Sefris of the Hidden Ways



Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways



Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways



Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast

Sefris of the Hidden Ways

Legendary Creature — Human Wizard

Whenever one or more creature cards are put into your graveyard from anywhere, venture into the dungeon. This ability triggers only once each turn. *(To venture into the dungeon, enter the first room or advance to the next room.)*

Create Undead — Whenever you complete a dungeon, return target creature card from your graveyard to the battlefield.

2/3

003/062 M
AFC ★ EN Ryan Pancoast

™ & © 2021 Wizards of the Coast