Mishra's Helix 5



Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350

Mishra's Helix 5

Artifact

X, : Tap X lands.

The helix was the finest example of Mishra's campaign strategy: if he couldn't have Argoth, no one could.

Illus. Berry

©1993–1998 Wizards of the Coast, Inc. 302/350