Commit {3}{U}



Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

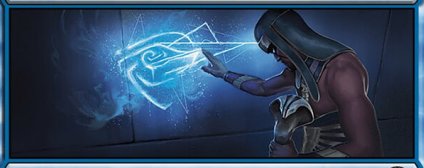
Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}



Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

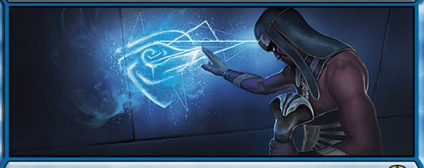
Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}



Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast

Commit {3}{U}

Instant

Put target spell or nonland permanent into its owner's library second from the top.

Memory {4}{U}{U}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*

Each player shuffles their hand and graveyard into their library, then draws seven cards.

R 0147
LCC • EN ✍ Ryan Alexander Lee

™ & © 2023 Wizards of the Coast