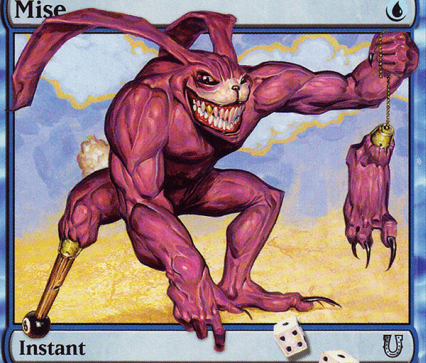
Mise



Instant

Name a nonland card, then reveal the top card of your library. If that card is the named card, draw three cards.

mise ˈmīz *v* [alter. of *might as well*] (1997)
1: to win when you don't deserve to **2:** to top-deck the "tings" you need **3:** to be rewarded by an opponent's bad luck **4:** to coin a phrase that spreads through the tournament scene like wildfire **5:** to fling a monkey **6:** to split firewood using a sharp instrument **7:** To burn

Matt Cavotta

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