Rise



Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Fall



Sorcery

Target player reveals two cards at random from his or her hand, then discards each nonland card revealed this way.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Rise

Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Fall

Sorcery

Target player reveals two cards at random from his or her hand, then discards each nonland card revealed this way.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Rise

Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Fall

Sorcery

Target player reveals two cards at random from his or her hand, then discards each nonland card revealed this way.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Rise

Sorcery

Return target creature card from a graveyard and target creature on the battlefield to their owners' hands.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80

Fall

Sorcery

Target player reveals two cards at random from his or her hand, then discards each nonland card revealed this way.

Pete Venters

™ & © 1993–2011 Wizards of the Coast LLC 73/80