

## Bartolomé del Presidio



Legendary Creature — Vampire Knight

Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio.

*"Bless this sinner, who sacrificed his blood so that I may live."*

2/1

U 0224  
LCI • EN RANDY GALLEGOS

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## Sol Ring

1



Artifact

☞: Add ♦♦.

*"Meadowlarks sing in sun-touched skies  
And breezes kiss where Eirdur lies."  
—Verselet of Lorwyn*

U 0057  
ECC • EN DARIA AKSENOVA

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## 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.*

234  
C21 • EN DAN SCOTT

™ & © 2021 Wizards of the Coast

## Orzhov Signet

2



Artifact

1, ☞: Add \*♠.

*The sigil holds different meanings depending on its form and presentation. While some wear it as a sign of status, others wear it as a sign of debt.*

U 0310  
LCC • EN MARTINA PILCEROVA

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## Talisman of Hierarchy

2



Artifact

☞: Add ♦.

☞: Add \* or ♠. This artifact deals 1 damage to you.

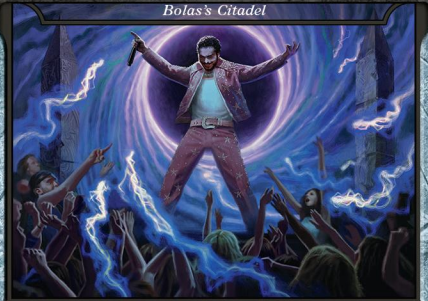
*"You'll never get to the top if you don't know who's already there."  
—Kaya*

U 0358  
SOC • EN LINDSEY LOOK

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## Post's Citadel

3



Legendary Artifact

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

You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

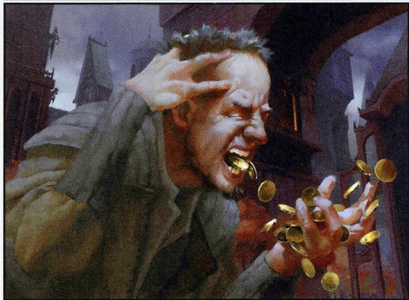
☞, Sacrifice ten nonland permanents: Each opponent loses 10 life.

1187  
SLD • EN LORENZO MASTROIANI

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## Smothering Tithe

3



Enchantment

Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a colorless Treasure artifact token with "☞, Sacrifice this artifact: Add one mana of any color."

*"I await your donation."  
—Dasha, Orzhov priest*

022/259 R  
RNA • EN MARK BEHM

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## Pitiless Plunderer

3



Creature — Human Pirate

Whenever another creature you control dies, create a Treasure token. (It's an artifact with "☞, Sacrifice this artifact: Add one mana of any color.")

*"Shame to let good gold go to the grave."*

1/4

U 0476  
J25 • EN DAVID PALUMBO

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## Viscera Seer

1



Creature — Vampire Wizard

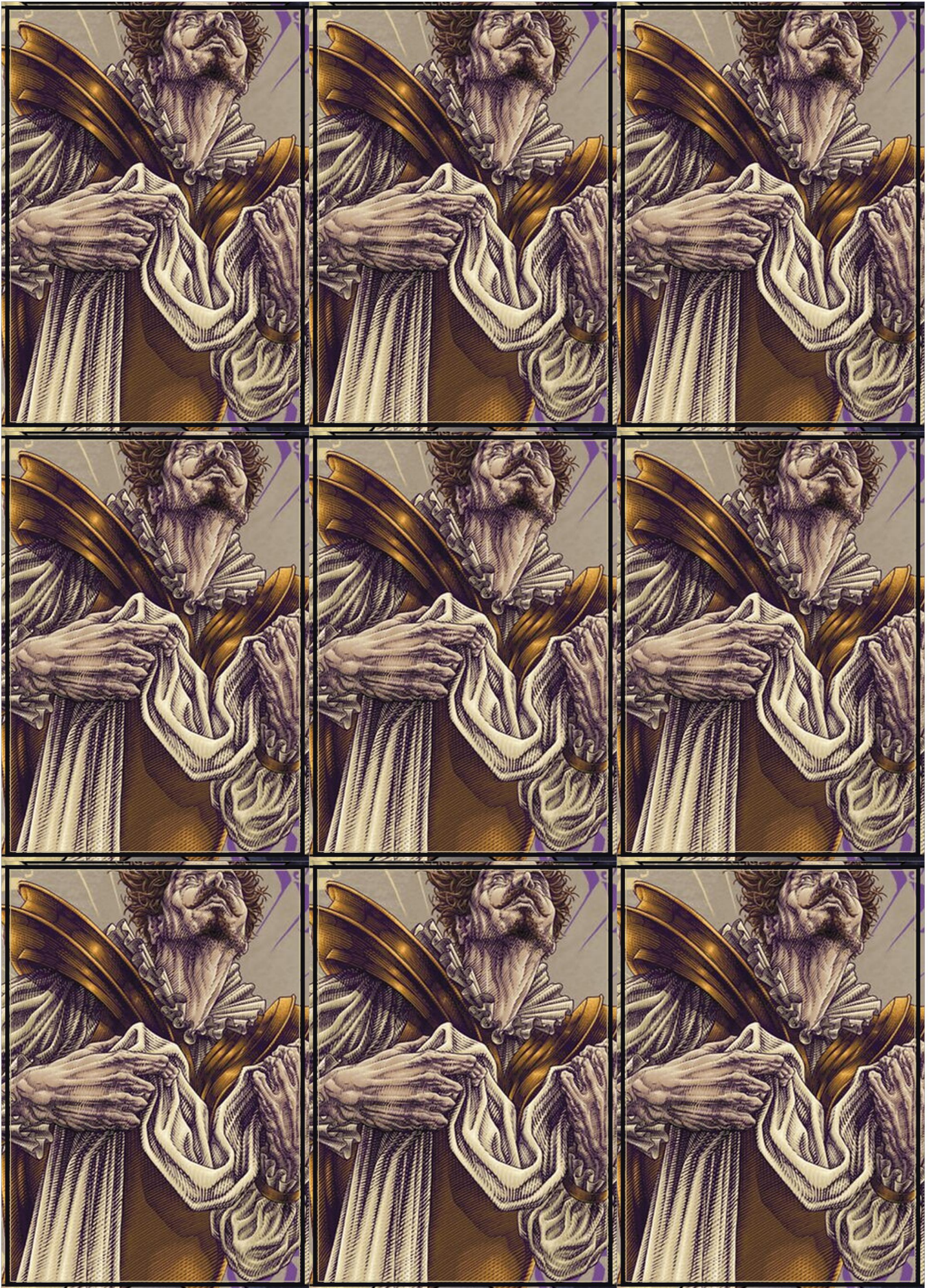
Sacrifice a creature: Scry 1. (To scry 1, look at the top card of your library, then you may put that card on the bottom of your library.)

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

1/1

John Stanko  
™ & © 1993-2010 Wizards of the Coast LLC 120/249







## 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

206 U  
AFC • EN JOHN AVON

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## Woe Strider

2



Creature — Horror

When Woe Strider enters, create a 0/1 white Goat creature token.

Sacrifice another creature: Scry 1.

Escape—3 ☠☠☠, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

Woe Strider escapes with two +1/+1 counters on it.

3/2

R 0189  
BLC • EN JOHN THACKER

™ &amp; © 2024 Wizards of the Coast

## 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

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## Phyrexian Altar

3



Artifact

Sacrifice a creature: Add one mana of any color to your mana pool.

*"Your life was meaningless, but your death will glorify Yawgmoth."*  
—Tsabo Tavoc

Illus. Ron Spears

©1993-2000 Wizards of the Coast, Inc. 306/350

## Priest of Forgotten Gods

1



Creature — Human Cleric

☞, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature. You add ☠☠ and draw a card.

*The Orzhov are not the only religious tradition on Ravnica, nor the oldest.*

1/2

R 0478  
J25 • EN ZACK STELLA

™ &amp; © 2024 Wizards of the Coast

## Yawgmoth, Thran Physician

2



Legendary Creature — Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

☠☠, Discard a card: Proliferate.

(Choose any number of permanents and/or players, then give each another counter of each kind already there.)

Illus. Mark Winters

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2/4

## Blood Artist

1



Creature — Vampire

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

*"Vanya Falkenrath's paintings are astonishing. How does she manage to achieve such rich crimson hues?"*  
—Stefan, art critic

0/1

U 0097  
INR • EN LA DRAWS

™ &amp; © 2025 Wizards of the Coast

## Zulaport Cutthroat

1



Creature — Human Rogue Ally

Whenever Zulaport Cutthroat or another creature you control dies, each opponent loses 1 life and you gain 1 life.

*"Eldrazi? Ha! Try walking through Zulaport at night with your pockets full. Now that's dangerous."*

1/1

036/068 U  
GNT • EN JASON RAINVILLE

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## Cruel Celebrant

1



Creature — Vampire

Whenever Cruel Celebrant or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life.

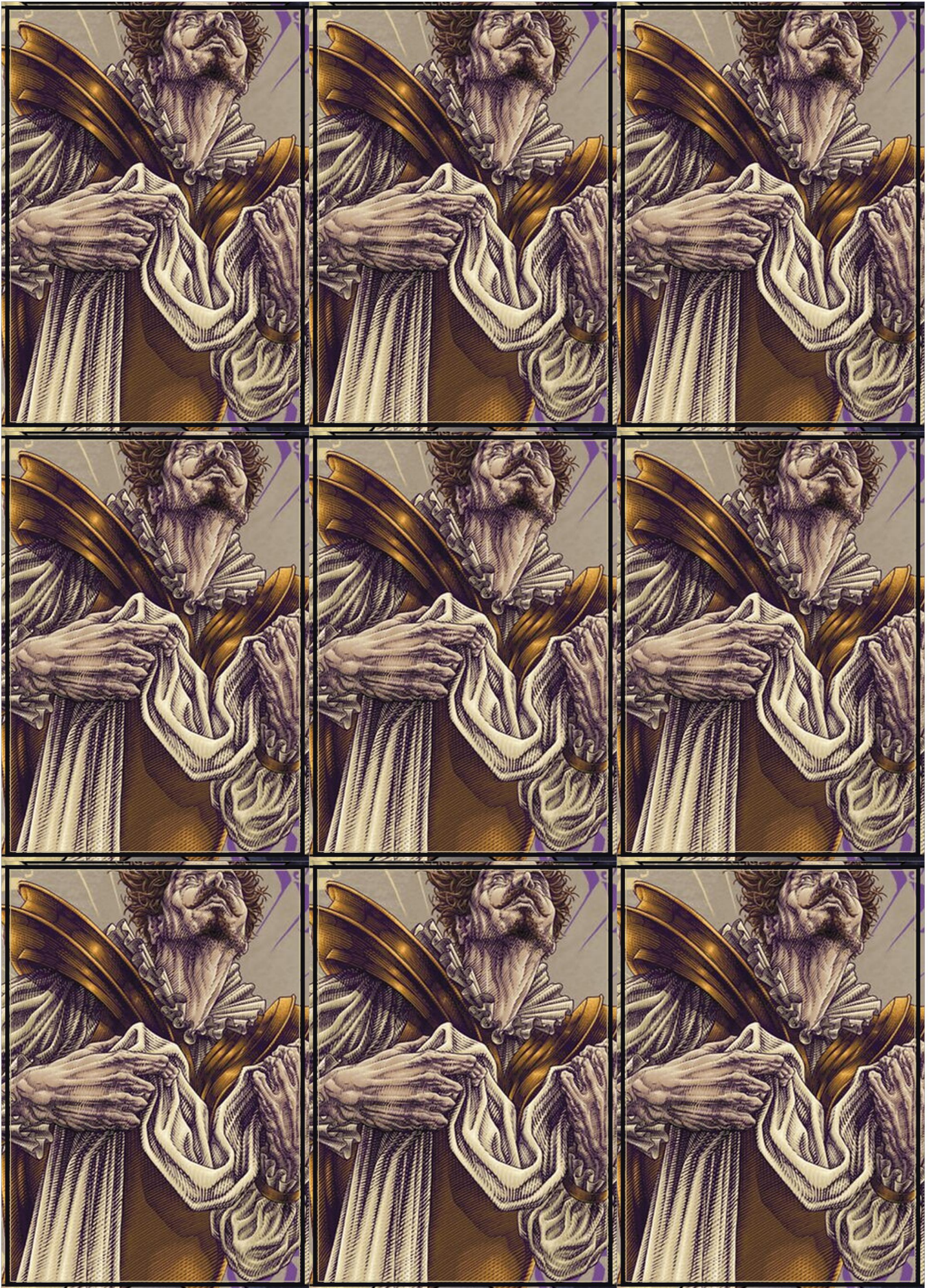
*"Whichever side wins, I'm sure the banquet will be superb."*

1/2

188/264 U  
WAR • EN BASTIEN L. DEHARME

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## Bastion of Remembrance

2



## Enchantment

When Bastion of Remembrance enters, create a 1/1 white Human Soldier creature token.

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

*Lives taken are lives not easily forgotten.*

U 0403  
J25 • EN VOLKAN BAGA

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## Elas il-Kor, Sadistic Pilgrim

2



## Legendary Creature — Phyrexian Kor Cleric

## Deathtouch

Whenever another creature enters the battlefield under your control, you gain 1 life.

Whenever another creature you control dies, each opponent loses 1 life.

*"All will bow to the Whispering One."*

2/2

198/281 U  
DMU • EN G-HOST LEE

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## Land Tax

2



## Enchantment

At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, put them into your hand, then shuffle your library.

094/254 M  
BBD • EN CHUCK LUKACS

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## Vito, Thorn of the Dusk Rose

2



## Legendary Creature — Vampire Cleric

Whenever you gain life, target opponent loses that much life.

3: Creatures you control gain lifelink until end of turn.

*"Through the blood of the wicked, we shall be redeemed. Let us pray."*

1/3

127/274 R  
M21 • EN LIE SETIAWAN

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## Teysa Karlov

2



## Legendary Creature — Human Advisor

If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

Creature tokens you control have vigilance and lifelink.

*While Kaya is guildmaster, Teysa waits patiently at the center of the Orzhov web of power.*

2/4

212/259 R  
RNA • EN MAGALI VILLENEUVE

™ & © 2019 Wizards of the Coast

## Delney, Streetwise Lookout

2



## Legendary Creature — Human Scout

Creatures you control with power 2 or less can't be blocked by creatures with power 3 or greater.

If an ability of a creature you control with power 2 or less triggers, that ability triggers an additional time.

*"It's not a matter of what I know. It's a matter of making it worth my while to tell you."*

2/2

M 0012  
MKM • EN DARREN TAN

™ & © 2024 Wizards of the Coast

## Kokusho, the Evening Star

4



## Legendary Creature — Dragon Spirit

## Flying

When Kokusho, the Evening Star dies, each opponent loses 5 life. You gain life equal to the life lost this way.

*The fall of the evening star never heralds a gentle dawn.*

5/5

Tsutomu Kawade  
™ & © 2013 Wizards of the Coast 89/229

## Exquisite Blood

4



## Enchantment

Whenever an opponent loses life, you gain that much life.

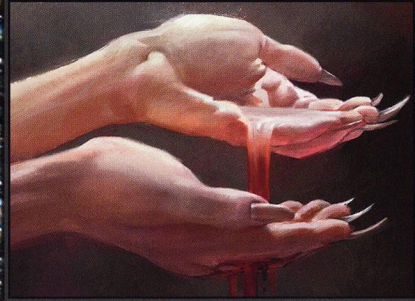
*Even as humans regained the upper hand, some still willingly traded their lives for a chance at immortality.*

R 0195  
LCC • EN CYNTHIA SHEPPARD

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## Sanguine Bond

3



## Enchantment

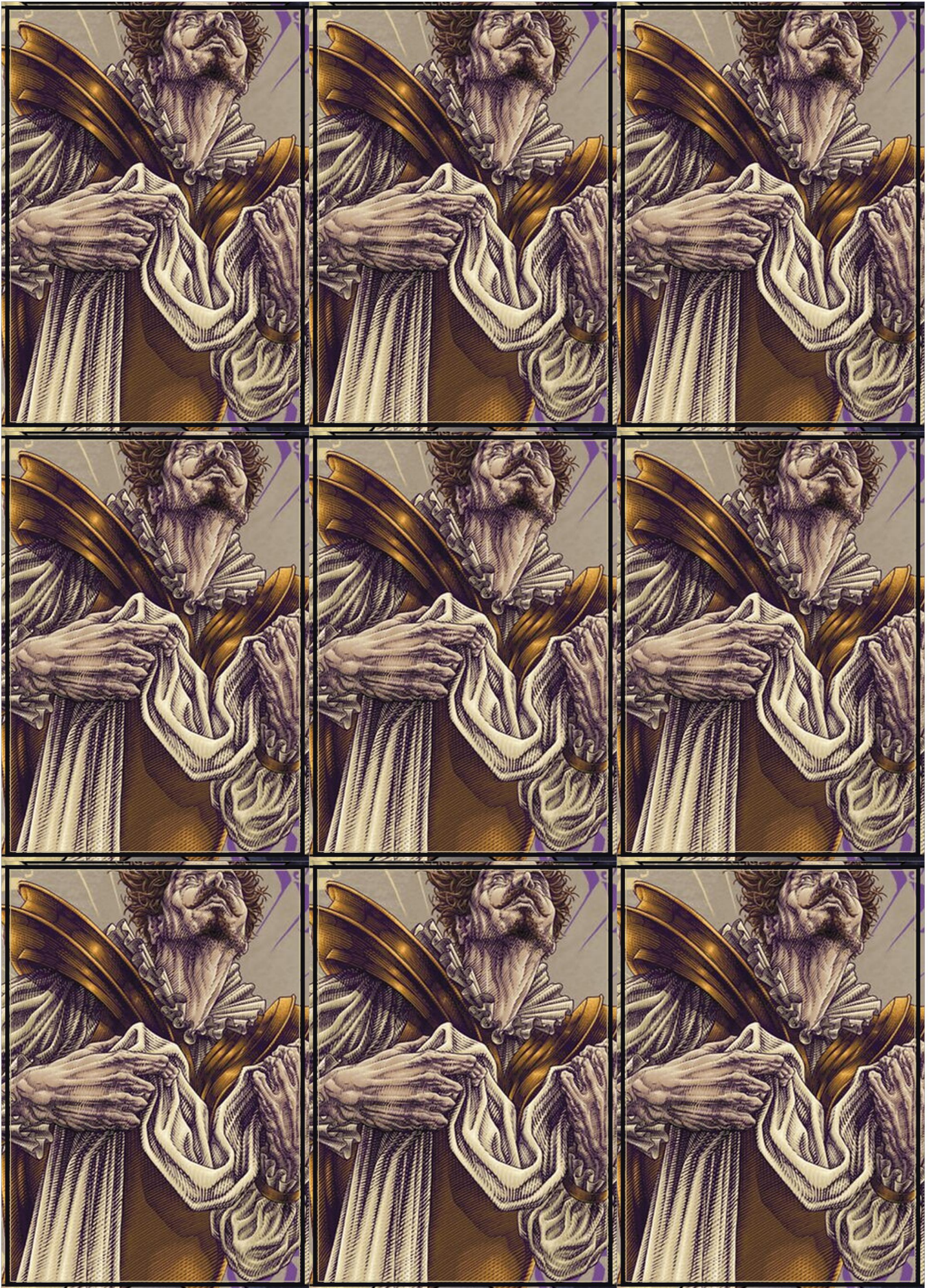
Whenever you gain life, target opponent loses that much life.

*"Blood is constant. Every drop I drink, someone must bleed."*  
—Vradeen, vampire nocturnus

124/309 R  
C17 • EN JAIME JONES

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## Bitterblossom

1



Tribal Enchantment — Faerie

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

*In Lorwyn's brief evenings, the sun pauses at the horizon long enough for a certain species of violet to bloom with the fragrance of mischief.*

071/249 M  
MM2 • EN REBECCA GUAY

™ &amp; © 2015 Wizards of the Coast

## Grave Titan

4



Creature — Giant

Deathtouch

Whenever Grave Titan enters the battlefield or attacks, create two 2/2 black Zombie creature tokens.

*Death in form and function.*

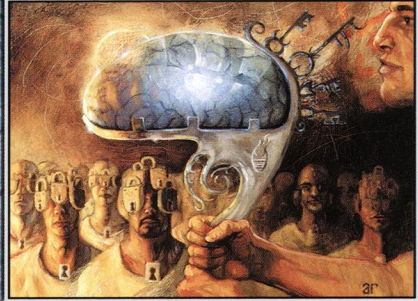
6/6

M 0129  
MKC • EN NILS HAMM

™ &amp; © 2024 Wizards of the Coast

## Mind Stone

2



Artifact

• Add ♦.

1, •, Sacrifice Mind Stone: Draw a card.

*"What is mana but possibility, an idea not yet given form?"*  
—Jhoira, master artificer

211 U  
AFC • EN ADAM REX

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## Voice of Victory

1



Creature — Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)

Your opponents can't cast spells during your turn.

*"Come crackling spear, come beating wing! Come cavalier, come taut bowstring!"*

1/3

R 0033  
TDM • EN JOSHUA CAIROS

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## Avenger of the Fallen

2



Creature — Human Warrior

Deathtouch

Mobilize X, where X is the number of creature cards in your graveyard. (Whenever this creature attacks, create X tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)

2/4

R 0073  
TDM • EN WINONA NELSON

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## Dalkovan Packbeasts

2



Creature — Ox

Vigilance

Mobilize 3 (Whenever this creature attacks, create three tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)

*A burden shared is a burden lightened.*  
—Mardu proverb

0/4

U 0007  
TDM • EN CONSTANTIN MARIN

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## Gravecrawler

1



Creature — Zombie

This creature can't block.

You may cast this card from your graveyard as long as you control a Zombie.

*A curse barely remembered, a vengeance not yet complete.*

2/1

R 0043  
DRC • EN JOSH HASS

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## Bloodghast

1



Creature — Vampire Spirit

Bloodghast can't block.

Bloodghast has haste as long as an opponent has 10 or less life.

*Landfall* — Whenever a land enters the battlefield under your control, you may return Bloodghast from your graveyard to the battlefield.

2/1

R 0184  
LCC • EN LIXIN YIN

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## Sun Titan

4



Creature — Giant

Vigilance

Whenever Sun Titan enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

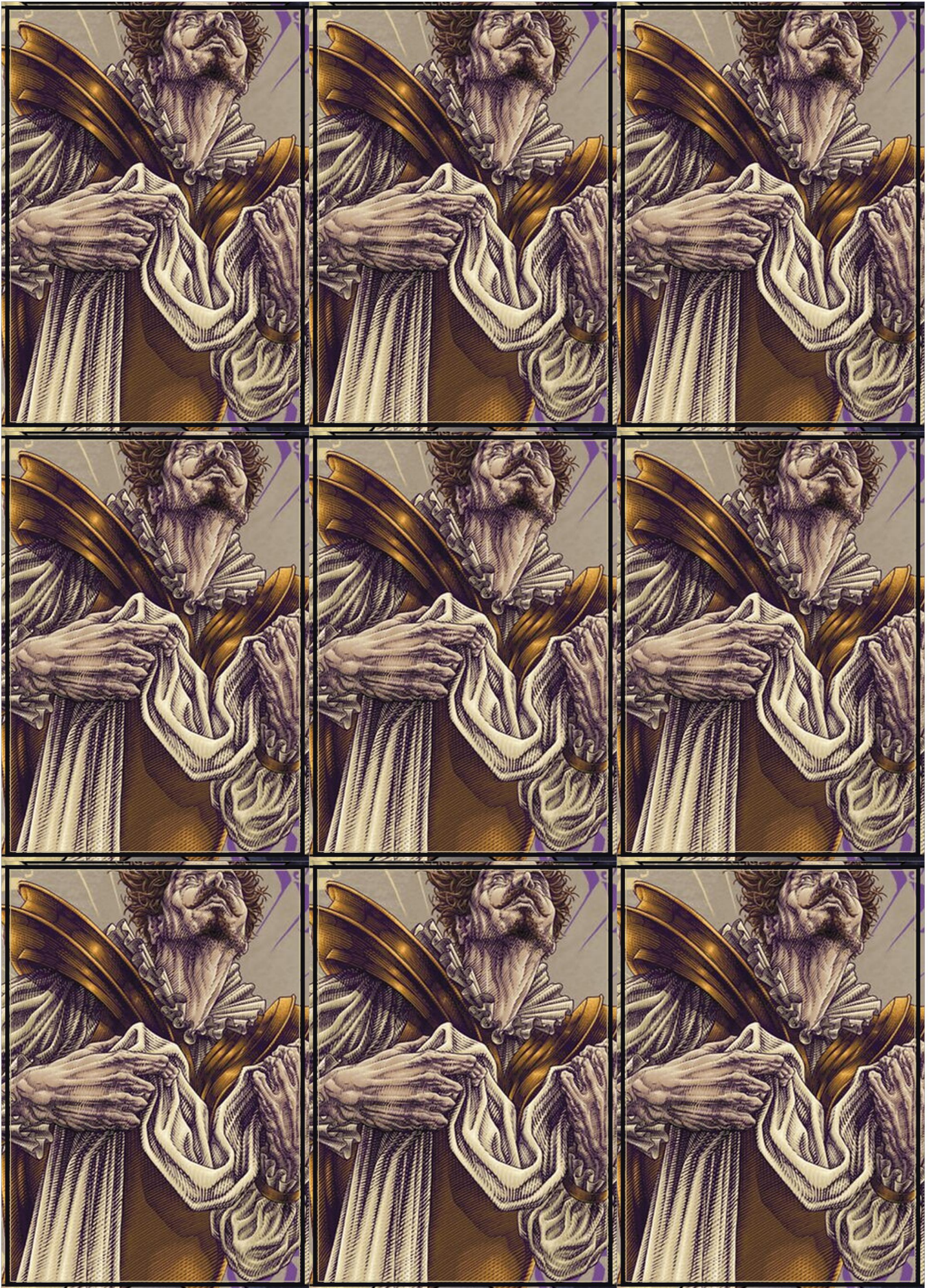
*A blazing sun that never sets.*

6/6

M 0157  
BLC • EN TODD LOCKWOOD

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## Luminous Broodmoth

2



Creature — Insect



Flying

Whenever a creature you control without flying dies, return it to the battlefield under its owner's control with a flying counter on it.

*It soars through currents of moonbeams to give hope to the forsaken.*

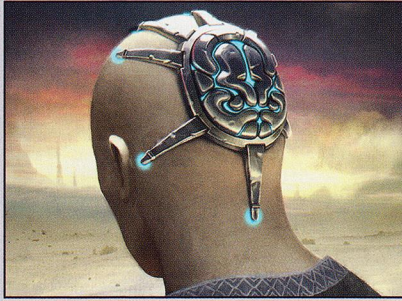
3/4

021/274 M  
IKO • EN • LIE SETIAWAN

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## Skullclamp

1



Artifact — Equipment



Equipped creature gets +1/-1.

Whenever equipped creature dies, draw two cards.

Equip 1

*The mind is a beautiful bounty encased in an annoying bone container.*

268/337 U  
C14 • EN • DANIEL LUNGGREN

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## Necropotence

3



Enchantment

Skip your draw phase. If you discard a card from your hand, remove that card from the game.

0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Mark Tedin

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## Night's Whisper

1



Sorcery



You draw two cards and you lose 2 life.

*"I have seen things that would reduce a weaker person to blubbing and raving. Want to hear about them?"*  
—Vraska

John Severin Brässel

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## Deadly Dispute

1



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

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

C 0109  
CLU • EN • IRINA NORDSOL

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## Village Rites

1



Instant



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

Draw two cards.

*The Skelle raise scorn poles in conquered villages—cursed totems of wood and bone that sap survivors of physical strength and the will to fight back.*

117/285 C  
KHM • EN • IGOR KIERYLUK

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## Demonic Tutor

1



Sorcery



Search your library for a card, put that card into your hand, then shuffle your library.

*Beeware the generosity of demons.*

093/254 R  
UMA • EN • ZACK STELLA

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## Vampiric Tutor

1



Instant



Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

*"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."*  
—Shauku, Endbringer

Illus. Gary Leach

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## Diabolic Intent

1



Sorcery



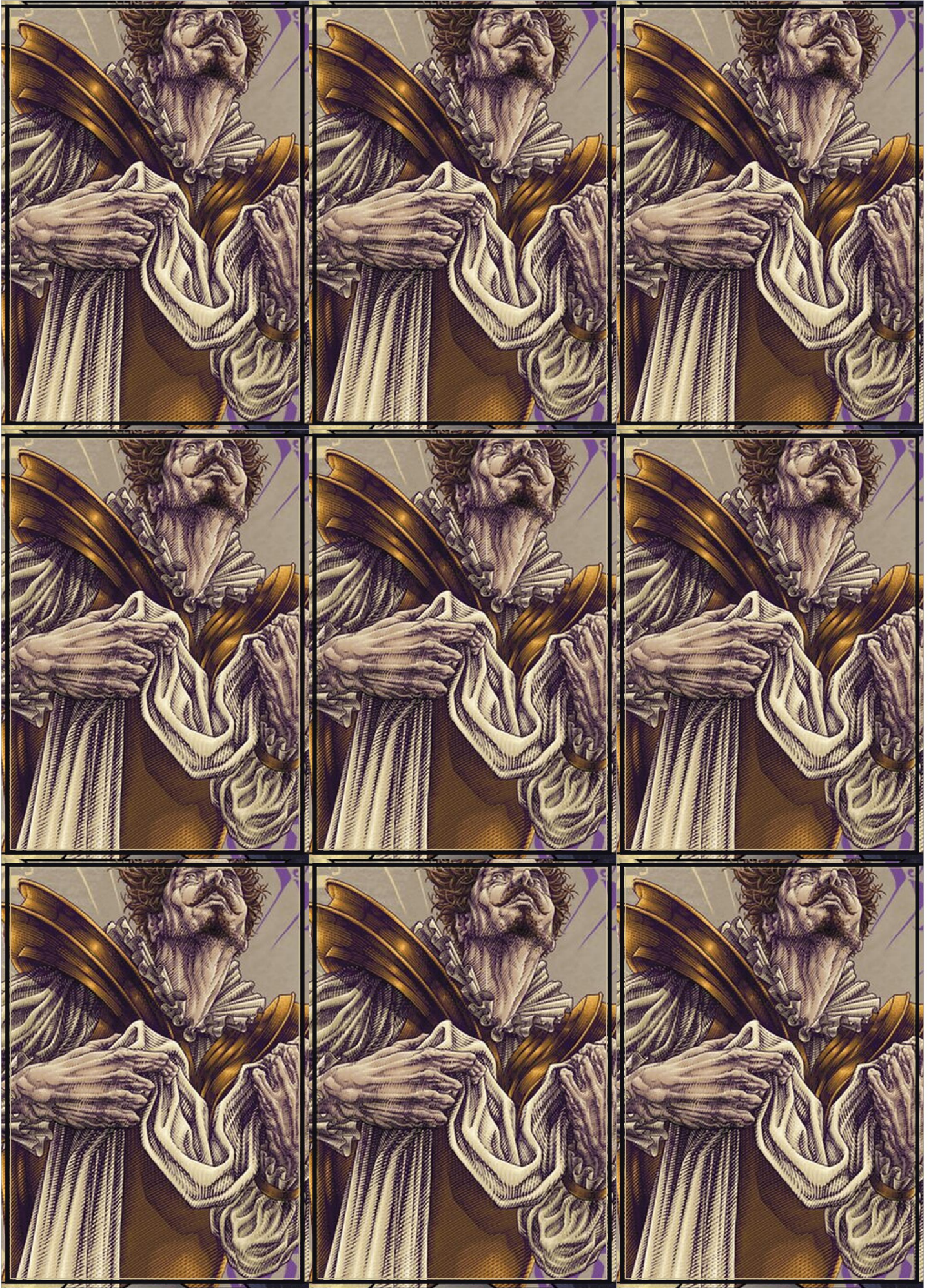
As an additional cost to play Diabolic Intent, sacrifice a creature.

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

Illus. Dave Dorman

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## Enlightened Tutor



Instant



Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

*"Organization is often undervalued but rarely unjustified."*  
—Frasio, royal archivist

009/249 R  
EMA • EN • HOWARD LYON

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## Flawless Maneuver



Instant



If you control a commander, you may cast this spell without paying its mana cost. Creatures you control gain indestructible until end of turn.

*"Captain, your units are the tip of our spear. There is zero room for failure."*  
—Jirina Kudro

068 R  
ONC • EN • ZOLTAN BOROS

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## Grave Pact



Enchantment



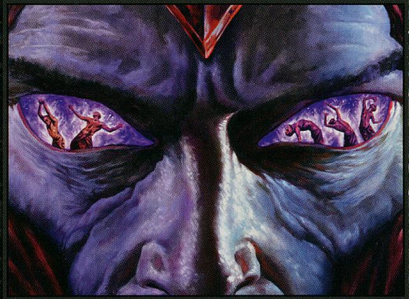
Whenever a creature you control is put into a graveyard from the battlefield, each other player sacrifices a creature.

*"The bonds of loyalty can tie one to the grave."*  
—Crovax, ascendant evincar

Puddhead

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## Dictate of Erebos



Enchantment



Flash

Whenever a creature you control dies, each opponent sacrifices a creature.

*"I take no pleasure in your suffering, but it is necessary. Once you accept your fate you'll find eternity more tolerable."*

Michael C. Hayes

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## Liliana, Dreadhorde General



Legendary Planeswalker — Liliana



Whenever a creature you control dies, draw a card.

**+1** : Create a 2/2 black Zombie creature token.

**−4** : Each player sacrifices two creatures.

**−9** : Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.



510 P  
SLD • EN • CHRIS RALLIS

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## Swords to Plowshares



Instant



Exile target creature. Its controller gains life equal to its power.

*"The arc of my blade has carved a path of light for the peace that will follow."*

099 U  
VOC • EN • JESPER EISING

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## Path to Exile



Instant



Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

Todd Lockwood

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## Fatal Push



Instant



Destroy target creature if it has converted mana cost 2 or less.

**Revolt** — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

057/184 U  
AER • EN • ERIC DESCHAMPS

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## Go for the Throat



Instant



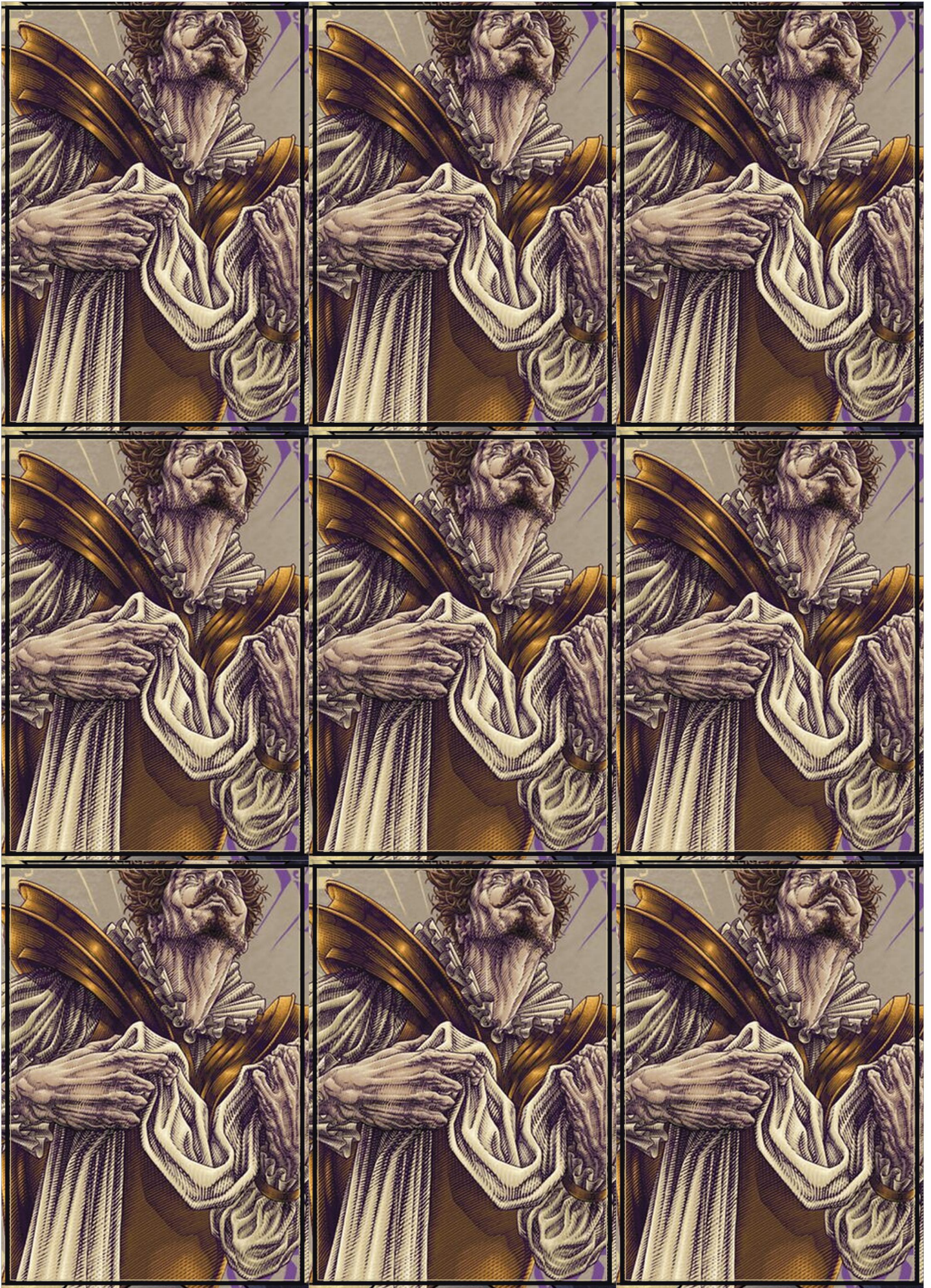
Destroy target nonartifact creature.

*Having flesh is increasingly a liability on Mirrodin.*

076/331 U  
2X2 • EN • DAVID RAPOZA

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## Anguished Unmaking

1 \* ☠



Instant

Exile target nonland permanent. You lose 3 life.

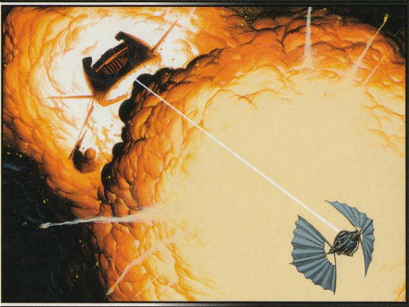
*Sorin had created Avacyn, so it was a cruelty beyond imagining, a pain beyond description, that it fell upon him to end her forever.*

170/331 R  
2X2 • EN • WESLEY BURT

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## Vindicate

1 \* ☠



Sorcery

Destroy target permanent.

219/249 R  
A25 • EN • BRIAN SNOODY

™ &amp; © 2018 Wizards of the Coast

## Deadly Rollick

3 ☠



Instant

If you control a commander, you may cast this spell without paying its mana cost.

Exile target creature.

*Otrimi was disappointed at how quickly its new friend got tired and stopped playing.*

R 0147  
CMM • EN • IZZY

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## Toxic Deluge

2 ☠



Sorcery

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

*"It's a difficult task to quarantine a plague that moves with the clouds."  
—Esara, healer adept*

Ilius, Svetlin Velinov  
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## Damnation

2 ☠



Sorcery

Destroy all creatures. They can't be regenerated.

Key Walker

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## The Meathook Massacre

X ☠



Legendary Enchantment

When The Meathook Massacre enters the battlefield, each creature gets -X/-X until end of turn.

Whenever a creature you control dies, each opponent loses 1 life.

Whenever a creature an opponent controls dies, you gain 1 life.

112/277 M  
MID • EN • CHRIS SEAMAN

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## Teferi's Protection

2 \*



Instant

Until your next turn, your life total can't change and you have protection from everything. All permanents you control phase out. (*While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.*) Exile Teferi's Protection.

008/309 R  
C17 • EN • CHASE STONE

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## Command Tower



Land

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

*"You think I sit in this seat because of luck? Because of providence? I hold this seat because I alone am fit to fill it."  
—Gonti*

C 0060  
DRC • EN • ALAYNA DANNER

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## Godless Shrine



Land — Plains Swamp

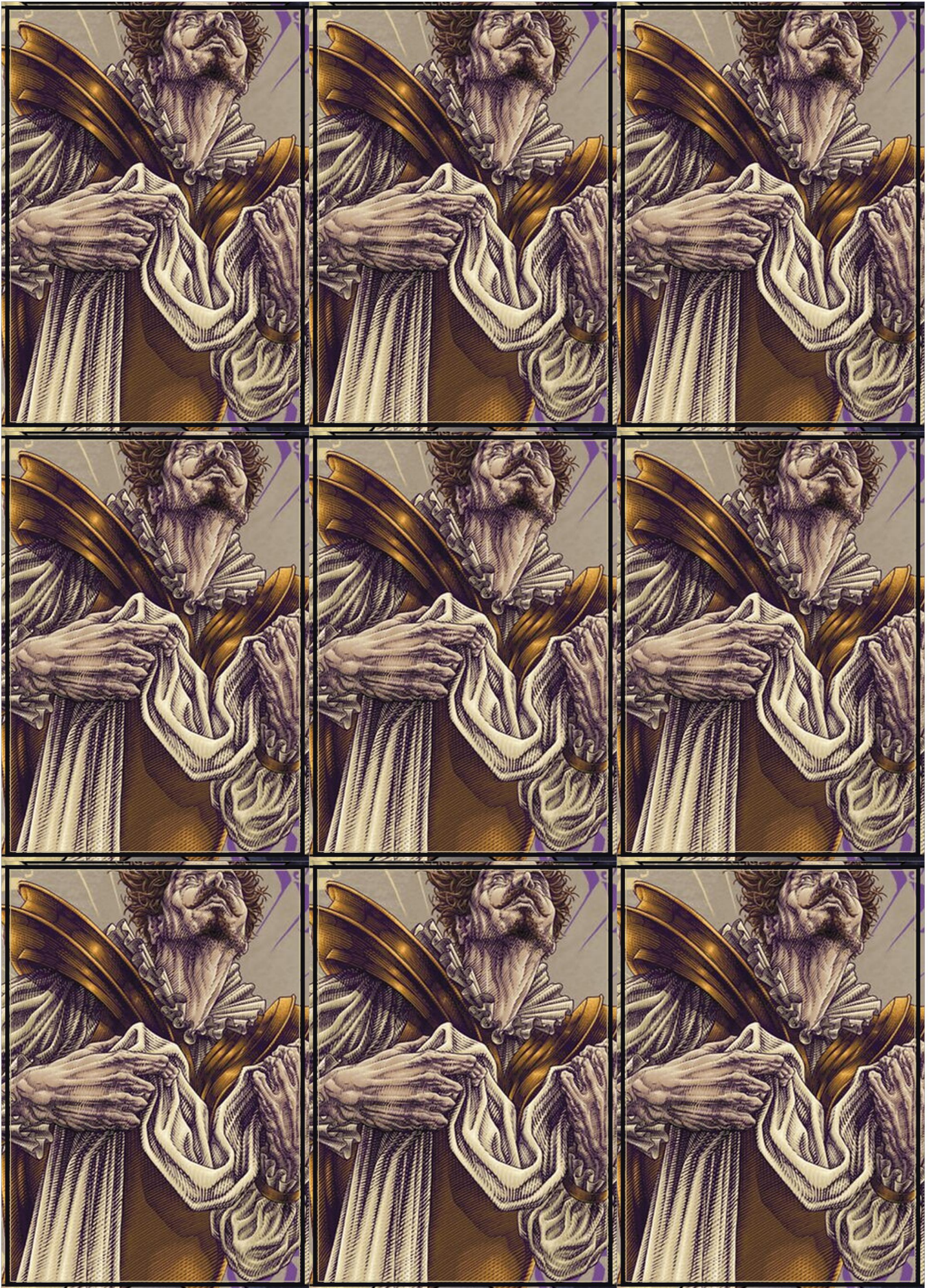
(☞: Add \* or ☠ to your mana pool.)

As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, Godless Shrine enters the battlefield tapped.

*Judgment without hope.*

Cliff Childs  
™ & © 2013 Wizards of the Coast 242/249







## Scrubland

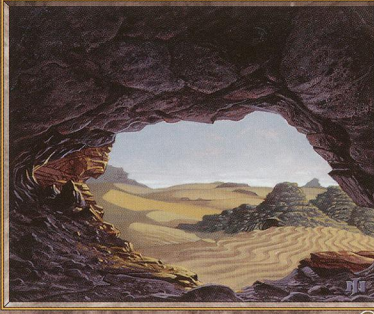


Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either or to your mana pool.

Illus. © Jesper Myrfors

## Caves of Koilos



Land

: Add one colorless mana to your mana pool.

: Add or to your mana pool. Caves of Koilos deals 1 damage to you.

Illus. Jim Nelson

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## Fetid Heath



Land

: Add 1 to your mana pool.

, : Add , , or to your mana pool.

*"Do not linger in such places, child. There the gwyllions dance. If they find you, you will join in their revels for eternity."*  
—Talara, elvish safewright

Daarken

™ &amp; © 1993–2008 Wizards of the Coast, Inc. 176/180

## Silent Clearing



Land

, Pay 1 life: Add or .

1, , Sacrifice Silent Clearing: Draw a card.

*The expedition's end began the marsh's story.*

246/254 R  
MH1 • EN

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## Concealed Courtyard



Land

Concealed Courtyard enters the battlefield tapped unless you control two or fewer other lands.

: Add or .

R 0268  
OTJ • EN

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## Isolated Chapel



Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

: Add or to your mana pool.

*Not every church is a place of faith.*

Cliff Childs

™ &amp; © 2014 Wizards of the Coast 16/26

## Vault of Champions



Land

Vault of Champions enters the battlefield tapped unless you have two or more opponents.

: Add or .

*Where victors are commemorated and moments of glory immortalized.*

360/361 R  
CMR • EN

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## Marsh Flats



Land

, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

Izzy

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## Prismatic Vista



Land

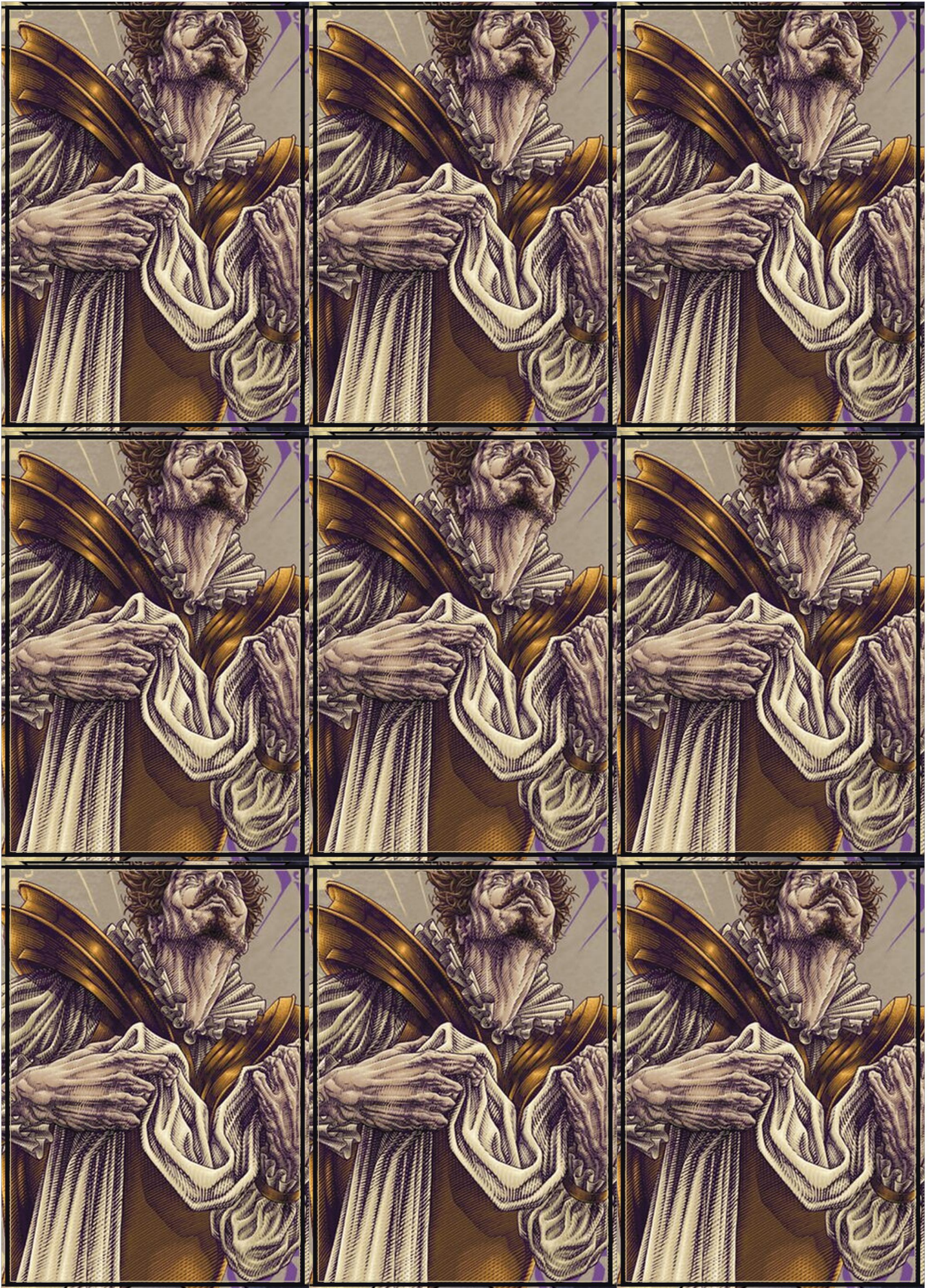
, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle.

*There is beauty in the uncertainty of potential.*

Illus. Sam Burley

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## Polluted Delta



Land

♦, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Illus. Rob Alexander

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## Bloodstained Mire



Land

♣, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

*A graveyard for conquerors and conquered alike.*

Illus. Bruce Brenneise

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## Arid Mesa



Land

♣, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

Raymond Swanland

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## Urborg, Tomb of Yawgmoth



Legendary Land

Each land is a Swamp in addition to its other land types.

*"Yawgmoth's corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse."*  
—Lord Windgrace

254/254 R  
UMA • EN

JUNG PARK

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## Phyrexian Tower



Legendary Land

♣: Add ♦.

♣, Sacrifice a creature: Add ♣♣.

*"Yawgmoth is dead, and his citadels lie empty. But there will always be some who seek power at any price."*  
—Karn

493  
JMP • EN

DIMITAR MARINSKI

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## High Market



Land

♣: Add ♦.

♣, Sacrifice a creature: You gain 1 life.

*If it can't be had here, it can't be had on any world.*

321/332 R  
2XM • EN

CARL CRITCHLOW

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## Westvale Abbey



Land

♣: Add ♦.

5, ♣, Pay 1 life: Create a 1/1 white and black Human Cleric creature token.

5, ♣, Sacrifice five creatures: Transform this land, then untap it. 9/7

R 0287  
1NR • EN

MIN YUM

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## Castle Lothwain



Land

Castle Lothwain enters the battlefield tapped unless you control a Swamp.

♣: Add ♣.

1 ♣♣, ♣: Draw a card, then you lose life equal to the number of cards in your hand.

*Without Lothwain's persistence, the realm would stagnate and die.*

884  
CLB • EN

TITUS LUNTER

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## Castle Ardenvale



Land

Castle Ardenvale enters the battlefield tapped unless you control a Plains.

♣: Add \*.

2 \*\*, ♣: Create a 1/1 white Human creature token.

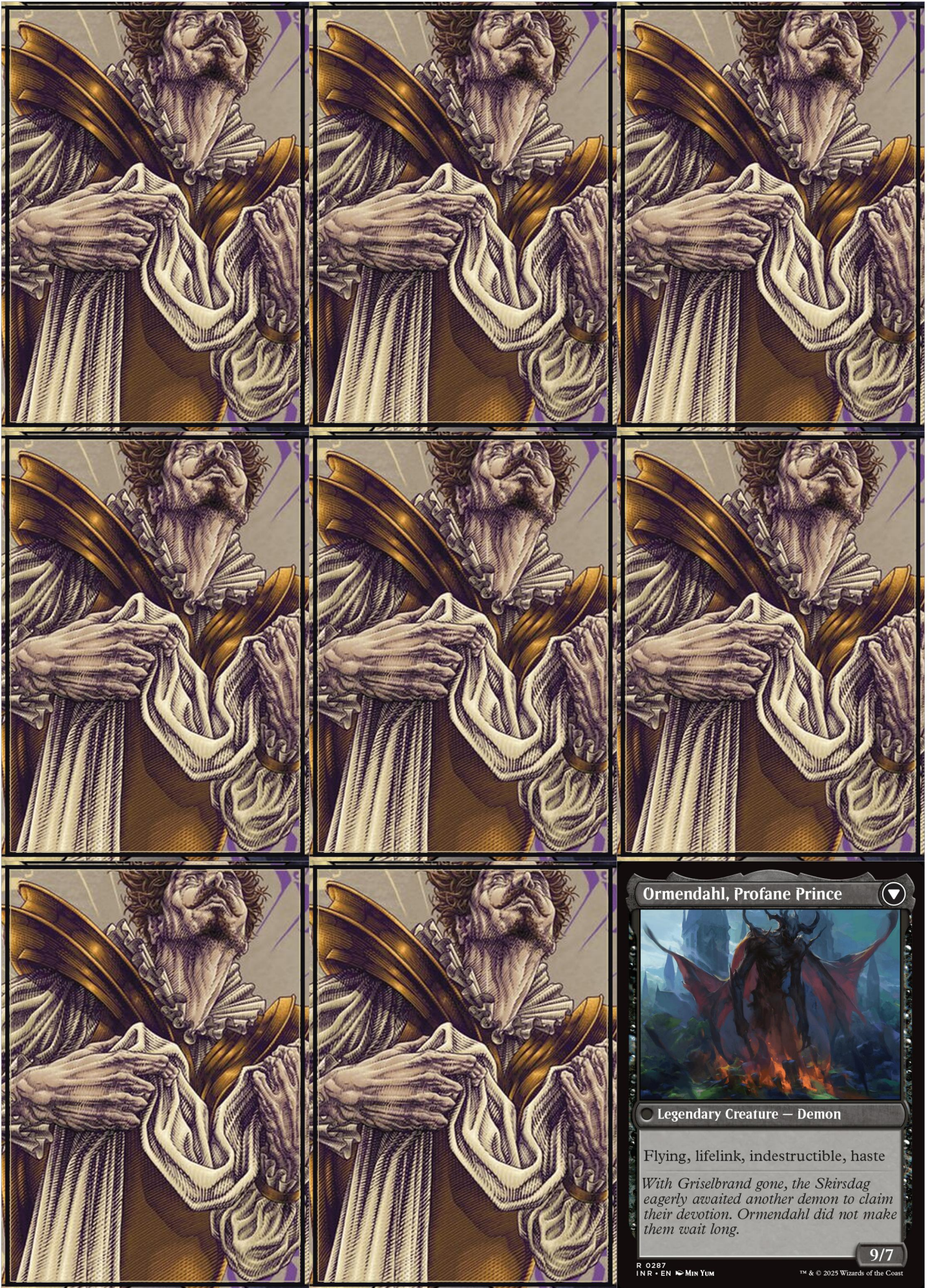
*Without Ardenvale's loyalty, the realm would greedily devour itself.*

238/269 R  
ELD • EN

VOLKAN BAGA

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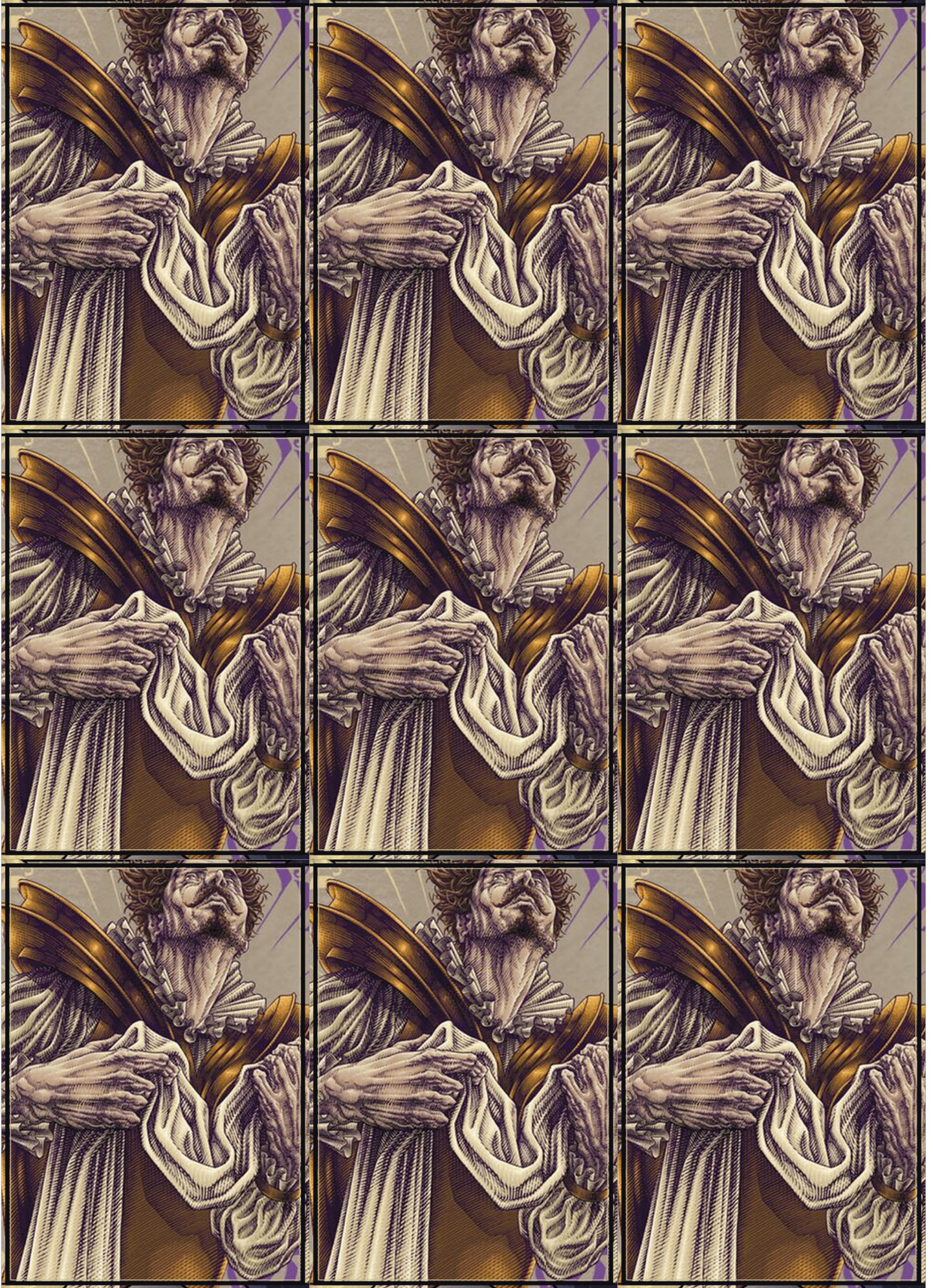








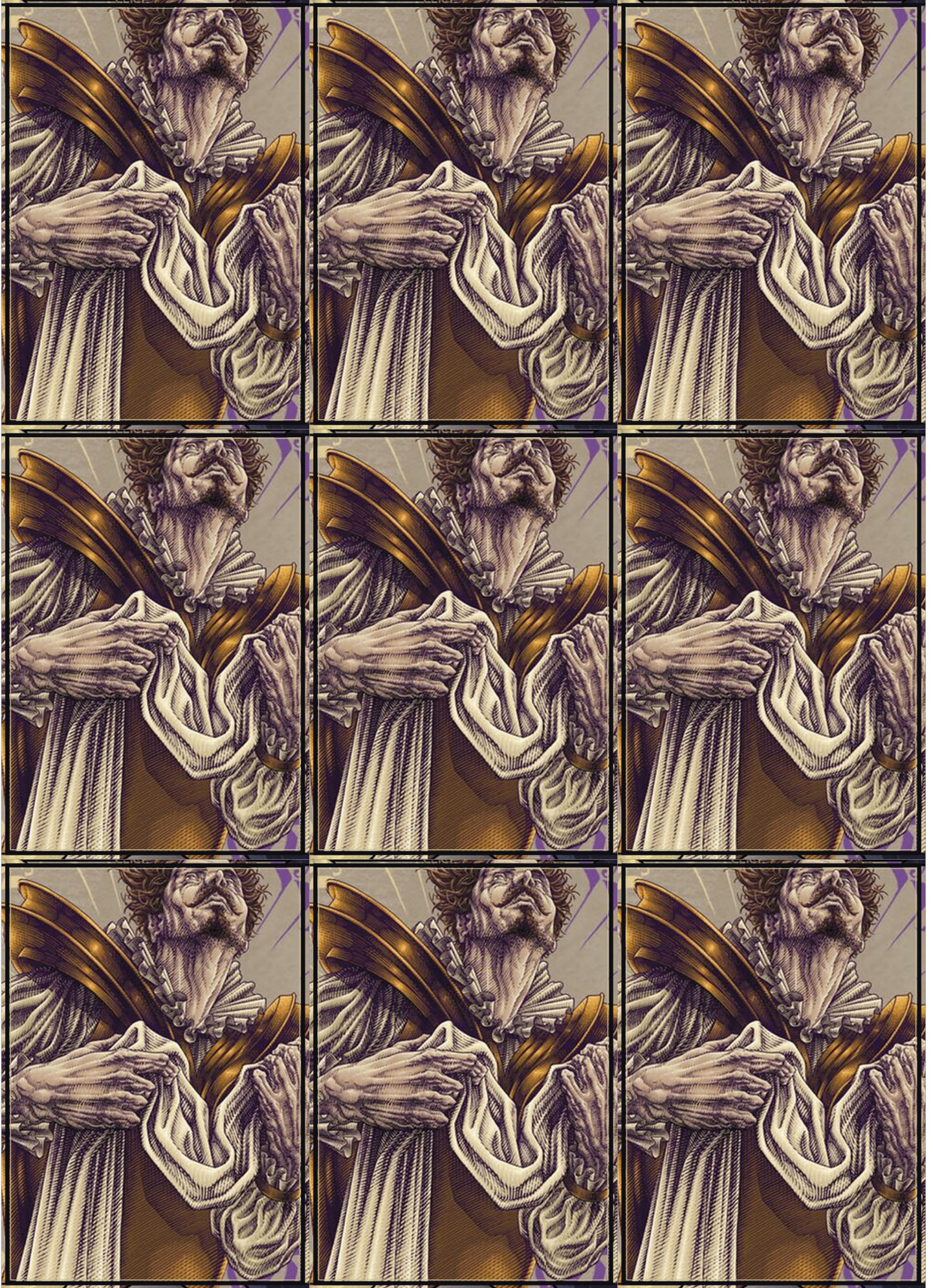






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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>     | <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>     | <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>                                                                                                                                                                                                                                                                                                                  |
| <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>  | <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>  | <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p>                                                                                                                                                                                                                                                                                                               |
| <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p> | <p><b>Plains</b></p>  <p>Basic Land — Plains</p>  <p>292/320 L<br/>CMA • EN ANDREAS ROCHA</p> | <p><b>Nim Deathmantle</b> 2</p>  <p>Artifact — Equipment</p> <p>Equipped creature gets +2/+2, has intimidate, and is a black Zombie. <i>(It can't be blocked except by artifact creatures and/or creatures that share a color with it.)</i></p> <p>Whenever a nontoken creature is put into your graveyard from the battlefield, you may pay 4. If you do, return that card to the battlefield and attach Nim Deathmantle to it.</p> <p>Equip 4</p> <p>309/331 R<br/>2X2 • EN KARL KOPINSKI</p> |







Reassembling Skeleton

1



Creature — Skeleton Warrior

1 ♣: Return Reassembling Skeleton from your graveyard to the battlefield tapped.

*“They may show up with the wrong thigh bone or mandible, but they always show up.”*

—Zul Ashur, lich lord

1/1

U 0183  
CMM • EN

AUSTIN HSU

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