Twilight Diviner 2B



Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast

Twilight Diviner 2B

Creature — Elf Cleric

When this creature enters, surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
ECL • EN Pauline Voss

™ & © 2026 Wizards of the Coast