Withstand Death



Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death



Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death



Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death



Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249

Withstand Death

Instant

Target creature is indestructible this turn. *(Lethal damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it's still put into its owner's graveyard.)*

On Mirrodin, every conflict ends in either death or darksteel.

Tomasz Jedruszek

™ & © 1993-2010 Wizards of the Coast LLC 134/249