must be revealed to all players.

GLOSSARY REMINDER

Reminder: 104.2c. In a multiplayer game between teams, a team with at least one player still in the game wins the game if all other teams have left the game. Each player on the winning team wins the game, even if one or more of those players had previously lost that game.

Reminder: 104.3g. In a multiplayer game between teams, a team loses the game if all players on that team have lost the game.

Team. A group of players who share a common victory condition in a multiplayer game. See rule 808, "Team vs. Team Variant," rule 809, "Emperor Variant," rule 810, "Two-Headed Giant Variant," and rule 811, "Alternating Teams Variant."

Teammate. In a multiplayer game between teams, a player's teammates are the other players on their team. See rule 102.3.

SPECIFIC CARD NOTES

LEADERS.....	10	ASSASSINS	20
Her Seedborn Highness	10	The Ambitious Queen	20
His Beloved Majesty	10	The Beastmaster	20
The Blood Empress	11	The Bio-Engineer.....	20
The Chaos Bringer	11	The Corpse Snatcher	21
The Corrupted Regent	11	The Demon.....	21
The Gathering.....	11	The Depths Caller.....	21
The King over the Scrapyard	12	The Madwoman.....	21
The Old Ruler.....	12	The Necromancer	22
The Queen of Light	12	The Pyromancer.....	22
The Twin Princesses	13	The Rebel General.....	22
The Void Tyrant	14	The Seer	22
GUARDIANS	14	The Shapeshifting Slayer.....	23
The Ætherist	14	The Sigil Mage	23
The Augur	14	The Sorceress.....	24
The Bodyguard	15	The War Shaman.....	24
The Cathar	15	The Witch.....	25
The Cryomancer	15	TRAITORS.....	25
The Flickering Mage	16	The Banisher	25
The Golem	16	The Cleaner	25
The Great Martyr.....	16	The Ferryman.....	25
The Hieromancer	17	The Gatekeeper	25
The Immortal.....	17	The Grenadier	25
The Marshal.....	17	The Metamorph.....	25
The Oracle	18	The Oneiromancer	26
The Spellsnatcher	19	The Puppet Master	27
The Summoner	19	The Reflector.....	27
The Supplier.....	19	The Time Bender.....	28
The Warlock.....	20	The Wearer of Masks.....	28

LEADERS

Her Seedborn Highness

- Counters on identity cards cannot be proliferated because identity cards aren't permanents.

His Beloved Majesty

- Other players decide in turn order whether or not they accept the offering (choosing a nonenchantment, nontoken permanent and drawing a card). Each player will know the decisions of previous players in turn order when making their decision.

- After each other player has decided, the stealing effect happens simultaneously for each one who accepted the offering.

The Blood Empress

- The Blood Empress's ability triggers once for each time creatures are put into a single opponent's graveyard, no matter how many cards are put at once.

The Chaos Bringer

- You roll a die as The Chaos Bringer's ability resolves. No player may take actions between seeing the result of the roll and completing the ability's resolution.

The Corrupted Regent

- You always perform your normal draw before this ability. The normal draw occurs before anything can be placed on the stack during a player's draw step.
- If you control other triggered abilities that allow you to draw cards during your draw step, you can choose to order The Corrupted Regent's ability before or after those abilities. Triggered abilities controlled by other players will resolve before triggered abilities you control.
- Any cards drawn prior to The Corrupted Regent's ability resolving, including in your upkeep or in response to The Corrupted Regent's triggered ability, can be chosen to be put back using this effect. The Corrupted Regent's controller is responsible for keeping these cards distinguishable in hand, such as by keeping them separate from cards that began the turn in hand.
- You can put back zero or one card.
- If you choose to draw a card, then replace that draw with some other effect, the rest of The Corrupted Regent's ability still happens. If you've actually drawn only one card that turn, you must choose that card and either pay 3 life or put it on top of your library. If you haven't actually drawn any cards that turn, the rest of the ability has no effect.
- It's not possible to take any actions between drawing the cards and choosing a card. You can't cast the cards you drew to avoid having a card to choose.

The Gathering

- You choose the mode as the triggered ability goes on the stack. You can choose a mode that requires targets only if there are legal targets available.

- If the ability is countered (either for having its target become illegal or because a spell or ability counters it), the mode chosen for that instance of the ability still counts as being chosen.
- The phrase "that hasn't been chosen" refers only to that specific The Gathering.
- It doesn't matter who has chosen any particular mode. For example, say you control The Gathering and have chosen the first three modes. If an opponent gains control of The Gathering, that player can choose only the fourth or fifth mode.
- In some very unusual situations, you may not be able to choose a mode, either because all modes have previously been chosen or the only remaining modes require targets and there are no legal targets available. In this case, the ability is simply removed from the stack with no effect.
- Keep careful track of which modes the Leader player has already chosen. You may do so by keeping a running count on paper, by using colored counters on that card, by using one basic land card of each color under that card, or by any other clear and mutually agreeable method.

The King over the Scrapyard

- A spell or ability destroys or exiles a permanent only if that spell or ability specifically contains the word "destroy" or "exile" in its text. The following won't cause The King over the Scrapyard to trigger: If a spell or ability an opponent controls deals lethal damage to a creature you control, causes you to sacrifice a permanent, removes all loyalty counters from a planeswalker you control, or causes an ability you control to trigger (and then that ability destroys or exiles a permanent you control).

The Old Ruler

- Even though your starting hand size is increased by one, nothing else about the pregame procedure changes. If you don't take two or more mulligans in a multiplayer game, you won't be able to "scry" before the game starts.

The Queen of Light

- The affected permanent isn't targeted. The Leader player may choose a permanent with shroud, for example.
- Once The Queen of Light's ability begins to resolve, no players may take other actions until it's done. Notably, players can't try to save their permanent after you've chosen it.
- Counters on identity cards cannot be proliferated because identity cards aren't permanents.

The Twin Princesses

- Activated abilities contain a colon. They're written in the form "[Cost]: [Effect]." Some keyword abilities, such as equip and crew, are activated abilities and will have colons in their reminder texts.
- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities, such as prowess and fabricate, are triggered abilities and will have "when," "whenever," or "at" in their reminder text.
- The Twin Princess' ability targets an activated or triggered ability that was activated or has triggered and is on the stack. It creates another instance of that ability on the stack. It doesn't cause any object to gain an ability.
- The source of the copy is the same as the source of the original ability.
- If the activated or triggered ability is modal (that is, if it says, "Choose one —" or similar), the mode is copied and can't be changed.
- If the activated or triggered ability divides damage or distributes counters among a number of targets (for example, the ability of [Bogardan Hellkite](#)), the division and number of targets can't be changed. If you choose new targets, you must choose the same number of targets.
- Any choices made when the activated or triggered ability resolves won't have been made yet when it's copied. Any such choices will be made separately when the copy resolves. If the activated or triggered ability asks you to pay a cost (such as that of [Frenzied Goblin](#)), you pay that cost for the copy.
- If a triggered ability is linked to a second ability, copies of that triggered ability are also linked to that second ability. If the second ability refers to "the exiled card," it refers to all cards exiled by the triggered ability and the copy. For example, if [Oblivion Ring](#)'s enters-the-battlefield ability is copied and two permanents are exiled, they both return when Oblivion Ring leaves the battlefield.
- In some cases involving linked abilities, an ability requires information about "the exiled card." When this happens, the ability gets multiple answers. If these answers are being used to determine the value of a variable, the sum is used. For example, if [Elite Arcanist](#)'s enters-the-battlefield ability is copied, two cards are exiled. The value of X in the activation cost of Elite Arcanist's other ability is the sum of the two cards' converted mana costs. As the ability resolves, you create copies of both cards and can cast none, one, or both of the copies in any order.
- A mana ability is an ability that (1) isn't a loyalty ability, (2) doesn't target, and (3) could put mana into a player's mana pool when it resolves.

The Void Tyrant

- Counters on identity cards cannot be proliferated because identity cards aren't permanents.
- Activated abilities contain a colon. They're written in the form "[Cost]: [Effect]." Some keyword abilities, such as equip and crew, are activated abilities and will have colons in their reminder texts.
- Triggered abilities use the word "when," "whenever," or "at." They're often written as "[Trigger condition], [effect]." Some keyword abilities, such as prowess and fabricate, are triggered abilities and will have "when," "whenever," or "at" in their reminder text.
- Only activated and triggered abilities on the stack can be countered. Static abilities of objects can't be targeted.
- If you counter a delayed triggered ability that triggers at the beginning of the "next" occurrence of a specified step or phase, that ability won't trigger again the following time that phase or step occurs.
- An activated mana ability is one that adds mana to a player's mana pool as it resolves, doesn't have a target, and isn't a loyalty ability. A triggered mana ability is one that adds mana to a player's mana pool and triggers on an activated mana ability.
- Abilities that create replacement effects, such as a permanent entering the battlefield tapped or with counters on it, can't be targeted. Abilities that apply "as [this creature] enters the battlefield" are also replacement effects and can't be targeted.

GUARDIANS

The Ætherist

- The Ætherist's unveiling triggered ability can target a spell that can't be countered. When the ability resolves, that spell won't be countered, but the targeted player will still gain life and add mana to their mana pool at the beginning of their next main phase.
- If the target spell is an illegal target when The Ætherist's unveiling triggered ability tries to resolve, the targeted player still gets life and mana.

The Augur

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.
- If X is 0, you won't scry at all. Any abilities that trigger whenever you scry won't trigger.

- Once The Augur's unveiling triggered ability begins to resolve, no player may take other actions until it's done. Notably, opponents can't try to change your library after you scry but before you reveal the top card of your library.
- If the revealed card in your library has {X} in its mana cost, you must choose 0 as the value of X when casting it without paying its mana cost.
- The revealed card played with The Augur's unveiling triggered ability is played from your library.
- If you play the revealed card, you do so as part of the resolution of the triggered ability. You can't wait to play it later in the turn. Timing permissions based on the card's type are ignored, but other restrictions (such as "Cast [this card] only during combat") are not.
- If you cast a card "without paying its mana cost," you can't pay any alternative costs. You can, however, pay additional costs. If the card has any mandatory additional costs, such as that of Costly Plunder, those must be paid to cast the card.
- The converted mana cost of a split card is based on the combined mana cost of its two halves.

The Bodyguard

- The replacement effect stops as your next untap step begins, before you untap your permanents. If this causes any state-based actions to become applicable, or if any abilities trigger, those are handled during your upkeep.

The Cathar

- You can't pay the unveil cost if your life total is less than 6.
- If The Cathar's controller loses the game before the triggered ability resolves, the targeted permanents won't be exiled.
- Auras attached to the exiled permanents 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.

The Cryomancer

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.

- If a permanent affected by The Cryomancer changes controllers before its old controller's next untap step, The Cryomancer will prevent it from becoming untapped during its new controller's next untap step.

The Flickering Mage

- All cards exiled with The Flickering Mage will return to the battlefield, even if they're no longer creatures.
- If a creature token is exiled, it ceases to exist. It won't be returned to the battlefield.
- If a double-faced card is exiled, it will return with its front face up.
- When the creatures are exiled, any Auras or Equipment on them fall off and any counters on them are removed. When they return to the battlefield, they come back tapped and are treated as new versions of the cards.
- Normally, the creatures will return to the battlefield at the end of the same turn they were exiled. But if they're exiled during the End step, it's too late to return them this turn. They have to wait to return to the battlefield until the next End step.

The Golem

- The Golem's last ability affects the game only while the identity card is face up.

The Great Martyr

- The Great Martyr's replacement effect redirects all damage to you and any results following that damage, like commander damage and poison counters from infect source.
- If you don't have enough cards to discard or permanents to sacrifice, you discard or sacrifice as much as you can, even if it's nothing.
- This ability affects sacrifices, but not any other ways permanents can leave the battlefield. It won't stop a creature controlled by a Leader from being put into the graveyard due to lethal damage or having 0 toughness, and it won't stop a permanent from being put into the graveyard due to the "legend rule." None of these are sacrifices; they're the result of game rules.
- If an effect your opponent controls reduces the maximum hand size of a Leader player, The Great Martyr's replacement effect won't apply and that Leader player still discards cards when the game rules cause them to discard during their cleanup step.
- An effect that prevents you from losing life will apply and any damage redirected to you by The Great Martyr's replacement effect will do nothing.

- An effect that prevents you from discarding cards or sacrificing permanents (as [Tamiyo, Collector of Tales](#) does) will apply and any discard or sacrifice effect redirected to you will do nothing.
- An effect that prevents a Leader player from losing life, discarding cards or sacrificing permanents may be applied before or after The Great Martyr's replacement effect, as they choose.
- If an effect from a source an opponent controls states that something happens unless a Leader player pays life, discards a card or sacrifices a permanent (as [Mogis, God of Slaughter](#) does), or if an effect from a source an opponent controls instructs a Leader player to pay life, discard a card or sacrifice a permanent unless they perform an action (as [Killing Wave](#) does), and they choose to perform the action, instead you lose that much life, discard that many cards or sacrifice that many permanents.
- If a Leader player spends life, discards a card or sacrifices a permanent to pay a cost of an ability an opponent controls (such as [Excavation](#)), The Great Martyr's replacement effect does not apply and that Leader player still pays the cost themselves.

The Hieromancer

- The second part of The Hieromancer's effect affects all creatures controlled by non-Leader players as it resolves, not just the ones that The Hieromancer actually caused to become tapped.
- If a permanent affected by The Hieromancer changes controllers before its old controller's next untap step, The Hieromancer will prevent it from becoming untapped during its new controller's next untap step.

The Immortal

- If you choose both modes, you may target a single player twice.

The Marshal

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.
- The Marshal's unveiling triggered ability checks the number you chose for X, not the amount of mana you actually spent.
- You do what the spell says in order. If X is 3 or more, you'll put the creature tokens onto the battlefield, then you'll destroy creatures.

- No one can cast spells or activate abilities between the time the creature tokens are put onto the battlefield and the time all other creatures are destroyed. For example, you can't sacrifice one of those tokens to regenerate a [Dimir House Guard](#).
- You must choose an existing creature type, such as Fish or Artificer. You can't choose card types (e.g., artifact) or supertypes (e.g., snow).

The Oracle

----- The following rulings focus on the "protection from" keyword -----

- If a player has protection from everything, it means three things: 1) All damage that would be dealt to that player is prevented. 2) Auras can't be attached to that player. 3) That player can't be the target of spells or abilities.
- Nothing other than the specified events are prevented or illegal. An effect that doesn't target you could still cause you to discard cards, for example. Creatures can still attack you while you have protection from everything, although combat damage that they would deal to you will be prevented.
- Gaining protection from everything causes a spell or ability on the stack to have an illegal target if it targets you. As a spell or ability tries to resolve, if all its targets are illegal, that spell or ability is countered and none of its effects happen, including effects unrelated to the target. If at least one target is still legal, the spell or ability does as much as it can to the remaining legal targets, and its other effects still happen.

----- The following rulings focus on what it means if your life total can't change -----

- Spells and abilities that would normally cause you to gain or lose life still resolve while your life total can't change, but the life-gain or life-loss part simply has no effect.
- Protection from everything will usually prevent damage if it would be dealt to you, but some damage can't be prevented. In this case, because your life total also can't change, that damage has any other effects that it may have aside from causing you to lose that much life (such as effects from lifelink or infect) and triggers and effects can see that damage was dealt even though your life total didn't change.
- You can't pay a cost that includes the payment of any amount of life other than 0 life.
- If a cost includes causing you to gain life (like the alternative cost of an opponent's [Invigorate](#) does), that cost can't be paid.
- Effects that would replace having you gain life with some other event won't be able to be applied because it's impossible for you to gain life. The same is true for effects that would replace having you lose life with some other event.
- Effects that replace an event with having you gain life (like [Words of Worship's](#) effect does) or having you lose life will apply and end up replacing the event with nothing.

- If an effect would set your life total to a certain number that's different than your current life total, that part of the effect won't do anything.
- If an effect would cause you to exchange life totals with another player, the exchange won't happen. Neither player's life total changes.

The Spellsnatcher

- The Spellsnatcher's unveiling triggered ability can target any spell, even one without targets.
- If you gain control of an instant or sorcery spell, it will be put into its owner's graveyard as it resolves.
- You may change any or none of the spell's targets. If you change a target, you must choose a legal target for the spell. If you can't, you must leave the target unchanged (even if the current target is illegal). Notably, if you were originally chosen as a "target opponent" for a spell you gain control with The Spellsnatcher, you are now an illegal target as you aren't your own opponent.
- Combat damage dealt by a commander is tracked without regard to who controlled the commander at the time it dealt damage. For example, say a commander deals 10 combat damage to a player, leaves the battlefield, is recast, and you gain control of it with The Spellsnatcher. If it deals another 11 combat damage to that same player, they will lose the game.
- If you gain control of a commander spell, the commander's owner chooses whether to put it in the command zone if it later leaves the battlefield.

The Summoner

- The X and Y in the unveiling triggered ability have the same value as the X and Y paid in the Unveil ability. This is pretty easy to derive since there is no other sources of X and Y.
- The term "another" in the Undercover restriction means neither you nor a Leader player.

The Supplier

- The two targets may be the same player or they may be different players.
- If The Supplier affects a suspended card, the card loses its time counters and is no longer suspended. (This doesn't trigger the last ability of suspend.)
- If The Supplier affects a card that's haunting a creature, the haunt effect ends.

The Warlock

- Ending the phase this way means the following things happen in order: 1) All spells and abilities on the stack are exiled. This includes spells and abilities that can't be countered. 2) If there are any attacking and blocking creatures, they're removed from combat. 3) State-based actions are checked. No player gets priority, and no triggered abilities are put onto the stack. 4) The current phase and/or step ends. The game skips straight to the next phase.
- If any triggered abilities do trigger during this process, they're put onto the stack at the beginning of the next step or phase.
- Though other spells and abilities that are exiled won't get a chance to resolve, they don't count as being countered.
- The phases of a turn are, in order, beginning, precombat main, combat, postcombat main, and ending.

ASSASSINS


The Ambitious Queen



- You can't pay the unveil cost if you have no cards in hand or if your life total is less than 2.

The Beastmaster

No extra rules information.

The Bio-Engineer

- The Bio-Engineer's third and fourth abilities can be activated only while the identity card is face up.
- It's the ability, not the counter that makes the creature an artifact. The creature remains an artifact even if the +1/+1 counter is removed.
- The effect of The Bio-Engineer's fourth ability last indefinitely. You won't lose control of the permanents if you lose control of The Bio-Engineer or if it's turned face down.
- If you gain control of a permanent, and you leave the game, the control-changing effect will end. Unless there's another control-changing effect affecting that permanent, it will return to its owner's control.
- If you gain control of a permanent another player owns, and that player leaves the game, the permanent will also leave the game.
-  is the nut symbol. It represents one nut counter.

- Nut counters are a kind of counter that a player may have. They're not associated with specific permanents. (Other kinds of counters that players may have include poison, energy and experience.)
- Keep careful track of how many nut counters the Leader player has. You may do so by keeping a running count on paper, by using a die on that card, or by any other clear and mutually agreeable method.
- If an effect says you get one or more , you get that many nut counters. To pay one or more , you lose that many nut counters. Any effects that interact with counters a player gets, has, or loses can interact with nut counters.
- Nut counters aren't mana. They don't go away as steps, phases, and turns end, and effects that add mana "of any type" to your mana pool can't give you nut counters.
- You can't pay more nut counters than you have.

The Corpse Snatcher

- The Corpse Snatcher features a reflexive trigger. When it's unveiled, its triggered ability goes on the stack without a target. When that ability finished resolving, a second ability triggers and you pick a target player that will get a reanimated creature. Players may cast spells and activate abilities before they are milled and then again after they are milled but before a creature is reanimated.
- The Corpse Snatcher's reanimating triggered ability doesn't target a creature card. You choose which card you're putting onto the battlefield as it resolves. You can choose any creature card in a graveyard at that time, including one just put into a graveyard by The Corpse Snatcher. If there are no creature cards in graveyards at that time, The Corpse Snatcher simply finishes resolving.

The Demon

No extra rules information.

The Depths Caller

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.
- Once The Depths Caller's unveiling triggered ability begins to resolve, no players may take other actions until it's done. Notably, players can't try to destroy your permanents after you've chosen a type.

The Madwoman

- Tapping a creature is part of the effect, therefore you can target a tapped creature.

The Necromancer

- You can choose a number of targets up to the number of players in the game, one target per player (including you).
- The creature cards enter the battlefield simultaneously.

The Pyromancer

- If The Pyromancer doesn't deal damage to a creature (perhaps because that damage was prevented), neither additional effect will apply. It won't lose indestructible.
- Creatures with indestructible that enter the battlefield after The Pyromancer's unveiling triggered ability resolves will still have indestructible.
- Once The Pyromancer's unveiling triggered ability begins to resolve, no player may take actions until it's done. Notably, players can't try to give a creature indestructible again to save it from the damage.
- An identity card has no color.

The Rebel General

- Gaining control of a creature doesn't cause you to gain control of any Auras or Equipment attached to it. However, if you gain control of a creature enchanted by an Aura with totem armor and that creature would be destroyed that turn, instead the Aura will be destroyed and the creature will survive.

The Seer

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.
- If X is 0, you won't scry at all. Any abilities that trigger whenever you scry won't trigger.
- Once The Seer's unveiling triggered ability begins to resolve, no player may take other actions until it's done. Notably, opponents can't try to change your library after you scry but before you reveal the top card of your library.
- If the revealed card in your library has {X} in its mana cost, X is considered to be 0.
- The converted mana cost of a split card is based on the combined mana cost of its two halves.
- An identity card has no color.

The Shapeshifting Slayer

- The Shapeshifting Slayer unveiling triggered ability doesn't target the chosen creature.
- Other zones are graveyard, battlefield, stack, exile, ante, and command.
- As the token is created, it check the printed values of the creature it's copying — or, if that creature is itself a token, the original characteristics of that token as stated by the effect that put it onto the battlefield — as well as any copy effects that have been applied to it. It won't copy counters on the creature, nor will it copy other effects that have changed the creature's power, toughness, types, color, or so on.
- If the copied creature has {X} in its mana cost, that X is considered to be 0.
- If the chosen creature is copying something else (for example, if the chosen creature is a [Clone](#)), then the Shapeshifting's token enters the battlefield as whatever the chosen creature copied.
- If the chosen creature is a token, the Shapeshifting's token copies the original characteristics of that token as stated by the effect that put the token onto the battlefield.
- Any enters-the-battlefield abilities of the copied creature will trigger when the Shapeshifting's token enters the battlefield. Any "as [this creature] enters the battlefield" or "[this creature] enters the battlefield with" abilities of the chosen creature will also work.

The Sigil Mage

- The instant or sorcery cards may come from different graveyards.
- You cast the cards one at a time, choosing modes, targets and so on. The last card you cast will be the first one to resolve.
- When casting an instant or sorcery card this way, ignore timing restrictions based on the card's type. Other timing restrictions, such as "Cast [this card] only during combat," must be followed.
- If you can't cast one of the target instant or sorcery cards, perhaps because there are no legal targets available, or if you choose not to cast one, it will remain in its owner's graveyard.
- If you cast a card "without paying its mana cost," you can't pay alternative costs such as overload costs. You can pay additional costs such as kicker costs. If the card has mandatory additional costs, you must pay those.
- If a card has {X} in its mana cost, you must choose 0 as its value.
- If an instant or sorcery card you cast this way is countered, it will still be exiled.

- If you cast an instant or sorcery spell with cipher this way, you may exile the card encoded on a creature you control. If you can't, or if you choose not to, the card will end up exiled but not encoded on a creature.
- If an instant or sorcery card you cast this way goes to a zone other than exile or a graveyard, perhaps because one of its abilities says to put it into its owner's hand, it won't be exiled. This is true even if the card would be put into a graveyard later that turn.

The Sorceress

- The Sorceress' unveiling triggered ability can target (and copy) any instant or sorcery spell, not just one with targets. It doesn't matter who controls it.
- When the unveiling triggered ability resolves, it creates a copy of a spell. You control the copy. The controller of the original spell retains control 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 then resolve like a normal spell, after players get a chance to cast spells and activate abilities. The copy resolves before the original spell.
- 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 The Sorceress copies is modal (that is, it says "Choose one —" or the like), the copy will have the same mode. You can't choose a different one.
- If the spell The Sorceress copies has an X whose value was determined as it was cast (like [Fireball](#) does), the copy has the same value of X.
- You can't choose to pay any additional costs for the copy. 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. For example, if a player sacrifices a 3/3 creature to cast [Fling](#), and you copy it with The Sorceress, the copy of Fling will also deal 3 damage to its target.
- If the copy says that it affects "you," it affects the controller of the copy, not the controller of the original spell. Similarly, if the copy says that it affects an "opponent," it affects an opponent of the copy's controller, not an opponent of the original spell's controller.

The War Shaman

- The unveiling triggered ability is countered and you get no tokens if the permanents are illegal targets on resolution.

The Witch

No extra rules information.

TRAITORS**The Banisher**

No extra rules information.

The Cleaner

No extra rules information.

The Ferryman

- All The Ferryman does when it resolves is set up a delayed triggered ability. If the targeted permanent isn't put into a graveyard this turn, that ability never triggers. If the targeted permanent is put into a graveyard this turn, that ability triggers and resolves like any other triggered ability.
- The permanent card that will be returned to the battlefield isn't chosen until the delayed triggered ability resolves. The player who chooses is the player who controlled The Ferryman.
- The permanent that's returned to the battlefield can't be the same one that was put into the graveyard (assuming it's still in the graveyard when the delayed triggered ability resolves).

The Gatekeeper

- The Gatekeeper's last ability (turning face down) can be activated only while the identity card is face up.
- If you turn The Gatekeeper face down, your opponents will still remember your role.

The Grenadier

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.

The Metamorph

- You can't pay the unveil cost if you have no cards in hand or if your life total is less than 8.
- You may steal the Leader player's identity card as they lose the game. If you do, the game will go on.
- A Leader identity card can be turned face down. It will have no characteristics and you won't be able to turn it face up if it doesn't have Unveil. However, you're still changing team according to that role. Players will be able to track a Leader identity card turned face down

this way until it's shuffled in a face-down pile or it becomes a new object. (See rule 707.6 in the official CR, the same is true for a face-down identity card.)

- "Put outside the game" means to remove it from game, not exiling it. The same identity card can be put outside the game only once.
- If the game is restarted and The Metamorph was put outside the game, it comes back to the new game. This is an exception to rule 108.5 in the official CR due to rule 716.2 in the official CR taking precedence. The previously stolen identity card in the restarted game will leave the game as its original owner has lost that game.
- The Metamorph's replacement effect will apply no matter how a player loses the game: due to a state-based action (as a result of having a life total of 0 or less, trying to draw a card from an empty library, or having ten poison counters), a spell or ability that says that player loses the game, a concession, or a game loss awarded by a judge.
- In a multiplayer game using the limited range of influence option (such as a Grand Melee game), if a spell or ability says that you win the game, it instead causes all of your opponents within your range of influence to lose the game. This is another way by which The Metamorph's replacement effect can apply.
- The victim who had their identity card stolen by The Metamorph remains a member of the last known team they were before.
- You're changing team according to your new role.

The Oneiromancer

- The X in the unveiling triggered ability has the same value as the X paid in the Unveil ability. This is pretty easy to derive since there is no other source of X.
- An effect that instructs you to "cast" a card doesn't allow you to play lands.
- If another player gains control of The Oneiromancer, that player can see all of the exiled cards and may play them. Once a player looks at a face-down exiled card, that player may look at that card any time later in the game.
- The Oneiromancer doesn't change when you can cast the exiled card. For example, if you exile a creature card without flash, you can cast it only during your main phase when the stack is empty.
- Because you're already casting the cards using an alternative cost (by casting them without paying their mana costs), you can't pay any other alternative costs for the cards, including casting them face down using the morph ability. You can pay additional costs, such as kicker costs. If the cards have any mandatory additional costs, you must pay those.

- If a card has {X} in its mana cost, you must choose 0 as the value for X when casting it.
- Any cards you don't cast this way will remain in exile.
- Casting the card causes it to leave exile. You can't cast it multiple times.
- If you leave the game, the cards remain exiled face down indefinitely. No player may look at them.

The Puppet Master

- Except for you, you choose which player gets which identity card when the unveiling triggered ability resolves.
- Other players can respond to The Puppet Master's unveiling triggered ability. They can use their own Identity's unveil ability while they have priority. Afterwards, those identity cards could be turned face down during the resolution of The Puppet Master's ability.
- Once The Puppet Master's unveiling triggered ability begins to resolve, no player may take other actions until it's done. Notably, opponents won't be allowed to unveil their identity card.
- When The Puppet Master's unveiling triggered ability starts to resolve, for each other player, you can choose to (a) leave their identity card as they are or (b) exchange control of that identity with another one (not being The Puppet Master). You can't choose to have a player controls no identity card.
- Except for The Puppet Master and the Leader, you choose which identity card is turned face down. You may choose an identity card whose control didn't change.
- If a player concedes during the resolution of The Puppet Master's unveiling triggered ability, their identity card leaves the game and no one gains control of it. If that player would have gained control of another identity card, instead assign that identity card to another player with no identity card assigned.
- The Puppet Master's last ability can trigger only while the identity card is face up.
- Each player is changing team according to their new role.

The Reflector

- The Reflector's unveiling triggered ability can target any instant or sorcery spell, or ability on the stack, even one without targets. Static abilities of objects can't be targeted.
- If you gain control of an instant or sorcery spell, it will be put into its owner's graveyard as it resolves.

- If you gain control of an instant or sorcery spell for which a Buyback cost has been paid, the card returns to its owner's hand.
- You may change any or none of the spell's targets. If you change a target, you must choose a legal target for the spell. If you can't, you must leave the target unchanged (even if the current target is illegal). Notably, if you were originally chosen as a "target opponent" for a spell you gain control with The Reflector, you are now an illegal target as you aren't your own opponent.
- If the target is removed from the stack (e.g. countered) before the unveiling ability resolves, The Reflector will fizzle and do nothing as it is its only target.

The Time Bender

- If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.
- If any abilities trigger while players are shuffling cards into their library or drawing seven cards, those abilities cease to exist when the turn ends. They won't be put on the stack.
- Ending the turn this way means the following things happen in order: 1) All spells and abilities on the stack are exiled. This includes spells and abilities that can't be countered. 2) If there are any attacking and blocking creatures, they're removed from combat. 3) State-based actions are checked. No player gets priority, and no triggered abilities are put onto the stack. 4) The current phase and/or step ends. The game skips straight to the cleanup step. 5) The cleanup step happens in its entirety.
- If any triggered abilities do trigger during this process, they're put onto the stack during the cleanup step. If this happens, players will have a chance to cast spells and activate abilities, then there will be another cleanup step before the turn is over.
- Though other spells and abilities that are exiled won't get a chance to resolve, they don't count as being countered.
- Any "at the beginning of the next end step" triggered abilities won't get the chance to trigger that turn because the end step is skipped. Those abilities will trigger at the beginning of the end step of the next turn.
- If both your hand and graveyard are empty as The Time Bender's unveiling triggered ability starts resolving, you'll still shuffle your library before drawing seven cards.

The Wearer of Masks

- To choose four Traitor identity cards at random, you may for example shuffle the remaining ones from outside the game in a face-down pile, then choose and reveal the top four cards of that pile.

- The Wearer of Masks' ability to become a copy is a replacement effect. Because turning an identity face up and applying replacement effects both don't use the stack, players won't be able to take actions between the time you announce that you're turning The Wearer of Masks face up and the time it has become a copy of the identity of your choice.
- If you pay an Unveil cost with a {X}, you may choose a value for X.
- If an ability from the chosen identity card refers to X, it has the same chosen value as you paid the Unveil cost during the resolution of The Wearer of Masks' ability.
- Any "[when/as] [this identity] is unveiled" abilities of the chosen identity card will work if The Wearer of Masks is unveiled. Any "[when/as] [this identity] is turned face up" abilities of the chosen identity card will work if The Wearer of Masks is turned face up or unveiled.
- When The Wearer of Masks is turned face down, its copy effect wears off. While it's face down, it's a Traitor identity card that can be turned face up for an unveil cost of {0}.