Spin into Myth



Instant

Put target creature on top of its owner's library, then fateseal 2. *(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)*

David Day

™ & © 1993–2007 Wizards of the Coast, Inc. 60/180

Spin into Myth

Instant

Put target creature on top of its owner's library, then fateseal 2. *(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)*

David Day

™ & © 1993–2007 Wizards of the Coast, Inc. 60/180

Spin into Myth

Instant

Put target creature on top of its owner's library, then fateseal 2. *(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)*

David Day

™ & © 1993–2007 Wizards of the Coast, Inc. 60/180

Spin into Myth

Instant

Put target creature on top of its owner's library, then fateseal 2. *(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)*

David Day

™ & © 1993–2007 Wizards of the Coast, Inc. 60/180

Spin into Myth

Instant

Put target creature on top of its owner's library, then fateseal 2. *(Look at the top two cards of an opponent's library, then put any number of them on the bottom of that player's library and the rest on top in any order.)*

David Day

™ & © 1993–2007 Wizards of the Coast, Inc. 60/180