## Timeline Inquiry



Instant

Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*

Draw three cards. Then discard a card unless this spell was cast using teamwork.

*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*

U 0641
MSC • EN Toni Infante

© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

## Timeline Inquiry



Instant

Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*

Draw three cards. Then discard a card unless this spell was cast using teamwork.

*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*

U 0641
MSC • EN Toni Infante

© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

## Timeline Inquiry



Instant

Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*

Draw three cards. Then discard a card unless this spell was cast using teamwork.

*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*

U 0641
MSC • EN Toni Infante

© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

## Timeline Inquiry



Instant

Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*

Draw three cards. Then discard a card unless this spell was cast using teamwork.

*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*

U 0641
MSC • EN Toni Infante

© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast

Timeline Inquiry
Instant
Teamwork 2 *(As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)*
Draw three cards. Then discard a card unless this spell was cast using teamwork.
*At the Time Variance Authority, Chronomonitors ceaselessly scan existence for temporal misconduct.*
U 0641
MSC • EN Toni Infante
© MARVEL
™ & © 2026 Wizards of the Coast