Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast

Lake Silencio



Plane — Earth

Still Point in Time — All spells have split second. *(As long as a spell with split second is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*

Whenever chaos ensues, Lake Silencio deals 6 damage to target creature an opponent controls. If a creature dealt damage this way would die this turn, exile it instead.

0587 WHO • EN ✎ Iorn Di Giovanni

© BBC ™ & © 2023 Wizards of the Coast