Extractor Demon 4BB



Creature — Demon

Flying

Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard.

Unearth 2B *(2B: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

Carl Critchlow

5/5

™ & © 1993–2011 Wizards of the Coast LLC 81/318

Extractor Demon 4BB

Creature — Demon

Flying

Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard.

Unearth 2B *(2B: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

Carl Critchlow

5/5

™ & © 1993–2011 Wizards of the Coast LLC 81/318

Extractor Demon 4BB

Creature — Demon

Flying

Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard.

Unearth 2B *(2B: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

Carl Critchlow

5/5

™ & © 1993–2011 Wizards of the Coast LLC 81/318

Extractor Demon 4BB



Creature — Demon

Flying

Whenever another creature leaves the battlefield, you may have target player put the top two cards of his or her library into his or her graveyard.

Unearth 2B *(2B: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

Carl Critchlow

5/5

™ & © 1993–2011 Wizards of the Coast LLC 81/318