

Unburial Rites

4/4

**Sorcery**

Return target creature card from your graveyard to the battlefield.

Flashback 3* (You may cast this card from your graveyard for its flashback cost. Then exile it.)

All crave the Blessed Sleep. Few receive it.

Ryan Pancoast

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Thrull Parasite

3/3

**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

Suture Priest

1/3

**Creature — Cleric**

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

Whenever a creature enters the battlefield under an opponent's control, you may have that player lose 1 life.

Igor Kieryluk

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1/1

Tempt with Immortality

4/4

**Sorcery**

Tempting offer — Return a creature card from your graveyard to the battlefield. Each opponent may return a creature card from his or her graveyard to the battlefield. For each player who does, return a creature card from your graveyard to the battlefield.

Philip Straub

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Treasury Thrull

4/4*

**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.)

Whenever Treasury Thrull attacks, you may return target artifact, creature, or enchantment card from your graveyard to your hand.

Mark Zug

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4/4

Sepulchral Primordial

5/5*

**Creature — Avatar****Intimidate**

When Sepulchral Primordial enters the battlefield, for each opponent, you may put up to one target creature card from that player's graveyard onto the battlefield under your control.

Stephan Martiniere

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5/4

Silence the Believers

2/2*

**Instant**

Strive — Silence the Believers costs 2\$ more to cast for each target beyond the first.

Exile any number of target creatures and all Auras attached to them.

Slawomir Maniak

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Shelter

1/*

**Instant**

Target creature you control gains protection from the color of your choice until end of turn.

Draw a card.

*Good strategists seize opportunities.
Great strategists make their own.*

Illus. Christopher Moeller

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Syphon Mind

3/3*

**Sorcery**

Each other player discards a card from his or her hand. You draw a card for each card discarded this way.

When tempers run high, it's easy to lose your head.

Illus. Jeff Easley

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