





**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

**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

**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

**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.

108/249 M  
IMA • EN IANA SCHIRMER & JOHANNES VOSS™ & © 2017 Wizards of the Coast

**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.

264 R  
C21 • EN DONATO GLANCOLA™ & © 2021 Wizards of the Coast

**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.)

Nils Hamm  
™ & © 2013 Wizards of the Coast 98/229

**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.

006/249 M  
MM2 • EN ALEKSI BRICLOT™ & © 2015 Wizards of the Coast

**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.

Kekai Kotaki  
™ & © 1993-2010 Wizards of the Coast LLC. PS3 2010

**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™ & © 2020 Wizards of the Coast

**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™ & © 2019 Wizards of the Coast

**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™ & © 2018 Wizards of the Coast

**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  
©1993-1998 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

**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

**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.

130/322 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



