Aligned Hedron Network 4



Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast

Aligned Hedron Network 4

Artifact

When Aligned Hedron Network enters the battlefield, exile all creatures with power 5 or greater until Aligned Hedron Network leaves the battlefield. *(Those creatures return under their owners' control.)*

The last hedron slotted into place, locking Ulamog in an infinite loop of binding energy.

222/274 R
BFZ ★ EN Richard Wright

™ & © 2015 Wizards of the Coast