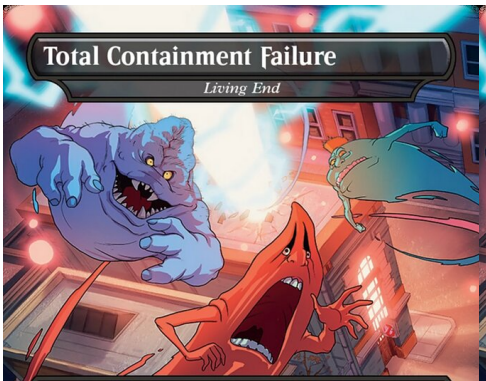
Total Containment Failure

Living End



Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

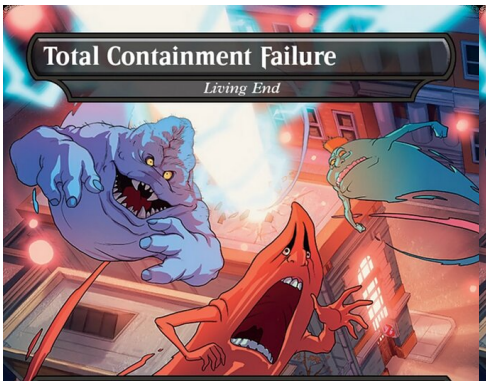
"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End



Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

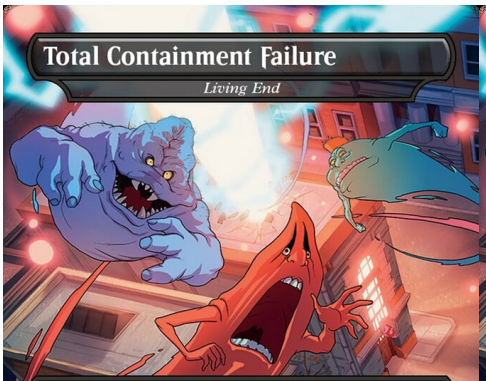
"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End



Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

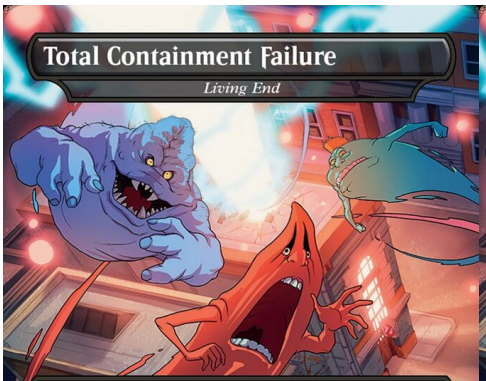
"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End



Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast

Total Containment Failure

Living End

Sorcery

Suspend 3—2

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

"I've only heard it once before, but that sounds like a containment unit exploding."
—Dr. Raymond Stantz

M 1769
SLD • EN Tyler Walpole

™ & © 2024 Wizards of the Coast