Key to the City



Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City



Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City



Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City



Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast

Key to the City

24–25 September 2016

Artifact

, Discard a card: Up to one target creature can't be blocked this turn.

Whenever Key to the City becomes untapped, you may pay 2. If you do, draw a card.

It would be unfortunate if the key fell into the wrong hands.

220/264 R
KLD ★ EN Sean Murray

™ & © 2016 Wizards of the Coast