Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast

Commit {3}{U}



Instant

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

Sorcery

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

Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards.



Memory {4}{U}{U}

211/269 R
AKH • EN ✎ Ryan Alexander Lee

™ & © 2017 Wizards of the Coast