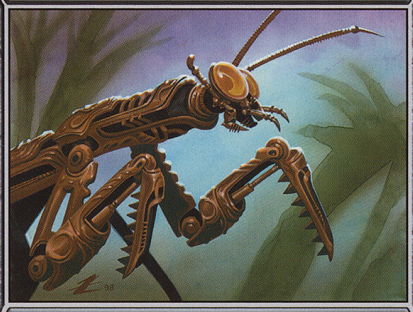
Mantis Engine 5



Artifact Creature — Insect

2: Mantis Engine gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

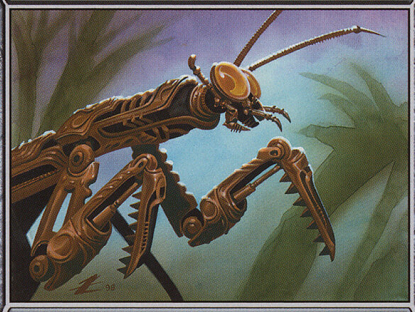
2: Mantis Engine gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

3/3

John Zeleznik

™ & © 1993–2007 Wizards of the Coast, Inc. 333/383

Mantis Engine 5



Artifact Creature — Insect

2: Mantis Engine gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

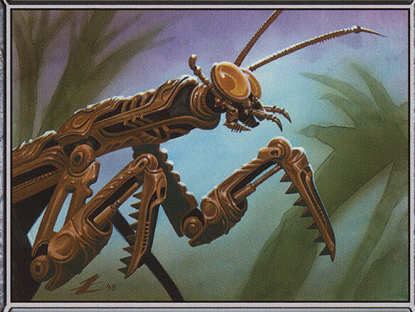
2: Mantis Engine gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

3/3

John Zeleznik

™ & © 1993–2007 Wizards of the Coast, Inc. 333/383

Mantis Engine 5



Artifact Creature — Insect

2: Mantis Engine gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

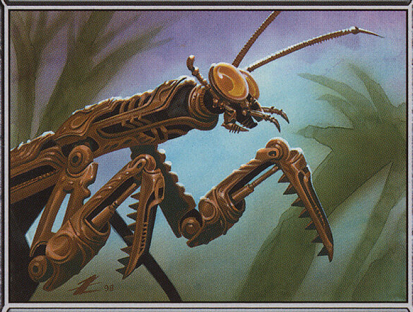
2: Mantis Engine gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

3/3

John Zeleznik

™ & © 1993–2007 Wizards of the Coast, Inc. 333/383

Mantis Engine 5



Artifact Creature — Insect

2: Mantis Engine gains flying until end of turn. *(It can't be blocked except by creatures with flying or reach.)*

2: Mantis Engine gains first strike until end of turn. *(It deals combat damage before creatures without first strike.)*

3/3

John Zeleznik

™ & © 1993–2007 Wizards of the Coast, Inc. 333/383