Origins Cards

Falling Star

[NEW TEXT]

Deal 3 to a unit.
Deal 3 to a unit.

▲

[OLD TEXT]

Do this twice:
Deal 3 to a unit. (You can choose different units.)

Icathian Rain

[NEW TEXT]

Deal 2 to a unit.
Deal 2 to a unit.
Deal 2 to a unit.
Deal 2 to a unit.
Deal 2 to a unit.
Deal 2 to a unit.

▲

[OLD TEXT]

Do this 6 times:
Deal 2 to a unit. (You can choose different units.)

Reinforce

[NEW TEXT]

Look at the top 5 cards of your Main Deck. You may banish a unit from among them, then play it, reducing its cost by [5]. Recycle the remaining cards.

▲

[OLD TEXT]

Look at the top 5 cards of your Main Deck. You may play a unit from among them. Its Energy cost is reduced by [5]. Then recycle the remaining cards.

Spiritforged Cards

Arise!

[NEW TEXT]

Play a 2 [M] Sand Soldier unit token for each Equipment you control. Then do this: Ready up to two of them.

▲

[OLD TEXT]

Play a 2 [M] Sand Soldier unit token for each Equipment you control. Then ready two of them.

Blood Rush

[Action] (Play on your turn or in showdowns.)
[Repeat] [1] (You may pay the additional cost to repeat this spell's effect.)
Give a unit [Assault 2] this turn. (+2 [M] while it's an attacker.)

▲

[OLD TEXT]

[Action] (Play on your turn or in showdowns.)
[Repeat] [1] (You may pay the additional cost to repeat this spell's effect.)
Give a unit [Assault 2]. (+2 [M] while it's an attacker.)

Deathgrip

[NEW TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)
Kill a friendly unit. If you do, give +[M] equal to its Might to another friendly unit this turn.
Draw 1.

▲

[OLD TEXT]

[Reaction] (Play any time, even before spells and abilities resolve.)
Kill a friendly unit to give +[M] equal to its Might to another friendly unit this turn.
Draw 1.

Edge of Night

[NEW TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)
When you play this from face down, attach it to a unit you control *(here)*.
[Equip] [C] ([C]: Attach this to a unit you control.)

▲

[OLD TEXT]

[Hidden] (Hide now for [A] to react with later for [0].)
When you play this from face down, attach it to a unit you control here.
[Equip] [C] ([C]: Attach this to a unit you control.)

Janna, Savior

[NEW TEXT]

[Reaction] (Play any time, even before spells and abilities resolve, including to a battlefield you control.)
When you play me, heal your units here, then move up to one enemy unit from here to its base.

▲

[OLD TEXT]

[Reaction] (Play any time, even before spells and abilities resolve, including to a battlefield you control.)
When you play me, heal your units here, then move an enemy unit from here to its base.

Jax, Unmatched

[NEW TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
Your Equipment everywhere have [Quick-Draw]. (Each gains [Reaction]. When you play it, attach it to a unit you control.)

▲

[OLD TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
Each Equipment in your hand has [Quick-Draw]. (It gains [Reaction]. When you play it, attach it to a unit you control.)

Kato the Arm

[NEW TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
When I move to a battlefield, give another friendly unit my keywords and +[M] equal to my Might this turn.

▲

[OLD TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
When I move to a battlefield, give a friendly unit my keywords and +[M] equal to my Might this turn.

Rek'Sai, Swarm Queen

When I attack, you may reveal the top 2 cards of your Main Deck. You may banish one, then play it. If it is a unit, you may play it here. Recycle the rest.

▲

When I attack, you may reveal the top 2 cards of your Main Deck. You may play one. Then recycle the rest. If the played card is a unit, you may play it here.

Rell, Magnetic

[Tank] (I must be assigned combat damage first.)
When I attack, you may play an Equipment with Energy cost no more than [2], ignoring its cost. If you do, then do this: Attach it to me.

▲

[Tank] (I must be assigned combat damage first.)
When I attack, you may play an Equipment with Energy cost no more than [2], ignoring its cost, and attach it to me.

Tianna Crownguard

[NEW TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
While I'm at a battlefield, opponents can't gain points.

▲

[OLD TEXT]

[Deflect] (Opponents must pay [A] to choose me with a spell or ability.)
While I'm at a battlefield, opponents can't score points.

Void Burrower

[NEW TEXT]

When you conquer, you may exhaust me to reveal the top 2 cards of your Main
Deck. You may banish one, then play it. Recycle the rest.

▲

[OLD TEXT]

When you conquer, you may exhaust me to reveal the top 2 cards of your Main
Deck. You may play one. Then recycle the rest.

Void Rush

[NEW TEXT]

Reveal the top 2 cards of your Main Deck. You may banish one, then play it, reducing its cost by [2]. Draw any you didn't banish.

▲

[OLD TEXT]

Reveal the top 2 cards of your Main Deck. You may play one of them, reducing its cost by [2]. Draw any you did not play this way.

Yone, Blademaster

[NEW TEXT]

[Weaponmaster] (When you play me, you may [Equip] one of your Equipment to me for [A] less, even if it's already attached.)
When I conquer a battlefield that was uncontrolled, deal damage equal to my Might to an enemy unit in a base.

▲

[OLD TEXT]

[Weaponmaster] (When you play me, you may [Equip] one of your Equipment to me for [A] less, even if it's already attached.)
When I conquer an open battlefield, deal damage equal to my Might to an enemy unit in a base.