Immortal Coil



Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249

Immortal Coil

Artifact

, Remove two cards in your graveyard from the game: Draw a card.

If damage would be dealt to you, prevent that damage. Remove a card in your graveyard from the game for each 1 damage prevented this way.

When there are no cards in your graveyard, you lose the game.

Dan Scott

™ & © 1993–2008 Wizards of the Coast, Inc. 79/249