Smoke Bomb 3



Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast

Smoke Bomb 3

Artifact

Flash

All creatures have shroud. *(They can't be the targets of spells or abilities.)*

At the beginning of your upkeep, sacrifice Smoke Bomb. When you do, target creature you control can't be blocked this turn.

When the sun removes all shadows, the Assassins create their own.

U 0075
ACR • EN Boria Pindado
© Ubisoft
™ & © 2024 Wizards of the Coast