

RETRIBUTION

1. Greater Powers Have Mercy

(Nothing happens.)

2. Offering

Sacrifice a nontoken permanent.

3. Stigmata

You lose 1d6 life.

4. Hymn

Discard a card at random.

5. Alms

Exile the top 1d6+1 cards of your library.

6. Prayer

Tap an untapped permanent you control of an opponent's choice. It doesn't untap during your next untap step.

SPITE

2. Flip the Table

Choose a player. That player sacrifices half the permanents they control, rounded up.

3. Reshape the World

Choose a result from any of the global charts. Change the global to the chosen global. *(Don't take all day.)* The global can't be changed for the next X turns, where X is double the number of players remaining who haven't lost the game.

4. Zone Out

Choose a player. That player exiles their hand.

5. Arrow to the Knee

Choose a player. That player loses 2d6 life.

6. Last Will and Testament

Choose up to 1d6 permanents you own. For each permanent chosen this way, a player of your choice creates a token copy of it.

7. Greater Powers Ignore You

(Nothing happens.)

8. Take out the Garbage

Choose a player. That player exiles all cards in their graveyard and the top 2d6 cards of their library.

9. A Round on Me

Choose a player. Each of that player's opponents draws seven cards.

10. Your Fate is Sealed

Choose a player. Look at the top seven cards of that player's library. You may exile any number of them. Put the rest on top of that library in any order.

11. Mic Drop

Look at all players' hands and graveyards *(including your own)* and exile up to one instant or sorcery card from among them. Then, choose a player. That player casts 1d6 copies of the exiled spell without paying their mana costs. If X is in the spell's mana cost, X is 1d6. *(Roll separately for each copy. The player casting the copies chooses the targets.)*

12. Slice in Half

Choose a player. That player loses half their life, rounded up.