Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}



Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast

Possession Engine {3}{U}{U}

Artifact — Vehicle

When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle.

Crew 3

"Here's a tip: If your ride needs souls for fuel, make sure to always keep one handy."

5/5

R 0438
DFT ★ EN Leroy Steinmann
™ & © 2025 Wizards of the Coast