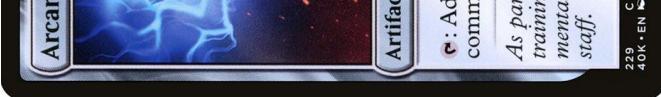




Whenever a creature dies, put a charge counter on Black Market. At the beginning of your precombat main phase, add  $\diamond$  to your mana pool for each charge counter on Black Market.

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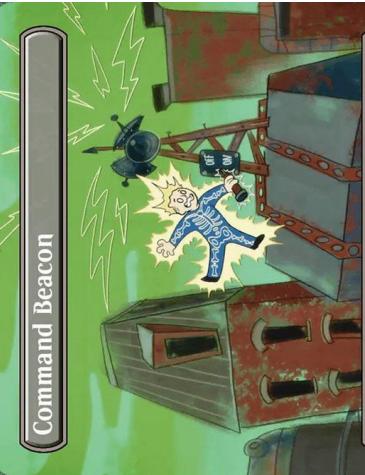


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Instant

As an additional cost to cast Collateral Damage, sacrifice a creature. Collateral Damage deals 3 damage to target creature or player.  
It is much easier to create fire than to contain it.



Land

C: Add  $\diamond$ .  
C: Sacrifice Command Beacon: Put your commander into your hand from the command zone.



Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent sacrifices a creature with the greatest power among creatures they control. If the gift was promised, return target creature card from your graveyard to your hand.



Enchantment

At the beginning of your upkeep, put two descent counters on Descent into Avernus. Then each player creates X Treasure tokens and Descent into Avernus deals X damage to each player, where X is the number of descent counters on Descent into Avernus.





Everlasting Torment

2

**Enchantment**

Players can't gain life.  
Damage can't be prevented.  
All damage is dealt as though its source had wither. (*A source with wither deals damage to creatures in the form of -1/-1 counters.*)

*When night fell, the plane itself was scarred.*

233/351 R 10 & © 2016 Wizards of the Coast  
C16 • EN ► RICHARD KANE FERGUSON



Fiery Emancipation

3

**M21**

**Enchantment**

If a source you control would deal damage to a permanent or player, it deals triple that damage to that permanent or player instead.

*“One day the mountain’s fire will rise to burn away our chains and end this age of oppression.”*

—The Molten Prophecy

143/274 M 10 & © 2020 Wizards of the Coast  
M21 • EN ► ALEXANDER FORSSBERG



Fiery Inscription

2

**Enchantment**

When Fiery Inscription enters the battlefield, the Ring tempts you. Whenever you cast an instant or sorcery spell, Fiery Inscription deals 2 damage to each opponent.

*Ash nazg durbatulik, ash nazg gimbaluk, ash nazg thrakatulik agh burzum-ishi krimpatul.*

U 0126 LTR • EN ► JOHN DI GIOVANNI  
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Final Flourish

1



Instant

Kicker—Sacrifice an artifact or creature. (*You may sacrifice an artifact or creature in addition to any other costs as you cast this spell.*)

Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -6/-6 until end of turn instead.

*Strixhaven braced for another Oriq assault, but something far worse arrived.*

C 0104 MOM • EN ► RALUCA MARINESCU  
10 & © 2023 Wizards of the Coast



Flare of Duplication

1



Instant

You may sacrifice a nontoken red creature rather than pay this spell's mana cost.

Copy target instant or sorcery spell. You may choose new targets for the copy.

*“Decent. But let me show you what mastery looks like.”*

R 0119 MH3 • EN ► OLIVIER BERNARD  
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Fire Diamond

2

**Artifact**

Fire Diamond enters the battlefield tapped.

• Add 2.

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Flare of Malice

2



Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost.

Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

*“Suffer as I have suffered. Lose as I have lost.”*

R 0095 MH3 • EN ► DAVID PALUMBO  
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Throw Team-Mate

1



2

**Instant**

As an additional cost to cast this spell, sacrifice a creature.

Throw Team-Mate deals damage equal to the sacrificed creature's power to any target.



Florian, Voldaren Scion

1



2



**Legendary Creature — Vampire Noble**

First strike

At the beginning of your postcombat main phase, look at the top X cards of your library, where X is the total amount of life your opponents lost this turn. Exile one of those cards and put the rest on the bottom of your library in a random order. You may play the exiled card this turn.

3/3



Gratuitous Violence

2



2

**Enchantment**

If a creature you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

*Only the Cabal could make a fight to the death more deadly.*

P 0107

2



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5/5

Grave Betrayal



Enchantment

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.



Harvester of Souls

4/4



Creature — Demon



Deathtouch

Whenever another nontoken creature dies, you may draw a card.

*"He is judge, jury, and executioner because he killed them all."*  
—Bishop Cawle of Elgaud

060/080 R DDD • EN SLAWOMIR MANIAK

5/5

Hellish Rebuke

2/0



Instant



Until end of turn, permanents your opponents control gain "When this permanent deals damage to the player who cast Hellish Rebuke, sacrifice this permanent. You lose 2 life."

*"Then we burn together!"*

026/062 R AFC • EN HEONIWA CHOE

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1/3/3/3

Grave Pact



Enchantment

Whenever a creature you control is put into a graveyard from the battlefield, each other player sacrifices a creature.

*"The bonds of loyalty can tie one to the grave."*  
—Crovax, ascendant evincar



Hissing Iguanar

2/2



Creature — Lizard



Whenever another creature dies, you may have Hissing Iguanar deal 1 damage to target player or planeswalker.

*Viashino thrashes keep iguanars as hunting companions, giving them wounded captives as playthings.*

112/331 C 2X2 • EN BRANDON KITKOUSKI

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2/0

Grim Haruspex



Creature — Human Wizard

Morph  $\text{R}$  (You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Whenever another nontoken creature you control dies, draw a card.

*"We all want to know what's going on in someone else's head. I simply open it up and look."*



Improvised Club

1/2



Instant



As an additional cost to cast this spell, sacrifice an artifact or creature.

Improvised Club deals 4 damage to any target.

073/269 R AFC • EN SUB-MCKINON

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1/2

Instant



Artifact Creature — Myr

Iron Myr

2/2



Artifact Creature — Myr

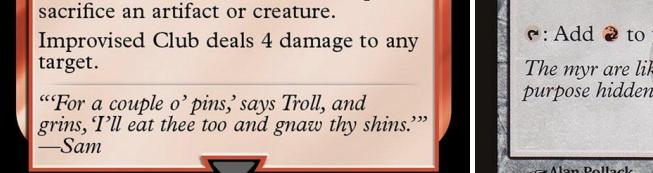


$\text{R}$ : Add  $\text{R}$  to your mana pool.

*The myr are like rusted metal: gleaming purpose hidden by a thin disguise of debris.*

Alan Pollack

1/1



Judith, Carnage Connoisseur

3/3



Legendary Creature — Human Shaman

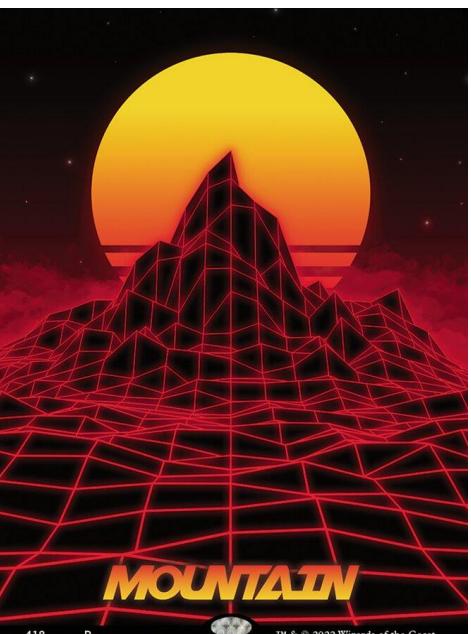
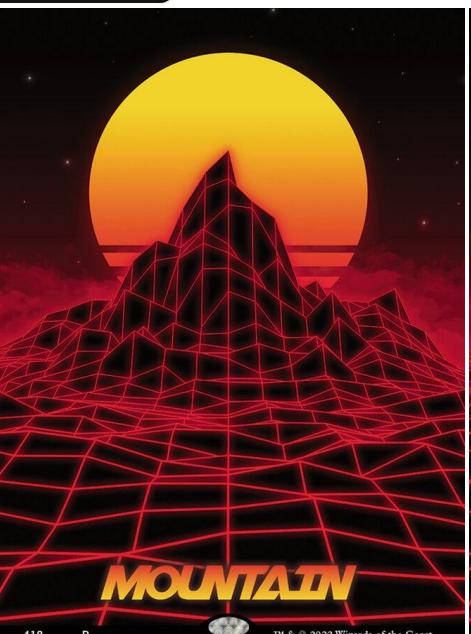
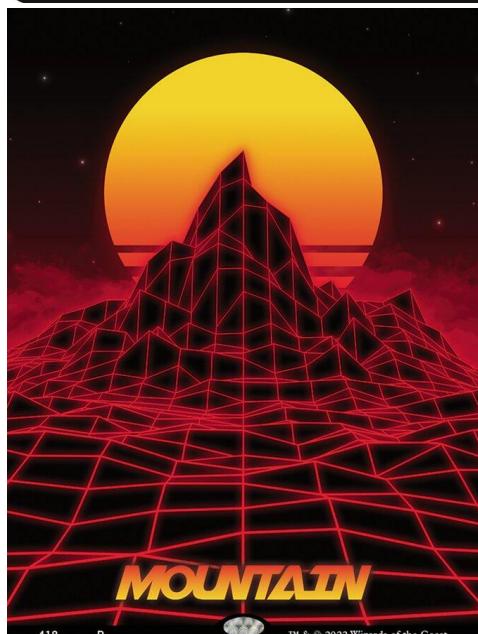


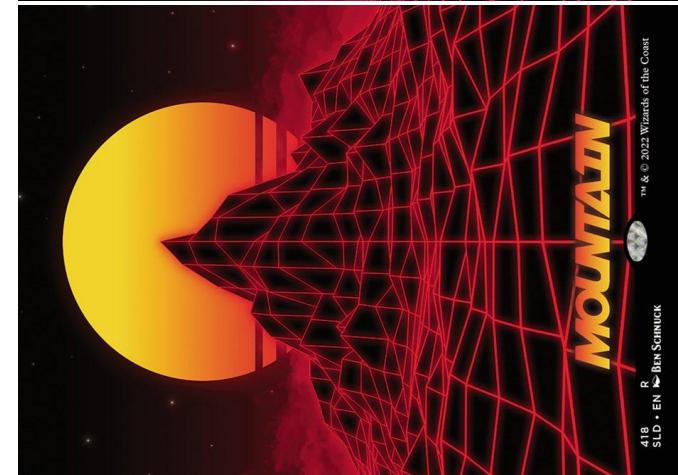
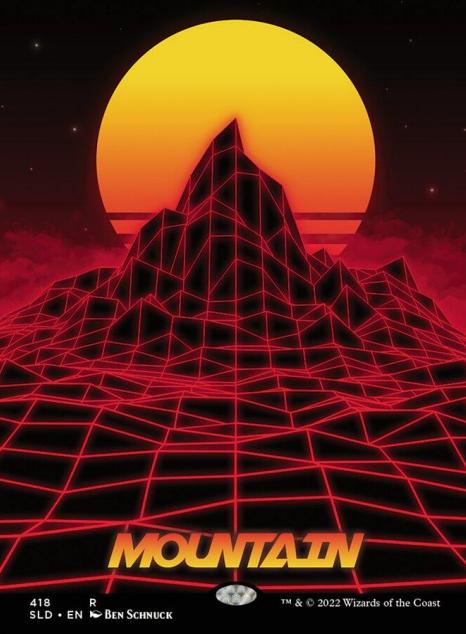
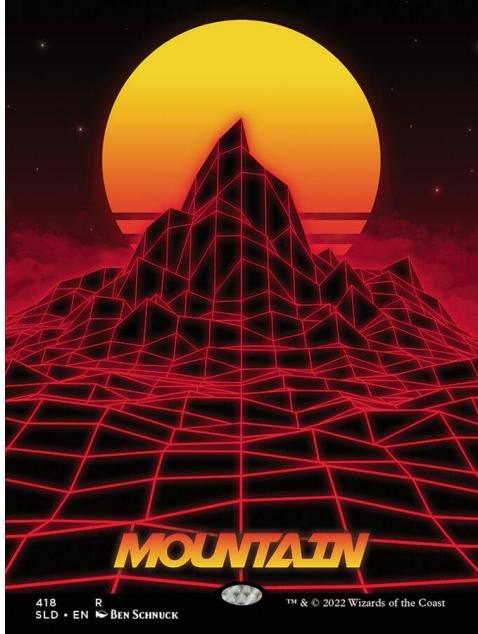
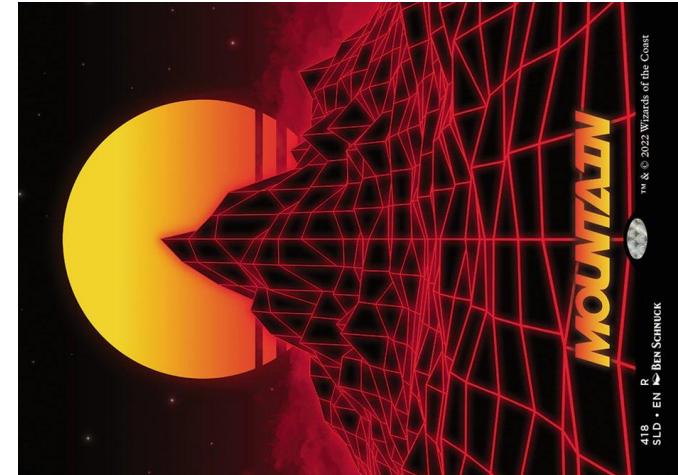
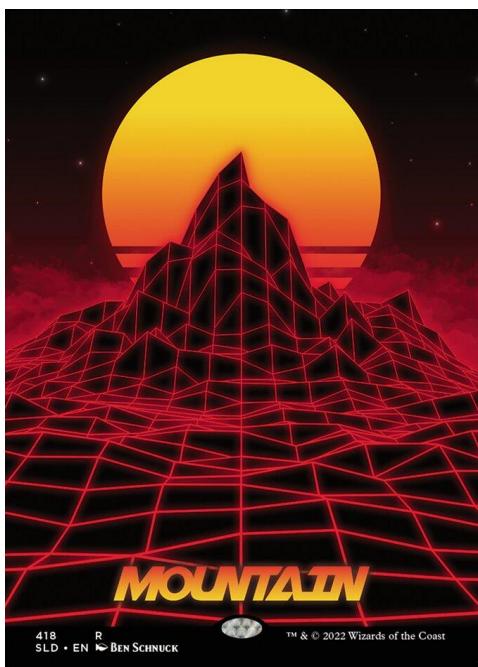
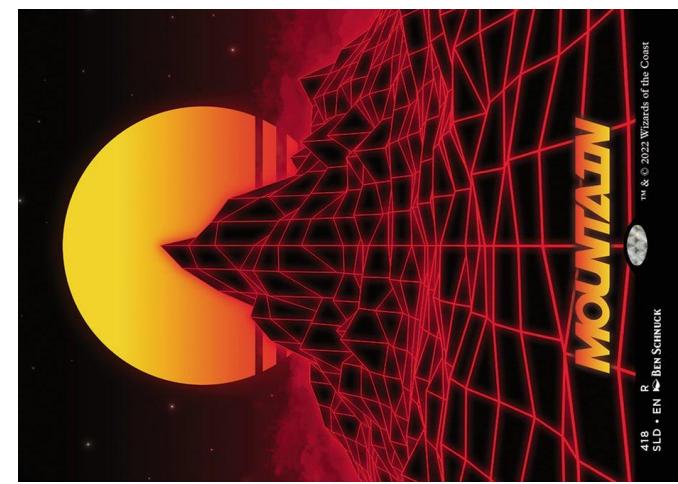
Whenever you cast an instant or sorcery spell, choose one —

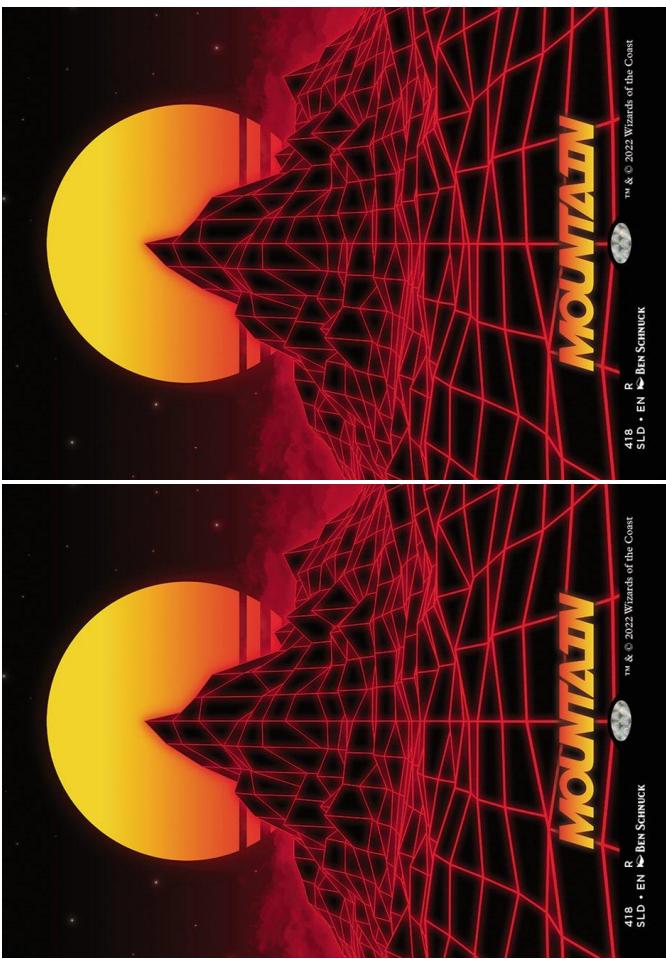
- That spell gains death touch and lifelink.
- Create a 2/2 red Imp creature token with "When this creature dies, it deals 2 damage to each opponent."

*"I don't make my living hiding the truth, detective. I shout it from the stage."*

3/4







**Nasty End** 1/1

Instant

As an additional cost to cast this spell, sacrifice a creature.

Draw two cards. If the sacrificed creature was legendary, draw three cards instead.

*"And that's the end of that. A nasty end for Saruman, and I wish I needn't have seen it; but it's a good riddance."*

—Sam

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**Necropotence** 0/0

Enchantment

Skip your draw step.

Whenever you discard a card, exile that card from your graveyard.

Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

M 0031 WOT • EN R Abigail Larson TM & © 2023 Wizards of the Coast

**Nahiri's Sacrifice** 1/1

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature with mana value X.

Nahiri's Sacrifice deals X damage divided among any number of target creatures.

*Nahiri's last free breath became a defiant roar as she tore apart Sheoldred's Coliseum.*

142/271 U Story Spotlight R Andrej Kuznetsov TM & © 2021 Wizards of the Coast

**Ornithopter of Paradise** 2/2

Artifact Creature — Thopter

Flying

• Add one mana of any color.

*"Through even our darkest days, we must never cease creating. Each new invention brings value to the world, be it beauty, utility, or both."*

—Rashmi, aether-seer

C 0281 BLC • EN R Raoul Vitale TM & © 2024 Wizards of the Coast

**Phyrexian Arena** 1/1

Enchantment

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

*For a bittersweet moment, Face believed he could still save his love. A moment was all Vraska needed. "For the glory of Phyrexia," she whispered.*

R 0133 MKC • EN R Martina Fáčková TM & © 2024 Wizards of the Coast

**Protection Racket** 2/2

Enchantment

At the beginning of your upkeep, repeat the following process for each opponent in turn order. Reveal the top card of your library. That player may pay life equal to that card's mana value. If they do, exile that card. Otherwise, put it into your hand.

Illus. Simon Dominic TM & © 2024 Wizards of the Coast

**Quest for Pure Flame** 0/0

Enchantment

Whenever a source you control deals damage to an opponent, you may put a quest counter on Quest for Pure Flame.

Remove four quest counters from Quest for Pure Flame and sacrifice it: If any source you control would deal damage to a creature or player this turn, it deals double that damage to that creature or player instead.

Cyril Van Der Haegen TM & © 2024 Wizards of the Coast

**Ragavan, Nimble Pilferer** 2/2

Legendary Creature — Monkey Pirate

Whenever Ragavan, Nimble Pilferer deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash 1/2 Illus. Simon Dominic TM & © 2024 Wizards of the Coast



Rakdos Signet

Artifact

- 1, {R} Add {R}{R}.  
Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

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U 0265 S • MARTINA PUCCIOVA



Sheoldred's Edict

Instant

- Choose one —  
• Each opponent sacrifices a nontoken creature.  
• Each opponent sacrifices a creature token.  
• Each opponent sacrifices a planeswalker.  
“Congratulations. I am entertained.”

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R 1512 SLD • EN ▷ NANA QI



Skullclamp

Artifact — Equipment

- Equipped creature gets +1/+1.  
Whenever equipped creature dies, draw two cards.

Equip 1  
*The mind is a beautiful bounty encased in an annoying bone container.*

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U 0283 BLC • EN ▷ DANIEL LINNIGREEN



Sol Ring

1

Artifact

{C}: Add {W}{W}.

“What a pretty bauble,” thought the cat, extending her paw. “Such beauty belongs on the floor.”

R 1512 SLD • EN ▷ NANA QI



Soul Shatter

2

Instant

Each opponent sacrifices a creature or planeswalker with the highest converted mana cost among creatures and planeswalkers they control.

*The Kargan tribes share legends of the victory their ancestors won over the Akoum Skyclave, and its horrendous cost.*

108 / 271 U

ZNR • EN ▷ WYLIE BECKERT

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Solphim, Mayhem Dominus

2

Legendary Creature — Phyrexian Horror

If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals double that damage to that player or permanent instead.

1{W}{W}, Discard two cards: Put an indestructible counter on Solphim, Mayhem Dominus.

5/4

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Spiteful Banditry

5/4

Enchantment

When Spiteful Banditry enters the battlefield, it deals X damage to each creature.

Whenever one or more creatures your opponents control die, you create a Treasure token. This ability triggers only once each turn.

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Spontaneous Combustion

1{W}{R}

Instant

As an additional cost to cast Spontaneous Combustion, sacrifice a creature.

Spontaneous Combustion deals 3 damage to each creature.

“Heat of battle” is usually a metaphor.

Jason Rainville



Stalking Vengeance

5{R}{R}

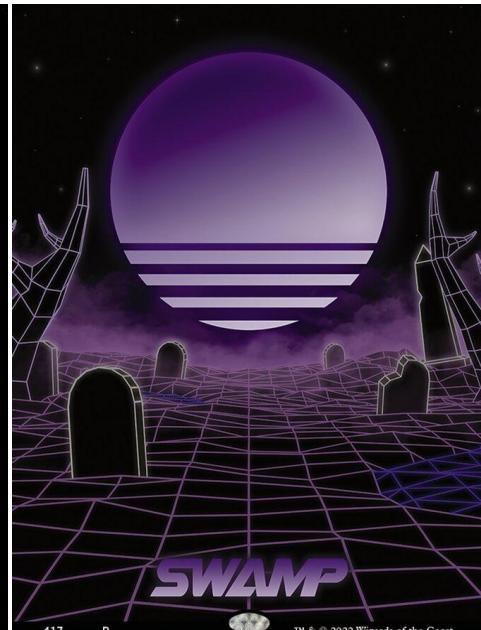
Creature — Avatar

Haste

Whenever another creature you control dies, it deals damage equal to its power to target player or planeswalker.

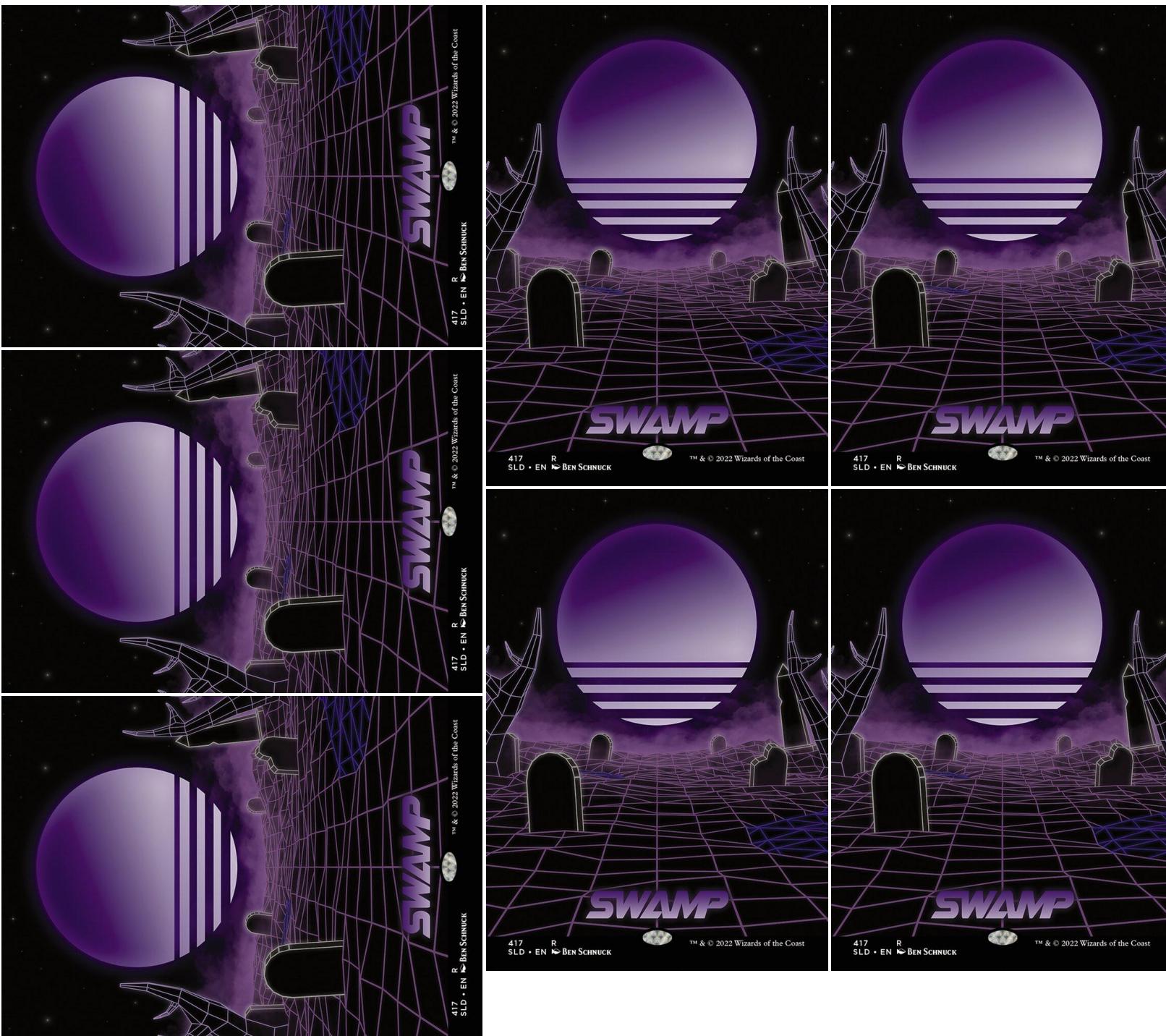
*Something roams the killing places, sniffing the guilt of the slayers, stalking them on iron paws.*

5/5



SWAMP

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**Talisman of Indulgence**

**2**

**Artifact**

**U 0252 N XABI GAZTELUA**

**U : Add ♦.**  
**U : Add ♠ or ♣. Talisman of Indulgence deals 1 damage to you.**

*"Oh, Doctor. Feeling you once was a joy, but, feeling you twice the same way? It's a privilege."*  
—Madame Kovarian

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**Terror of the Peaks**

**3 2 2**

**Creature — Dragon**

**Flying**

**M 0149 R JOSHUA RAPHAEL**

**Spells your opponents cast that target Terror of the Peaks cost an additional 3 life to cast.**

**Whenever another creature enters the battlefield under your control, Terror of the Peaks deals damage equal to that creature's power to any target.**

**U : Add ♠ to your mana pool.**

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**Urborg, Tomb of Yawgmoth**

**15**

**Legendary Land**

**M 0149 R JOSHUA RAPHAEL**

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

*"Yawgmoth's corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse."*  
—Lord Windgrace

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**Valakut, the Molten Pinnacle**

**1**

**Land**

**U 0252 N XABI GAZTELUA**

**Valakut, the Molten Pinnacle enters the battlefield tapped.**

**Whenever a Mountain enters the battlefield under your control, if you control at least five other Mountains, you may have Valakut, the Molten Pinnacle deal 3 damage to target creature or player.**

**U : Add ♠ to your mana pool.**

**Kieran Yanner**  
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**Vicious Shadows**

**6**

**Enchantment**

**M 0149 R JOSHUA RAPHAEL**

**Whenever a creature is put into a graveyard from play, you may have Vicious Shadows deal damage to target player equal to the number of cards in that player's hand.**

*"Thrashes of the ancient past still linger in spirit and shadow, desperate to sink their claws into our souls."*  
—Rakka Mar

**Joshua Hagler**  
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**Vicious Offering**

**1**

**Instant**

**M 0149 R JOSHUA RAPHAEL**

**Kicker—Sacrifice a creature. (You may sacrifice a creature in addition to any other costs as you cast this spell.)**

**Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.**

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**Village Rites**

**M 21**

**Instant**

**M 0149 R JOSHUA RAPHAEL**

**As an additional cost to cast this spell, sacrifice a creature.**

**Draw two cards.**

*"You were so eager to take and consume. Yet when asked to give, you refuse?"*

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**Vona's Hunger**

**2 2**

**Instant**

**M 0149 R JOSHUA RAPHAEL**

**Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)**

**Each opponent sacrifices a creature. If you have the city's blessing, instead each opponent sacrifices half the creatures he or she controls, rounded up.**



**Vraska's Fall**

**2 2**

**Instant**

**M 0149 R JOSHUA RAPHAEL**

**Each opponent sacrifices a creature or planeswalker and gets a poison counter.**

*The dull, creeping pain of phryesis curdled in Vraska's blood. She knew as soon as it took her, she would betray everything—even Face.*



**Warstorm Surge**

**5 2**

**Enchantment**

**M 0149 R JOSHUA RAPHAEL**

**Whenever a creature you control enters, it deals damage equal to its power to any target.**

*No fortification, however high, can protect those who provoke the ire of the molefolk.*