
Invoke Calamity
1
Instant
You may cast up to two instant and/or sorcery spells with total mana value 6 or less from your graveyard and/or hand without paying their mana costs. If those spells would be put into your graveyard, exile them instead. Exile Invoke Calamity.
147/302 R
NEO • EN
Svetlin Velinov
™ & © 2022 Wizards of the Coast