Thief of Sanity 1UB



Creature — Specter

Flying

Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/2

R 0243
OTC • EN Igor Kieryluk

™ & © 2024 Wizards of the Coast

Thief of Sanity 1UB



Creature — Specter

Flying

Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/2

R 0243
OTC • EN Igor Kieryluk

™ & © 2024 Wizards of the Coast

Thief of Sanity 1UB



Creature — Specter

Flying

Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/2

R 0243
OTC • EN Igor Kieryluk

™ & © 2024 Wizards of the Coast

Thief of Sanity 1UB



Creature — Specter

Flying

Whenever Thief of Sanity deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/2

R 0243
OTC • EN Igor Kieryluk

™ & © 2024 Wizards of the Coast