Maze's End



Land

Maze's End enters the battlefield tapped.

{T}: Add {1} to your mana pool.

{3}, {T}, Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

Cliff Childs

™ & © 2013 Wizards of the Coast ★152/156 Prerelease

Maze's End

27–28 April 2013

Land

Maze's End enters the battlefield tapped.

{T}: Add {1} to your mana pool.

{3}, {T}, Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

Cliff Childs

™ & © 2013 Wizards of the Coast ★152/156 Prerelease

Maze's End

27–28 April 2013

Land

Maze's End enters the battlefield tapped.

{T}: Add {1} to your mana pool.

{3}, {T}, Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

Cliff Childs

™ & © 2013 Wizards of the Coast ★152/156 Prerelease

Maze's End

27–28 April 2013

Land

Maze's End enters the battlefield tapped.

{T}: Add {1} to your mana pool.

{3}, {T}, Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

Cliff Childs

™ & © 2013 Wizards of the Coast ★152/156 Prerelease