

The Kingpin of Crime 1*

Legendary Creature — Human Villain

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

Whenever you attack, you may pay 2 life. If you do, until end of turn, creatures you control with toughness greater than their power assign combat damage equal to their toughness rather than their power.

1/5

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The Kingpin of Crime 1 * 5

Legendary Creature — Human Villain M

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

Whenever you attack, you may pay 2 life. If you do, until end of turn, creatures you control with toughness greater than their power assign combat damage equal to their toughness rather than their power.

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

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The Kingpin of Crime 1

Legendary Creature — Human Villain

Exort (*Whenever you cast a spell, you may pay 2. If you do, each opponent loses 1 life and you gain that much life.*)

Whenever you attack, you may pay 2 life. If you do, until end of turn, creatures you control with toughness greater than their power assign combat damage equal to their toughness rather than their power.

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