Realmbreaker's Grasp



Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.

C 0033
MOM • EN
Artur Nakhodkin

™ & © 2023 Wizards of the Coast

Realmbreaker's Grasp

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.

C 0033
MOM • EN
Artur Nakhodkin

™ & © 2023 Wizards of the Coast

Realmbreaker's Grasp

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.

C 0033
MOM • EN
Artur Nakhodkin

™ & © 2023 Wizards of the Coast

Realmbreaker's Grasp

Enchantment — Aura

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.

C 0033
MOM • EN
Artur Nakhodkin

™ & © 2023 Wizards of the Coast