Monastery Raid



Sorcery

Freerunning {X}{R}

Exile the top two cards of your library. If this spell's freerunning cost was paid, exile the top X cards of your library instead. You may play the exiled cards until the end of your next turn.

"If they didn't want it stolen, they should have left more guards."

U 0217
ACR ★ EN
Alexandre Honoré

© Ubisoft
™ & © 2024 Wizards of the Coast

Monastery Raid
Sorcery
Freerunning {X}{R}
Exile the top two cards of your library. If this spell's freerunning cost was paid, exile the top X cards of your library instead. You may play the exiled cards until the end of your next turn.
"If they didn't want it stolen, they should have left more guards."
U 0217
ACR ★ EN
Alexandre Honoré
© Ubisoft
™ & © 2024 Wizards of the Coast