Undercity Informer



Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer



Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer



Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer



Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249

Undercity Informer

Creature — Human Rogue

1, Sacrifice a creature: Target player reveals cards from the top of his or her library until he or she reveals a land card, then puts those cards into his or her graveyard.

"Scandal and slander are never welcome news. That's why I'm never the messenger."

Raymond Swanland

2/3

™ & © 2013 Wizards of the Coast 82/249