Grindstone 1



Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1



Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1



Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1



Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han

Grindstone 1

Artifact

{3}, {T}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

Memory is a burden that wears at the soul as weather wears at stone.

000 / 000 P
PRM • EN Yeong-Hao Han