

**Creature – Demon Warlock**

G: Exile target creature card from a graveyard that was put there this turn. Create a token that's a copy of it, except it's a Nightmare in addition to its other types. Then exile all other Nightmare tokens you control.

Final moments stricken by terror make the corpses into potent magical fuel.

3/2R 0316
FDN • EN ➔ AARON J. RILEY

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**Sorcery**

Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.

Land**G: Add**

0000 / 1150M

ZNR • EN ➔ DMITRY BURMAK

**Artifact**

Sacrifice a creature: Target player mills cards equal to the sacrificed creature's power.

"My dreams have brought more visions from our master: an altar, exquisite and perfect. We must build it at once."

—Writings of Artonac, priest of Gix

Illus. Isis

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**Artifact**

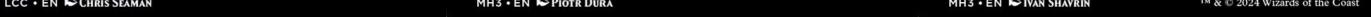
Whenever a permanent enters the battlefield tapped and under your control, untap it.

"Everyone is obsessed with this cosmium stuff, but I can sense some kind of comparable power in this droplet of ancient amber."

—Quintorius Kand, research notes

R 0103
LCC • EN ➔ CHRIS SEAMAN

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**Land**

Arena of Glory enters the battlefield tapped unless you control a Mountain.

G: Add

G, G: Exert Arena of Glory: Add . If that mana is spent on a creature spell, it gains haste until end of turn.

R 0551
MH3 • EN ➔ PIOTR DURA

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**Legendary Creature – Elemental Shaman**

You don't lose unspent red mana as steps and phases end.

Magecraft — Whenever you cast or copy an instant or sorcery spell, discard a card, then draw a card. If this is the second time this ability has resolved this turn, Ashling, Flame Dancer deals 2 damage to each opponent and each creature they control. If it's the third time, add .

4/4M 0367
MH3 • EN ➔ IVAN SHAVRIN

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**Artifact**

Sacrifice a creature: Add .

"Blood fluting needs to be deeper. Additional hooks needed for nerve rigging. Surface stippling could be coarser."

—Ashnod, design notes

Illus. Greg Staples

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**Enchantment**

G: Sacrifice a creature: Destroy target nonblack creature.

"I will trade life for life with the insurgents. Our resources, unlike theirs, are limitless."

—Davvol, Evincar of Rath

Illus. Scott M. Fischer

© 1993–1994 Wizards of the Coast, Inc. 52143

**Legendary Creature – Elf Noble**

Whenever Ayara, First of Locthwain or another black creature enters the battlefield under your control, each opponent loses 1 life and you gain 1 life.

G: Sacrifice another black creature: Draw a card.

2/3R 0143
M 1L • EN ➔ OMAR RAYYAN

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Electroduplicate

2/2

**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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Falkenrath Noble

3/3

**Creature — Vampire Noble**

G

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

414 U
J22 • EN ➔ SŁAWOMIR MANIAK

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Felonious Rage

G

**Instant**

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN ➔ JUSTINE CRUZ

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Embalmer's Tools

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."
—Face Beleren

AKH • EN ➔ ADRIAN MAJKRZAK

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Feed the Swarm

1/1

**Sorcery**

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

"On vile wings and bloody wind, the swarm will rise."
—Skyclave inscription

C 0198
LCC • EN ➔ ANDREY KUZINSKIY

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Final Vengeance

G

**Sorcery**

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

The cries of survivor and cellarspawn mingled in a single, terrible roar as they plunged into the fathomless depths.

C 0099
DSK • EN ➔ DAVID SZABO

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Endless Ranks of the Dead

2/2

**Enchantment**

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.

S35 P Proveience
DBL • EN ➔ RYAN YEE

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Fell

1/1

**Sorcery**

Destroy target creature.

P 0383 Promo Pack
BLB • EN ➔ A. M. SARTOR

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Forsaken Miner

G

**Creature — Skeleton Rogue**

G

Forsaken Miner can't block. Whenever you commit a crime, you may pay . If you do, return Forsaken Miner from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

U 0088
OTJ • EN ➔ ANDREY KUZINSKIY

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Enchantment

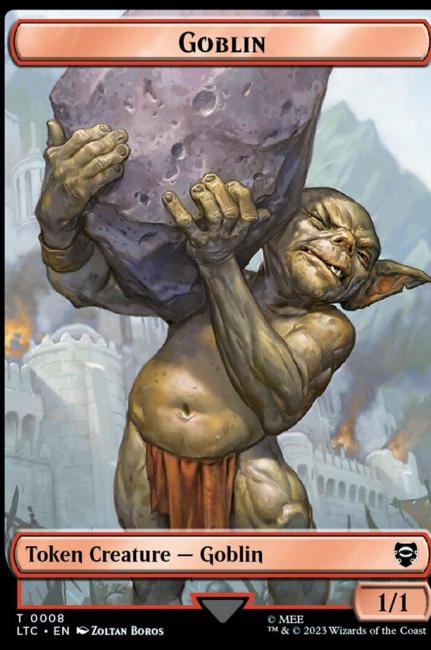
Whenever you cast a noncreature spell, you may pay 1. If you do, put a 1/1 red Goblin creature token with haste onto the battlefield.

Goblins, like snowflakes, are only dangerous in numbers.

109/269 U
TKT • EN ➔ KEY WALKER

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2



Token Creature — Goblin

T 0008
LTC • EN ➔ ZOLTAN BOROS

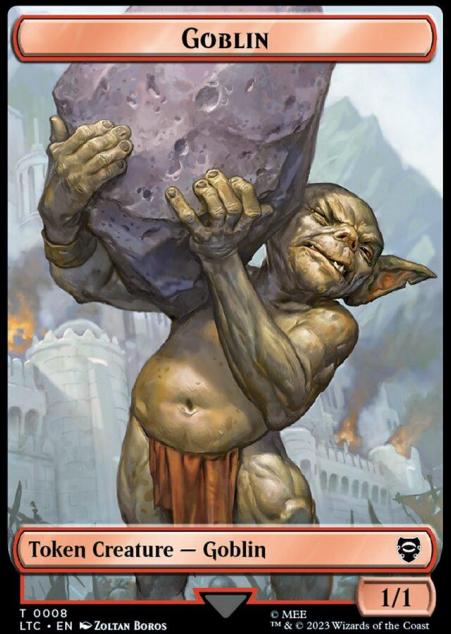
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Token Creature — Goblin

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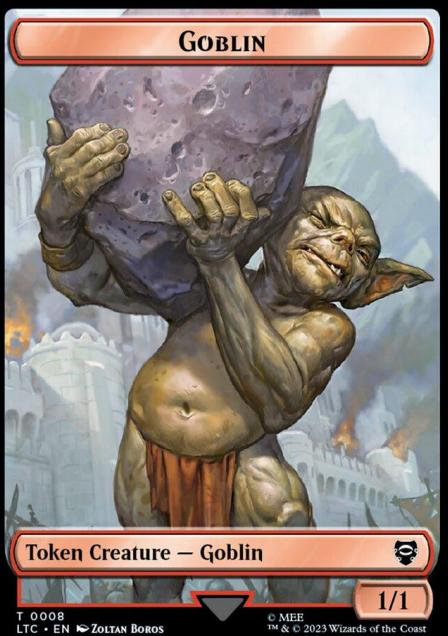
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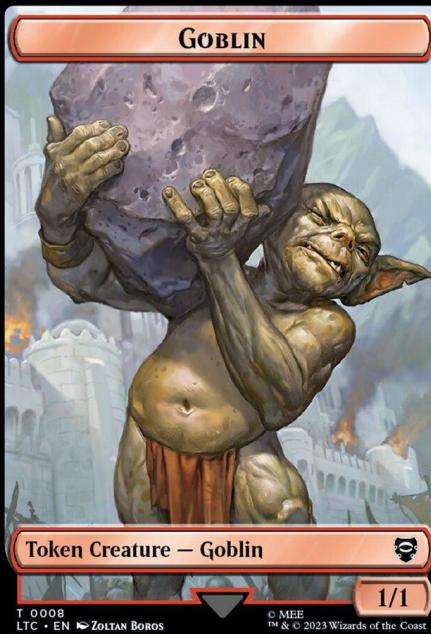
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Token Creature — Goblin

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Token Creature — Goblin

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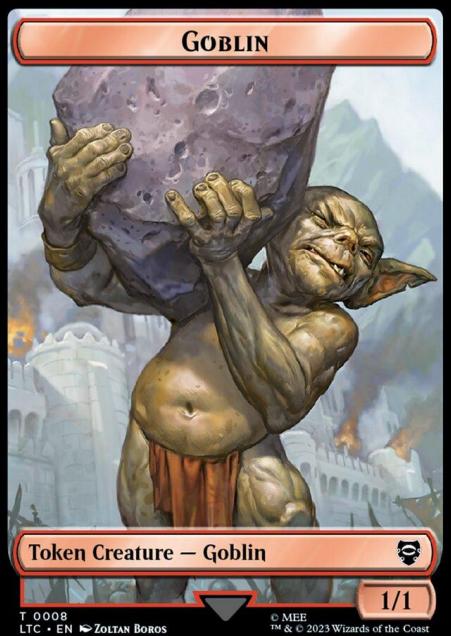
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Token Creature — Goblin

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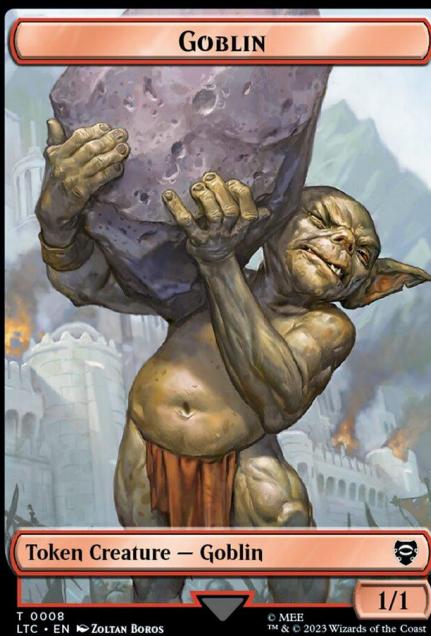
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Token Creature — Goblin

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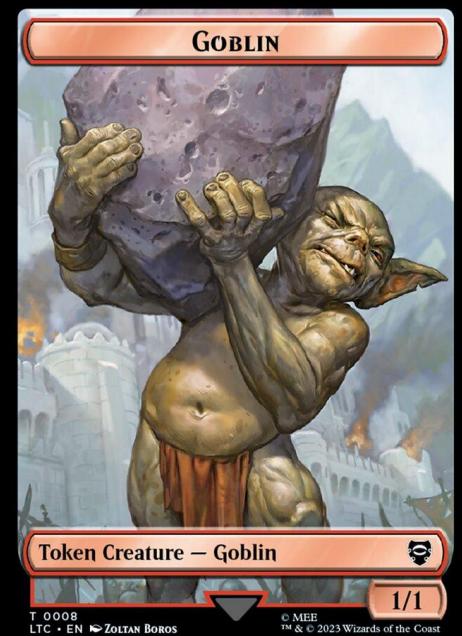
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Token Creature — Goblin

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Token Creature — Goblin

T 0008
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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

231 SLD • EN R FAY DALTON

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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 bole in the mana costs of permanents you control counts toward your devotion to black.)

2/4

U 0142 DSC • EN SCOTT MURPHY

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**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 — 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

130/205 R EMN • EN VINCENT PROCE

TM & © 2016 Wizards of the Coast

**Artifact Creature — Insect**

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

Drawn by power, fueled by conquest.

1/1

U 0143 DSC • EN RAYMOND SWANLAND

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**Token Creature — Human**

T 0026 MOC • EN DAN SCOTT

TM & © 2023 Wizards of the Coast

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 DBL • EN U NAOMI BAKER

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**Enchantment**

You may look at the top card of your library any time.

You may cast spells from the top of your library by sacrificing a nonland permanent in addition to paying their other costs.

Duskmourn never yields its secrets without exacting a brutal price.

2/2

R 0050 DSC • EN GREG STAPLES

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**Artifact Creature — Myr**

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1/1

 bole : Add bole to your mana pool.

The goblins didn't think of the myr at all, which allowed the myr to observe everywhere unhindered.

Jet Medallion



Artifact

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

R 0346
MH3 • EN ➔ SEAN VO

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3/2



LEGENDARY CREATURE — HUMAN WARLOCK

Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life.

3/3

R 0289
OTJ • EN ➔ PEDRO POTIER

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Kher Keep



Legendary Land

•: Add ♦.

1 2, •: Create a 0/1 red Kobold creature token named Kobolds of Kher Keep.

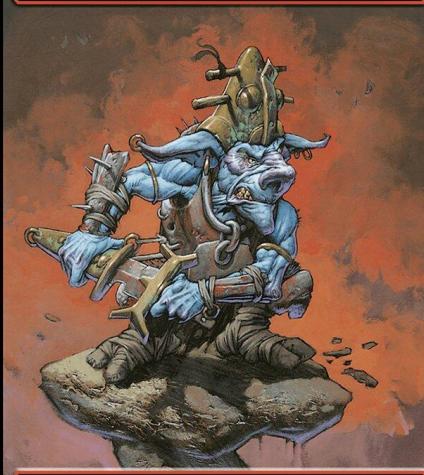
"I swear, for every one Prossh devours, three more pop out of a hole somewhere."
—Jaya Ballard

R 0270
MKC • EN ➔ TITUS LUNTER

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3/2

KOBOLDS OF KHER KEEP



Token Creature — Kobold

0/1

T 0012
MKC • EN ➔ PAOLO PARENTE

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Leyline of Resonance



Enchantment

If Leyline of Resonance is in your opening hand, you may begin the game with it on the battlefield.

Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

R 0379
DSK • EN ➔ SERGEY GLUSHAKOV

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2/2

Lightning Greaves



Artifact — Equipment

Equipped creature has haste and shroud.

Equip 0

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

Jeremy Jarvis
TM & © 2024 Wizards of the Coast 225

2/2

Kari Zev's Expertise



Sorcery

Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn.

You may cast a card with converted mana cost 2 or less from your hand without paying its mana cost.

"I was made for this!"

088/184 R
AER • EN ➔ JASON RAINVILLE

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1 2 2

Krenko, Mob Boss



Legendary Creature — Goblin Warrior

•: Create X 1/1 red Goblin creature tokens, where X is the number of Goblins you control.

R 0430
RVR • EN ➔ 七片藍/AI NANAHIRA

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3/3

Liliana, Dreadhorde General



Legendary Planeswalker — Liliana

Whenever a creature you control dies, draw a card.

+1 : Create a 2/2 black Zombie creature token.

-4 : Each player sacrifices two creatures of their choice.

-9 : Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

M 0359
FDN • EN ➔ DMITRY BURMAK

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6



Liquimetal Torque

2

Artifact

C: Add \diamond .

C: Target nonland permanent becomes an artifact in addition to its other types until end of turn.

"Weaponized jewelry has a long and respected history."

—Ervos Trax

228/303 U
M22 • EN ➔ BRIAN SNODDY

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Lively Dirge

1

Sorcery

Spree (Choose one or more additional costs.)

+ 1 — Search your library for a card, put it into your graveyard, then shuffle.

+ 2 — Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

"Now rip your partner from the grave, and form an undead killing wave!"

U 0093
OTJ • EN ➔ WARREN MAHY

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Living Death

3

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

They seemed like black holes in the deep shade behind them. Frodo thought that he heard a faint hiss as of venomous breath and felt a thin piercing chill.

R 0203
LTC • EN ➔ PAVEL KOLOMEYETS

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Lord of the Undead

1

Creature — Zombie

Other Zombie creatures get +1/+1.

1 \diamond , **C:** Return target Zombie card from your graveyard to your hand.

"All of life's problems can be solved—death included."

—Nymara, Rhodosi dreadlord

2/2

1046 R
SLD • EN ➔ VICTOR ADAME MINGUEZ

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Land

1

C: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."

—Ith, High Arcanist

456 R
DMR • EN ➔ MARK TEDIN

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Might of the Meek

2

Instant

Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.

Draw a card.

"Fear is unavoidable. You can run from it with your tail between your legs, or charge it head on with sword in hand. I prefer the latter."

—Rho, veteran hero

C 0144
BLB • EN ➔ DANNY SCHWARTZ

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Mikaeus, the Unhallowed

3

Legendary Creature — Zombie Cleric

1

Intimidate

Whenever a Human deals damage to you, destroy it.

Other non-Human creatures you control get +1/+1 and have undying. (When a creature with undying dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

5/5

M 1061
CMM • EN ➔ BENJAMIN EE

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Artifact

2

C: Add \diamond .

1, **C:** Sacrifice Mind Stone: Draw a card.

"We have barely begun to learn the secrets of the Fourth People. Every remnant of their presence, however cryptic, is a gift."

—Akal Pakal, First Steward of Oteclan

U 0248
DSG • EN ➔ CAMILLE ALQUIER

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Molten Duplication

1

Sorcery

Create a token that's a copy of target artifact or creature you control, except it's an artifact in addition to its other types. It gains haste until end of turn. Sacrifice it at the beginning of the next end step.

No one had seen this side of Angeline before, not even her.

M 0044
BIG • EN ➔ INKOGNIT

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Morbid Opportunist2 $\diamond\ddiamond$ **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 0032 OTJ Special Guest

SPG • EN ➔ CHRIS SEAMAN

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Nykthos, Shrine to Nyx**Legendary Land** \diamond : Add \diamond . $2, \diamond$: 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

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Phyrexian Arena1 $\diamond\ddiamond$ **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

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No Mercy2 $\diamond\ddiamond$ **Enchantment**

Whenever a creature deals damage to you, destroy it.

"Leave no survivors. Let the other worlds see what befalls those who attempt to resist the might of Phyrexia."
—Sheoldred

427 DMR • EN ➔ RON SPENCER

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Ornithopter of Paradise

2

**Artifact Creature – Thopter**

0/2

Flying \diamond : Add one mana of any color.*Every evening a rainbow of industry illuminates the skies above Eiganjo.*

C 0153 J25 • EN ➔ LEON TUKKER

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Nowhere to Run1 \diamond **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.

U 0111 DSK • EN ➔ TIDIE MUIR

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Otherworldly Outburst

2

**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.

139/205 C EMN • EN ➔ KIERAN YANNER

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Phyrexian Arena1 $\diamond\ddiamond$ **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

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Phyrexian Tower**Legendary Land** \diamond \diamond : Add \diamond . \diamond , Sacrifice a creature: Add $\diamond\ddiamond$.

M 0355 MH3 • EN ➔ YOHANN SCHEPACZ

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Pitiless Plunderer3 $\diamond\ddiamond$ **Creature – Human Pirate**

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

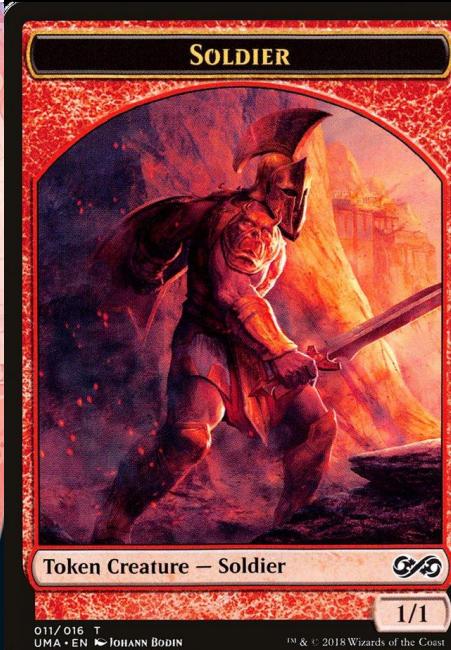
The trick to getting the biggest share is to be the last one standing.

U 0005 LCI Special Guest SPG • EN ➔ JOHAN GRENIER

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1/4







Swamp



Basic Land – Swamp

L 0274
OTJ • EN ➔ SALVATORRE ZEE YAZZIE

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Swamp

Basic Land – Swamp

L 0274
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Basic Land – Swamp



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Basic Land – Swamp



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Swiftfoot Boots

2



606 R SLD • EN COSMIN PODAR

Tetzimoc, Primal Death

4

**Legendary Creature — Elder Dinosaur****Deathtouch**

Reveal Tetzimoc, Primal Death from your hand: Put a prey counter on target creature. Activate this ability only during your turn.

When Tetzimoc enters the battlefield, destroy each creature your opponents control with a prey counter on it.

6/6

016/196 R RIX • EN ZACK STELLA

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Thoughtpicker Witch

1

**Creature — Human Wizard**

1, Sacrifice a creature: Look at the top two cards of target opponent's library, then remove one of them from the game.

"Once the brew gets the brains nice and pickled, they're a lot easier to pick through."

1/1

Pete Venters

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Tragic Slip

1

**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. FISCHER

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Undead Augur

2

**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 veil of death, cross it."
—The Red Book of Mezdrithalik

482 U J22 • EN SARA WINTERS

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2/2

Thespian's Stage

Land

G: Add ♦.

2, G: Thespian's Stage becomes a copy of target land, except it has this ability.

Amid rumors of war, the third act of The Absolution of the Guildpact was quickly rewritten as a tragedy.

R 0395 M3C • EN JOHN AVON

TM & © 2024 Wizards of the Coast

Three Tree City

Land

Three Tree City

As Three Tree City enters, choose a creature type.

G: Add ♦.

2, G: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

R 0337 BLB • EN ANDREW MAR

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Undead Warchief

2

**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.

1/1

Greg Hildebrandt

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