See Beyond 1U



Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248

See Beyond 1U

Sorcery

Draw two cards, then shuffle a card from your hand into your library.

Ancient lore locked in a mind driven mad is just as safe as when it was locked deep underground.

Andrew Robinson

™ & © 1993–2010 Wizards of the Coast LLC 86/248