You Find Some Prisoners {1}{R}



Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast

You Find Some Prisoners {1}{R}

Instant

Choose one —
- *Break Their Chains* — Destroy target artifact.
- *Interrogate Them* — Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

169/281 U
AFR • EN ▶ Lie Setiawan

™ & © 2021 Wizards of the Coast