Diabolic Tutor 2BB



Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350

Diabolic Tutor 2BB

Sorcery

Search your library for a card and put that card into your hand. Then shuffle your library.

The best ideas often come from the worst minds.

Illus. Rick Farrell

™ & © 1993–2001 Wizards of the Coast, Inc. 129/350