Through the Breach



Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach



Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach



Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach



Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306

Through the Breach

Instant — Arcane

Put a creature card from your hand into play. That creature has haste. Sacrifice that creature at end of turn.

Splice onto Arcane 2 *(As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)*

Hugh Jamieson

™ & © 1993–2004 Wizards of the Coast, Inc. 103/306