Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210

Iterative Analysis

Conspiracy

Hidden agenda *(Start the game with this conspiracy face down in the command zone and secretly name a card. You may turn this conspiracy face up any time and reveal the chosen name.)*

Whenever you cast an instant or sorcery spell with the chosen name, you may draw a card.

Winona Nelson

™ & © 2014 Wizards of the Coast 6/210