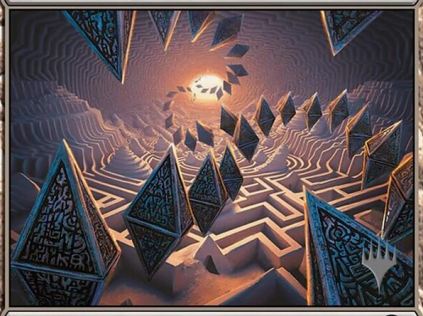
Ugin's Labyrinth



Land

Imprint — When Ugin's Labyrinth enters the battlefield, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with Ugin's Labyrinth, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

M 0233
MH3 • EN Mark Poole
™ & © 2024 Wizards of the Coast

Ugin's Labyrinth

Land

Imprint — When Ugin's Labyrinth enters the battlefield, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with Ugin's Labyrinth, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

M 0233
MH3 • EN Mark Poole
™ & © 2024 Wizards of the Coast

Ugin's Labyrinth

Land

Imprint — When Ugin's Labyrinth enters the battlefield, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with Ugin's Labyrinth, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

M 0233
MH3 • EN Mark Poole
™ & © 2024 Wizards of the Coast

Ugin's Labyrinth



Land

Imprint — When Ugin's Labyrinth enters the battlefield, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with Ugin's Labyrinth, add {C}{C} instead.

{T}: Return the exiled card to its owner's hand.

M 0233
MH3 • EN Mark Poole
™ & © 2024 Wizards of the Coast