
Game Plan 5
Sorcery
Assist (Another player can pay up to 5 of this spell's cost.)
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defeat.
035/254 R
BBD • EN Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan

5 U



Sorcery

Assist *(Another player can pay up to 5 of this spell's cost.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.

Plan for victory, or prepare for defate.

035/254 R
BBD • EN
Seb McKinnon

™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast

Game Plan 5 U
Sorcery
Assist *(Another player can pay up to 5 of this spell's cost.)*
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defate.
035/254 R
BBD • EN
Seb McKinnon
™ & © 2018 Wizards of the Coast


Game Plan 5
Sorcery
Assist (Another player can pay up to 5 of this spell's cost.)
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defeat.
035/254 R
BBD • EN Seb McKinnon
™ & © 2018 Wizards of the Coast


Game Plan 5
Sorcery
Assist (Another player can pay up to 5 of this spell's cost.)
Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Game Plan.
Plan for victory, or prepare for defeat.
035/254 R
BBD • EN Seb McKinnon
™ & © 2018 Wizards of the Coast