Humility



Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast

Humility

Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN
Phil Foglio

™ & © 2015 Wizards of the Coast