

Urborg, Tomb of Yawgmoth 1



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

287/289 R
TSR • EN • JOHN AVON

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Animate Dead 1



Enchantment — Aura

Enchant creature card in a graveyard

When Animate Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Animate Dead." Return enchanted creature card to the battlefield under your control and attach Animate Dead to it. When Animate Dead leaves the battlefield, that creature's controller sacrifices it.

Enchanted creature gets -1/-0.

104/325 U
VMA • EN • ANTHONY JONES

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Debtor's Pulpit 4



Enchantment — Aura

Enchant land

Enchanted land has "C: Tap target creature."

"You may not be able to pay. But you can still kneel."
—Milana, Orzhov prelate

James Paick

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Necromancy 2



Enchantment

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

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WHENEVER A CREATURE DEALS DAMAGE TO YOU, DESTROY IT.

043/054 MPS • EN S
N JONAS DE RO

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Arcane Signet 2



Artifact

C: 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 C
C21 • EN • DAN SCOTT

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Mesmeric Orb 2



Artifact

Whenever a permanent becomes untapped, that permanent's controller mills a card. (They put the top card of their library into their graveyard.)

A step in one direction is two steps away from another.

272/332 R
2XM • EN • DAVID MARTIN

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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.

222/309 U
C17 • EN • DANIEL LUNGGREN

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Anger 3



Creature — Incarnation

Haste

As long as Anger is in your graveyard and you control a Mountain, creatures you control have haste.

"Molten earth has no anger of its own. Only by infusing it with your own rage can the magma seethe and take shape."
—Koth of the Hammer

2/2

122/254 U
UMA • EN • SVETLIN VELINOV

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Custodi Lich 3



Creature — Zombie Cleric

When Custodi Lich enters the battlefield, you become the monarch.
Whenever you become the monarch, target player sacrifices a creature.
*"Keeping order is a task too important to relinquish in death."
—Abrado, Custodi priest*

4/2

022/073 R
PZ2 • EN • BASTIEN L. DEHARME

Karmic Guide 3



Creature — Angel Spirit

Flying, protection from black
Echo 3 (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 Karmic Guide enters the battlefield, return target creature card from your graveyard to the battlefield.

2/2

263/303 R
MH2 • EN • ALLEN WILLIAMS

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2/2

263/303 R
MH2 • EN • ALLEN WILLIAMS

Magus of the Wheel 2



Creature — Human Wizard

1, ♣, Sacrifice Magus of the Wheel: Each player discards their hand, then draws seven cards.
"Fate is not as fixed as you might think."

3/3

156/322 R
C20 • EN • CARL FRANK

Malfegor 2



Legendary Creature — Demon Dragon

Flying
When Malfegor enters the battlefield, discard your hand. Each opponent sacrifices a creature for each card discarded this way.
A demon cannot be trusted, and a dragon will not be ruled.

6/6

205/249 R
IMA • EN • KARL KOPINSKI

Resolute Archangel 5



Creature — Angel

Flying
When Resolute Archangel enters the battlefield, if your life total is less than your starting life total, it becomes equal to your starting life total.
Cut it down, bury it in snow, put it to the torch. The rose will still bloom again.

4/4

028/269 R
M15 • EN • ANTHONY PALUMBO

Rune-Scarred Demon 5



Creature — Demon

Flying
When Rune-Scarred Demon enters the battlefield, search your library for a card, put it into your hand, then shuffle your library.
The litany of the infernal on his flesh pulses to the beating of his dark heart.

6/6

106/249 R
IMA • EN • MICHAEL KOMARCK

Runehorn Hellkite 5



Creature — Dragon

Flying
5, Exile Runehorn Hellkite from your graveyard: Each player discards his or her hand, then draws seven cards.
Inscribed with runes that predate the dragon, its horns possess their own ancient magic.

5/5

020/351 R
C16 • EN • KARL KOPINSKI

Sheoldred, Whispering One 5



Legendary Creature — Praetor

Swampwalk
At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.
At the beginning of each opponent's upkeep, that player sacrifices a creature.

6/6

108/249 M
IMA • EN • JANA SCHIRMER & JOHANNES VOSS

Solemn Simulacrum 4



Artifact Creature — Golem

When Solemn Simulacrum enters the battlefield, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

When Solemn Simulacrum dies, you may draw a card.

2/2

264 R
C21 • EN • DONATO GIANCOLEA

Stinkweed Imp 2



Creature — Imp

Flying

Whenever Stinkweed Imp deals combat damage to a creature, destroy that creature.

Dredge 5 (If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

1/2

Nils Hamm

1013 R
C21 • EN • WIZARDS OF THE COAST

Ulamog, the Infinite Gyre 11



Legendary Creature — Eldrazi

When you cast Ulamog, the Infinite Gyre, destroy target permanent.

Indestructible

Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents.)

When Ulamog is put into a graveyard from anywhere, its owner shuffles his or her graveyard into his or her library.

10/10

006/249 M
MM2 • EN • ALEXSI BRICLOT

Liliana Vess 3



Planeswalker — Liliana

+1 : Target player discards a card.

-2 : Search your library for a card, then shuffle your library and put that card on top of it.

-8 : Put all creature cards in all graveyards onto the battlefield under your control.

5

Kekai Kotaki

1013 R
C21 • EN • WIZARDS OF THE COAST

Austere Command 4



Sorcery

Choose two —

- Destroy all artifacts.
- Destroy all enchantments.
- Destroy all creatures with converted mana cost 3 or less.
- Destroy all creatures with converted mana cost 4 or greater.

012/361 R
CMR • EN • ANNA STEINBAUER

Beacon of Unrest 3



Sorcery

Put target artifact or creature card from a graveyard onto the battlefield under your control. Shuffle Beacon of Unrest into its owner's library.

"The light of my master's guidance traverses all boundaries, even those separating life and death."

105/302 R
C19 • EN • JOSEPH MEEHAN

Buried Alive 2



Sorcery

Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

The scrape of shovels and the tumble of cold dirt soon muffled their pleas.

059/312 U
CM2 • EN • GREG STAPLES

Catastrophe 4



Sorcery

Destroy all lands or all creatures. Creatures destroyed this way cannot regenerate this turn.

Radiant's eyes flashed. "Go, then," the angel spat at Serra, "and leave this world to those who truly care."

Illus. Andrew Robinson

10993-1998 Wizards of the Coast, Inc. 6/350

Damnation 2



Sorcery

Destroy all creatures. They can't be regenerated.

063/249 R
MM3 • EN • KEY WALKER

Faithless Looting 2



Sorcery

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

168 C
C21 • EN • KARL KOPINSKI

Final Reward 4



Instant

Exile target creature.

SIDHARTH CHATURVEDI

Merciless Eviction 4



Sorcery

Choose one —

- Exile all artifacts.
- Exile all creatures.
- Exile all enchantments.
- Exile all planeswalkers.

160/312 R
CM2 • EN • RICHARD WRIGHT

Reanimate



Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its converted mana cost.

"You'd better be worth it."
—Liliana Vess

110/254 R
UMA • EN • JOHANN BODIN

Reforge the Soul 3



Sorcery

Each player discards his or her hand and draws seven cards.

Miracle 1 (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

In a wave of spells called the Cursemute, Avacyn cleansed the world with divine fire.

—Jaime Jones

124/1199-2012 Wizards of the Coast LLC 351124

Rise of the Dark Realms 7



Sorcery

Put all creature cards from all graveyards onto the battlefield under your control.

"For every living person there are generations of dead. Which realm would you rather rule?"
—Liliana Vess

—Michael Komarek

110/254 R
UMA • EN • JOHANN BODIN

Unburial Rites 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.

139/322 U
C20 • EN • RYAN PANCOAST

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.

242/297 R
S01 • EN • WESLEY BURT

Crackling Doom



Instant

Crackling Doom deals 2 damage to each opponent. Each opponent sacrifices a creature with the greatest power among creatures that player controls.

Do not fear the lightning. Fear the one it obeys.

205/322 R
C20 • EN • JOHANN SCHIEPACZ

