Gray Merchant of Asphodel 3
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 in the mana costs of permanents you control counts toward your devotion to black.)
2/4
U 0142
DSC • EN Scott Murphy
™ & © 2024 Wizards of the Coast

Swamp
Basic Land — Swamp
L 0283
DFT • EN Samuele Bandini
™ & © 2025 Wizards of the Coast

Dread Presence 3
Creature — Nightmare
M20
Whenever a Swamp enters the battlefield under your control, choose one —
• You draw a card and you lose 1 life.
• Dread Presence deals 2 damage to any target and you gain 2 life.
It beckons silently, waiting in the darkness.
3/3
096/280 R
M20 • EN Anthony Palumbo
™ & © 2019 Wizards of the Coast

Tendrils of Agony 2
Sorcery
Target player loses 2 life and you gain 2 life.
Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)
Illus. Pete Venters
™ & © 1993–2003 Wizards of the Coast, Inc. 75/143

Pestilence Demon 5
Creature — Demon
Flying
: Pestilence Demon deals 1 damage to each creature and each player.
"I have schemed too long to be supplanted by dead gods. If I cannot have this world, no one can."
7/6
056/076 R
DDR • EN Justin Sweet
™ & © 2016 Wizards of the Coast

Chainer, Dementia Master 3
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN Mark Zug
™ & © 2023 Wizards of the Coast

Syphon Mind 3
Sorcery
Each other player discards a card. You draw a card for each card discarded this way.
When tempers run high, it's easy to lose your head.
772 C
CLB • EN Jeff Easley
™ & © 2022 Wizards of the Coast

Succumb to Temptation 1
Instant
You draw two cards and you lose 2 life.
"Restraint is for the meek."
107/205 C
EMN • EN Winona Nelson
™ & © 2016 Wizards of the Coast

Mastermind's Acquisition 2
Sorcery
Choose one —
• Search your library for a card, put it into your hand, then shuffle your library.
• Choose a card you own from outside the game and put it into your hand.
Another piece of a nefarious puzzle.
077/196 R Story Spotlight 3/3
RIX • EN Svetlin Velinov
mtgstory.com
™ & © 2018 Wizards of the Coast

Reanimate
Sorcery
Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its mana value.
"You'd better be worth it."
—Liliana Vess
R 0155
DSC • EN Johann Bodin
™ & © 2024 Wizards of the Coast

Guardian Idol 2
Artifact
Guardian Idol enters the battlefield tapped.
: Add .
2 : Guardian Idol becomes a 2/2 Golem artifact creature until end of turn.
467 U
JMP • EN Igor Kieryluk
™ & © 2020 Wizards of the Coast

Reiver Demon 4
Creature — Demon
Flying
When Reiver Demon enters the battlefield, if you cast it from your hand, destroy all nonartifact, nonblack creatures. They can't be regenerated.
6/6
064/320 R
CMA • EN Brom
™ & © 2017 Wizards of the Coast

Prism Ring 1
Artifact
As Prism Ring enters the battlefield, choose a color.
Whenever you cast a spell of the chosen color, you gain 1 life.
Wear it on your dominant hand and it will follow your lead.
235/272 U
ORI • EN Daniel Ljunggren
™ & © 2015 Wizards of the Coast

Swiftfoot Boots 2
Artifact — Equipment
Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and no matter when it came under your control.)
Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)
U 0258
FDN • EN Svetlin Velinov
™ & © 2024 Wizards of the Coast

K'rrik, Son of Yawgmoth 4
Legendary Creature — Phyrexian Horror Minion
(can be paid with either or 2 life.)
Lifelink
For each in a cost, you may pay 2 life rather than pay that mana.
Whenever you cast a black spell, put a +1/+1 counter on K'rrik, Son of Yawgmoth.
2/2
R 0274
MH3 • EN Chase Stone
™ & © 2024 Wizards of the Coast

Sangromancer 2
Creature — Vampire Shaman
Flying
Whenever a creature an opponent controls dies, you may gain 3 life.
Whenever an opponent discards a card, you may gain 3 life.
3/3
152 R
C21 • EN Igor Kieryluk
™ & © 2021 Wizards of the Coast

Basilica Screecher 1
Creature — Bat
Flying
Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)
A screech in the night is all it takes for Orzhov debtors to clutch at their coin purses.
1/2
C 0105
CLU • EN Christine Choi
™ & © 2024 Wizards of the Coast

Marauding Blight-Priest 2
Creature — Vampire Cleric
Whenever you gain life, each opponent loses 1 life.
"The vampires never had gods. We followed our bloodchiefs. Now they are gone. What is left? Destruction and death, my friends. That is enough."
3/2
C 0178
FDN • EN Caio Monteiro
™ & © 2024 Wizards of the Coast

Moonlight Bargain 3 {B}{B}

Instant

Look at the top five cards of your library. For each card, put that card into your graveyard unless you pay 2 life. Then put the rest into your hand.

At every fifth full moon, the Moon Market convenes to peddle Ravnica's most forbidden wares.

114/307 R
C18 • EN ✒ Nick Percival
™ & © 2018 Wizards of the Coast

Elixir of Immortality 1

Artifact

2, {T}: You gain 5 life. Shuffle Elixir of Immortality and your graveyard into their owner's library.

"Bottled life. Not as tasty as I'm used to, rather stale, but it has the same effect."
—Baron Sengir

243 U
C21 • EN ✒ Zoltan Boros & Gabor Szikszai
™ & © 2021 Wizards of the Coast

Paradise Plume 4

Artifact

As Paradise Plume enters the battlefield, choose a color.

Whenever a player casts a spell of the chosen color, you may gain 1 life.

{T}: Add one mana of the chosen color.

A last wisp of paradise in a fallen world.

255 U
C21 • EN ✒ Wayne England
™ & © 2021 Wizards of the Coast

Chain of Smog 1 {B}

Sorcery

Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.

Illus. Greg Staples
™ & © 1993–2002 Wizards of the Coast, Inc. 132/350

Gonti's Machinations

Enchantment

Whenever you lose life for the first time each turn, you get {E}. *(You get an energy counter. Damage causes loss of life.)*

Pay {E}{E}, Sacrifice Gonti's Machinations: Each opponent loses 3 life. You gain life equal to the life lost this way.

"I am confident that all our enterprises can benefit from this little revolution."

063/184 U
AER • EN ✒ Daarken
™ & © 2017 Wizards of the Coast

Prismatic Lens 2

Artifact

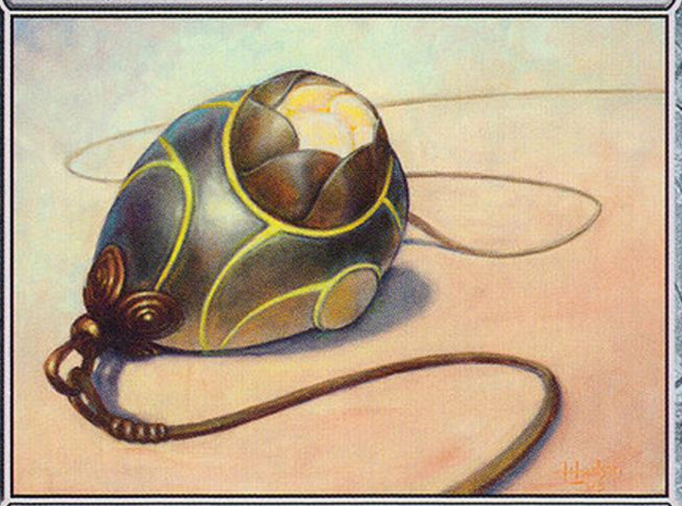
{T}: Add {C}.

1, {T}: Add one mana of any color.

It bends not light but mana, aligning its chaotic currents into the sharp angles necessary for the mystic's purposes.

U 0264
OTC • EN ✒ Alan Pollack
™ & © 2024 Wizards of the Coast

Ur-Golem's Eye 4



Artifact

{T}: Add 2 to your mana pool.

Ur-golems once dominated the plane. Even now, they maintain a deep connection to it.

280/337 U
C14 • EN ✒ Heather Hudson
™ & © 2014 Wizards of the Coast

Thran Dynamo 4

Artifact

{T}: Add {C}{C}{C}.

Urza's metathran children were conceived, birthed, and nurtured by an integrated system of machines.

U 0415
CMM • EN ✒ Ron Spears
™ & © 2023 Wizards of the Coast

Radiant Fountain

Land

When Radiant Fountain enters the battlefield, you gain 2 life.

{T}: Add {C}.

"All peoples treasure a place where the weary traveler may drink in peace."
—Ajani Goldmane

310 C
C21 • EN ✒ Adam Paquette
™ & © 2021 Wizards of the Coast

Blood Celebrant
Creature — Cleric
, Pay 1 life: Add one mana of any color to your mana pool.
"Their blood is the nectar that nourishes the Cabal."
—Phage the Untouchable
Illus. Ben Thompson
™ & © 1993–2003 Wizards of the Coast, Inc. 61/145
1/1

Magus of the Mirror
4
Creature — Human Wizard
, Sacrifice Magus of the Mirror: Exchange life totals with target opponent. Activate this ability only during your upkeep.
"Behold! The image of the enemy and all that she has. Trust your envy, and take it."
Christopher Moeller
™ & © 2014 Wizards of the Coast 117/210
4/2

Sol Ring
1
Artifact
: Add ◇◇.
"I'm not saying I'm sure it's a trap. I'm just saying it wasn't there yesterday and I'm pretty sure I heard it whisper my name. If you're so curious, you touch it."
—Angus, survivor scout
U 0094
DSC • EN John Stanko
™ & © 2024 Wizards of the Coast

Staff of the Death Magus
3
Artifact
M15
Whenever you cast a black spell or a Swamp enters the battlefield under your control, you gain 1 life.
A symbol of ambition in ruthless times.
232/269 U
M15 • EN Daniel Ljunggren
™ & © 2014 Wizards of the Coast

Greed
3
Enchantment
, Pay 2 life: Draw a card.
What is a sliver of one's soul compared to unimaginable wealth?
274/303 U
MH2 • EN Izzy
™ & © 2021 Wizards of the Coast

Necrologia
3
Instant
Play Necrologia only during your discard phase.
Pay X life: Draw X cards.
"My enemies' death yields threefold benefit: removal, reuse, and research."
—Volrath
Illus. Brom
©1993–1998 Wizards of the Coast, Inc. 68/143

Fellwar Stone
2
Artifact
: Add one mana of any color that a land an opponent controls could produce.
"What do you have that I cannot obtain?"
—Mairsil, the Pretender
U 0245
DSC • EN John Avon
™ & © 2024 Wizards of the Coast

Consuming Corruption
Instant
Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.
While crossing the mire, Lort the Sneaky found the perfect shortcut to the end of his life.
U 0084
MH3 • EN Andrew Theophilopoulos
™ & © 2024 Wizards of the Coast

Repay in Kind
5
Sorcery
Each player's life total becomes the lowest life total among all players.
Sorin has gathered grudges for centuries, patiently awaiting the day he can exact the perfect vengeance.
Vance Kovacs
™ & © 1993–2010 Wizards of the Coast LLC 125/248

Dark Ritual
Instant
Add 💀💀💀 to your mana pool.
082/249 C
A25 • EN
Clint Langley
™ & © 2018 Wizards of the Coast

Syndicate Enforcer
3
Creature — Human Rogue
Extort (Whenever you cast a spell, you may pay *💀. If you do, each opponent loses 1 life and you gain that much life.)
Even the darkest corners of Ravnica still lie in the shadow of the Church.
3/2
C 0123
CLU • EN
Steven Belledin
™ & © 2024 Wizards of the Coast

Dimir House Guard
3
Creature — Skeleton
Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)
Sacrifice a creature: Regenerate Dimir House Guard.
Transmute 1💀💀 (1💀💀, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)
2/3
C 0073
RVR • EN
John Zeleznik
™ & © 2024 Wizards of the Coast

Asmodeus the Archfiend
4
Legendary Creature — Devil God
Binding Contract — If you would draw a card, exile the top card of your library face down instead.
💀💀💀: Draw seven cards.
💀: Return all cards exiled with Asmodeus the Archfiend to their owner's hand and you lose that much life.
6/6
088/281 R
AFR • EN
Aleksi Briclot
™ & © 2021 Wizards of the Coast

Soul Conduit
6
Artifact
6, ↻: Two target players exchange life totals.
"You have an unhealthy attachment to your selfhood. I can help you with that."
—Malcator, Executor of Synthesis
Brad Rigney
™ & © 1993–2011 Wizards of the Coast LLC 158/175

Necrotic Ooze
2
Creature — Ooze
As long as Necrotic Ooze is on the battlefield, it has all activated abilities of all creature cards in all graveyards.
"To death all must go, and so in death lies ultimate power."
—Geth, Lord of the Vault
4/3
083/331 R
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Worn Powerstone
3
Artifact
Worn Powerstone enters the battlefield tapped.
↻: Add ◇◇.
Even a fragment of a powerstone contains within it not just energy, but space—vast dimensions trapped in fragile crystal.
U 0298
MH3 • EN
Henry G. Higginbotham
™ & © 2024 Wizards of the Coast

Sanguine Bond
3
Enchantment
Whenever you gain life, target opponent loses that much life.
"Blood is constant. Every drop I drink, someone must bleed."
—Vradeen, vampire nocturnus
153 R
C21 • EN
Jaime Jones
™ & © 2021 Wizards of the Coast

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
™ & © 2024 Wizards of the Coast

Netherborn Phalanx 5⊕

Creature — Horror

When Netherborn Phalanx comes into play, each opponent loses 1 life for each creature he or she controls.

Transmute 1⊕⊕ (1⊕⊕, *Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)*

2/4

Christopher Rush

™ & © 1993–2005 Wizards of the Coast, Inc. 99/306

Sign in Blood ⊕⊕

Sorcery

Target player draws two cards and loses 2 life.

Little agonies pave the way to greater power.

C 0156
DSC • EN Howard Lyon

™ & © 2024 Wizards of the Coast

Professor Onyx 4⊕⊕

Legendary Planeswalker — Liliana

Magecraft — Whenever you cast or copy an instant or sorcery spell, each opponent loses 2 life and you gain 2 life.

+1: You lose 1 life. Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

−3: Each opponent sacrifices a creature with the greatest power among creatures that player controls.

−8: Each opponent may discard a card. If they don't, they lose 3 life. Repeat this process six more times.

5

M 0153
DSC • EN Kieran Yanner

™ & © 2024 Wizards of the Coast

Tendrils of Corruption 3⊕

Instant

Tendrils of Corruption deals X damage to target creature and you gain X life, where X is the number of Swamps you control.

"Even swamps need sustenance. We will give it to them, and in turn, they will sustain us."
—Ezrith, druid of the Dark Hours

145/289 C
TSR • EN Mike Dringenberg

™ & © 2020 Wizards of the Coast

Thrull Parasite ⊕

Creature — Thrull

Extort *(Whenever you cast a spell, you may pay ⊕. If you do, each opponent loses 1 life and you gain that much life.)*

⊕, Pay 2 life: Remove a counter from target nonland permanent.

The hunger of a vampire and the subtlety of a tax collector.

1/1

Clint Cearley

™ & © 2013 Wizards of the Coast 81/249

Champion's Helm 3

Artifact — Equipment

Equipped creature gets +2/+2.

As long as equipped creature is legendary, it has hexproof.

Equip 1

R 0375
CMM • EN Alan Pollack

™ & © 2023 Wizards of the Coast

Demon's Horn 2

Artifact

Whenever a player casts a black spell, you may gain 1 life.

Its curve mimics the twists of life and death.

057/062 U
DVD • EN Alan Pollack

™ & © 2014 Wizards of the Coast

Blood Tithe 3⊕

Sorcery

Each opponent loses 3 life. You gain life equal to the life lost this way.

The Crimson Throne may be empty, but its coffers are full.

Robh Ruppel

™ & © 1993–2010 Wizards of the Coast LLC 84/249

Bolas's Citadel 3⊕⊕⊕

Legendary Artifact

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

You may play the top card of your library. If you cast a spell this way, pay life equal to its converted mana cost rather than pay its mana cost.

⊕, Sacrifice ten nonland permanents: Each opponent loses 10 life.

079/264 R
WAR • EN Jonas De Ro

™ & © 2019 Wizards of the Coast

Jet Medallion 2

Artifact

Black spells you cast cost 1 less to cast.

It is the imposing heft of a ruler's scepter, the stench of death after a victory in battle, and the mournful wail of an enemy kneeling in supplication. It is power.

R 0292
MH3 • EN Daniel Ljunggren
™ & © 2024 Wizards of the Coast

Ambition's Cost 3 B

Sorcery

You draw three cards and you lose 3 life.

"Conquering your first world is the hardest, after all. My power grew as I moved from world to world, taking anything that would make the next taking easier."
—Ob Nixilis

U 0246
MOC • EN Zezhou Chen
™ & © 2023 Wizards of the Coast

Diabolic Tutor 2 B B

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The wise always keep an ear open to the whispers of power.

054/320 U
CMA • EN Greg Staples
™ & © 2017 Wizards of the Coast

Font of Agonies B

Enchantment

Whenever you pay life, put that many blood counters on Font of Agonies.

1 B, Remove four blood counters from Font of Agonies: Destroy target creature.

"No worthwhile reward is easily gained."
—Nicol Bolas

074/259 R
RNA • EN Jason A. Engle
™ & © 2019 Wizards of the Coast

Palace Siege 3 B B

Enchantment

As Palace Siege enters the battlefield, choose Khans or Dragons.
- Khans — At the beginning of your upkeep, return target creature card from your graveyard to your hand.
- Dragons — At the beginning of your upkeep, each opponent loses 2 life and you gain 2 life.

119/309 R
C17 • EN Slawomir Maniak
™ & © 2017 Wizards of the Coast

Grim Servant 3 B

Creature — Zombie Warlock

Menace

When Grim Servant enters the battlefield, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. *(Each B in the mana costs of permanents you control counts toward your devotion to black.)*

3/2

U 0097
MH3 • EN David Astruga
™ & © 2024 Wizards of the Coast

Feed the Swarm 1 B

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 0712
FDN ★ EN Andrey Kuzinskiy
™ & © 2024 Wizards of the Coast

Dark Petition 3 B B

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, add B B B to your mana pool.

090/272 R
ORI • EN Igor Kieryluk
™ & © 2015 Wizards of the Coast

Vilis, Broker of Blood 5 B B B

Legendary Creature — Demon

Flying

B, Pay 2 life: Target creature gets -1/-1 until end of turn.

Whenever you lose life, draw that many cards. *(Damage causes loss of life.)*

"You can sign, or you can spend your life imagining what might have been yours."

8/8

122/280 R
M20 • EN Tyler Jacobson
™ & © 2019 Wizards of the Coast

Exsanguinate
X
Sorcery
Each opponent loses X life. You gain life equal to the life lost this way.
"I didn't say I would help you find your way home. I said I would help you finish your adventure."
U 0173
FDN • EN
Marie Magny
™ & © 2024 Wizards of the Coast

Demonic Collusion
3
Sorcery
Buyback—Discard two cards. (You may discard two cards in addition to any other costs as you play this spell. If you do, put this card into your hand as it resolves.)
Search your library for a card and put that card into your hand. Then shuffle your library.
Jim Nelson
™ & © 1993–2006 Wizards of the Coast, Inc. 103/301

Mind Stone
2
Artifact
: Add .
1, , 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
DSC • EN
Camille Alquier
™ & © 2024 Wizards of the Coast

Ancient Craving
3
Sorcery
You draw three cards and you lose 3 life.
Knowledge demands sacrifice.
117 U
VOC • EN
Rob Alexander
™ & © 2021 Wizards of the Coast

Pontiff of Blight
4
Creature — Zombie Cleric
Extort (Whenever you cast a spell, you may pay . If you do, each opponent loses 1 life and you gain that much life.)
Other creatures you control have extort. (If a creature has multiple instances of extort, each triggers separately.)
2/7
768 R
CLB • EN
Seb McKinnon
™ & © 2022 Wizards of the Coast

Behold the Beyond
5
Sorcery
Discard your hand. Search your library for three cards and put those cards into your hand. Then shuffle your library.
There is power in the abyss, in blackness more profound than the darkest dreams.
101/297 M
SOI • EN
Noah Bradley
™ & © 2016 Wizards of the Coast