Chaos Mutation



Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation



Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation



Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation



Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast

Chaos Mutation

Instant

Exile any number of target creatures controlled by different players. For each creature exiled this way, its controller reveals cards from the top of their library until they reveal a creature card, puts that card onto the battlefield, then puts the rest on the bottom of their library in a random order.

111/168 R © GW
40K★EN ▶ Lie Setiawan ™ & © 2022 Wizards of the Coast