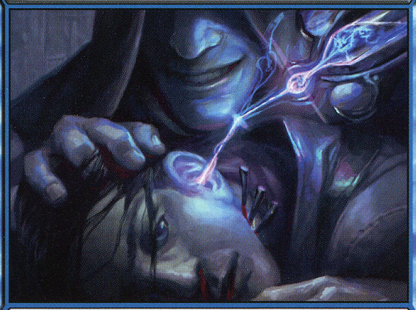
Last Thoughts



Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

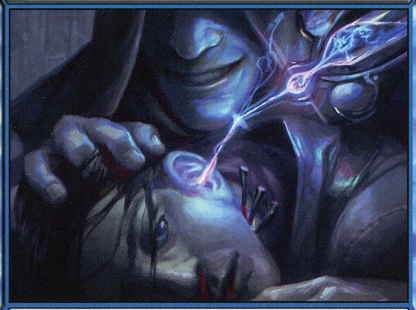
Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts



Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

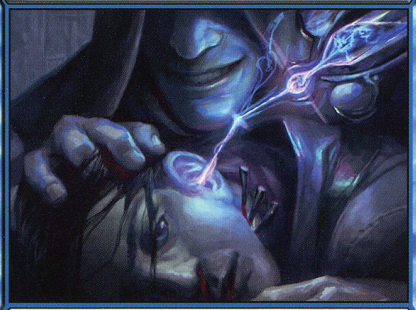
Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts



Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

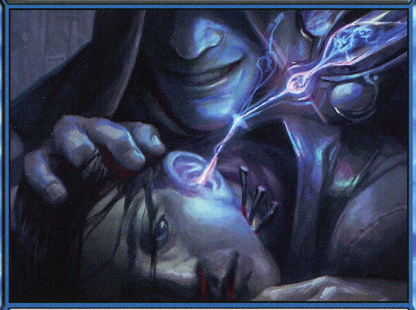
Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts



Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249

Last Thoughts

Sorcery

Draw a card.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Peter Mohrbacher

™ & © 2013 Wizards of the Coast 40/249