Brainstorm



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90

Brainstorm

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

Willian Murai

™ & © 1993–2012 Wizards of the Coast LLC 13/90