Return to Dust 2⊛⊛



Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛



Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛



Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛



Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301

Return to Dust 2⊛⊛

Instant

Remove target artifact or enchantment from the game. If you played this spell during your main phase, you may remove up to one other target artifact or enchantment from the game.

Some timelines forever fray, branch, and intermingle. Others end abruptly.

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 39/301