Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope



Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast

Fifty Feet of Rope

Artifact

Climb Over — {T}: Target Wall can't block this turn.

Tie Up — {3}, {T}: Target creature doesn't untap during its controller's next untap step.

Rappel Down — {4}, {T}: Venture into the dungeon. Activate only as a sorcery. *(Enter the first room or advance to the next room.)*

244/281 U
AFR • EN ✒ Andrew Mar

™ & © 2021 Wizards of the Coast