

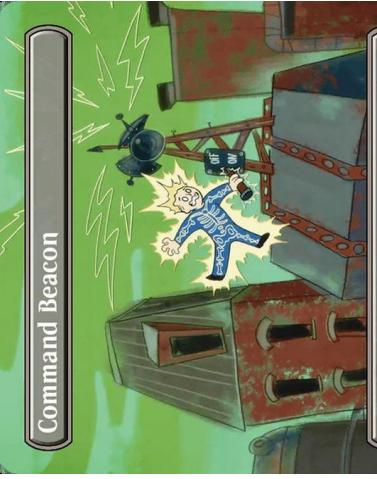




Instant

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.

995/185 C
FRF • EN ➔ RYAN BARBER
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Land

G: Add .
G: Sacrifice Command Beacon: Put your commander into your hand from the command zone.

U 1533 C
SLD • EN ➔ AKOA
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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.

U 0087
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Creature — Spirit

Extort

Whenever you tap a Swamp for mana, add an additional .

Illus. Chris Rahn

2/2



Instant

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

Draw two cards and create a Treasure token. (It's an artifact with "Sacrifice this artifact: Add one mana of any color.")

"That's a pretty ring! Trade you my knife for it."

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Instant

Add .

1170 SLD • EN ➔ FRANK FRAZETTA

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Sorcery

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

"Demons prefer to deal with those who believe themselves too wise to be fooled."
—Scroll case inscription

027/063 M

STA • EN ➔ ANATO FINNSTARK

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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.

2

C

CLB • EN ➔ BRUCE BRENNIE

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Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay . Exile target creature or planeswalker.

"If you hear a groaning noise in the cellar, don't investigate. Don't split up. Just lock the door and barricade it."
—Emili, guard captain

099/277 C
MID • EN ➔ NICHOLAS GREGORY
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Enchantment

Whenever a creature enters the battlefield under your control, you may pay . If you do, that creature deals damage equal to its power to target creature or player.

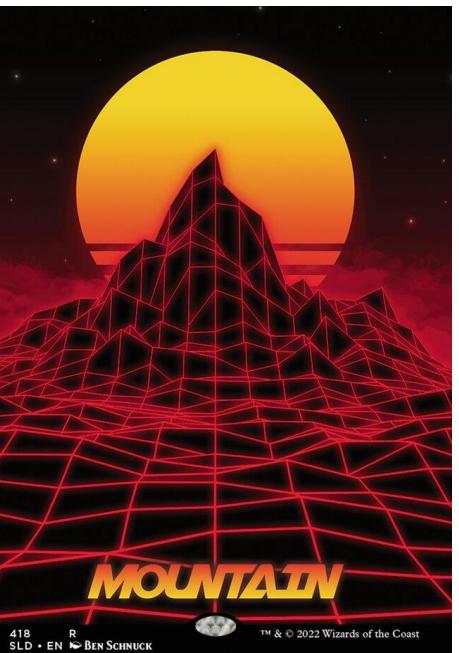
Where life and force collide.

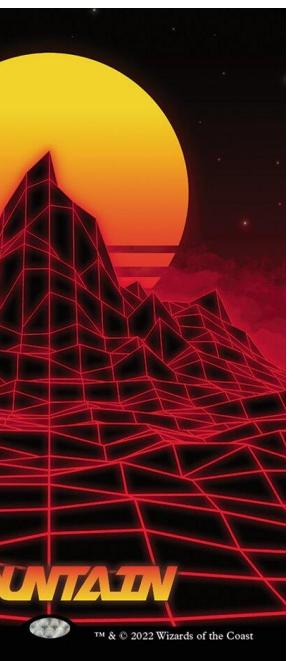
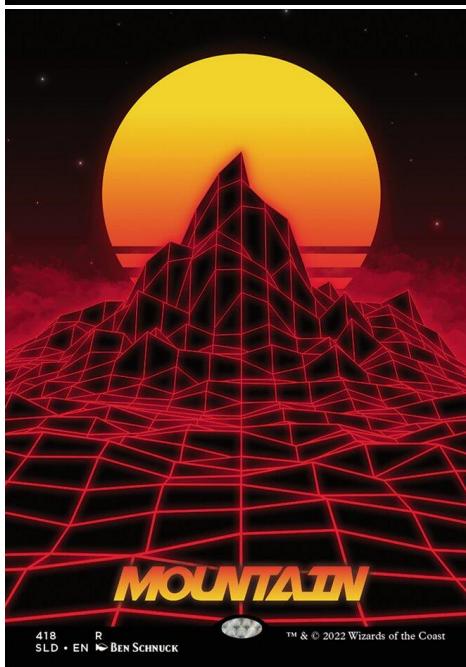
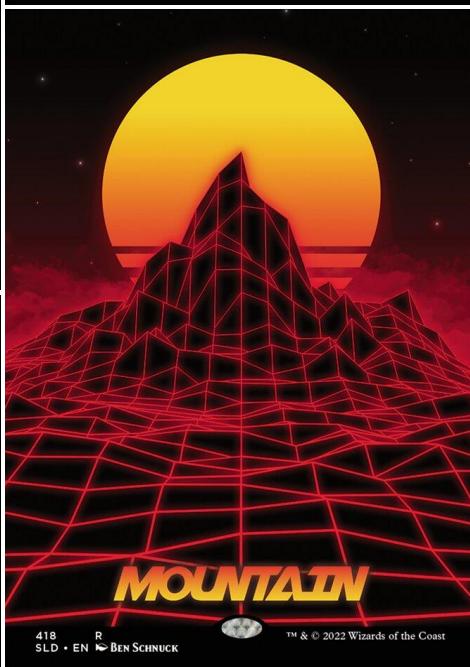
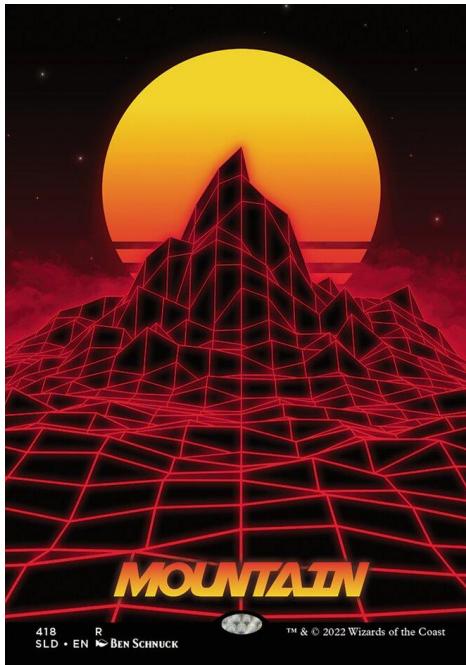
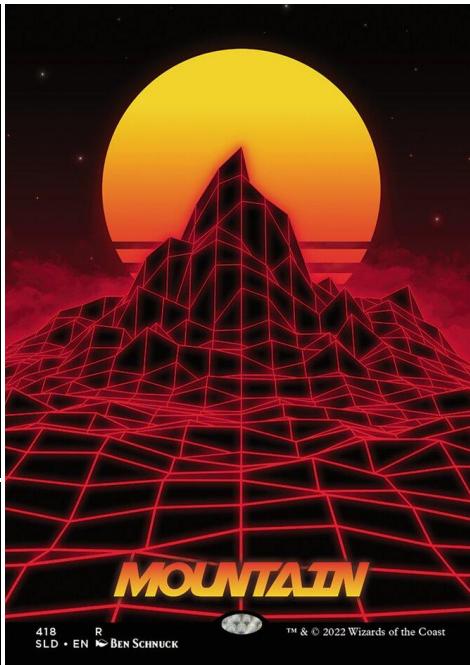
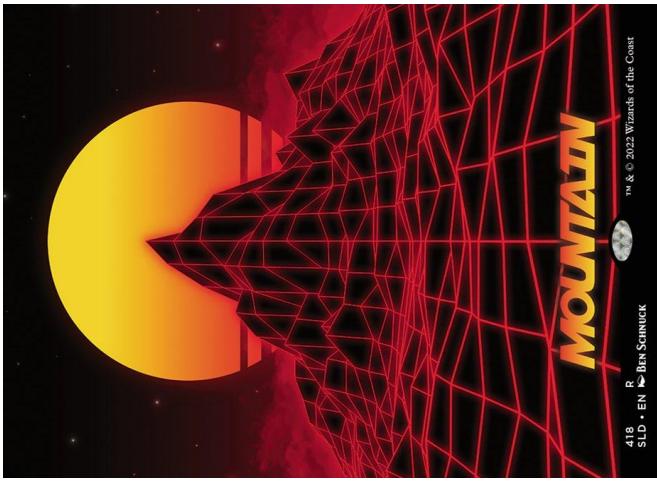
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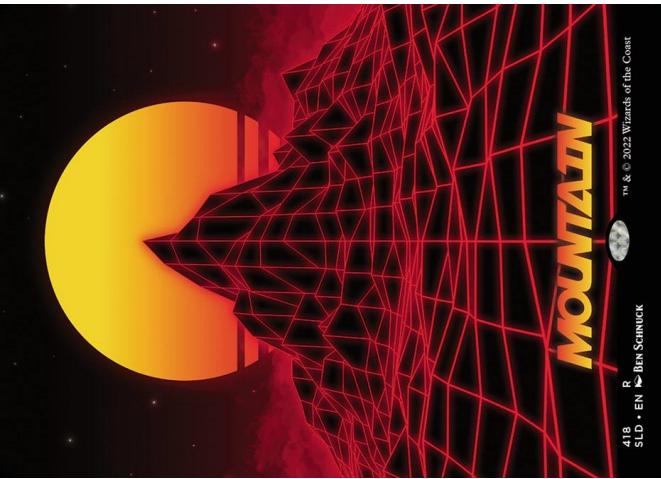
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Christopher Moeller

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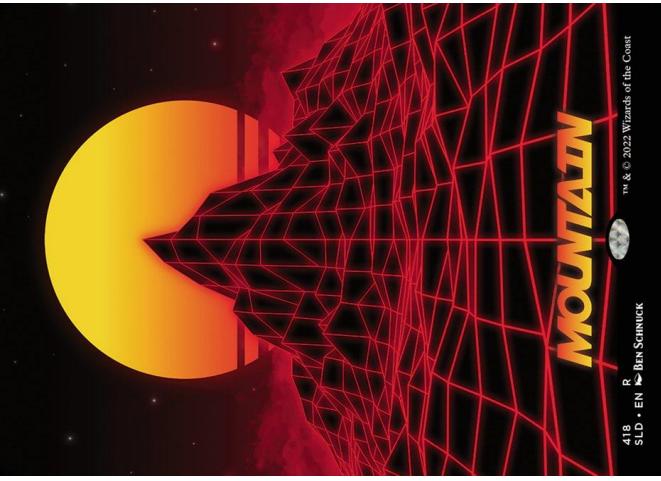


Nasty End 1
Instant
As an additional cost to cast this spell, sacrifice a creature.
Draw two cards. If the sacrificed creature was legendary, draw three cards instead.
"And that's the end of that. A nasty end for Saruman, and I wish I needn't have seen it; but it's a good riddance."
—Sam

C 0099 LTR • EN ➔ VALERA LUTFULLINA © MEE
418 • R BEN SCHNUCK SLD • EN ➔ BEN SCHNUCK

Necropotence 3
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.

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Ornithopter of Paradise 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 ➔ RAOUL VITALE © 2024 Wizards of the Coast
142/271 U Story Spotlight ONE • EN ➔ ANDREW KUZANSKI

Phyrexian Arena 1
Enchantment
At the beginning of your upkeep, you draw a card and you lose 1 life.
"For a bittersweet moment, Jace believed he could still save his love. A moment was all Vraska needed. "For the glory of Phyrexia," she whispered."

R 0133 MKC • EN ➔ MARTINA FAČKOVÁ © 2024 Wizards of the Coast



Protection Racket 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.

Quest for Pure Flame 1
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.

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Ragavan, Nimble Pilferer 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

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