
Tread Mill
Artifact — Contraption
Whenever you crank Tread Mill, until end of turn, target creature gets +1/+2, gains vigilance, and becomes an artifact in addition to its other types.
208/216 C
UST • EN
Jason Felix
™ & © 2017 Wizards of the Coast


Tread Mill
Artifact — Contraption
Whenever you crank Tread Mill, until end of turn, target creature gets +1/+2, gains vigilance, and becomes an artifact in addition to its other types.
208/216 C
UST • EN
Jason Felix
™ & © 2017 Wizards of the Coast


Tread Mill
Artifact — Contraption
Whenever you crank Tread Mill, until end of turn, target creature gets +1/+2, gains vigilance, and becomes an artifact in addition to its other types.
208/216 C
UST • EN
Jason Felix
™ & © 2017 Wizards of the Coast


Tread Mill
Artifact — Contraption
Whenever you crank Tread Mill, until end of turn, target creature gets +1/+2, gains vigilance, and becomes an artifact in addition to its other types.
208/216 C
UST • EN
Jason Felix
™ & © 2017 Wizards of the Coast