

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast

Light Up the Stage

2



Sorcery



Spectacle (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

107/259 U
RNA • EN • DMITRY BURMAK

™ & © 2019 Wizards of the Coast