

### Arcane Lighthouse



Land



☞: Add ◇.

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

U 0985  
CMM • EN IGOR KIERYLUK

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### Bladed Pinions

2



Artifact — Equipment



Equipped creature has flying and first strike.

Equip 2

*Lacking trained pterons, the Auriok had to rely on other measures to gain the upper hand in the skies.*

—Steve Argyle

US & F 1993-2010 Wizards of the Coast LLC 140/249

### Body Launderer

2 ☠ ☠



Creature — Ogre Rogue



Deathtouch

Whenever another nontoken creature you control dies, Body Launderer convives.

When Body Launderer dies, return another target non-Rogue creature card with equal or lesser power from your graveyard to the battlefield.

3/3

068/281 M  
SNC • EN MATT STEWART

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### Bone Picker

3 ☠



Creature — Bird



This spell costs 3 less to cast if a creature died this turn.

Flying, deathtouch

*They are the first to greet dissenters on their journey into exile.*

3/2

212 U  
JMP • EN YEONG-HAO HAN

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### Call to the Netherworld

☠



Sorcery



Return target black creature card from your graveyard to your hand.

Madness 0 (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

108/302 C  
C19 • EN YANCE KOVACS

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### Chariot of Victory

3



Artifact — Equipment



Equipped creature has first strike, trample, and haste.

Equip 1

*The greatest heroes are the first to stand, the first to take up arms, and the first to meet the enemy.*

—John Stanko

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### Dead of Winter

2 ☠



Sorcery



All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

*"At last, silence."  
—Tevesh Szat*

085/254 R  
MH1 • EN ZACK STELLA

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### Fell the Profane

2 ☠ ☠



Instant



Destroy target creature or planeswalker.

*"I can think of no fate more fitting for one so foul as you."  
—Aryel, knight of Windgrace*

Land ☞: Add ♠

U 0244  
MH3 • EN YEONG-HAO HAN

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### Fell Mire



Land

As Fell Mire enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

☞: Add ♠.

*"The Nethermire is all the salvation you deserve."  
—Aryel, knight of Windgrace*

Instant 2 ☠ ☠

U 0244  
MH3 • EN YEONG-HAO HAN

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**Fell the Profane** 2



**Instant**

Destroy target creature or planeswalker.

*"I can think of no fate more fitting for one so foul as you."*  
—Aryel, knight of Windgrace

**Land** C: Add

U 0244  
MH3 • EN YEONG-HAO HAN

**Fell Mire**



**Land**

As Fell Mire enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

C: Add

*"The Nethermire is all the salvation you deserve."*  
—Aryel, knight of Windgrace

**Instant** 2

U 0244  
MH3 • EN YEONG-HAO HAN

**Glamdring** 2



**Legendary Artifact — Equipment**

Equipped creature has first strike and gets +1/+0 for each instant and sorcery card in your graveyard.

Whenever equipped creature deals combat damage to a player, you may cast an instant or sorcery spell from your hand with mana value less than or equal to that damage without paying its mana cost.

**Equip 3**

M 0239  
LTR • EN ANDREA PIPARO

**Go for the Throat** 1



**Instant**

Destroy target nonartifact creature.

*When Titania offered peace, Urza merely turned her down. Mishra made her people pay for the insult.*

U 0250  
MOC • EN KRISTINA CARROLL

**Gulping Scraptrap** 4



**Creature — Phyrexian Horror**

When Gulping Scraptrap enters the battlefield or dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

*"Does anyone else hear that horrible crunching sound?"*  
—Jace

4/4

096/271 C  
ONE • EN MIKE FRANCHINA

**Helm of Kaldra** 3



**Legendary Artifact — Equipment**

Equipped creature has first strike, trample, and haste.

1: If you control Equipment named Helm of Kaldra, Sword of Kaldra, and Shield of Kaldra, put a 4/4 colorless Avatar Legend creature token named Kaldra into play and attach those Equipment to it.

**Equip 2**

Donato Giancola

**Hidden Blade** 2



**Artifact — Equipment**

Flash

When Hidden Blade enters the battlefield, attach it to target creature you control. If that creature is an Assassin, it gains deathtouch until end of turn.

Equipped creature gets +1/+0 and has first strike.

**Equip 2**

U 0073  
ACR • EN LI KOH

**Infernal Grasp** 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.*

U 0143  
DSC • EN NAOMI BAKER

**Malakir Familiar** 2



**Creature — Bat**

Flying, deathtouch

Whenever you gain life, Malakir Familiar gets +1/+1 until end of turn.

*"They are deadly, and they are loyal. We can spare them a little blood."*  
—Harak, Malakir bloodwitch

2/1

116/274 U  
BFZ • EN ALEJANDRO MIRABAL



### Malicious Affliction



Instant



**Morbid** — When you cast Malicious Affliction, if a creature died this turn, you may copy Malicious Affliction and may choose a new target for the copy.

Destroy target nonblack creature.

*“Such an affliction appears to seek out the pure.”*  
—Byro, plague doctor

096/249 R  
EMA • EN • ERICA YANG

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### Nevinyrral's Disk

4



Artifact



Nevinyrral's Disk enters the battlefield tapped.

1, ♣: Destroy all artifacts, creatures, and enchantments.

*Nevinyrral's final act of spite was to make sure all of his magic was destroyed along with him.*

328/361 R  
CMR • EN • STEVE ARGYLE

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### Ophiomancer

2



Creature — Human Shaman



At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch.

*“There are dark, ancient arts that fascinate even me.”*  
—Sorin Markov

2/2

R 0276  
MH3 • EN • JOHN STANKO

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### Peregrine Mask

1



Artifact — Equipment



Equipped creature has defender, flying, and first strike.

Equip 2

*The mask confers both the prowess of a falcon and its loyalty.*

—Edward P. Beard, Jr.  
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### Power Word Kill

1



Instant



Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

*Aramil issued a long, heroic challenge, then the lich felled him with a single word.*

114/281 U  
AFR • EN • IZZY

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### Read the Bones

2



Sorcery



Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

*The dead know lessons the living haven't learned.*

C 0154  
DSC • EN • LARS GRANT-WEST

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### Relic of Legends

3



Artifact



♣: Add one mana of any color.

Tap an untapped legendary creature you control: Add one mana of any color.

*“If the worst parts of history can repeat themselves, it stands to reason that the best parts can as well.”*  
—Teferi

236/281 U  
DMU • EN • TITUS LUNTER

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### Rise of the Dread Marn

2



Instant



Create X 2/2 black Zombie Berserker creature tokens, where X is the number of nontoken creatures that died this turn.

Foretell ♠ (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

107/285 R Story Spotlight  
KHM • EN • TITUS LUNTER

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### Runechanter's Pike

2



Artifact — Equipment



Equipped creature has first strike and gets +X/+0, where X is the number of instant and sorcery cards in your graveyard.

Equip 2

*As sharp as its bearer's words of faith.*

—John Avon  
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### Sharpened Pitchfork

2



Artifact — Equipment

Equipped creature has first strike.  
As long as equipped creature is a Human, it gets +1/+1.

Equip 1

*Not everyone can have a sword of blessed silver. Not everyone needs one, either.*

—Winona Nelson

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### Shoot the Sheriff

1



Instant

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

*“Now, where is that deputy?”  
—Jana, Hellspear thunderclinger*

U 0106  
OTJ • EN • FARIBA KHAMSEH

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### Slaughter Pact

0



Instant

Destroy target nonblack creature.  
At the beginning of your next upkeep, pay 2 . If you don't, you lose the game.

*Death is only the beginning of the end.*

138/289 R  
TSR • EN • KEV WALKER

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### Snow-Covered Swamp



Basic Snow Land — Swamp



281/285 L  
KHM • EN • JUNG PARK

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### Snow-Covered Swamp



Basic Snow Land — Swamp



281/285 L  
KHM • EN • JUNG PARK

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### Tower of Cirith Ungol

Urborg



Legendary Land

• Add .

• Target creature loses first strike or swampwalk until end of turn.

*Not even an eagle poised against the sun would have marked the hobbits sitting there, under the weight of doom, silent, not moving, shrouded in their thin grey cloaks.*

R 0519  
LTC • EN • GREG AND TIM HILDEBRANDT

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### Vendetta

1



Instant

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

*“Consider my debt to your kin paid in full.”  
—Idrol, Guil Draz assassin*

—Karl Kopinski

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### Victim of Night

1



Instant

Destroy target non-Vampire, non-Werewolf, non-Zombie creature.

*“Do not touch a drop. Not yet. I want to watch this so-called slayer's last crisis of faith.”  
—Olivia Voldaren*

—Winona Nelson

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### Viridian Claw

2



Artifact — Equipment

Equipped creature gets +1/+0 and has first strike.

Equip 1

*“Phyrexians can't corrupt what they can't get close enough to touch.”*

—Marc Simonetti

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**Contagion Clasp** 2



**Artifact**

When Contagion Clasp enters the battlefield, put a -1/-1 counter on target creature.

4, ♣: Proliferate. (You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

— Anthony Palumbo

153/361 M  
CMR • EN • LIVIA PRIMA

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**Cunning Rhetoric** 2



**Enchantment**

Whenever an opponent attacks you and/or one or more planeswalkers you control, exile the top card of that player's library. You may play that card for as long as it remains exiled, and mana of any type can be spent to cast it.

R 0864  
CMM • EN • CHRIS RALLIS

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**Gix, Yawgmoth Praetor** 1



**Legendary Creature — Phyrexian Praetor**

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

4 ♣♣♣, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

095/287 M  
BRO • EN • ANNA PODIEDWORNA

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**Tevesh Szat, Doom of Fools** 4



**Legendary Planeswalker — Szat**

**+2** : Create two 0/1 black Thrull creature tokens.

**+1** : You may sacrifice another creature or planeswalker. If you do, draw two cards, then draw another card if the sacrificed permanent was a commander.

**-10** : Gain control of all commanders. Put all commanders from the command zone onto the battlefield under your control.

Tevesh Szat, Doom of Fools can be your commander.

Partner

4

153/361 M  
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