Dimir Machinations



Sorcery

Look at the top three cards of target player's library. Remove any number of those cards from the game, then put the rest back in any order.

Transmute 1 (1, *Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)*

Greg Staples

™ & © 1993–2005 Wizards of the Coast, Inc. 84/306