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At the beginning of your end step, exile the bottom card of each opponent's library face down. For as long as those cards remain exiled, you may look at them, and you may spend mana as though it were mana of any color to cast spells.

Mind Player, the Shadow isn't a creature unless you control three or more permanents you don't own.

Legendary Enchantment Creature — Horror



Mind Player, the Shadow

4

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those spells.

mana as though it were mana of any color to cast spells from among them, and you may spend you may look at them, you may cast permanent down. For as long as those cards remain exiled, bottom card of each opponent's library face At the beginning of your end step, exile the own.

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Legendary Enchantment Creature — Horror



Mind Player, the Shadow

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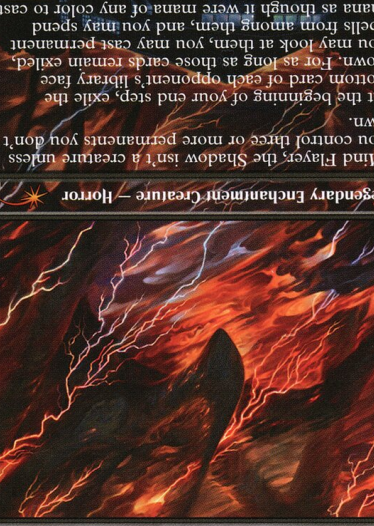
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At the beginning of your end step, exile the bottom card of each opponent's library face down. For as long as those cards remain exiled, you may look at them, you may cast permanent spells from among them, and you may spend mana as though it were mana of any color to cast those spells.

Mind Flayer, the Shadow

4

Legendary Enchantment — Horror

The card features a dark, atmospheric illustration of a large, shadowy, tentacle-like creature emerging from a swirling, fiery red and orange background. The creature's form is mostly black and indistinct, with a few sharp, dark appendages reaching out. The background is filled with bright, jagged white and yellow lightning bolts that crackle across the scene, creating a sense of intense energy and danger. The overall color palette is dominated by the warm, fiery tones of the background, contrasting sharply with the dark, menacing figure of the creature.