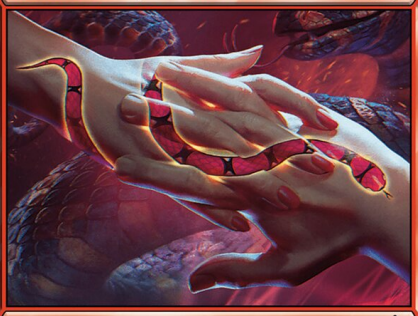
Ensnared by the Mara

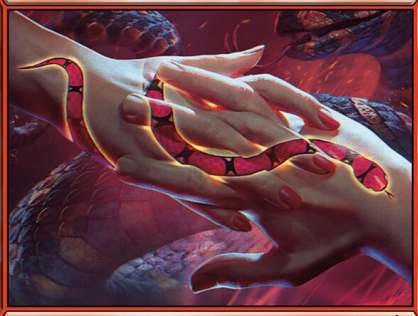


Sorcery

Each opponent faces a villainous choice — They exile cards from the top of their library until they exile a nonland card, then you may cast that card without paying its mana cost, or that player exiles the top four cards of their library and Ensnared by the Mara deals damage equal to the total mana value of those exiled cards to that player.

R 0689
WHO★EN Andrey Kuzinskiy
© BBC
™ & © 2023 Wizards of the Coast

Ensnared by the Mara

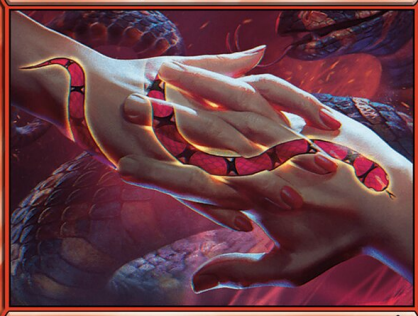


Sorcery

Each opponent faces a villainous choice — They exile cards from the top of their library until they exile a nonland card, then you may cast that card without paying its mana cost, or that player exiles the top four cards of their library and Ensnared by the Mara deals damage equal to the total mana value of those exiled cards to that player.

R 0689
WHO★EN Andrey Kuzinskiy
© BBC
™ & © 2023 Wizards of the Coast

Ensnared by the Mara

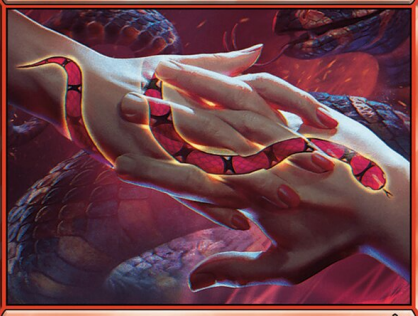


Sorcery

Each opponent faces a villainous choice — They exile cards from the top of their library until they exile a nonland card, then you may cast that card without paying its mana cost, or that player exiles the top four cards of their library and Ensnared by the Mara deals damage equal to the total mana value of those exiled cards to that player.

R 0689
WHO★EN Andrey Kuzinskiy
© BBC
™ & © 2023 Wizards of the Coast

Ensnared by the Mara



Sorcery

Each opponent faces a villainous choice — They exile cards from the top of their library until they exile a nonland card, then you may cast that card without paying its mana cost, or that player exiles the top four cards of their library and Ensnared by the Mara deals damage equal to the total mana value of those exiled cards to that player.

R 0689
WHO★EN Andrey Kuzinskiy
© BBC
™ & © 2023 Wizards of the Coast