Chimil, the Inner Sun 6



Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6



Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6



Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6



Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. *(Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)*

M 0137
ECC • EN Adam Paquette

™ & © 2026 Wizards of the Coast