

Mayhem Devil 1



Creature — Devil

Whenever a player sacrifices a permanent, Mayhem Devil deals 1 damage to any target.

Some kinds of trouble you just can't resist getting into.

3/3

P 0028 Secret Lair Play
SLP • EN 百瀬美/HISASHI MOMOSE
™ & © 2024 Wizards of the Coast

Abyssal Gatekeeper 1



Summon Gatekeeper

If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls.

*"There are two ways for me to pass this gate. One involves you remaining conscious."
—Gerrard of the Weatherlight*

Illus. Mark Tedin
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1/1

Accursed Marauder 1



Creature — Zombie Warrior

When Accursed Marauder enters the battlefield, each player sacrifices a nontoken creature.

The Accursed are ever drawn to the Hekma, as though its presence provides a brief respite in their lives of eternal torment.

2/1

C 0080
MH3 • EN PAOLO PARENTE
™ & © 2024 Wizards of the Coast

Akki Blizzard-Herder 1



Creature — Goblin Shaman

When Akki Blizzard-Herder is put into a graveyard from play, each player sacrifices a land.

*"It remains unclear whether the akki shamans could in fact create storms or simply predicted them."
—The History of Kamigawa*

1/1

Pete Venters
© 1993-2003 Wizards of the Coast, Inc. 9/L168

Arcane Signet 2



Artifact

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

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

C 0145
WOC • EN DAN SCOTT
™ & © 2023 Wizards of the Coast

Ardent Elemental 3



Creature — Human Shaman

When Ardent Elemental enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

While the Dawnhart witches focus their magic on nature and community, other covens consort with devils and twist the elements to their will.

2/1

128/277 C
MID • EN MIGUEL MERCADO
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Ashes to Ashes 1



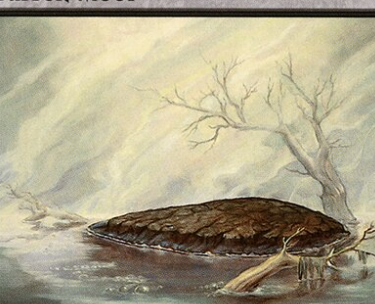
Sorcery

Ashes to Ashes removes two target non-artifact creatures from the game and does 5 damage to you.

*"All rivers eventually run to the sea. My job is to sort out who goes first."
—Maeveen O'Donagh, Memoirs of a Soldier*

Illus. © 1994 Drew Tucker

Barren Moor



Land

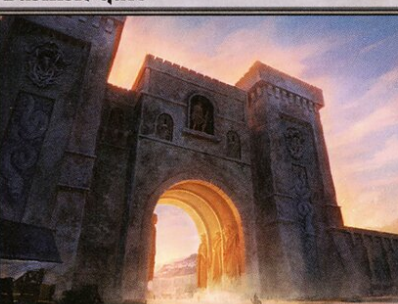
Barren Moor enters the battlefield tapped.

☞: Add ♠.

Cycling ♠ (♠, Discard this card: Draw a card.)

277 U
C21 • EN HEATHER HUDSON
™ & © 2021 Wizards of the Coast

Basilisk Gate



Land — Gate

☞: Add ♦.

2, ☞: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.

The eastern passage into the city is filled with reminders that the patriars are literally looking down on you.

346/361 C
CLB • EN JULIAN KOK JOON WEN
™ & © 2022 Wizards of the Coast

Black Dragon Gate



Land — Gate

Black Dragon Gate enters the battlefield tapped.

As Black Dragon Gate enters the battlefield, choose a color other than black.

☞: Add ☞ or one mana of the chosen color.

An imposing visage that looms over all who would rise above their station.

347/361 C
CLB • EN • SERGEY GLUSHAKOV

™ & © 2022 Wizards of the Coast

Bladebrand 1 ☞



Instant

Target creature gains deathtouch until end of turn.

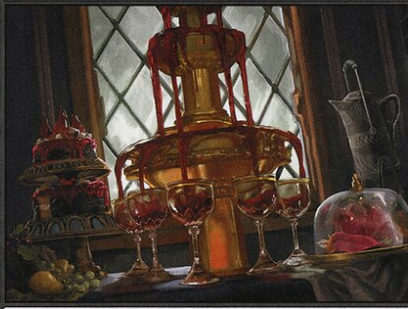
Draw a card.

"The pain of searing iron and razor edges pales beside the pleasure of performance."
—Judith

064/250 C
RNA • EN • WINONA NELSON

™ & © 2019 Wizards of the Coast

Blood Fountain



Artifact

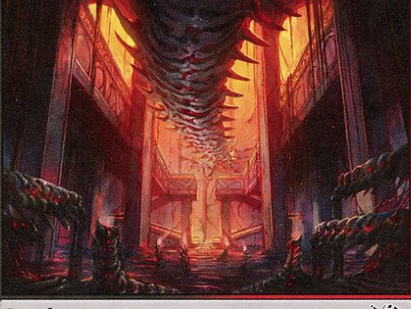
When Blood Fountain enters the battlefield, create a Blood token. *(It's an artifact with "1, ☞, Discard a card, Sacrifice this artifact: Draw a card.")*

3 ☞, ☞, Sacrifice Blood Fountain: Return up to two target creature cards from your graveyard to your hand.

095/277 C
VOW • EN • EYVYN FONG

™ & © 2021 Wizards of the Coast

Bloodfell Caves



Land

Bloodfell Caves enters the battlefield tapped.

When Bloodfell Caves enters the battlefield, you gain 1 life.

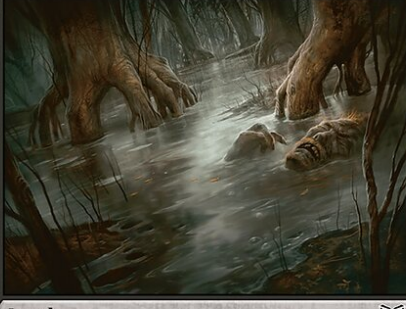
☞: Add ☞ or ☞.

Having learned of New Capenna's Halo supply, Elesh Norn dispatched Atraxa herself to bring the world to heel.

L 0267
MOM • EN • JORGE IACINTO

™ & © 2023 Wizards of the Coast

Bojuka Bog



Land

Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile target player's graveyard.

☞: Add ☞.

C 0152
WOC • EN • HOWARD LYON

™ & © 2023 Wizards of the Coast

Bushmeat Poacher 3 ☞



Creature — Human Soldier

1, ☞, Sacrifice another creature: You gain life equal to that creature's toughness. Draw a card.

"If you've never feasted on Zagoth terror-pig, I got the best price you'll find."

2/4

077/274 C
IKO • EN • RANDY VARGAS

™ & © 2020 Wizards of the Coast

Carrion Feeder



Creature — Zombie

Carrion Feeder can't block.

Sacrifice a creature: Put a +1/+1 counter on Carrion Feeder.

Stinking of rot, it leaps between gravestones in search of its next meal.

Illus. Brian Snoddy

1/1

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Cliffgate



Land — Gate

Cliffgate enters the battlefield tapped.

As Cliffgate enters the battlefield, choose a color other than red.

☞: Add ☞ or one mana of the chosen color.

A partition between the hopeless living and the restless dead.

350/361 C
CLB • EN • EMMANUEL SHIU

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Clockwork Percussionist



Artifact Creature — Monkey Toy

Haste

When Clockwork Percussionist dies, exile the top card of your library. You may play it until the end of your next turn.

Dance to its beat, or it will dance on your grave.

1/1

C 0130
DSK • EN • ERIC WILKERSON

™ & © 2024 Wizards of the Coast

Command Tower



Land

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

When defeat is near and guidance is scarce, all eyes look in one direction.

C 0156
WOC • EN RYAN YEE

Corrupted Conviction



Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

*"For the good of all, those who stand against the harmony of Phyrexia must be cut down."
—Ajani Goldmane*

C 0098 Story Spotlight
MOM • EN JOSEPH WESTON

Cranial Plating



Artifact — Equipment

Equipped creature gets +1/+0 for each artifact you control.

☞☞: Attach Cranial Plating to target creature you control.

Equip 1

245/332 U
2XM • EN ADAM REX

Cranial Ram



Artifact — Equipment

Living weapon (When this Equipment enters the battlefield, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +X/+1, where X is the number of artifacts you control.
Equip 2

To ensure proper fit, the mandibles can be inserted directly into the ears.

C 0180
MH3 • EN ALLEN WILLIAMS

Dark-Dweller Oracle



Creature — Goblin Shaman

1, Sacrifice a creature: Exile the top card of your library. You may play that card this turn.

Eyes are unnecessary for seeing the future.

2/2

106/331 C
2X2 • EN DERUCHENKO ALEXANDER

Deadly Dispute



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

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

124/361 C
CLB • EN IRINA NORDBOL

Demon's Disciple



Creature — Human Cleric

When Demon's Disciple enters the battlefield, each player sacrifices a creature or planeswalker.

Taborax's cultists are the latest in a long history of beings who have desired to see Zendikar torn to pieces.

3/1

C 0149
CMM • EN KIERAN YANNER

Drossforge Bridge



Artifact Land

Drossforge Bridge enters the battlefield tapped.
Indestructible

☞: Add ☞ or ☞.

The path to ruin is forged in pain.

246/303 C
MH2 • EN RAOUL VITALE

Escape Tunnel



Land

☞, Sacrifice Escape Tunnel: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

☞, Sacrifice Escape Tunnel: Target creature with power 2 or less can't be blocked this turn.

No self-respecting criminal has a basement with only one exit.

C 0261
MKM • EN CARLOS PALMA CRUCHAGA

Eviscerator's Insight 1



Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.

Flashback 4 (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

"We're all just the sum of our parts."

C 0093
MH3 • EN • SAM WHITE

Evolving Wilds



Land

, Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

The Sun Empire bends nature—rivers, mountainsides, dinosaurs—to its unyielding will.

C 0328
LCC • EN • DANIEL LJUNGREN

Experimental Synthesizer



Artifact

When Experimental Synthesizer enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.

2, Sacrifice Experimental Synthesizer: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

138/302 C
NEO • EN • YEONG-HAO HAN

Extract a Confession 1



Sorcery

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)

Each opponent sacrifices a creature. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

C 0084
MKM • EN • PETER POLACH

Fanatical Offering 1



Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Map token. (It's an artifact with "1, , Sacrifice this artifact: Target creature you control explores. Activate only as a sorcery.")

The gateway could be opened only by the spilling of innocent blood. Vito did not hesitate.

C 0105 Story Spotlight
LC1 • EN • RALUCA MARINESCU

Fleshbag Marauder 2



Creature — Zombie Warrior

When Fleshbag Marauder enters the battlefield, each player sacrifices a creature.

3/1

648
CMR • EN • MARK ZUG

Forgotten Cave



Land

Forgotten Cave comes into play tapped.

: Add to your mana pool.

Cycling (, Discard this card from your hand: Draw a card.)

Illus. Tony Szczudlo

TM & © 1993–2002 Wizards of the Coast, Inc. 317/350

Gateway Plaza



Land — Gate

Gateway Plaza enters the battlefield tapped.
When Gateway Plaza enters the battlefield, sacrifice it unless you pay 1.

: Add one mana of any color.

Guild leaders focused their magic on the portal scar. Where the Chamber perished, a parun could be reborn.

246/284 C
WAR • EN • SUNG CHOI

Genasi Enforcers 1



Creature — Elemental Shaman

Myriad (Whenever this creature attacks, for each opponent other than defending player, you may create a token that's a copy of this creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)

1: Creatures you control named Genasi Enforcers get +1/+0 until end of turn.

1/3

177/361 C
CLB • EN • JOSHUA RAPHAEL

Geothermal Bog



Land — Swamp Mountain

(**C**: Add **U** or **B**.)

Geothermal Bog enters the battlefield tapped.

There are still a few places where the natural dangers outweigh even those posed by Phyrexian sleeper agents.

247/281 L
DMU • EN • GABOR SZIKSZAI

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Gixian Infiltrator 1 **U**



Creature — Phyrexian Human

Whenever you sacrifice another permanent, put a +1/+1 counter on Gixian Infiltrator.

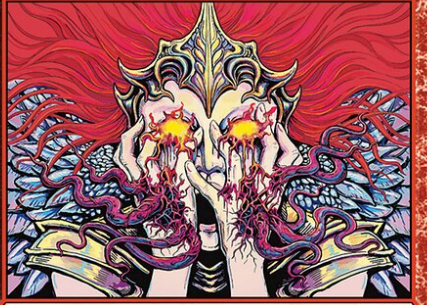
"Terisia City's fall is inevitable. My master's plan runs as sure and steady as the oil in my veins."

2/1

098/287 C
BRO • EN • PETER POLACH

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Glimpse the Impossible 2 **B**



Sorcery

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this creature: Add **U**."

Gisela beheld true divinity, and was humbled.

C 0124
MH3 • EN • JUSTINE JONES

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Goblin Chirurgeon



Summon Goblin

0: Sacrifice a Goblin to regenerate a target creature.

"Perhaps Goblins are good for something after all."

—Attributed to General Khurzog

Illus. Dan Frazier

0/2

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Great Furnace



Artifact Land

C: Add **B**.

Kuldotha, wellspring of molten metal, temple of the goblin horde.

292 C
C21 • EN • ROB ALEXANDER

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Greedy Freebooter



Creature — Human Pirate

When Greedy Freebooter dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "**C**, Sacrifice this artifact: Add one mana of any color.")

Neither Nurgam nor the mycoid who laid the trap could quite believe their luck.

1/1

C 0109
LC1 • EN • DAVID PALUMBO

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Grim Harvest 1 **U**



Instant

Return target creature card from your graveyard to your hand.

Recover 2 **U** (When a creature is put into your graveyard from play, you may pay 2 **U**. If you do, return this card from your graveyard to your hand. Otherwise, remove this card from the game.)

—Zoltan Boros & Gabor Szekszai

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Grim Initiate



Creature — Zombie Warrior

First strike

When Grim Initiate dies, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Beneath each gleaming mineral shell rots a once-proud warrior of Amonkhet.

1/1

130/264 C
WAR • EN • JASON FELIX

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Heap Gate



Land — Gate

C: Add **U**.

1, **C**: Add one mana of any color.

1, **C**, Tap an untapped Gate you control: Create a Treasure token. (It's an artifact with "**C**, Sacrifice this artifact: Add one mana of any color.")

354/361 C
CLB • EN • ANDREAS ROCHA

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Hunter's Blowgun 1



Artifact — Equipment

Equipped creature gets +1/+1.
Equipped creature has deathtouch as long as it's your turn. Otherwise, it has reach.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

"Ow! I think a wasp just stung me, cap'n."
—Nirk Doobin, last words

C 0255
LCI • EN • HECTOR ORTIZ

Ichor Wellspring 2



Artifact

When Ichor Wellspring enters the battlefield or is put into a graveyard from the battlefield, draw a card.

"Our glorious infection has taken hold."
—Elesh Norn, Grand Cenobite

245
C21 • EN • STEVEN BELLEDIN

Impulsive Pilferer 2



Creature — Goblin Pirate

When Impulsive Pilferer dies, create a Treasure token. (It's an artifact with "C", Sacrifice this artifact: Add one mana of any color.)

Encore 3 2 (3 2, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

1/1

C 0234
CMM • EN • JAKUB KASPER

Infestation Sage 3



Creature — Elf Warlock

When this creature dies, create a 1/1 black and green Insect creature token with flying.

"I control the swarm. If you strike me down, there will be nothing left to hold back their hunger."

1/1

C 0064
FDN • EN • DANEEN WILKERSON

Ingot Chewer 4 2



Creature — Elemental

When Ingot Chewer enters the battlefield, destroy target artifact.

Evoked (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

Elementals are ideas given form. This one is the idea of "smashitude."

3/3

135/254
C
UMA • EN • KEY WALKER

Krark-Clan Shaman 2



Creature — Goblin Shaman

Sacrifice an artifact: Krark-Clan Shaman deals 1 damage to each creature without flying.

"What do you mean, we're out of stuff to melt down? Give me your leg."

1/1

—Thomas M. Baxa

Maestros Theater



Land

When Maestros Theater enters the battlefield, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

Only extraordinary performers are invited to grace the grandest stage in New Capenna.

251/281
C
SNC • EN • JOKUBAS UOGINTAS

Makeshift Munitions 1 2



Enchantment

1, Sacrifice an artifact or creature: Makeshift Munitions deals 1 damage to any target.

"Grease up a firecannon good and proper with dinosaur-liver oil, and it'll shoot just about anything."

C 0242
CMM • EN • FILIP BURBURAN

Marching Duodrone 2



Artifact Creature — Construct

Whenever Marching Duodrone attacks, each player creates a Treasure token. (It's an artifact with "C", Sacrifice this artifact: Add one mana of any color.)

"One-two! One-two! One-two! One-two!"

2/2

321/361
C
CLB • EN • SEAN MURRAY

Maximum Overdrive 1



Instant

Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn.

Compared to the Fuel Wars on Gastal, this Grand Prix is a thrilling vacation.

C 0096
DFT • EN JAVIER CHARRO

Mogg War Marshal 1



Creature — Goblin Warrior

Echo 1 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Mogg War Marshal comes into play or is put into a graveyard from play, put a 1/1 red Goblin creature token into play.

Wayne England

1/1

140/254 C
UMA • EN JAIME JONES

Molten Birth 1



Sorcery

Create two 1/1 red Elemental creature tokens, then flip a coin. If you win the flip, return Molten Birth to its owner's hand.

"Few can coax the creatures within the magma to be cooled and take form."
—Koth of the Hammer

140/254 C
UMA • EN JAIME JONES

Molten Gatekeeper 2



Artifact Creature — Golem

Whenever another creature enters the battlefield under your control, Molten Gatekeeper deals 1 damage to each opponent.

Unearth (Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/3

C 0128
MH3 • EN JOE SLUCHER

Mortician Beetle



Creature — Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on Mortician Beetle.

To the soldier, war is famine; to the scavenger, a feast.

1/1

078/249 C
MM3 • EN LARS GRANT-WEST

Mountain



Basic Land — Mountain



L 0273
WOE • EN SARAH FINNIGAN

Mountain



Basic Land — Mountain



L 0273
WOE • EN SARAH FINNIGAN

Mountain



Basic Land — Mountain



L 0273
WOE • EN SARAH FINNIGAN

Mountain



Basic Land — Mountain



L 0273
WOE • EN SARAH FINNIGAN

Nested Shambler 



Creature — Zombie 

When Nested Shambler dies, create X tapped 1/1 green Squirrel creature tokens, where X is Nested Shambler's power.

Home is where the heart was.

1/1

095/303 C
MH2 • EN • NICHOLAS GREGORY

Nezumi Linkbreaker 



Creature — Rat Warlock 

When Nezumi Linkbreaker dies, create a 1/1 red Mercenary creature token with “: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery.”

“If they want to get to Prosperity so badly, they can walk there.”

1/1

C 0096
OTJ • EN • MIRO PETROV

Nightblade Brigade  2



Creature — Goblin Soldier 

Deathtouch

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/3

C 0085
TDM • EN • GARY LAIB

Rakdos Carnarium



Land 

Rakdos Carnarium enters the battlefield tapped.

When Rakdos Carnarium enters the battlefield, return a land you control to its owner's hand.

: Add  or .

226 U
DMC • EN • JOHN AYON

Rakdos Guildgate



Land — Gate 

This land enters tapped.

: Add  or .

Enter and indulge your darkest fantasies, for you may never pass this way again.

C 0693
FDN • EN • JONAS DE RO

Rapacious One  5 2



Creature — Eldrazi Drone 

Trample

Whenever Rapacious One deals combat damage to a player, create that many 0/1 colorless Eldrazi Spawn creature tokens. They have “Sacrifice this creature: Add .

5/4

C 0249
CMM • EN • JASON A. ENGLE

Reaping the Graves  2



Instant 

Return target creature card from your graveyard to your hand.

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. Ron Spencer

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Reckoner's Bargain  1



Instant 

As an additional cost to cast this spell, sacrifice an artifact or creature.

You gain life equal to the sacrificed permanent's mana value. Draw two cards.

Restricted auctions are held once a year at the Dragon's Lair—the sacred, neutral meeting ground of all Reckoner gangs.

120/302 C
NEO • EN • JUSTINE CRUZ

Refurbished Familiar  3



Artifact Creature — Zombie Rat 

Affinity for artifacts (This spell costs 1 less to cast for each artifact you control.)

Flying

When Refurbished Familiar enters the battlefield, each opponent discards a card. For each opponent who can't, you draw a card.

When her beloved pet died, the artificer turned to necromancy.

2/1

C 0105
MH3 • EN • STEVE ELLIS

Riveteers Overlook



Land

When Riveteers Overlook enters the battlefield, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

Along the outer girders, in gold filigree, are inscribed the names of all those who fell to their deaths during construction.

255/281 C
SNC • EN • LUCAS STANIEC

Scattershot 2



Instant

Scattershot deals 1 damage to target creature.

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. Glen Angus

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Shambling Ghast



Creature — Zombie

When Shambling Ghast dies, choose one —

- **Brave the Stench** — Target creature an opponent controls gets -1/-1 until end of turn.
- **Search the Body** — Create a Treasure token. (It's an artifact with "C, Sacrifice this artifact: Add one mana of any color.")

1/1

119/281 C
AFR • EN • DAVE KENDALL

Shock Brigade 1



Creature — Goblin Soldier

Menace (This creature can't be blocked except by two or more creatures.)

Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)

"From Alesha to Zurgo, all Mardu khans started right here. At the front lines."

1/3

C 0120
TDM • EN • FAJAREKA SETIAWAN

Snarling Gorehound



Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Profit, to Judith

1/1

C 0105
MKM • EN • JOHN TEDRICK

Snuff Out 3



Instant

If you control a Swamp, you may pay 4 life rather than pay Snuff Out's mana cost.

Destroy target nonblack creature. It can't be regenerated.

"The bigger they are, the faster they rot."

053/063 C
GVL • EN • STEVE ARGYLE

Sticky Fingers



Enchantment — Aura

Enchant creature

Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "C, Sacrifice this artifact: Add one mana of any color.")

When enchanted creature dies, draw a card.

124/281 C
SNC • EN • MARK BEHM

Sulfurous Mire



Snow Land — Swamp Mountain

(C: Add C or .)

Sulfurous Mire enters the battlefield tapped.

"In my youth, we used to best each other at hopping rabbit-fast between the lava spouts, the burning tar spattering our legs."
—Iskene, Kannah storyteller

270/285 L
KHM • EN • TITUS LUNTER

Swamp



Basic Land — Swamp



L 0271
WOE • EN • JONAS DE RO



Consuming Sepulcher



Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

*"Slake my thirst so that we both may be free."
—Faded inscription*

C 0128
LCI • EN • MICHAEL WALSH

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Touch of Moonglove



Instant

Target creature you control gets +1/+0 and gains deathtouch until end of turn. Whenever a creature dealt damage by that creature dies this turn, its controller loses 2 life. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

123/272 C
ORI • EN • SCOTT MURPHY

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Toxin Analysis



Instant

Target creature gains deathtouch and lifelink until end of turn. Investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")

"Poison this deadly is only used by the Ochran. Either the Golgari are behind this, or someone wants us to think they are."

C 0107
MKM • EN • IRINA NORDSOL

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Undercity Scrounger



Artifact Creature — Human Rogue

☞: Create a Treasure token. Activate only if a creature died this turn. (It's an artifact with "☞, Sacrifice this artifact: Add one mana of any color.")

"That will pay for another arm extension all by itself! Well, as long as it doesn't explode."

126/302 C
NEO • EN • MIKE JORDANA

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Unearth



Sorcery

Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play.

Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Illus. Hazeltine
©1993-1999 Wizards of the Coast, Inc. 72/143

Vault of Whispers



Artifact Land

(Vault of Whispers isn't a spell.)

☞: Add ☞ to your mana pool.

Ish Sah, den of the warlord Geth, commander of countless nim.

Rob Alexander
™ & © 1993-2009 Wizards of the Coast LLC 141/169

Village Rites



Instant

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

Draw two cards.

"You were so eager to take and consume. Yet when asked to give, you refuse?"

126/274 C
M21 • EN • BUD COOK

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Viscera Seer



Creature — Vampire Wizard

Sacrifice a creature: Scry 1.

In matters of life and death, he trusts his gut.

1/1

C 0213
LCC • EN • JOHN STANKO

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Voldaren Epicure



Creature — Vampire

When Voldaren Epicure enters the battlefield, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "1, ☞, Discard a card, Sacrifice this artifact: Draw a card.")

"If you're not refining your tastes, what's the point of living forever?"

1/1

182/277 C
VOW • EN • MARTINA FACKOVÁ

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Witch's Cauldron 3



Artifact

1 ♣, ♠, Sacrifice a creature: You gain 1 life and draw a card.

The best recipes start with reliable cookware.

C 0199
CMM • EN JASON A. ENGLE

Witch's Cottage



Land — Swamp

(♣: Add ♣.)

Witch's Cottage enters the battlefield tapped unless you control three or more other Swamps.

When Witch's Cottage enters the battlefield untapped, you may put target creature card from your graveyard on top of your library.

249/269 C
ELD • EN GABOR SZIKSZAI

Akki Blizzard-Herder 1



Creature — Goblin Shaman

When Akki Blizzard-Herder is put into a graveyard from play, each player sacrifices a land.

"It remains unclear whether the akki shamans could in fact create storms or simply predicted them."
—The History of Kamigawa

Pete Venters

1/1

Ashnod's Altar 3



Artifact

Sacrifice a creature: Add ♦♦.

"If you work at sawing up carcasses, you notice how the joints fit, how the nerves are arrayed, and how the skin peels back."
—Ashnod, to Tawnos

U 0368
CMM • EN GREG STAPLES

Beetleback Chief 2



Creature — Goblin Warrior

When Beetleback Chief enters the battlefield, create two 1/1 red Goblin creature tokens.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

083/312 U
CM2 • EN WAYNE ENGLAND

Body Dropper 2



Creature — Devil Warrior

Whenever you sacrifice another creature, put a +1/+1 counter on Body Dropper.

♣♣, Sacrifice another creature: Body Dropper gains menace until end of turn. (It can't be blocked except by two or more creatures.)

"Kill count? I lost track years ago."

2/2

168/281 C
SNC • EN JAKUB KASPER

Bonder's Ornament 3



Artifact

♣: Add one mana of any color.

4, ♣: Each player who controls a permanent named Bonder's Ornament draws a card.

"Found families deserve a family crest too."
—Kinnan, bonder prodigy

C 0370
CMM • EN LINDSEY LOOK

Cabaretti Courtyard



Land

When Cabaretti Courtyard enters the battlefield, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

So long as the Halo keeps flowing, the festivities never end.

249/281 C
SNC • EN KASIA 'KAFI' ZIELINSKA

Cadaver Imp 1



Creature — Imp

Flying

When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

1/1

C 0141
CMM • EN DAVE KENDALL

Cast Down 1



Instant

Destroy target nonlegendary creature.

"Your life is finished, your name lost, and your work forgotten. It is as though Mazeura never existed."
—Chainer's Torment

079/332 C
2XM • EN • BASTIEN L. DEHARME

Chain Devil 3



Creature — Devil

Animate Chains — When Chain Devil enters the battlefield, each player sacrifices a nontoken creature.

To these fiends, there's no symphony more beautiful than the melodies of rattling chains and ripping flesh.

4/2

120/361 C
CLB • EN • BARTER FEDYCZAK

Charcoal Diamond 2



Artifact

Charcoal Diamond enters the battlefield tapped.

☞: Add .

Every facet a portent of Kelemvor's inevitable judgment.

305/361 C
CLB • EN • GABOLEPS

Crack the Earth 2



Sorcery — Arcane

Each player sacrifices a permanent.

"As the war progressed, the destruction the kami caused became more widespread and less predictable."
—Observations of the Kami War

Wayne Reynolds

092/332 C
2XM • EN • BASTIEN L. DEHARME

Death Denied 3



Instant — Arcane

Return X target creature cards from your graveyard to your hand.

Takenuma was filled with a chorus of moans, shrieks, and wails. Some came from the living, some from the dying, and some, most horribly, from the dead.

092/254 C
UMA • EN • JAMES PAICK

Dread Return 2



Sorcery

Return target creature card from your graveyard to the battlefield.

Flashback—Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Those who forget the horrors of the past are doomed to re-meet them.

C 0153
CMM • EN • KEV WALKER

Executioner's Capsule



Artifact

1 , ☞, Sacrifice Executioner's Capsule: Destroy target nonblack creature.

There is always a moment of trepidation before opening a message capsule, for fear of the judgment that might be contained within.

092/332 C
2XM • EN • WARREN MAHY

First Day of Class 1



Instant

Whenever a creature enters the battlefield under your control this turn, put a +1/+1 counter on it and it gains haste until end of turn.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

102/275 C
STX • EN • PAUL SCOTT CANAVAN

Goblin Arsonist 2



Creature — Goblin Shaman M21

When Goblin Arsonist dies, you may have it deal 1 damage to any target.

With great power comes great risk of getting yourself killed.

1/1

147/274 C
M21 • EN • WAYNE REYNOLDS

Goblin Bushwhacker 2



Creature — Goblin Warrior

Kicker (You may pay an additional 2 as you cast this spell.)

When Goblin Bushwhacker enters the battlefield, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

Mark Tedin 1/1

123/261 C DMR • EN JESPER EISING

Goblin Instigator 1 2



Creature — Goblin Rogue

When Goblin Instigator enters the battlefield, create a 1/1 red Goblin creature token.

"We can take 'em. You go first!"

1/1

C 0282 MOC • EN FILIP BURBURN

Goblin Lookout 1 2



Creature — Goblin

♦, Sacrifice a Goblin: All Goblins get +2/+0 until end of turn.

"Throw rocks at 'em! Throw spears at 'em! Throw Furt at 'em!"

Illus. Jim Nelson 1/2

181/143

Goblin Matron 2 2



Creature — Goblin

When Goblin Matron enters the battlefield, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

A mother only a child could love.

1/1

123/261 C DMR • EN JESPER EISING

Goblin Sledder 2



Creature — Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

"Let's play 'sled.' Here's how it works: you're the sled."

1/1

041/062 C EVG • EN RON SPENCER

Goblin War Party 3 2



Sorcery

Choose one —

- Create three 1/1 red Goblin creature tokens.
- Creatures you control get +1/+1 and gain haste until end of turn.

Entwine 2 (Choose both if you pay the entwine cost.)

131/254 C MH1 • EN DERUCHENKO ALEXANDER

Grim Bauble



Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.

2 ♦, ♦, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

1/1

C 0088 DFT • EN WERO GALLO

Grim Initiate 2



Creature — Zombie Warrior

First strike

When Grim Initiate dies, amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)

Beneath each gleaming mineral shell rots a once-proud warrior of Amonkhet.

1/1

130/264 C WAR • EN JASON FELIX

Grixis Panorama



Land

♦: Add ♦.

1, ♦, Sacrifice Grixis Panorama: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

There is no height above Grixis that is free from the stench of death.

407 NCC • EN NILS HAMM

Hoarding Ogre 3



Creature — Ogre

Whenever Hoarding Ogre attacks, roll a d20.

1–9 | Create a Treasure token. (*It's an artifact with "C", Sacrifice this artifact: Add one mana of any color.*)

10–19 | Create two Treasure tokens.

20 | Create three Treasure tokens.

3/3

181/361 C
CLB • EN • TUAN DUONG CHU
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Hordeling Outburst 1



Sorcery

Create three 1/1 red Goblin creature tokens.

"Leave no scraps, lest you attract pests."
—Mardu threat

134/249 C
A25 • EN • ZOLTAN BOROS
™ & © 2018 Wizards of the Coast

Ichor Wellspring 2



Artifact

When Ichor Wellspring enters the battlefield or is put into a graveyard from the battlefield, draw a card.

"Should a single drop take hold, the oil begins to consume organic tissue and will multiply until it overwhelms the host."
—Yawgmoth, collected writings

Illus. Steven Belledin
™ & © 2022 Wizards of the Coast 84

Innocent Blood



Sorcery

Each player sacrifices a creature.

Zombies mourn for the living and celebrate those who will soon be given the gift of death.

Illus. Carl Critchlow
™ & © 1993–2001 Wizards of the Coast, Inc. 146/350

Jund Panorama



Land

☞: Add ♦.

1, ☞, Sacrifice Jund Panorama: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.

The sky is the dragon's throne, the seat from which it issues its fiery decrees.

408 C
NCC • EN • JAIME JONES
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Kill-Suit Cultist 2



Creature — Goblin Berserker

Kill-Suit Cultist attacks each turn if able.

☞, Sacrifice Kill-Suit Cultist: The next time damage would be dealt to target creature this turn, destroy that creature instead.

Dressed to kill.

—Alex Horley-Orlandelli
™ & © 1993–2006 Wizards of the Coast, Inc. 65/180

1/1

Lightning Bolt 2



Instant

Lightning Bolt deals 3 damage to any target.

The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he'd never thought to see again.

U 0141
CLU • EN • CHRISTOPHER MOELLER
™ & © 2024 Wizards of the Coast

Maze Abomination 5



Creature — Elemental

Deathtouch (*Any amount of damage this deals to a creature is enough to destroy it.*)

Multicolored creatures you control have deathtouch.

—Yeong-Hao Han
™ & © 2013 Wizards of the Coast 26/56

4/5

Mogg Raider 2



Summon Goblin

Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

The evisceration of one mogg always cheers up the rest.

Illus. Brian Snoddy
©1997 Wizards of the Coast, Inc.

1/1

Molten Birth 1



Sorcery

Create two 1/1 red Elemental creature tokens, then flip a coin. If you win the flip, return Molten Birth to its owner's hand.

"Few can coax the creatures within the magma to be cooled and take form."
—Koth of the Hammer

140/254 C
UMA • EN • JAIME JONES

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Mordor Trebuchet 2



Artifact Creature — Wall

Defender

Whenever you attack with one or more Goblins and/or Orcs, create a 2/1 colorless Construct artifact creature token with flying named Ballistic Boulder that's tapped and attacking. Sacrifice that token at end of combat.

1/4

C 0097
LTR • EN • ALEXANDER FORSSBERG

© MEE
™ & © 2023 Wizards of the Coast

Nihil Spellbomb 1



Artifact

☠, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☠. If you do, draw a card.

226/249 C
A25 • EN • FRANZ VOHWINKEL

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Offalsnout 2



Creature — Elemental

Flash

When Offalsnout leaves the battlefield, exile target card from a graveyard.

Evoked ☠ (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

2/2

108/254 C
UMA • EN • LARS GRANT-WEST

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Pit Keeper 1



Creature — Human Wizard

When Pit Keeper enters the battlefield, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.

"The undead are not 'awakened.' They are evicted when there is no room left in the pit for more bodies."

2/1

130/289 C
TSR • EN • ANTHONY S. WATERS

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Putrid Goblin 1



Creature — Zombie Goblin

Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

Too stupid to survive, too dumb to die.

2/2

101/254 C
MH1 • EN • WINONA NELSON

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Pyretic Prankster 1



Creature — Devil

3 ☠: Transform Pyretic Prankster. Activate only as a sorcery. (☠ can be paid with either ☠ or 2 life.)

It'd played the same prank a hundred times, never noticing the flame's slowly evolving pattern.

3/2

2/1

C 0157
MOM • EN • FRANCIS TNEH

™ & © 2023 Wizards of the Coast

Glistening Goremonger



Creature — Phyrexian Devil

When Glistening Goremonger dies, each opponent sacrifices an artifact or creature.

When it realized the symbol's true, glorious meaning, it began marking every surface on Innistrad with oil-soaked claws.

3/2

C 0157
MOM • EN • FRANCIS TNEH

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Rakdos Signet 2



Artifact

1, ☠: Add ☠☠.

Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

Illus. Martina Pilcerova

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Read the Bones 2



Sorcery

Scry 2, then draw two cards. You lose 2 life.

The dead know lessons the living haven't learned.

C 0182
CMM • EN LARS GRANT-WEST

Rot-Tide Gargantua 3



Creature — Zombie Kraken

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)
When Rot-Tide Gargantua exploits a creature, each opponent sacrifices a creature.

Now that it doesn't need to breathe, its hunting ground extends well beyond the sea.

129/277 C
VOW • EN FILIP BURBURAN

5/4

Seal of Doom 2



Enchantment

Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.

"I am the banisher, the ill will that snuffs the final candle."
—Seal inscription

Illus. Christopher Moeller
©1993-2000 Wizards of the Coast, Inc. 70/143

Shambling Ghast



Creature — Zombie

When Shambling Ghast dies, choose one —

- *Brave the Stench* — Target creature an opponent controls gets -1/-1 until end of turn.
- *Search the Body* — Create a Treasure token. (It's an artifact with "{C}, Sacrifice this artifact: Add one mana of any color.")

119/281 C
AFR • EN DAVE KENDALL

1/1

Shred Memory 1



Instant

Remove up to four target cards in a single graveyard from the game.

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.)

Hideaki Takamura
©1993-2003 Wizards of the Coast, Inc. 105/306

Skirk Prospector



Creature — Goblin

Sacrifice a Goblin: Add .

Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.

137/261 C
DMR • EN SŁAWOMIR MANIAK

1/1

Slum Reaper 3



Creature — Horror

When Slum Reaper enters the battlefield, each player sacrifices a creature.

It's sent into unguilded districts by the Orzhov to collect the souls of those no one will miss.

114/254 C
UMA • EN KARL KOPINSKI

4/2

Spark Reaper 2



Creature — Zombie

3, Sacrifice a creature or planeswalker: You gain 1 life and draw a card.

"I know they're unstoppable fighters created to harvest souls—it's just they're so rude about it."
—Kaya

128
M1C • EN ZOETAN BOROS

2/3

Supernatural Stamina



Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."

"All are not equal—neither in life nor after death. Bontu's favorites will stand highest in eternity."
—Senifet, vizier of Bontu

C 0188
CMM • EN CHRISTOPHER MOELLER

The Autonomous Furnace



Land — Sphere

The Autonomous Furnace enters the battlefield tapped.

☞: Add ☞.

1 ☞, ☞, Sacrifice The Autonomous Furnace: Draw a card.

In Urabrask's domain, mighty forges echo day and night with the clangor of the Great Work.

247/271 C
ONE • EN • MUHAMMAD FIRDAUS

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The Dross Pits



Land — Sphere

The Dross Pits enters the battlefield tapped.

☞: Add ☞.

1 ☞, ☞, Sacrifice The Dross Pits: Draw a card.

In Sheoldred's domain, the Steel Thanes wage a never-ending war in her long shadow.

251/271 C
ONE • EN • MARTIN DE DIEGO SÁDABA

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Troll of Khazad-dûm 5 ☞



Creature — Troll

Troll of Khazad-dûm can't be blocked except by three or more creatures.

Swampcycling 1 (1, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

"A great cave-troll, I think. There is no hope of escape that way."
—Gandalf

6/5

C 0111
LTR • EN • SIMON DOMINIC

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™ & © 2023 Wizards of the Coast

Unexpected Fangs 1 ☞



Instant

Put a +1/+1 counter and a lifelink counter on target creature.

"With the frequent mutations, predator-prey relationships seem to change every moment. I already like it here."
—Vivien Reid

102/274 C
IKO • EN • JESPER EISING

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