Hidden Strings



Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156

Hidden Strings

Sorcery

You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Daarken

™ & © 2013 Wizards of the Coast 12/156