

Bitterblossom

Tribal Enchantment — Faerie

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

012

SLD • EN • OLENA RICHARDS

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Conspicuous Snoop

Creature — Goblin Rogue

Play with the top card of your library revealed. You may cast Goblin spells from the top of your library. As long as the top card of your library is a Goblin card, Conspicuous Snoop has all activated abilities of that card.

139/274

R • M21 • EN • ZOLTAN BOROS

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Boggart Harbinger

Creature — Goblin Shaman

When Boggart Harbinger comes into play, you may search your library for a Goblin card, reveal it, then shuffle your library and put that card on top of it.

Steve Prescott

102/301

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Umezawa's Jitte

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one — • Equipped creature gets +2/+2 until end of turn. • Target creature gets -1/-1 until end of turn. • You gain 2 life. Equip 2

014/016

M • V16 • EN • CHRISTOPHER MOELLER

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Thieves' Guild Enforcer

Creature — Human Rogue

Flash Whenever Thieves' Guild Enforcer or another Rogue enters the battlefield under your control, each opponent mills two cards. As long as an opponent has eight or more cards in their graveyard, Thieves' Guild Enforcer gets +2/+1 and has deathtouch.

125/274

R • M21 • EN • EYVYN FONG

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Snow-Covered Swamp

Basic Snow Land — Swamp

280/285

L • KHM • EN • ADAM POKETTE

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Cavern of Souls

Land

As Cavern of Souls enters the battlefield, choose a creature type. • Add 1 to your mana pool. • Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Cliff Childs

226/244

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Unearth

Sorcery

Return target creature card with converted mana cost 3 or less from your graveyard to the battlefield. Cycling 2 (2, Discard this card: Draw a card.) No matter how deep you bury it, some evil refuses to stay dead.

113/254

C • MH1 • EN • JEHAN CHOO

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True-Name Nemesis

Creature — Merfolk Rogue

As True-Name Nemesis enters the battlefield, choose a player. True-Name Nemesis has protection from the chosen player. (This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)

136/254

M • BBD • EN • ZACK STELLA

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Soaring Thought-Thief

Creature — Human Rogue

Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.

236/280

U • ZNR • EN • LIE SETIAWAN

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Nighthawk Scavenger

Creature — Vampire Rogue

Flying, deathtouch, lifelink Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards. (Cards in graveyards have only the characteristics of their front face.) Under Drana's leadership, vampires are finding new strength in unity.

115/280

R • ZNR • EN • HEONHWA CHOE

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Thorn of Amethyst

Artifact

Noncreature spells cost 1 more to play. Mined from a cave in the Dark Meanders, it shines brightest when no one is looking.

Chuck Lukacs

262/301

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Jace, the Mind Sculptor

Legendary Planeswalker — Jace

+2 Look at the top card of target player's library. You may put that card on the bottom of that player's library. 0 Draw three cards, then put two cards from your hand on top of your library in any order. -1 Return target creature to its owner's hand. -12 Exile all cards from target player's library, then that player shuffles their hand into their library.

056/332

M • ZXM • EN • JASON CHAN

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Inquisition of Kozilek

Sorcery

Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card. After the awakening of the Eldrazi, some vampires took it upon themselves to remind the others where their loyalty should lie.

075/249

U • MM3 • EN • VOLKAN BAGA

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Rankle, Master of Pranks

Legendary Creature — Faerie Rogue

Flying, haste Whenever Rankle, Master of Pranks deals combat damage to a player, choose any number — • Each player discards a card. • Each player loses 1 life and draws a card. • Each player sacrifices a creature.

101/269

M • ELD • EN • DMITRY BURMAK

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Anowon, the Ruin Thief

Legendary Creature — Vampire Rogue

Other Rogues you control get +1/+1. Whenever one or more Rogues you control deal combat damage to a player, that player mills a card for each 1 damage dealt to them. If the player mills at least one creature card this way, you draw a card. (To mill a card, a player puts the top card of their library into their graveyard.)

001

M • ZNC • EN • MAGALI VILLENEUVE

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Thada Adel, Acquisitor

Legendary Creature — Merfolk Rogue

Islandwalk Whenever Thada Adel, Acquisitor deals combat damage to a player, search that player's library for an artifact card and exile it. Then that player shuffles his or her library. Until end of turn, you may play that card.

Andrew Robinson

40/145

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Verdant Catacombs

Land

•, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle your library.

008/030

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