

<p>Harvester of Souls {4}{B}{B}</p> <p>Creature — Demon</p> <p>Deathtouch</p> <p>Whenever another nontoken creature dies, you may draw a card.</p> <p>5/5</p>	<p>Grim Haruspex {2}{B}</p> <p>Creature — Human Wizard</p> <p>Morph {B} <i>(You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</i></p> <p>Whenever another nontoken creature you control dies, draw a card.</p> <p>3/2</p>	<p>Smothering Abomination {2}{B}{B}</p> <p>Creature — Eldrazi</p> <p>Devoid <i>(This card has no color.)</i></p> <p>Flying</p> <p>At the beginning of your upkeep, sacrifice a creature.</p> <p>Whenever you sacrifice a creature, draw a card.</p> <p>4/3</p>
<p>Rune-Scarred Demon {5}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>When Rune-Scarred Demon enters the battlefield, search your library for a card, put it into your hand, then shuffle your library.</p> <p>6/6</p>	<p>Bloodgift Demon {3}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>At the beginning of your upkeep, target player draws a card and loses 1 life.</p> <p>5/4</p>	<p>Dark Prophecy {B}{B}{B}</p> <p>Enchantment</p> <p>Whenever a creature you control dies, you draw a card and you lose 1 life.</p>
<p>Promise of Power {2}{B}{B}{B}</p> <p>Sorcery</p> <p>Choose one —</p> <ul style="list-style-type: none"> <li>You draw five cards and you lose 5 life.</li> <li>Create an X/X black Demon creature token with flying, where X is the number of cards in your hand.</li> </ul> <p>Entwine {4} <i>(Choose both if you pay the entwine cost.)</i></p>	<p>Ancient Craving {3}{B}</p> <p>Sorcery</p> <p>You draw three cards and you lose 3 life.</p>	<p>Diabolic Tutor {2}{B}{B}</p> <p>Sorcery</p> <p>Search your library for a card and put that card into your hand. Then shuffle your library.</p>

<p><b>Magus of the Coffers</b> {4}{B}</p> <p><b>Creature — Human Wizard</b></p> <p>{2}, {T}: Add {B} to your mana pool for each Swamp you control.</p> <p>4/4</p>	<p><b>Crypt Ghast</b> {3}{B}</p> <p><b>Creature — Spirit</b></p> <p>Extort <i>(Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)</i></p> <p>Whenever you tap a Swamp for mana, add {B} to your mana pool <i>(in addition to the mana the land produces).</i></p> <p>2/2</p>	<p><b>Dowsing Dagger</b> {2}</p> <p><b>Artifact — Equipment</b></p> <p>When Dowsing Dagger enters the battlefield, target opponent creates two 0/2 green Plant creature tokens with defender.</p> <p>Equipped creature gets +2/+1.</p> <p>Whenever equipped creature deals combat damage to a player, you may transform Dowsing Dagger.</p> <p>Equip {2}</p>
<p><b>Lost Vale</b></p> <p><b>Land</b></p> <p><i>(Transforms from Dowsing Dagger.)</i></p> <p>{T}: Add three mana of any one color to your mana pool.</p>	<p><b>Star Compass</b> {2}</p> <p><b>Artifact</b></p> <p>Star Compass enters the battlefield tapped.</p> <p>{T}: Add to your mana pool one mana of any color that a basic land you control could produce.</p>	<p><b>Bontu's Monument</b> {3}</p> <p><b>Legendary Artifact</b></p> <p>Black creature spells you cast cost {1} less to cast.</p> <p>Whenever you cast a creature spell, each opponent loses 1 life and you gain 1 life.</p>
<p><b>Hedron Archive</b> {4}</p> <p><b>Artifact</b></p> <p>{T}: Add {C}{C} to your mana pool.</p> <p>{2}, {T}, Sacrifice Hedron Archive: Draw two cards.</p>	<p><b>Everflowing Chalice</b> {0}</p> <p><b>Artifact</b></p> <p>Multikicker {2} <i>(You may pay an additional {2} any number of times as you cast this spell.)</i></p> <p>Everflowing Chalice enters the battlefield with a charge counter on it for each time it was kicked.</p> <p>{T}: Add {C} to your mana pool for each charge counter on Everflowing Chalice.</p>	<p><b>Leaden Myr</b> {2}</p> <p><b>Artifact Creature — Myr</b></p> <p>{T}: Add {B} to your mana pool.</p> <p>1/1</p>

<p><b>Dark Ritual</b> {B}</p> <p>Instant</p> <p>Add {B}{B}{B} to your mana pool.</p>	<p><b>Palladium Myr</b> {3}</p> <p>Artifact Creature — Myr</p> <p>{T}: Add {C}{C} to your mana pool.</p> <p>2/2</p>	<p><b>Crux of Fate</b> {3}{B}{B}</p> <p>Sorcery</p> <p>Choose one —</p> <ul style="list-style-type: none"> <li>• Destroy all Dragon creatures.</li> <li>• Destroy all non-Dragon creatures.</li> </ul>
<p><b>Life's Finale</b> {4}{B}{B}</p> <p>Sorcery</p> <p>Destroy all creatures, then search target opponent's library for up to three creature cards and put them into his or her graveyard. Then that player shuffles his or her library.</p>	<p><b>Extinguish All Hope</b> {4}{B}{B}</p> <p>Sorcery</p> <p>Destroy all nonenchantment creatures.</p>	<p><b>Nevinyrral's Disk</b> {4}</p> <p>Artifact</p> <p>Nevinyrral's Disk enters the battlefield tapped.</p> <p>{1}, {T}: Destroy all artifacts, creatures, and enchantments.</p>
<p><b>Deathbringer Regent</b> {5}{B}{B}</p> <p>Creature — Dragon</p> <p>Flying</p> <p>When Deathbringer Regent enters the battlefield, if you cast it from your hand and there are five or more other creatures on the battlefield, destroy all other creatures.</p> <p>5/6</p>	<p><b>Plague Wind</b> {7}{B}{B}</p> <p>Sorcery</p> <p>Destroy all creatures you don't control. They can't be regenerated.</p>	<p><b>Last Laugh</b> {2}{B}{B}</p> <p>Enchantment</p> <p>Whenever a permanent other than Last Laugh is put into a graveyard from the battlefield, Last Laugh deals 1 damage to each creature and each player.</p> <p>When no creatures are on the battlefield, sacrifice Last Laugh.</p>

<p><b>Rogue's Passage</b></p> <p>Land</p> <p>{T}: Add {C} to your mana pool.</p> <p>{4}, {T}: Target creature can't be blocked this turn.</p>	<p><b>Pestilence Demon</b> {5}{B}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>{B}: Pestilence Demon deals 1 damage to each creature and each player.</p> <p>7/6</p>	<p><b>Avatar of Woe</b> {6}{B}{B}</p> <p>Creature — Avatar</p> <p>If there are ten or more creature cards total in all graveyards, Avatar of Woe costs {6} less to cast.</p> <p><i>Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)</i></p> <p>{T}: Destroy target creature. It can't be regenerated.</p> <p>6/5</p>
<p><b>Visara the Dreadful</b> {3}{B}{B}{B}</p> <p>Legendary Creature — Gorgon</p> <p>Flying</p> <p>{T}: Destroy target creature. It can't be regenerated.</p> <p>5/5</p>	<p><b>Reaper from the Abyss</b> {3}{B}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>Morbid — At the beginning of each end step, if a creature died this turn, destroy target non-Demon creature.</p> <p>6/6</p>	<p><b>Royal Assassin</b> {1}{B}{B}</p> <p>Creature — Human Assassin</p> <p>{T}: Destroy target tapped creature.</p> <p>1/1</p>
<p><b>Abhorrent Overlord</b> {5}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>When Abhorrent Overlord enters the battlefield, create a number of 1/1 black Harpy creature tokens with flying equal to your devotion to black. <i>(Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</i></p> <p>At the beginning of your upkeep, sacrifice a creature.</p> <p>6/6</p>	<p><b>Woebringer Demon</b> {3}{B}{B}</p> <p>Creature — Demon</p> <p>Flying</p> <p>At the beginning of each player's upkeep, that player sacrifices a creature. If the player can't, sacrifice Woebringer Demon.</p> <p>4/4</p>	<p><b>Yahenni, Undying Partisan</b> {2}{B}</p> <p>Legendary Creature — Aetherborn Vampire</p> <p>Haste</p> <p>Whenever a creature an opponent controls dies, put a +1/+1 counter on Yahenni, Undying Partisan.</p> <p>Sacrifice another creature: Yahenni gains indestructible until end of turn.</p> <p>2/2</p>

<p><b>Fleshbag Marauder</b> {2}{B}</p> <p><b>Creature — Zombie Warrior</b></p> <p>When Fleshbag Marauder enters the battlefield, each player sacrifices a creature.</p> <p>3/1</p>	<p><b>Murder</b> {1}{B}{B}</p> <p><b>Instant</b></p> <p>Destroy target creature.</p>	<p><b>Hex</b> {4}{B}{B}</p> <p><b>Sorcery</b></p> <p>Destroy six target creatures.</p>
<p><b>Ravenous Chupacabra</b> {2}{B}{B}</p> <p><b>Creature — Beast Horror</b></p> <p>When Ravenous Chupacabra enters the battlefield, destroy target creature an opponent controls.</p> <p>2/2</p>	<p><b>Hero's Downfall</b> {1}{B}{B}</p> <p><b>Instant</b></p> <p>Destroy target creature or planeswalker.</p>	<p><b>Ruinous Path</b> {1}{B}{B}</p> <p><b>Sorcery</b></p> <p>Destroy target creature or planeswalker.</p> <p>Awaken 4—{5}{B}{B} (If you cast this spell for {5}{B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)</p>
<p><b>Murderous Cut</b> {4}{B}</p> <p><b>Instant</b></p> <p><i>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</i></p> <p>Destroy target creature.</p>	<p><b>Ultimate Price</b> {1}{B}</p> <p><b>Instant</b></p> <p>Destroy target monocolored creature.</p>	<p><b>Whip of Erebos</b> {2}{B}{B}</p> <p><b>Legendary Enchantment Artifact</b></p> <p>Creatures you control have lifelink.</p> <p>{2}{B}{B}, {T}: Return target creature 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.</p>

<p><b>Magus of the Abyss</b> {3}{B}</p> <p><b>Creature — Human Wizard</b></p> <p>At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.</p> <p>4/3</p>	<p><b>Grave Betrayal</b> {5}{B}{B}</p> <p><b>Enchantment</b></p> <p>Whenever a creature you don't control dies, return it to the battlefield under your control with an additional +1/+1 counter on it at the beginning of the next end step. That creature is a black Zombie in addition to its other colors and types.</p>	<p><b>Animation Module</b> {1}</p> <p><b>Artifact</b></p> <p>Whenever one or more +1/+1 counters are put on a permanent you control, you may pay {1}. If you do, create a 1/1 colorless Servo artifact creature token.</p> <p>{3}, {T}: Choose a counter on target permanent or player. Give that permanent or player another counter of that kind.</p>
<p><b>Gray Merchant of Asphodel</b> {3}{B}{B}</p> <p><b>Creature — Zombie</b></p> <p>When Gray Merchant of Asphodel enters the battlefield, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. <i>(Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</i></p> <p>2/4</p>	<p><b>Zulaport Cutthroat</b> {1}{B}</p> <p><b>Creature — Human Rogue Ally</b></p> <p>Whenever Zulaport Cutthroat or another creature you control dies, each opponent loses 1 life and you gain 1 life.</p> <p>1/1</p>	<p><b>Falkenrath Noble</b> {3}{B}</p> <p><b>Creature — Vampire</b></p> <p>Flying</p> <p>Whenever Falkenrath Noble or another creature dies, target player loses 1 life and you gain 1 life.</p> <p>2/2</p>
<p><b>Blood Artist</b> {1}{B}</p> <p><b>Creature — Vampire</b></p> <p>Whenever Blood Artist or another creature dies, target player loses 1 life and you gain 1 life.</p> <p>0/1</p>	<p><b>Exsanguinate</b> {X}{B}{B}</p> <p><b>Sorcery</b></p> <p>Each opponent loses X life. You gain life equal to the life lost this way.</p>	<p><b>Reassembling Skeleton</b> {1}{B}</p> <p><b>Creature — Skeleton Warrior</b></p> <p>{1}{B}: Return Reassembling Skeleton from your graveyard to the battlefield tapped.</p> <p>1/1</p>

<p>Pawn of Ulamog {1}{B}{B}</p> <p>Creature — Vampire Shaman</p> <p>Whenever Pawn of Ulamog or another nontoken creature you control dies, you may create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this creature: Add {C} to your mana pool."</p> <p>2/2</p>	<p>Endrek Sahr, Master Breeder {4}{B}</p> <p>Legendary Creature — Human Wizard</p> <p>Whenever you cast a creature spell, create X 1/1 black Thrull creature tokens, where X is that spell's converted mana cost.</p> <p>When you control seven or more Thrulls, sacrifice Endrek Sahr, Master Breeder.</p> <p>2/2</p>	<p>Ogre Slumlord {3}{B}{B}</p> <p>Creature — Ogre Rogue</p> <p>Whenever another nontoken creature dies, you may create a 1/1 black Rat creature token.</p> <p>Rats you control have deathtouch.</p> <p>3/3</p>
<p>Nether Traitor {B}{B}</p> <p>Creature — Spirit</p> <p>Haste</p> <p>Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>)</p> <p>Whenever another creature is put into your graveyard from the battlefield, you may pay {B}. If you do, return Nether Traitor from your graveyard to the battlefield.</p> <p>1/1</p>	<p>Sifter of Skulls {3}{B}</p> <p>Creature — Eldrazi</p> <p>Devoid (<i>This card has no color.</i>)</p> <p>Whenever another nontoken creature you control dies, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this creature: Add {C} to your mana pool." (<i>{C} represents colorless mana.</i>)</p> <p>4/3</p>	<p>Bloodsoaked Champion {B}</p> <p>Creature — Human Warrior</p> <p>Bloodsoaked Champion can't block.</p> <p>Raid — {1}{B}: Return Bloodsoaked Champion from your graveyard to the battlefield. Activate this ability only if you attacked with a creature this turn.</p> <p>2/1</p>
<p>Breeding Pit {3}{B}</p> <p>Enchantment</p> <p>At the beginning of your upkeep, sacrifice Breeding Pit unless you pay {B}{B}.</p> <p>At the beginning of your end step, create a 0/1 black Thrull creature token.</p>	<p>Sengir Autocrat {3}{B}</p> <p>Creature — Human</p> <p>When Sengir Autocrat enters the battlefield, create three 0/1 black Serf creature tokens.</p> <p>When Sengir Autocrat leaves the battlefield, exile all Serf tokens.</p> <p>2/2</p>	<p>Weaponcraft Enthusiast {2}{B}</p> <p>Creature — Aetherborn Artificer</p> <p>Fabricate 2 (<i>When this creature enters the battlefield, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.</i>)</p> <p>0/1</p>

<p>Blade of the Bloodchief {1}</p> <p>Artifact — Equipment</p> <p>Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.</p> <p>Equip {1}</p>	<p>Whispersilk Cloak {3}</p> <p>Artifact — Equipment</p> <p>Equipped creature can't be blocked and has shroud. <i>(It can't be the target of spells or abilities.)</i></p> <p>Equip {2}</p>	<p>Swiftfoot Boots {2}</p> <p>Artifact — Equipment</p> <p>Equipped creature has hexproof and haste.</p> <p>Equip {1}</p>
<p>Lightning Greaves {2}</p> <p>Artifact — Equipment</p> <p>Equipped creature has haste and shroud. <i>(It can't be the target of spells or abilities.)</i></p> <p>Equip {0}</p>		