Part the Waterveil



Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast

Part the Waterveil

26–27 September 2015

Sorcery

Take an extra turn after this one.
Exile Part the Waterveil.

Awaken 6—6 *(If you cast this spell for 6, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)*

080/274 M
BFZ ★ EN Titus Lunter

™ & © 2015 Wizards of the Coast