Sandman's Quicksand

1



Sorcery

Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*

All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.

U 0063
SPM • EN Michele Giorgi

© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand 1
Sorcery
Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*
All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.
U 0063
SPM • EN Michele Giorgi
© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand

1



Sorcery

Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*

All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.

U 0063
SPM • EN Michele Giorgi

© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand 1
Sorcery
Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*
All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.
U 0063
SPM • EN Michele Giorgi
© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand

1



Sorcery

Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*

All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.

U 0063
SPM • EN Michele Giorgi

© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand 1
Sorcery
Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*
All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.
U 0063
SPM • EN Michele Giorgi
© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand

1



Sorcery

Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*

All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.

U 0063
SPM • EN Michele Giorgi

© MARVEL
™ & © 2025 Wizards of the Coast

Sandman's Quicksand 1
Sorcery
Mayhem 3 *(You may cast this card from your graveyard for 3 if you discarded it this turn. Timing rules still apply.)*
All creatures get -2/-2 until end of turn. If this spell's mayhem cost was paid, creatures your opponents control get -2/-2 until end of turn instead.
U 0063
SPM • EN Michele Giorgi
© MARVEL
™ & © 2025 Wizards of the Coast