

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir

3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast

Thousand-Year Elixir3



Artifact

You may activate abilities of creatures you control as though those creatures had haste.

①, ②: Untap target creature.

Was it a thousand years old, or would it make you live for a thousand years? The boggart didn't ask.

M 0148 ECL Special Guest
SPG • EN RAPHAEL ODA

™ & © 2026 Wizards of the Coast