

Champion of the Perished

Creature — Zombie

Whenever another Zombie enters the battlefield under your control, put a +1/+1 counter on Champion of the Perished.

1/1

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M 0696 CMM • EN ➔ DONATO GIANCOLA



Cruelclaw's Heist

Sorcery

Gift a card

Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.

R 0310 SLP • EN ➔ IRIS COMPTON

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Daring Discovery

Sorcery

Up to three target creatures can't block this turn.

Discover 4. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

C 0142 LC1 • EN ➔ MICHELE GIORGI

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Dark Ritual

R 0016 SLP • EN ➔ WIZARD OF BARGE

Instant

Add $\diamond\diamond\diamond$.
“I will bleat you dry.”

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Death Baron

1/1

Creature — Zombie Wizard

M19

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch.

2/2

090/280 P Convention M19 • EN ➔ SŁAWOMIR MANIAK

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Deadly Rollick

Instant

If you control a commander, you may cast this spell without paying its mana cost.

Exile target creature.

“Anyone can make their audience beg for an encore . . . I prefer mine to beg for mercy!”

R 0695 CMM • EN ➔ RON SPENCER

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Beholder's Enervation Ray

Defile

Instant

Target creature gets -1/-1 until end of turn for each Swamp you control.

“On a failed save, target creature takes 8d8 necrotic damage.”

R 1793 SLD • EN ➔ CABROL

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Demonic Tutor

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

“Is the knowledge really forbidden because it is dangerous to you? Or perhaps because it is dangerous to those who seek to control you?”

M 0696 CMM • EN ➔ DONATO GIANCOLA

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DETECTIVE

T 0010 MKM • EN ➔ FAY DALTON

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Doom Blade

1/1

Instant

Destroy target nonblack creature.

“An angel can shine like the sun, inspire the weak, and even threaten victory over darkness. But in the end it matters not, for it still dies like any other pest.”

—Ob Nixilis

O28/063 R STA • EN ➔ MATTHEW G. LEWIS

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DRAGON

T 0017 FDN • EN ➔ RAYMOND SWANLAND

Token Creature — Dragon

5/5

Flying

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DRAGON

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T 0017 FDN • EN ➔ RAYMOND SWANLAND

Token Creature — Dragon

5/5

Flying

TM & © 2024 Wizards of the Coast



Dread Return

2/2

Sorcery

Return target creature card from your graveyard to the battlefield.
Flashback—Sacrifice three creatures.

The luckiest acolytes were those who didn't survive long enough to see the archfiend's return.

C 0637 CMM • EN ➔ THOMAS M. BAXA

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T 0017 FDN • EN ➔ RAYMOND SWANLAND

Token Creature — Eldrazi Horror

5/5

Flying

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Sorcery

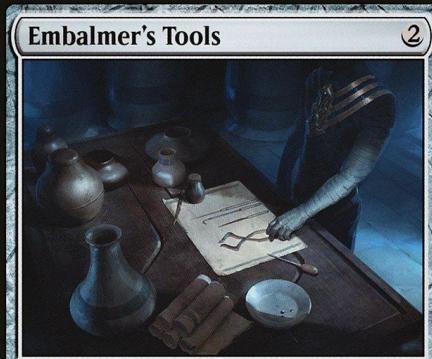
Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token."

Flashback 2/2

"What's a more fitting shape for a storm than a dragon?"
—Niv-Mizzet

R 0328 FDN • EN ➔ ANDREW MAR

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Embalmer's Tools

2/2

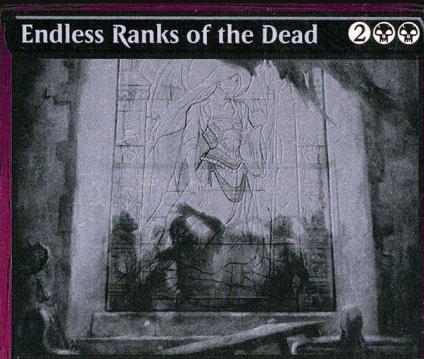
Artifact

Activated abilities of creature cards in your graveyard cost 1 less to activate.
Tap an untapped Zombie you control:
Target player puts the top card of his or her library into his or her graveyard.

"They might be dead, but these mummies are masters of their trade."
—Jace Beleren

227/269 U AKH • EN ➔ ADRIAN MAJKRZAK

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Enchantment

2/2

At the beginning of your upkeep,
create X 2/2 black Zombie creature
tokens, where X is half the number of
Zombies you control, rounded down.

*With Thraben's army recalled to its city
walls, outlying villages were left to fend
for themselves.*

535 P Prerelease DBL • EN ➔ RYAN YEE

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Falkenrath Noble

3/3

Creature — Vampire Noble

Flying

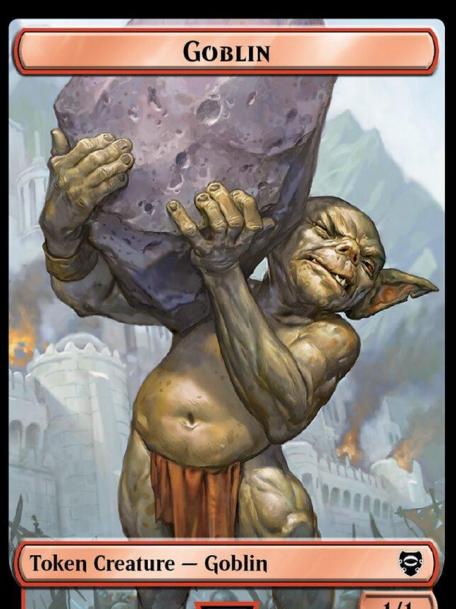
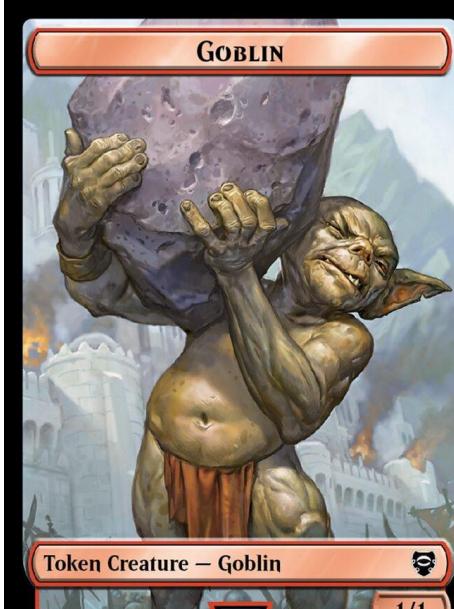
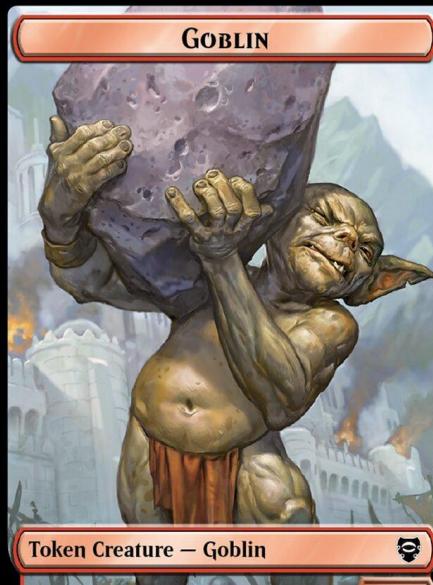
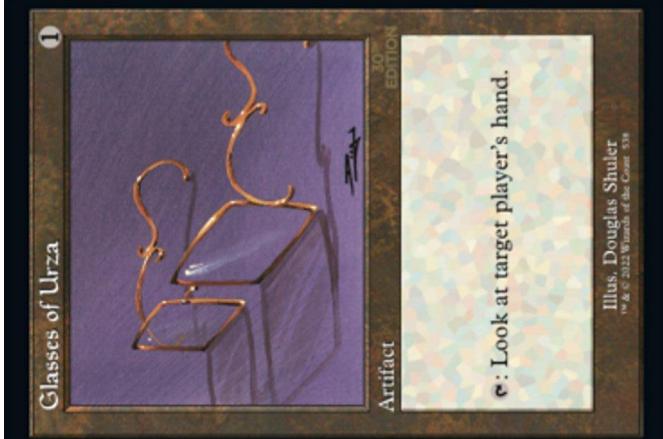
Whenever Falkenrath Noble or
another creature dies, target player
loses 1 life and you gain 1 life.

*"I often think on how excited they must
feel to be chosen as my prey."*

2/2

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Creature — Zombie

Gravecrawler can't block.

You may cast Gravecrawler from your graveyard as long as you control a Zombie.

2/1

2/31 R

FAY DALTON

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2/2

Instant

For each player, choose target nonenchantment, nonland permanent that player controls. Those permanents' owners shuffle them into their libraries. Each player who controlled one of those permanents exiles cards from the top of their library until they exile a nonland card, then puts the rest on the bottom of their library in a random order. Each player may cast the nonland card they exiled without paying its mana cost.

R 0767
CMM • EN ➔ MATT STEWART

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Creature — Zombie

When Gray Merchant of Asphodel enters, each opponent loses X life, where X is your devotion to black. You gain life equal to the life lost this way. (Each **•** in the mana costs of permanents you control counts toward your devotion to black.)

U 0142
DSC • EN ➔ SCOTT MURPHY

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2/2

Creature — Human Soldier

Whenever Hanweir Garrison attacks, put two 1/1 red Human creature tokens onto the battlefield tapped and attacking.

(Melds with Hanweir Battlements.)

"We're ready for anything!"

7/4

U 0142
EMN • EN ➔ VINCENT PROCE

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Hex Parasite

1/1



X **•**: Remove up to X counters from target permanent. For each counter removed this way, Hex Parasite gets +1/+0 until end of turn. (**•** can be paid with either **•** or 2 life.)

Drawn by power, fueled by conquest.

1/1

HUMAN



1/1

Infernal Grasp

1/1

Instant

Destroy target creature. You lose 2 life.

Ancient evils dwell within the burning chasm called the Ashmouth, ever ready to devour those foolish enough to travel alone.

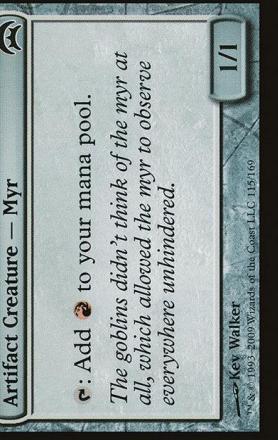
107 U
DBL • EN ➔ NAOMI BAKER

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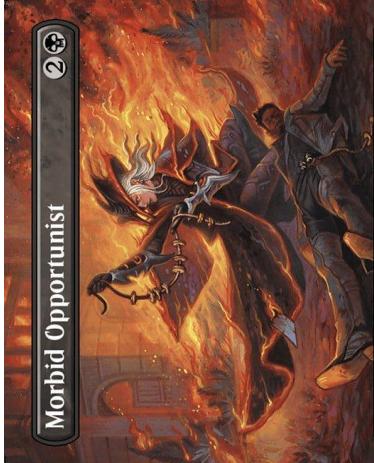
Raymond Swanland
© 1993–2011 Wizards of the Coast LLC 137/175

T 0026
MOC • EN ➔ DAN SCOTT

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Morbid Opportunist



No Mercy



Creature – Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.
“It’s downright selfish to die with full pockets.”

1/3
M 003 P OTI Special Guest SPG • EN ➔ GUILLAUME SIMONEAU



Nykthos, Shrine to Nyx

Legendary Land

• Add ♦.

2, •: Choose a color. Add an amount of mana of that color equal to your devotion to that color.

003/003 P Premier Play PRM • EN ➔ ALAYNA DANNER



Otherworldly Outburst

Instant

Target creature gets +1/+0 until end of turn. When that creature dies this turn, put a 3/2 colorless Eldrazi Horror creature token onto the battlefield.

A tiny crack is enough to open the mind to Emrakul.

138/205 C EMN • EN ➔ KIERAN YANNER



Ornithopter of Paradise

Artifact Creature – Thopter

Flying

•: Add one mana of any color.

Every evening a rainbow of industry illuminates the skies above Eiganjo.

0/2



Phyrexian Arena

1

Enchantment

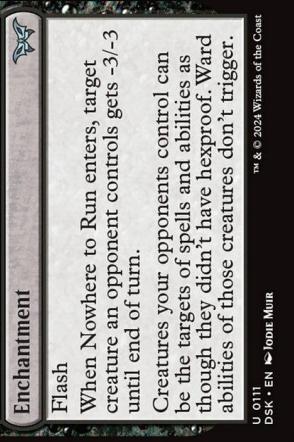
At the beginning of your upkeep, you draw a card and you lose 1 life.

The gladiatorial stadiums on New Phyrexia echo day and night with the sounds of grinding metal and tearing flesh.

R 0322 FDN • EN ➔ ANDREY KUZINSKY



Nowhere to Run



Enchantment

Flash
When Nowhere to Run enters, target creature an opponent controls gets -3/-3 until end of turn.

Creatures your opponents control can be the targets of spells and abilities as though they didn’t have hexproof. Ward abilities of those creatures don’t trigger.

M 0111 DSK • EN ➔ JODIE MUIR



Phyrexian Tower



Legendary Land

• Add ♦.

•, Sacrifice a creature: Add ♠.



Creature – Human Pirate

Whenever another creature you control dies, create a Treasure token.

“The trick to getting the biggest share is to be the last one standing.”

U 0005 LCI Special Guest SPG • EN ➔ JOHAN GRENIER



Priest of Forgotten Gods

1

Creature – Human Cleric

•, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature. You add ♠ and draw a card.

The Orzhov are not the only religious tradition on Ravnica, nor the oldest.

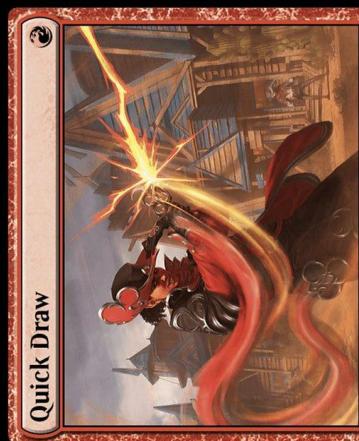
1/2

M 0355 MH3 • EN ➔ YOHANN SCHEPACZ

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R 0478 J25 • EN ➔ ZACK STELLA

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Quick Draw

Instant

Target creature you control gets +1/+1 and gains first strike until end of turn. Creatures target opponent controls lose first strike and double strike until end of turn.

The opening of the Omenspells awoke the wild magic of Thunder Function. Settlers dubbed it "thunder" and put it to use in everything from farming tools to deadly weapons.



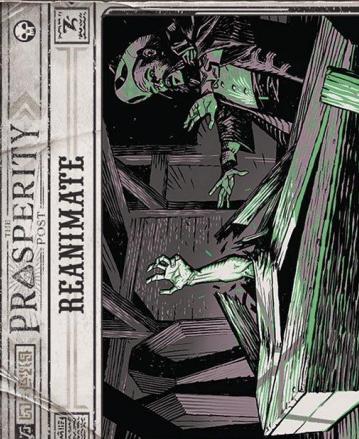
Read the Bones

Instant

Sorcery
Sacrifice 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

The dead know lessons the living haven't learned.

Sorcery



REANIMATE

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.

Local Man Defies Death, Morticians Mortified!

Sorcery



Rotten Reunion

Instant

C

Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.)

Flashback **1** (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Aunt and Uncle Greyfeld loved dinner guests.



Reassembling Skeleton

1



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Creature — Skeleton Warrior

1 Return Reassembling Skeleton from your graveyard to the battlefield tapped.

Vroom from the tomb, baby!

R 1406 SLD • EN RYAN QUICKFALL

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1/1

C 0338 OTJ • EN LIE STEPHAN

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Sorcery

7



Put all creature cards from all graveyards onto the battlefield under your control.

The empire expanded hungrily, every bloody conquest seeding the ground with the corpses of all who resisted. One moonless night, the corpses rose to take back what was theirs.

M 0323 FDN • EN JORGE JACINTO

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C 0154 OTJ • EN LARS GRANT-WEST

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Return the Favor

2



Instant

Spree (Choose one or more additional costs.)
+ 1 — Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.
+ 1 — Change the target of target spell or ability with a single target.

"Don't you know it's rude not to share?"

U 0142 OTJ • EN ELI MINAYA

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Enchantment

Whenever you cast an instant or sorcery spell, create a 5/5 red Dragon creature token with flying.

They were summoned to usher in an age their summoner would never live to see.

U 0331 FDN • EN OLIVIER BERNARD

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Ruby Medallion

2

Artifact



Red spells you cast cost **1** less to cast.



Run Amok

1



Instant

Target attacking creature gets +3/+3 and gains trample until end of turn.

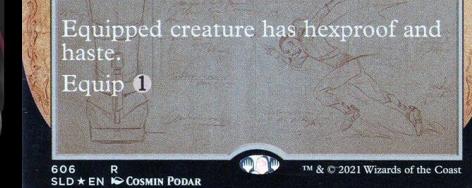
"A Tuskeri never shrinks from battle! Quite the opposite in fact."

—Arni Brokenbrow











Tragic Slip

Instant

Target creature gets -1/-1 until end of turn.

Morbid — That creature gets -13/-13 until end of turn instead if a creature died this turn.

M 0022 MKM Special Guest SPG • EN ➔ SCOTT M. FRANCIS



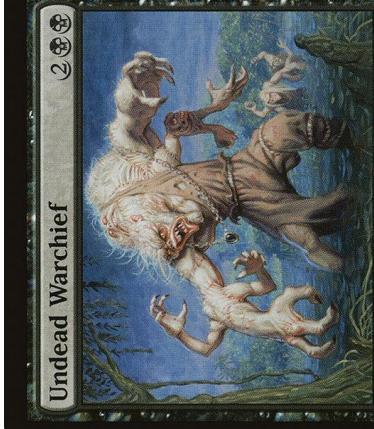
Undead Augur

Creature — Zombie Wizard

Whenever Undead Augur or another Zombie you control dies, you draw a card and you lose 1 life.

"To see past the evil of death, cross it."
—The Red Book of Mezdrithalik

U 0322 MKM Special Guest SPG • EN ➔ RAYMOND SWANLAND



Undead Warchief

Creature — Zombie

Zombie spells you cast cost 1 less to cast.

Zombie creatures you control get +2/+1.

It has the strength of seven men. In fact, it used to be seven men.

G 0322 MKM Special Guest SPG • EN ➔ SARA WINTERS



Wand of Orcus

Legendary Artifact — Equipment

Whenever equipped creature attacks or blocks, it and Zombies you control gain deathtouch until end of turn.

Whenever equipped creature deals combat damage to a player, create that many 2/2 black Zombie creature tokens.

Equip 3

R 0310 MKC • EN ➔ ANDREW MAR



Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

U 0322 MKM Special Guest SPG • EN ➔ RAYMOND SWANLAND

2/2



V.A.T.S.

Instant

Split second
Choose any number of target creatures with equal toughness. Destroy the chosen creatures.

R 0333 PIP • EN ➔ ROBIN OLAUSSON

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Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

U 040040 S UMA•EN ➔ JUNG PARK

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Victimize

Sorcery

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

M 0023 MKM Special Guest SPG • EN ➔ KEKAI KOTAKI

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War Room

Land

3, 3: Add ♦.

3, 3, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

A figure is moved on a map, and the tide of war changes.

R 0310 MKC • EN ➔ MILIVOJ ČERAN



Warren Soultrader

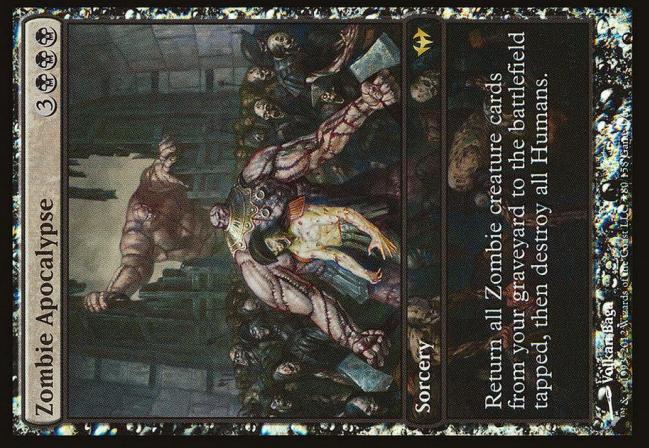
Creature — Zombie Goblin Wizard

Pay 1 life, Sacrifice another creature: Create a Treasure token.

R 0332 MH3 • EN ➔ XAVIER RIBEIRO

3/3

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Zombie Trailblazer

Creature — Zombie

Tap an untapped Zombie you control:
Target land becomes a swamp until end of turn.

Tap an untapped Zombie you control:
Target creature gains swampwalk until end of turn.

Some zombies are natural-reborn leaders.

Illus. Brian Snoddy
TM & © 1993–2002 Wizards of the Coast, Inc. 89/143

2/2

ZOMBIE

Token Creature — Zombie

Decayed (*This creature can't block. When it attacks, sacrifice it at end of combat.*)

2/2

005/019 T MID • EN ➔ SAM WHITE
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Zul Ashur, Lich Lord

Legendary Creature — Zombie Warlock

Ward — Pay 2 life.
G: You may cast target Zombie creature card from your graveyard this turn.

While her foes took stock of their casualties, she ordered hers to renew the assault.

2/2

R 0326 FDN • EN ➔ PINDURSKI
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