Clever Concealment {2}{G}{G}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}



Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast

Clever Concealment {2}{G}{G}

Instant

Convoke *(Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)*

Any number of target nonland permanents you control phase out. *(Treat them and anything attached to them as though they don't exist until your next turn.)*

R 0125
MSC • EN ✍ Iurius Chitrovas
© MARVEL
™ & © 2026 Wizards of the Coast