Insectoid Exterminator 2B



Creature — Insect Mutant

Flying

Disappear — At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

2/2

C 0064
TMT • EN • Brian Valeza

©2026 Viacom.
™ & © 2026 Wizards of the Coast

Insectoid Exterminator 2B



Creature — Insect Mutant

Flying

Disappear — At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

2/2

C 0064
TMT • EN • Brian Valeza

©2026 Viacom.
™ & © 2026 Wizards of the Coast

Insectoid Exterminator 2B



Creature — Insect Mutant

Flying

Disappear — At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

2/2

C 0064
TMT • EN • Brian Valeza

©2026 Viacom.
™ & © 2026 Wizards of the Coast

Insectoid Exterminator 2B



Creature — Insect Mutant

Flying

Disappear — At the beginning of your end step, if a permanent left the battlefield under your control this turn, scry 1. *(Look at the top card of your library. You may put that card on the bottom.)*

2/2

C 0064
TMT • EN • Brian Valeza

©2026 Viacom.
™ & © 2026 Wizards of the Coast