Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme



Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic

Fire-Brained Scheme

Sorcery

Choose one —
• Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
• One or two target creatures each get +1/+0 and gain first strike until end of turn.

Simon Dominic