Elsewhere Flask



Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301

Elsewhere Flask

Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona bottled the sky. The next night she aligned the stars and released it.

Carl Frank

™ & © 1993–2008 Wizards of the Coast, Inc. 250/301