
Path of the Schemer
4
Sorcery
Each player mills two cards. Then you put a creature card from a graveyard onto the battlefield under your control. It's an artifact in addition to its other types.
Will of the Planeswalkers — Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues.
R 0115
MOC • EN
Iosu Hernaiz
™ & © 2023 Wizards of the Coast


Path of the Schemer
4
Sorcery
Each player mills two cards. Then you put a creature card from a graveyard onto the battlefield under your control. It's an artifact in addition to its other types.
Will of the Planeswalkers — Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues.
R 0115
MOC • EN
Iosu Hernaiz
™ & © 2023 Wizards of the Coast


Path of the Schemer
4
Sorcery
Each player mills two cards. Then you put a creature card from a graveyard onto the battlefield under your control. It's an artifact in addition to its other types.
Will of the Planeswalkers — Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues.
R 0115
MOC • EN
Iosu Hernaiz
™ & © 2023 Wizards of the Coast


Path of the Schemer
4
Sorcery
Each player mills two cards. Then you put a creature card from a graveyard onto the battlefield under your control. It's an artifact in addition to its other types.
Will of the Planeswalkers — Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues.
R 0115
MOC • EN
Iosu Hernaiz
™ & © 2023 Wizards of the Coast