Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143

Well of Discovery 6



Artifact

At the end of your turn, if you control no untapped lands, draw a card.

When you have given everything, then you are capable of anything.
—Well inscription

Illus. Alan Rabinowitz
©1993–2000 Wizards of the Coast, Inc. 140/143