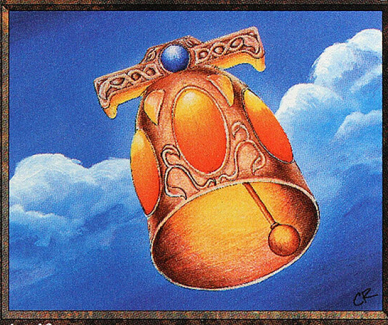
Kormus Bell 4

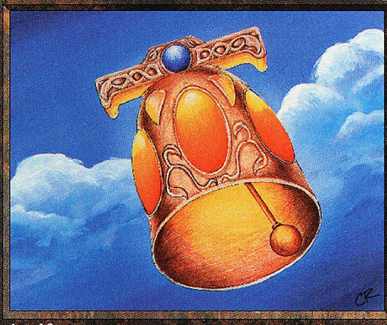


Artifact

Treat all swamps in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Illus. © 1994 Christopher Rush

Kormus Bell 4



Artifact

Treat all swamps in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Illus. © 1994 Christopher Rush

Kormus Bell 4

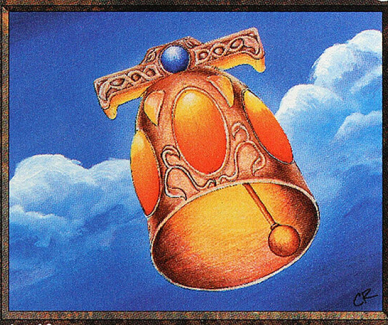


Artifact

Treat all swamps in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Illus. © 1994 Christopher Rush

Kormus Bell 4



Artifact

Treat all swamps in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Illus. © 1994 Christopher Rush