Clever Concealment {2}{G/W}{G/W}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast

Clever Concealment {2}{G/W}{G/W}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

005/028 R
ONC • EN
Alexey Kruglov

™ & © 2023 Wizards of the Coast