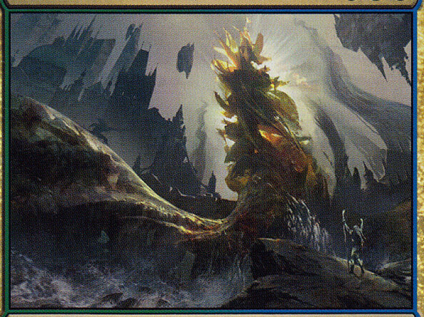
Urban Evolution 3



Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

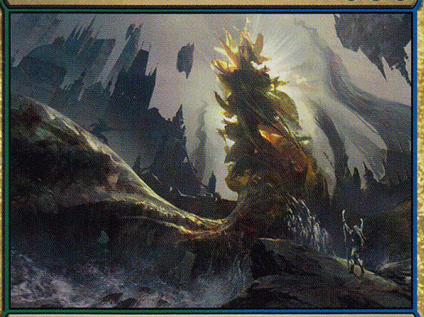
Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3



Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

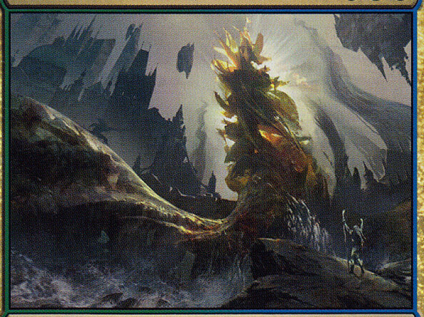
Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3



Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

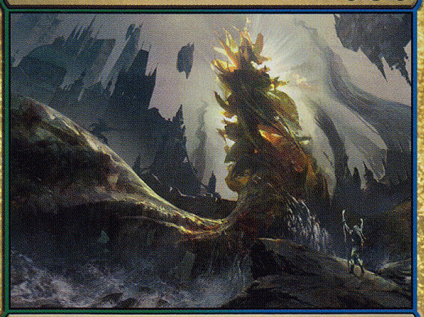
Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3



Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast

Urban Evolution 3

Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

057/067 U
DDO • EN ▶ Eytan Zana

™ & © 2015 Wizards of the Coast