Return to Dust



Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust



Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust



Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast

Return to Dust

Instant

Exile target artifact or enchantment. If you cast this spell during your main phase, you may exile up to one other target artifact or enchantment.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

032 U
KHC • EN Wayne Reynolds

™ & © 2021 Wizards of the Coast