"Renown N" means When this creature deals combat damage to a player, if it isn't renowned, put N +1/+1 counters on it and it becomes renowned. (CR 702.111)	"Menace" means this creature can't be blocked except by two or more creatures (CR 702.110)
"Devoid" means this object is colorless. This a characteristic–defining ability. (CR 702.113)	"Awaken N [cost]" means you may pay [cost] rather than pay this spells mana cast to cast. Put N +1/+1 counters on target land you control. That land becomes a 0/0 Elemental Creature with haste. It is still a land. (CR 702.112)
"Myriad" means whenever this creature attacks a player it makes a copy for each other opponent. This creature is tapped and attack those players. (CR 702.115)	"Ingest" means Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library. (CR 702.114)
"Skulk" means that "a creature with skulk can't be blocked by creatures with greater power." (CR 702.117)	"Surge" means you may pay the Surge cost instead of the mana cost if you are one of your teammates cast another spell this turn. (CR 107.116)

"Tribute N" means "As this creature enters the battlefield, choose an opponent. That player may have this creature enter the battlefield with an additional N +1/+1 counters on it." (CR 702.103)

"Bestow [cost]" means "You may cast this card by paying [cost] rather than its mana cost." and "If you chose to pay this spell's bestow cost, it becomes an Aura enchantment and gains enchant creature. These effects last until one of two things happens: this spell has an illegal target as it resolves or the permanent this spell becomes, becomes unattached." (CR 702.102)

"Hidden agenda" means "As you put this conspiracy card into the command zone, turn it face down and secretly name a card." Hidden agenda is a static ability that functions as a conspiracy card with hidden agenda is put into the command zone. (CR 702.105)

"Dethrone" means "Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on this creature." (CR 702.104)

"Prowess" means "Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn." (CR 702.107)

"Outlast [cost]" means "[Cost], {T}: Put a +1/+1 counter on this creature. Activate this ability only any time you could cast a sorcery." (CR 702.106)

Exploit is a triggered ability that means: When this creature enters the battlefield, you may sacrifice a creature. A create with exploit exploits when its controller sacrifices a creature to the exploit trigger on resolution. (CR 702.109)

"Dash" represents three abilities: You may cast by paying its Dash cost instead of mana cost. If you do return the permeant it becomes to its owners hand at the beginning of the next end step. If the Dash cost was paid the permanent gains haste when cast. (CR 702.108)

"Cipher" = "If this spell is represented by a card, you may exile this card encoded on a creature you control" and "For as long as this card is encoded on that creature, that creature has 'Whenever this creature deals combat damage to a player, you may copy the encoded card and you may cast the copy without paying its mana cost.'" (CR 702.98)

"Unleash" means "You may have this permanent enter the battlefield with an additional +1/+1 counter on it" and "This permanent can't block as long as it has a +1/+1 counter on it." (CR 702.97)

Extort is a triggered ability. "Extort" means "Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain life equal to the total life lost this way." (CR 702.100)

"Evolve" means "Whenever a creature enters the battlefield under your control, if that creature's power is greater than this creature's power and/or that creature's toughness is greater than this creature's toughness, put a +1/+1 counter on this creature." (CR 702.99)

Multikicker is a variant of the kicker ability. "Multikicker [cost]" means "You may pay an additional [cost] any number of times as you cast this spell." This ability functions from the stack. (CR 702.32c)

Typecycling is a variant of the cycling ability. "[Type]cycling [cost]" means "[Cost], Discard this card: Search your library for a [type] card, reveal it, and put it into your hand. Then shuffle your library." (CR 702.28d)

Fuse is a static ability found on some split cards. If a player casts a split card with fuse from his or her hand, the player may choose to cast both halves of that split card. As a fused split spell resolves, the controller of the spell follows the instructions of the left half and then follows the instructions of the right half. (CR 702.101)

"Bloodthirst X" is a special form of bloodthirst. "Bloodthirst X" means "This permanent enters the battlefield with X +1/+1 counters on it, where X is the total damage your opponents have been dealt this turn." (CR 702.53b)

"Battle cry" means "Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn." (CR 702.90)

Damage dealt to a player (or creature) by a source with infect doesn't cause life loss (or marked damage). Rather, it causes the player to get that many poison counters (or the creature to get that many −1/−1 counters). This ability functions from any zone. (CR 702.89, 119.3)

"Undying" means "When this permanent is put into a graveyard from the battlefield, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it." (CR 702.92)

"Living weapon" means "When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this Equipment to it." (CR 702.91)

"Soulbond" means "When this creature or another creature enters the battlefield, if you control two unpaired creatures, you may pair this creature with another unpaired creature you control for as long as both remain creatures on the battlefield under your control." (CR 702.94)

"Miracle [cost]" means "You may reveal this card from your hand as you draw it if it's the first card you've drawn this turn. When you reveal this card this way, you may cast it by paying [cost] rather than its mana cost." (CR 702.93)

"Scavenge [cost]" means "[Cost], Exile this card from your graveyard: Put a number of +1/+1 counters equal to the power of the card you exiled on target creature. Activate this ability only any time you could cast a sorcery." This ability functions from the player's graveyard. (CR 702.96)

Overload [cost] means "You may choose to pay [cost] rather than pay this spell's mana cost" and "If you chose to pay this spell's overload cost, change its text by replacing all instances of the word 'target' with the word 'each.'" Both abilities function on the stack. (CR 702.95)

"Exalted" means "Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn." (CR 702.82)

"Devour N" means "As this object enters the battlefield, you may sacrifice any number of creatures. This permanent enters the battlefield with N +1/+1 counters on it for each creature sacrificed this way." (CR 702.81)

"Cascade" means "When you cast this spell, exile cards from the top of your library until you exile a nonland card whose converted mana cost is less than this spell's converted mana cost. You may cast that card without paying its mana cost. Then put all cards exiled this way that weren't cast on the bottom of your library in a random order." This ability functions on the stack. (CR 702.84)

"Unearth [cost]" means "[Cost]: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate this ability only any time you could cast a sorcery." This ability functions from the player's graveyard. (CR 702.83)

"Level up [cost]" means "[Cost]: Put a level counter on this permanent. Activate this ability only any time you could cast a sorcery." (CR 702.86, 710)

"Annihilator N" means "Whenever this creature attacks, defending player sacrifices N permanents." (CR 702.85)

"Totem armor" means "If enchanted permanent would be destroyed, instead remove all damage marked on it and destroy this Aura." (CR 702.88)

"Rebound" means "If this spell was cast from your hand, instead of putting it into your graveyard as it resolves, exile it and, at the beginning of your next upkeep, you may cast this card from exile without paying its mana cost." The first and second ability functions on the stack and from the exile zone, respectively. (CR 702.87)

"Hideaway" means "This permanent enters the battlefield tapped" and "When this permanent enters the battlefield, look at the top four cards of your library. Exile one of them face down and put the rest on the bottom of your library in any order." Any player who has controlled the permanent that exiled the card may look at the card in the exile zone. (CR 702.74)

"Evoke [cost]" means "You may cast this card by paying [cost] rather than paying its mana cost" and "When this permanent enters the battlefield, if its evoke cost was paid, its controller sacrifices it." The first ability functions from any zone the card can be cast from. (CR 702.73)

"Reinforce N—[cost]" means "[Cost], Discard this card: Put N +1/+1 counters on target creature." This ability functions from the player's hand. (CR 702.76)

"Prowl [cost]" means "You may pay [cost] rather than pay this spell's mana cost if a player was dealt combat damage this turn by a source that, at the time it dealt that damage, was under your control and had any of this spell's creature types." This ability functions on the stack. (CR 702.75)

"Persist" means "When this permanent is put into a graveyard from the battlefield, if it had no −1/−1 counters on it, return it to the battlefield under its owner's control with a −1/−1 counter on it." (CR 702.78)

"Conspire" means "As an additional cost to cast this spell, you may tap two untapped creatures you control that each share a color with it" and "When you cast this spell, if its conspire cost was paid, copy it. If the spell has any targets, you may choose new targets for the copy." Both abilities function on the stack. (CR 702.77)

"Retrace" means "You may cast this card from your graveyard by discarding a land card as an additional cost to cast it." This ability functions from the player's graveyard. (CR 702.80)

Damage dealt to a creature by a source with wither isn't marked on that creature. Rather, it causes that many −1/−1 counters to be put on that creature. This ability functions from any zone. (CR 702.79, 119.3)

"Fortify [cost]" means "[Cost]: Attach this Fortification to target land you control. Activate this ability only any time you could cast a sorcery." (CR 702.66)

"Delve" means "For each generic mana in this spell's total cost, you may exile a card from your graveyard rather than pay that mana." This ability functions on the stack. (CR 702.65)

"Gravestorm" means "When you cast this spell, put a copy of it onto the stack for each permanent that was put into a graveyard from the battlefield this turn. If the spell has any targets, you may choose new targets for any of the copies." This ability functions on the stack. (CR 702.68)

"Frenzy N" means "Whenever this creature attacks and isn't blocked, it gets +N/+0 until end of turn." (CR 702.67)

"Transfigure [cost]" means "[Cost], Sacrifice this permanent: Search your library for a creature card with the same converted mana cost as this permanent and put it onto the battlefield. Then shuffle your library. Activate this ability only any time you could cast a sorcery." (CR 702.70)

"Poisonous N" means "Whenever this creature deals combat damage to a player, that player gets N poison counters." (CR 702.69, 104.3d)

"Changeling" means "This object is every creature type." This is a characterisitc-defining ability and functions everywhere. (CR 702.72)

"Champion an [object]" means "When this permanent enters the battlefield, sacrifice it unless you exile another [object] you control" and "When this permanent leaves the battlefield, return the exiled card to the battlefield under its owner's control." (CR 702.71)

"Recover [cost]" means "When a creature is put into your graveyard from the battlefield, you may pay [cost]. If you do, return this card from your graveyard to your hand. Otherwise, exile this card." This ability functions from the player's graveyard. (CR 702.58)

"Graft N" means "This permanent enters the battlefield with N +1/+1 counters on it" and "Whenever another creature enters the battlefield, if this permanent has a +1/+1 counter on it, you may move a +1/+1 counter from this permanent onto that creature." (CR 702.57)

"Split second" means "As long as this spell is on the stack, players can't cast other spells or activate abilities that aren't mana abilities." This ability functions on the stack. Split second does not stop triggered abilities from being put onto the stack. (CR 702.60)

"Ripple N" means "When you cast this spell, you may reveal the top N cards of your library. You may cast any of those revealed cards with the same name as this spell without paying their mana costs, then put all revealed cards not cast this way on the bottom of your library in any order." This ability functions on the stack. (CR 702.59)

"Vanishing N" means "This permanent enters the battlefield with N time counters on it," "At the beginning of your upkeep, if this permanent has a time counter on it, remove a time counter from it," and "When the last time counter is removed from this permanent, sacrifice it." (CR 702.62)

"Suspend N—[cost]" means "You may pay [cost] and exile it with N time counters on it." and "At the beginning of your upkeep, if this card is suspended, remove a time counter from it," and "When the last time counter is removed from this card, if it's exiled, play it without paying its mana cost if able otherwise it remains exiled. If you cast a creature spell this way, it gains haste." The first ability, which is a special action, functions from the player's hand and the last two abilities each function from the exile zone. (CR 702.61)

"Aura swap [cost]" means "[Cost]: You may exchange this permanent with an Aura card in your hand." The ability has no effect if either half of the exchange can't be completed. (CR 702.64)

"Absorb N" means "If a source would deal damage to this creature, prevent N of that damage." (CR 702.63)

"Convoke" means "For each colored mana in this spell's total cost, you may tap an untapped creature of that color you control rather than pay that mana. For each generic mana in this spell's total cost, you may tap an untapped creature you control rather than pay that mana." This ability functions on the stack. (CR 702.50)

"Epic" means "For the rest of the game, you can't cast spells," and "At the beginning of each of your upkeeps for the rest of the game, copy this spell except for its epic ability. If the spell has any targets, you may choose new targets for the copy." (CR 702.49, 706.10)

"Transmute [cost]" means "[Cost], Discard this card: Search your library for a card with the same converted mana cost as the discarded card, reveal that card, and put it into your hand. Then shuffle your library. Activate this ability only any time you could cast a sorcery." This ability functions from the player's hand. (CR 702.52)

"Dredge N" means "As long as you have at least N cards in your library, if you would draw a card, you may instead put N cards from the top of your library into your graveyard and return this card from your graveyard to your hand." A player can't Dredge N if he has fewer than N cards in his library. This ability functions from the graveyard. (CR 702.51)

"Haunt" on a permanent means "When this permanent is put into a graveyard from the battlefield, exile it haunting target creature." "Haunt" on an instant or sorcery spell means "When this spell is put into a graveyard during its resolution, exile it haunting target creature." The phrase "creature it haunts" refers to the object targeted by the haunt ability. (CR 702.54)

"Bloodthirst N" means "If an opponent was dealt damage this turn, this permanent enters the battlefield with N +1/+1 counters on it." (CR 702.53)

Written "Forecast — [Activated ability], a forecast ability may be activated only during the upkeep step of the card's owner and only once each turn. It functions from the player's hand. (CR 702.56)

"Replicate [cost]" means "As an additional cost to cast this spell, you may pay [cost] any number of times" and "When you cast this spell, if a replicate cost was paid for it, copy it for each time its replicate cost was paid. If the spell has any targets, you may choose new targets for any of the copies." Both abilities function on the stack. (CR 702.55)

"Modular N" means "This permanent enters the battlefield with N +1/+1 counters on it" and "When this permanent is put into a graveyard from the battlefield, you may put a +1/+1 counter on target artifact creature for each +1/+1 counter on this permanent." (CR 702.42)

"Entwine [cost]" means "You may choose all modes of this spell instead of just one. If you do, you pay an additional [cost]." Follow the text of each of the modes in the order written on the card when the spell resolves. This ability functions on the stack. (CR 702.41)

"Bushido N" means "Whenever this creature blocks or becomes blocked, it gets +N/+N until end of turn." (CR 702.44)

If this object is entering the battlefield from the stack as a creature enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it. If this object is entering the battlefield from the stack and isn't entering as a creature it will get a charge counter on it for each color of mana spent to cast it. This ability functions from the stack. (CR 702.43)

"Splice onto [subtype] [cost]" means "You may reveal this card from your hand as you cast a [subtype] spell. If you do, copy this card's text box onto that spell and pay [cost] as an additional cost to cast that spell." This ability functions from the player's hand. (CR 702.46)

"Soulshift N" means "When this permanent is put into a graveyard from the battlefield, you may return target Spirit card with converted mana cost N or less from your graveyard to your hand." (CR 702.45)

"Ninjutsu [cost]" means "[Cost], Reveal this card from your hand, Return an unblocked attacking creature you control to its owner's hand: Put this card onto the battlefield from your hand tapped and attacking." This ability functions from the player's hand. (CR 702.48)

"[Subtype] offering" means "You may cast this card any time you could cast an instant by sacrificing a [subtype] permanent. If you do, the total cost to cast this card is reduced by the sacrificed permanent's mana cost." This ability functions from any zone. (CR 702.47)

"Madness [cost]" means "If a player would discard this card, that player discards it, but may exile it instead of putting it into his or her graveyard" and "When this card is exiled this way, its owner may cast it by paying [cost] rather than paying its mana cost. If that player doesn't, he or she puts this card into his or her graveyard." 1st ability functions from the player's hand. (CR 702.34)

"Flashback [cost]" means "You may cast this card from your graveyard by paying [cost] rather than paying its mana cost" and "If the flashback cost was paid, exile this card instead of putting it anywhere else any time it would leave the stack." The first ability functions from the player's graveyard and the second ability functions on the stack. (CR 702.33)

"Morph [cost]" means "You may cast this card as a 2/2 face-down creature, with no text, no name, no subtypes, no expansion symbol, and no mana cost by paying {3} rather than paying its mana cost." (CR 702.36, 707)

A creature with fear can't be blocked except by artifact creatures and/or black creatures. (CR 702.35)

"Provoke" means "Whenever this creature attacks, you may choose to have target creature defending player controls block this creature this combat if able. If you do, untap that creature." (CR 702.38)

"Amplify N" means "As this object enters the battlefield, reveal any number of cards from your hand that share a creature type with it. This permanent enters the battlefield with N +1/+1 counters on it for each card revealed this way. (CR 702.37)

"Affinity for [text]" means "This spell costs you {1} less to cast for each [text] you control." This ability functions from the stack. (CR 702.40)

"Storm" means "When you cast this spell, put a copy of it onto the stack for each other spell that was cast before it this turn. If the spell has any targets, you may choose new targets for any of the copies." This ability functions on the stack. (CR 702.39)

"Buyback [cost]" means "You may pay an additional [cost] as you cast this spell" and "If the buyback cost was paid, put this spell into its owner's hand instead of into that player's graveyard as it resolves." This ability functions from the stack. (CR 702.26)

During each player's untap step, before the active player untaps his or her permanents, all phased-in permanents with phasing that player controls "phase out." Simultaneously, all phased-out permanents that had phased out under that player's control "phase in." (CR 702.25)

"Cycling [cost]" means "[Cost], Discard this card: Draw a card." This ability functions from the player's hand. (CR 702.28)

A creature with shadow can't be blocked by creatures without shadow, and a creature without shadow can't be blocked by creatures with shadow. (CR 702.27)

A creature with horsemanship can't be blocked by creatures without horsemanship. A creature with horsemanship can block a creature with or without horsemanship. (CR 702.30)

"Echo [cost]" means "At the beginning of your upkeep, if this permanent came under your control since the beginning of your last upkeep, sacrifice it unless you pay [cost]." (CR 702.29)

"Kicker [cost]" means "You may pay an additional [cost] as you cast this spell." This ability functions from the stack. (CR 702.32)

"Fading N" means "This permanent enters the battlefield with N fade counters on it" and "At the beginning of your upkeep, remove a fade counter from this permanent. If you can't, sacrifice the permanent." (CR 702.31)

"Shroud" means "This permanent or player can't be the target of spells or abilities (including ones you control)." (CR 702.18)	A creature with reach can block creatures with flying. (CR 702.17)
Attacking doesn't cause creatures with vigilance to tap. (CR 702.20)	The controller of an attacking creature with trample can assign any remaining combat damage to the player or planeswalker it's attacking after it has assigned lethal damage to all creatures blocking it. (CR 702.19)
"Rampage N" means "Whenever this creature becomes blocked, it gets +N/+N until end of turn for each creature blocking it beyond the first." (CR 702.22)	If an attacking (or blocking) creature is being blocked by (or blocking) a creature in a band, the defending (or attacking) player chooses how the attacking (or blocking) creature's damage is assigned as oppose to the normal procedure for assigning combat damage. (CR 702.21)
"Flanking" means "Whenever this creature becomes blocked by a creature without flanking, the blocking creature gets −1/−1 until end of turn." (CR 702.24)	"Cumulative upkeep [cost]" means "At the beginning of your upkeep, if this permanent is on the battlefield, put an age counter on this permanent. Then you may pay [cost] for each age counter on it. If you don't, sacrifice it." (CR 702.23)

If a creature has haste, it can attack or its controller can activate its activated abilities whose cost includes the tap symbol or the untap symbol even if it hasn't been controlled by its controller continuously since his or her most recent turn began. (CR 702.10)	A creature with flying can't be blocked except by creatures with flying and/or reach. A creature with flying can block a creature with or without flying. (CR 702.9)
A permanent with indestructible can't be destroyed. Such permanents aren't destroyed by lethal damage, and they ignore the state-based action that checks for lethal damage (CR 702.12)	"Hexproof" on a permanent means "This permanent can't be the target of spells or abilities your opponents control." "Hexproof" on a player means "You can't be the target of spells or abilities your opponents control." (CR 702.11)
A creature with landwalk is can't be blocked as long as the defending player controls at least one land with or without the specified subtype or supertype. (CR 702.14)	A creature with intimidate can't be blocked except by artifact creatures and/or creatures that share a color with it. (CR 702.13)
A permanent or player with "Protection from [quality]" can't be targeted, enchanted, equipped, fortified, damage, or blocked by sources that have the stated quality. (CR 702.16)	Damage dealt by a source with lifelink causes that source's controller, or its owner if it has no controller, to gain that much life (in addition to any other results that damage causes). This ability functions from any zone. (CR 702.14)

A creature with toughness greater than 0 that's been dealt damage by a source with deathtouch since the last time state-based actions were checked is destroyed as a state-based action. This ability functions from any zone. (CR 702.2)	15 May 16
If an attacking or blocking creature has double strike it assigns combat damage in the first combat step and the second combat step. (CR 702.4)	A creature with defender can't attack. (CR 702.3)
"Equip [cost]" means "[Cost]: Attach this permanent to target creature you control. Activate this ability only any time you could cast a sorcery." (CR 702.6)	Written "Enchant [object or player]," the enchant ability on an Aura card restricts what an Aura spell can target and what an Aura can enchant. (CR 702.5)
"Flash" means "You may play this card any time you could cast an instant." This ability functions from any zone. (CR 702.8)	If an attacking or blocking creature has first strike it only assigns combat damage in the first combat step before creatures without first strike or double strike. (CR 702.7)