

Balin's Tomb



Ancient Tomb

0

Balin's Tomb

Land

C: Add \diamond . Balin's Tomb deals 2 damage to you.

*On the slab ruins were deeply graven:
BALIN
SON OF FUNDIN
LORD OF MORIA*

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M 0357 LTC • EN ANASTASIA BALACHINA

Arcane Lighthouse



W

Land

C: Add 1 to your mana pool.

1, C: Until end of turn, creatures your opponents control lose hexproof and shroud and can't have hexproof or shroud.

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059/337 R VMA • EN DAARKEN

Arcane Signet



2

Artifact

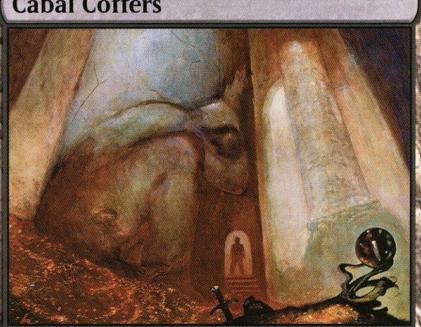
C: Add one mana of any color in your commander's color identity.

As part of their indoctrination and training, a psyker learns to focus their mental strength through a psycho-reactive staff.

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229 R 40K • EN KIM SOLAK

Cabal Coffers



Land



2, C: Add \diamond for each Swamp you control.

Deep within the Cabal's vault, the Mirari pulsed like a dead sun—and its darkness radiated across Otaria.

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MH2 • EN DON HAZELTINE

Badlands



Land — Swamp Mountain



(C: Add \diamond or \diamond to your mana pool.)

Blood Crypt



Land — Swamp Mountain



(C: Add \diamond or \diamond .)

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

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R 0273 RVR • EN ROB ALEXANDER

Black Market



Enchantment



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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Bone Shards



Sorcery



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

Destroy target creature or planeswalker.

In the Kathari dumping grounds known as the Boneheaps, it's not hard to improvise an offense.

Illus. Tommy Arnold

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Charcoal Diamond



Artifact

2

Charcoal Diamond enters the battlefield tapped.

C: Add \diamond .

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442 CLB • EN PHIL STONE

Coldsteel Heart



Snow Artifact

2

Coldsteel Heart enters the battlefield tapped. As Coldsteel Heart enters the battlefield, choose a color.

C: Add one mana of the chosen color.

The Phyrexian death machine awoke, its coldsteel heart imbuing it with sinister new power.

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181/312 U CM2 • EN MARK ROMANOSKI

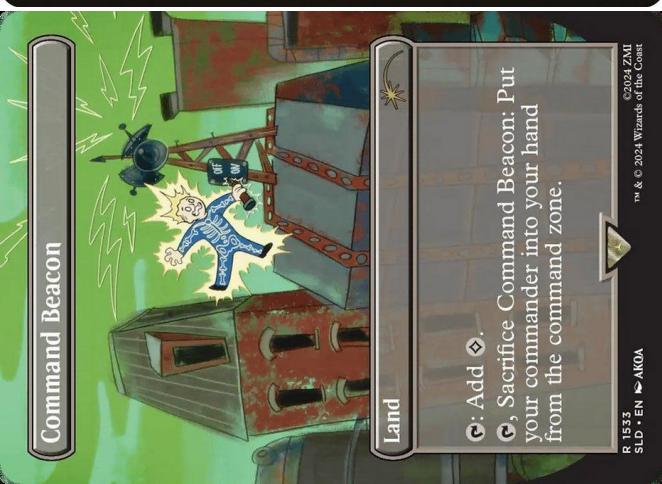


Collateral Damage

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.



Command Beacon

Land

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

095/185 C
FRF • EN
RYAN BARGER

Crypt Ghast

3/3

Creature — Spirit

Extort

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

Illus. Chris Rahn

2/2



Deadly Dispute

1/1

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 "G, Sacrifice this artifact: Add one mana of any color.")

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

C 0181
BLC • EN
IRINA NORDSOL

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Dark Ritual

Instant

Add ♠♠♠.



Demonic Tutor

1/1

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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Consumed by Greed

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.

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U 0087/185 BLB • EN
MATHIAS KOLLROS

Descent into Avernus

2/2

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.

R

CLB • EN
BRUCE BRENNIE

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Eaten Alive

2/2

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay 3/3. 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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Electropotence

2/2

Enchantment

Whenever a creature enters the battlefield under your control, you may pay 2/2. If you do, that creature deals damage equal to its power to target creature or player.

Where life and force collide.

Christopher Moeller

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Everlasting Torment



Enchantment

Players can't gain life.

Damage can't be prevented.

All damage is dealt as though its source had withered. (A source with wither deals damage to creatures in the form of -1/-1 counters.)

When night fell, the plane itself was scarred.

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C16 • EN ♦ RICHARD KANE FERGUSON

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 Orig assault, but something far worse arrived.

233 / 351 R

C16 • EN

RICHARD KANE FERGUSON

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Fire Diamond

2



Artifact

Fire Diamond enters the battlefield tapped.

• Add 2.

445 C

CLB • EN

PHIL STONE

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Fiery Emancipation

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 up, to burn away our chains and end this age of oppression."
—The Molten Prophecy

143 / 274 M

M21 • EN

ALEXANDER FORSSBERG

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Fiery Inscription



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 dubatulik, ash nazg gimbatul, ash nazg thrakulik agh burzum-ishi krimpatul.

U 0126

LTR • EN

JOHN DI GIOVANNI

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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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Flare of Malice

2



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



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.

1038 R SLD • EN JOHAN GRENIER

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Florian, Voldaren Scion

1



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

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Gratuitous Violence

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.

R 0197

BLC • EN

CHRISTOPHER MOELLER

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Leaden Myr



Artifact Creature — Myr

©: Add \bullet to your mana pool.
The Moriok saw the myr as fellow scavengers, never knowing just who the myr were scavenging for.

1/1

Leyline of Punishment



Enchantment

If Leyline of Punishment is in your opening hand, you may begin the game with it on the battlefield.
Players can't gain life.
Damage can't be prevented.

Each opponent sacrifices a creature.
If you control a Liliana planeswalker, each opponent also discards a card.

Her triumph came not from escaping her independence.

Instant

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098/264 U
WAR • EN ♦ KIERAN YANNER

1/2

Liliana's Triumph



Instant

Each opponent sacrifices a creature.
If you control a Liliana planeswalker, each opponent also discards a card.

Her triumph came not from escaping her independence.

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100/264 U
WAR • EN ♦ KIERAN YANNER

Lucius the Eternal

3/2



Legendary Creature — Astartes Warrior

Haste

Armour of Shrieking Souls — When Lucius the Eternal dies, exile it and choose target creature an opponent controls. When that creature leaves the battlefield, return Lucius the Eternal from exile to the battlefield under its owner's control.

130/168 R
40K • EN ♦ EVAN SHAPARD

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5/3

Midnight Reaper

2/2



Creature — Zombie Knight

0/0

Whenever a nontoken creature you control dies, Midnight Reaper deals 1 damage to you and you draw a card.

No one welcomes his visit, yet all must grant him tribute.

125/168 R
M1C • EN ♦ SIDHARTH CHATURVEDI

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3/2

Magda, the Hoardmaster

1/2



Legendary Creature — Dwarf Berserker

Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn.
Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

P 0374 Buy-a-Box
OTJ • EN ♦ LOIC CANAVAGGIA

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2/2

Mines of Moria



Legendary Land

Mines of Moria enters the battlefield tapped unless you control a legendary creature.

©: Add \bullet .
 \bullet , Exile three cards from your graveyard: Create two Treasure tokens.

R 0342 LTR • EN ♦ LUCAS TERRYN

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© MEE

