Sarevok's Tome 4



Artifact

When Sarevok's Tome enters the battlefield, you take the initiative.

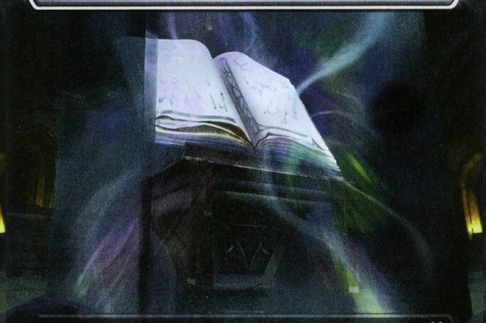
{T}: Add {C}. If you have the initiative, add {C}{C} instead.

{3}, {T}: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost. Activate only if you've completed a dungeon.

645 R
CLB • EN Titus Lunter

™ & © 2022 Wizards of the Coast

Sarevok's Tome 4



Artifact

When Sarevok's Tome enters the battlefield, you take the initiative.

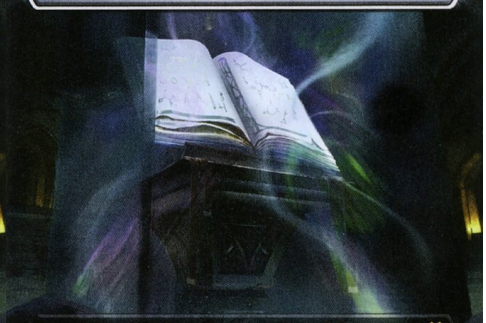
{T}: Add {C}. If you have the initiative, add {C}{C} instead.

{3}, {T}: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost. Activate only if you've completed a dungeon.

645 R
CLB • EN Titus Lunter

™ & © 2022 Wizards of the Coast

Sarevok's Tome 4



Artifact

When Sarevok's Tome enters the battlefield, you take the initiative.

{T}: Add {C}. If you have the initiative, add {C}{C} instead.

{3}, {T}: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost. Activate only if you've completed a dungeon.

645 R
CLB • EN Titus Lunter

™ & © 2022 Wizards of the Coast

Sarevok's Tome 4



Artifact

When Sarevok's Tome enters the battlefield, you take the initiative.

{T}: Add {C}. If you have the initiative, add {C}{C} instead.

{3}, {T}: Exile cards from the top of your library until you exile a nonland card. You may cast that card without paying its mana cost. Activate only if you've completed a dungeon.

645 R
CLB • EN Titus Lunter

™ & © 2022 Wizards of the Coast