Weftwalking



Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking



Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking



Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking



Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast

Weftwalking

Enchantment

When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.

The first spell each player casts during each of their turns may be cast without paying its mana cost.

M 0086
EOE • EN ✒ Rovina Cai

™ & © 2025 Wizards of the Coast