Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley

Netherese Puzzle-Ward 3



Enchantment

Focus Beam — At the beginning of your upkeep, roll a d4. Scry X, where X is the result.

Perfect Illumination — Whenever you roll a die's highest natural result, draw a card.

286 R
AFC • EN
™ & © 2021 Wizards of the Coast
Ralph Horsley