
Dark-Dweller Oracle
1
Creature — Goblin Shaman
M19
1, Sacrifice a creature: Exile the top card of your library. You may play that card this turn. (You still pay its costs. You can play a land this way only if you have an available land play remaining.)
Eyes are unnecessary for seeing the future.
2/2
134/280 R
M19 • EN
Deruchenko Alexander
™ & © 2018 Wizards of the Coast


Dark-Dweller Oracle
1
Creature — Goblin Shaman
M19
1, Sacrifice a creature: Exile the top card of your library. You may play that card this turn. (You still pay its costs. You can play a land this way only if you have an available land play remaining.)
Eyes are unnecessary for seeing the future.
2/2
134/280 R
M19 • EN
Deruchenko Alexander
™ & © 2018 Wizards of the Coast


Dark-Dweller Oracle
1
Creature — Goblin Shaman
M19
1, Sacrifice a creature: Exile the top card of your library. You may play that card this turn. (You still pay its costs. You can play a land this way only if you have an available land play remaining.)
Eyes are unnecessary for seeing the future.
2/2
134/280 R
M19 • EN
Deruchenko Alexander
™ & © 2018 Wizards of the Coast


Dark-Dweller Oracle
1
Creature — Goblin Shaman
M19
1, Sacrifice a creature: Exile the top card of your library. You may play that card this turn. (You still pay its costs. You can play a land this way only if you have an available land play remaining.)
Eyes are unnecessary for seeing the future.
2/2
134/280 R
M19 • EN
Deruchenko Alexander
™ & © 2018 Wizards of the Coast