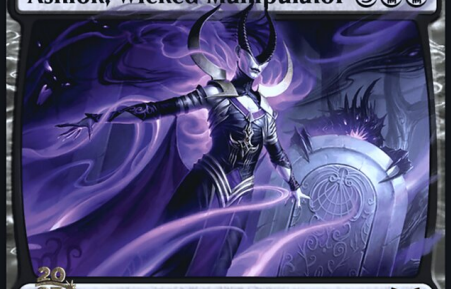
Ashiok, Wicked Manipulator 3



Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

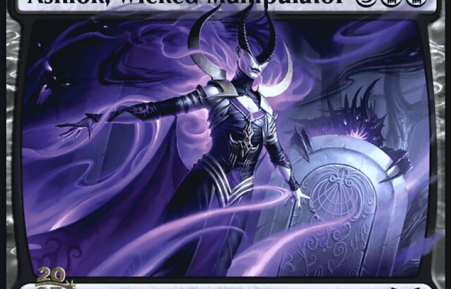
−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3



Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

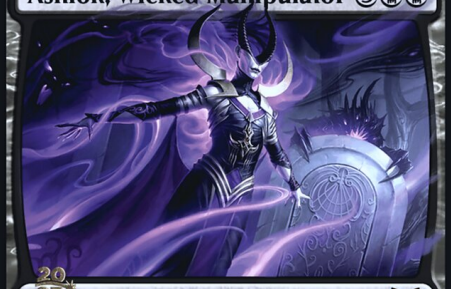
−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3



Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

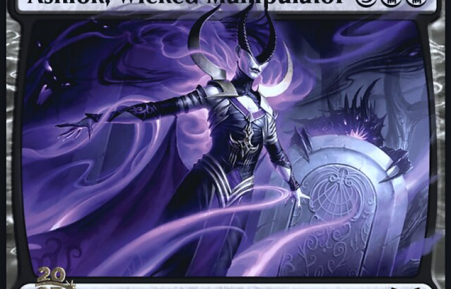
−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3



Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast

Ashiok, Wicked Manipulator 3

Legendary Planeswalker — Ashiok

If you would pay life while your library has at least that many cards in it, exile that many cards from the top of your library instead.

+1: Look at the top two cards of your library. Exile one of them and put the other into your hand.

−2: Create two 1/1 black Nightmare creature tokens with "At the beginning of combat on your turn, if a card was put into exile this turn, put a +1/+1 counter on this creature."

−7: Target player exiles the top X cards of their library, where X is the total mana value of cards you own in exile.

5

M 0078
WOE EN Raymond Swanland

™ & © 2023 Wizards of the Coast