

Blasphemous Act 8



Sorcery

This spell costs 1 less to cast for each creature on the battlefield.
Blasphemous Act deals 13 damage to each creature.

*"Holy places are no longer sanctuary from death, and death is no longer sanctuary from anything."
—Thalia, Knight-Cathar*

162/361 R
CMR • EN • DAARKEN

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162/361 R
CMR • EN • DAARKEN

Blazing Sunsteel 1



Artifact — Equipment

Equipped creature gets +1/+0 for each opponent you have.
Whenever equipped creature is dealt damage, it deals that much damage to any target.
Equip 4

Wyleth emerged from the crater unscathed with the sun's fury trapped in his hands.

364 R
CMR • EN • TYLER JACOBSON

Cast into the Fire 1



Instant

Choose one —

- Cast into the Fire deals 1 damage to each of up to two target creatures.
- Exile target artifact.

*"But for Gollum, I could not have destroyed the Ring. So let us forgive him! For the Quest is achieved, and now all is over."
—Frodo*

C 0118
LTR • EN • AURORE FOLNY

Chandra, Acolyte of Flame 1



Legendary Planeswalker — Chandra M20

0 Put a loyalty counter on each red planeswalker you control.

0 Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.

-2 You may cast target instant or sorcery card with converted mana cost 3 or less from your graveyard. If that card would be put into your graveyard this turn, exile it instead.

4

126/280 R
M20 • EN • ANNA STEINBAUER

Chandra's Incinerator 5



Creature — Elemental M21

This spell costs X less to cast, where X is the total amount of noncombat damage dealt to your opponents this turn.

Trample

Whenever a source you control deals noncombat damage to an opponent, Chandra's Incinerator deals that much damage to target creature or planeswalker that player controls.

6/6

302 R
M21 • EN • CRAIG T SPEARING

Frostboil Snarl



Land

As Frostboil Snarl enters the battlefield, you may reveal an Island or Mountain card from your hand. If you don't, Frostboil Snarl enters the battlefield tapped.

• Add or .

A smoldering storm of chilling fire.

265/275 R
STX • EN • SAM BURLEY

Hazardous Blast 3



Sorcery

Hazardous Blast deals 1 damage to each creature your opponents control. Creatures your opponents control can't block this turn.

The Machine Orthodoxy finds strength in numbers. The Quiet Furnace finds that amusing.

135/271 C
ONE • EN • ZOLTAN BOROS

Impact Tremors 1



Enchantment

Whenever a creature enters the battlefield under your control, Impact Tremors deals 1 damage to each opponent.

*"With tears in his smoke-scorched eyes, he watched the living flames consume the only home he'd ever known."
—The Apprentice's Folly*

U 0044
WOT • EN • MATTEO MARIORAM

Kessig Flamebreather 1



Creature — Human Shaman

Whenever you cast a noncreature spell, Kessig Flamebreather deals 1 damage to each opponent.

"Hunter's fire" was meant for slaying monsters in the Ulvenwald, but that never stopped Ralen from showing it off.

1/3

164/277 C
VOW • EN • LIUS LASAHIDO

Marauding Raptor 1



Creature — Dinosaur M20

Creature spells you cast cost 1 less to cast.

Whenever another creature enters the battlefield under your control, Marauding Raptor deals 2 damage to it. If a Dinosaur is dealt damage this way, Marauding Raptor gets +2/+0 until end of turn.

"Stand still and try not to look like prey!"
—Skerk Hobnett, wilderness guide

2/3

150/280 R
M20 • EN • BAYARD WU

Night's Whisper 1



Sorcery

You draw two cards and you lose 2 life.

"They were all laughing at you after you left, you know. How will you make them pay?"

C 0079
DSC • EN • CARLOS PALMA CRUCHAGA

Palani's Hatcher 3



Creature — Dinosaur

Other Dinosaurs you control have haste.

When Palani's Hatcher enters the battlefield, create two 0/1 green Dinosaur Egg creature tokens.

At the beginning of combat on your turn, if you control one or more Eggs, sacrifice an Egg, then create a 3/3 green Dinosaur creature token.

5/3

R 0332
LC1 • EN • SIDHARTH CHATURVEDI

Phyresis 1



Enchantment — Aura

Enchant creature

Enchanted creature has infect. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

"Perfection is at hand. You have been freed of weakness and made complete."
—Sheoldred, Whispering One

1/3

150/280 R
M20 • EN • BAYARD WU

Plague Spitter 2



Creature — Phyrexian Horror

At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.

When Plague Spitter dies, it deals 1 damage to each creature and each player.

2/2

456 U
J22 • EN • CHIPPY

Quartzwood Crasher 2



Creature — Dinosaur Beast

Trample

Whenever one or more creatures you control with trample deal combat damage to a player, create an X/X green Dinosaur Beast creature token with trample, where X is the amount of damage those creatures dealt to that player.

6/6

201/274 R
IKO • EN • ANTONIO JOSE MANZANEDO

Ranging Raptors 2



Creature — Dinosaur

Enrage — Whenever Ranging Raptors is dealt damage, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

They cover their territory like a tide of teeth and claws.

2/3

201/279 U
XLN • EN • SIMON DOMINIC

Regisaur Alpha 3



Creature — Dinosaur

Other Dinosaurs you control have haste.

When Regisaur Alpha enters the battlefield, create a 3/3 green Dinosaur creature token with trample.

"Seeing a pack of these monsters hunt together, I'm at a loss to imagine the size of their prey."
—Adrian Adanto of Lujio

4/4

R 0286
LCC • EN • JONATHAN KUO

Smash to Dust 1



Sorcery

Choose one —

- Destroy target artifact.
- Destroy target creature with defender.
- Smash to Dust deals 1 damage to each creature your opponents control.

144/281 C
DMU • EN • MARC SIMONETTI

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Sorcerer Class



(Gain the next level as a sorcery to add its ability.)

When Sorcerer Class enters the battlefield, draw two cards, then discard two cards.

♠: Level 2

Creatures you control have "♠: Add ♠ or ♠. Spend this mana only to cast an instant or sorcery spell or to gain a Class level."

3 ♠: Level 3

Whenever you cast an instant or sorcery spell, that spell deals damage to each opponent equal to the number of instant and sorcery spells you've cast this turn.

Enchantment — Class

233/281 R
AFR • EN • ALEXANDER MORHOV

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Spitting Dilophosaurus 2



Creature — Dinosaur

Whenever Spitting Dilophosaurus enters the battlefield or attacks, put a -1/-1 counter on up to one target creature.

Creatures your opponents control with -1/-1 counters on them can't block.

"Nice boy . . . nice boy. Nice dinosaur!"

3/2

R 0003
REX • EN • FRANCISCO BADILLA

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Third Path Iconoclast



Creature — Human Monk

Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.

"When all you have is a hammer, everything looks like a nail. I merely propose expanding our toolbox."

2/1

223/287 U
BRO • EN • MANUEL CASTAÑÓN

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Wrathful Raptors 4



Creature — Dinosaur

Trample

Whenever a Dinosaur you control is dealt damage, it deals that much damage to any target that isn't a Dinosaur.

They gulp down their prey on the run, claws dripping with blood as they hunt for their next meal.

5/5

R 0088
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