Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}



Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150

Architects of Will {2}{U}{B}

Artifact Creature — Human Wizard

When Architects of Will enters the battlefield, look at the top three cards of target player's library, then put them back in any order.

Cycling {U}{B} ({U}{B}, Discard this card: Draw a card.)

This secret society of mages manipulates the beliefs and opinions of others.

Matt Stewart

3/3

™ & © 1993–2010 Wizards of the Coast LLC 77/150