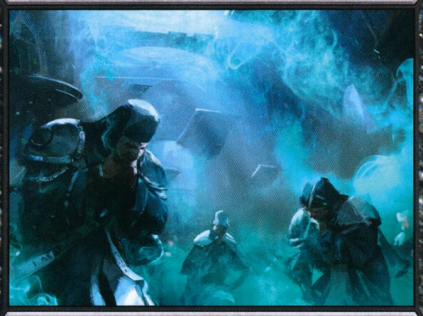
Mephitic Vapors



Sorcery

All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*

Ravnica's safest strongholds are often neither.

076/259 C
GRN • EN
Darek Zabrocki

™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast

Mephitic Vapors
Sorcery
All creatures get -1/-1 until end of turn.
Surveil 2. *(Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)*
Ravnica's safest strongholds are often neither.
076/259 C
GRN • EN
Darek Zabrocki
™ & © 2018 Wizards of the Coast