

Whenever a player would get priority, the game checks for any of the listed conditions for state-based actions, then performs all applicable state-based actions simultaneously as a single event.

- If a player has 0 or less life, he or she loses the game.
- If a player attempted to draw a card from an empty library, he or she loses the game.
- If a player has ten or more poison counters, he or she loses the game.
- If a token is phased out, or is in a zone other than the battlefield, it ceases to exist.
- If a copy of a spell is anywhere besides the stack or a copy of a card is anywhere besides the stack/battlefield, it ceases to exist.
- If a creature has toughness 0 or less, it's put into its owner's graveyard. Regeneration **can't** replace this event.
- If a creature has total damage marked that is greater than or equal to its toughness, it has been dealt lethal damage and is destroyed. Regeneration **can** replace this event.
- If a creature has been dealt damage by a source with deathtouch, it is destroyed. Regeneration **can** replace this event.
- If a planeswalker has loyalty 0, it's put into its owner's graveyard.
- If two or more planeswalkers that share a planeswalker type are on the battlefield, all are put into their owners' graveyards.
- If two or more legendary permanents with the same name are on the battlefield, all are put into their owners' graveyards.
- If two or more world permanents have the supertype world, all except the newest are put into their owners' graveyards. In the event of a tie, all are put into their owners' graveyards.
- If an Aura is attached to an illegal object or player, or is not attached to an object or player, it is put into its owner's graveyard.
- If an Equipment or Fortification is attached to an illegal permanent, it becomes unattached. It remains on the battlefield.
- If a non-Aura/Equipment/Fortification permanent is attached to an object/player, it becomes unattached and stays in play.
- If a permanent has both +1/+1 and -1/-1 counters, N of each counter is removed, where N is the smaller number counters.
- If a permanent can't have more than N specific counters on it, has more than N specific counters on it, all but N are removed.
- In Two-Headed Giant; if a team has 0 or less life, that team loses the game.
- In Commander; a player that's been dealt 21 or more combat damage by the same commander during the game loses the game.
- In Archenemy; if a non-ongoing scheme card is face up in the command zone, and it isn't the source of a triggered ability that has triggered but not yet left the stack, that scheme card is turned face down and put on the bottom of its owner's scheme deck.

Triggered abilities have a trigger condition and an effect. They are written as "[Trigger condition], [effect]," and begin with the word "when," "whenever," or "at." They can also be expressed as "[When/Whenever/At] [trigger event], [effect]." Whenever a game event or game state matches a triggered ability's trigger event, that ability automatically triggers. The ability doesn't do anything at this point. Because they aren't cast or activated, triggered abilities can trigger even when it isn't legal to cast spells and activate abilities.

When a phase or step begins, all abilities that trigger "at the beginning of" that phase or step trigger. An ability triggers only once each time its trigger event occurs. However, it can trigger repeatedly if one event contains multiple occurrences. Some trigger events use the word "becomes" (example; "becomes tapped" or "becomes blocked"). These trigger only at the time the named event happens. Similarly, they don't trigger if an object enters a zone in that state. An ability triggers only if its trigger event actually occurs. An event that's prevented or replaced won't trigger anything.

Once an ability has triggered, it becomes the topmost object on the stack. It has the text of the ability that created it, and no other characteristics. It remains on the stack until it's countered, it resolves, a rule causes it to be removed from the stack, or an effect moves it elsewhere. A triggered ability is controlled by the player who controlled its source at the time it triggered. If multiple abilities have triggered since the last time a player received priority, each player, in APNAP order, puts triggered abilities he or she controls on the stack in any order he or she chooses. Then the game once again checks for and resolves state-based actions until none are performed, then abilities that triggered during this process go on the stack. This process repeats until no new state-based actions are performed and no abilities trigger. Then the appropriate player gets priority.

If a triggered ability is modal, its controller announces the mode choice when he or she puts the ability on the stack. If one of the modes would be illegal, that mode can't be chosen. If no mode can be chosen, the ability is removed from the stack. The remainder of the process for putting a triggered ability on the stack is identical to the process for casting a spell. If a choice is required when the triggered ability goes on the stack but no legal choices can be made for it, or if a rule or a continuous effect otherwise makes the ability illegal, the ability is simply removed from the stack.

A triggered ability may read "When/Whenever/At [trigger event], if [condition], [effect]." When the trigger event occurs, the ability checks whether the stated condition is true. The ability triggers only if it is; otherwise it does nothing. If the ability triggers, it checks the stated condition again as it resolves. If the condition isn't true at that time, the ability is removed from the stack and does nothing. Note that this mirrors the check for legal targets. This rule is referred to as the "intervening 'if' clause" rule. (The word "if" has only its normal English meaning anywhere else in the text of a card; this rule only applies to an "if" that immediately follows a trigger condition.)

Some triggered abilities' effects are optional (they contain the word "may".) These abilities go on the stack when they trigger, regardless of whether their controller intends to exercise the ability's option or not. The choice is made when the ability resolves.

Trigger events that involve objects changing zones are called "zone-change triggers." Many abilities with zone-change triggers attempt to do something to that object after it changes zones. During resolution, these abilities look for the object in the zone that it moved to. If the object is unable to be found in the zone it went to, the part of the ability attempting to do something to the object will fail to do anything. The ability could be unable to find the object because the object never entered the specified zone, because it left the zone before the ability resolved, or because it is in a zone that is hidden from a player, such as a library or an opponent's hand.

Enters-the-battlefield abilities trigger when a permanent enters the battlefield. These are written, "When [this object] enters the battlefield,..." or "Whenever a [type] enters the battlefield,..." Each time an event puts one

or more permanents onto the battlefield, all permanents on the battlefield (including the newcomers) are checked for any enters-the-battlefield triggers that match the event.

Continuous effects that modify characteristics of a permanent do so the moment the permanent is on the battlefield (and not before then). The permanent is never on the battlefield with its unmodified characteristics. Continuous effects don't apply before the permanent is on the battlefield, however.

Leaves-the-battlefield abilities trigger when a permanent moves from the battlefield to another zone. These are written as, but aren't limited to, "When [this object] leaves the battlefield,..." or "Whenever [something] is put into a graveyard from the battlefield,..." An ability that attempts to do something to the card that left the battlefield checks for it only in the first zone that it went to.

Some permanents have text that reads "[This permanent] enters the battlefield with...," "As [this permanent] enters the battlefield...," "[This permanent] enters the battlefield as...," or "[This permanent] enters the battlefield tapped." Such text is a static ability -- not a triggered ability -- whose effect occurs as part of the event that puts the permanent onto the battlefield.

An effect may create a delayed triggered ability that can do something at a later time. A delayed triggered ability will contain "when," "whenever," or "at," although that word won't usually begin the ability. Delayed triggered abilities come from spells or other abilities that create them on resolution, or are created as the result of a replacement effect being applied. That means a delayed triggered ability won't trigger until it has actually been created, even if its trigger event occurred just beforehand. Other events that happen earlier may make the trigger event impossible. A delayed triggered ability will trigger only once -- the next time its trigger event occurs -- unless it has a stated duration, such as "this turn."

Some triggered abilities trigger when a game state (such as a player controlling no permanents of a particular card type) is true, rather than triggering when an event occurs. These abilities trigger as soon as the game state matches the condition. They'll go onto the stack at the next available opportunity. These are called state triggers. (Note that state triggers aren't the same as state-based actions.) A state-triggered ability doesn't trigger again until the ability has resolved, has been countered, or has otherwise left the stack. Then, if the object with the ability is still in the same zone and the game state still matches its trigger condition, the ability will trigger again. Some triggered abilities trigger specifically when a player loses the game. These abilities trigger when a player loses or leaves the game, regardless of the reason, unless that player leaves the game as the result of a draw.