Shadow in the Warp



Enchantment

The first creature spell you cast each turn costs 2 less to cast.

Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.

The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"

140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast

Shadow in the Warp
Enchantment
The first creature spell you cast each turn costs 2 less to cast.
Whenever an opponent casts their first noncreature spell each turn, Shadow in the Warp deals 2 damage to that player.
The astropath collapsed, his empty eye sockets aglow. He spoke three words before falling lifeless to the ground: "They . . . are . . . coming!"
140/168 R
40K • EN
Kim Sokol
© GW
™ & © 2022 Wizards of the Coast