Light Up the Stage



Sorcery

Spectacle {2}{R} *(You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)*

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U
AFC • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Light Up the Stage

Sorcery

Spectacle {2}{R} *(You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)*

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U
AFC • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Light Up the Stage

Sorcery

Spectacle {2}{R} *(You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)*

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U
AFC • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Light Up the Stage

Sorcery

Spectacle {2}{R} *(You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)*

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U
AFC • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Light Up the Stage

Sorcery

Spectacle {2}{R} *(You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)*

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U
AFC • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast